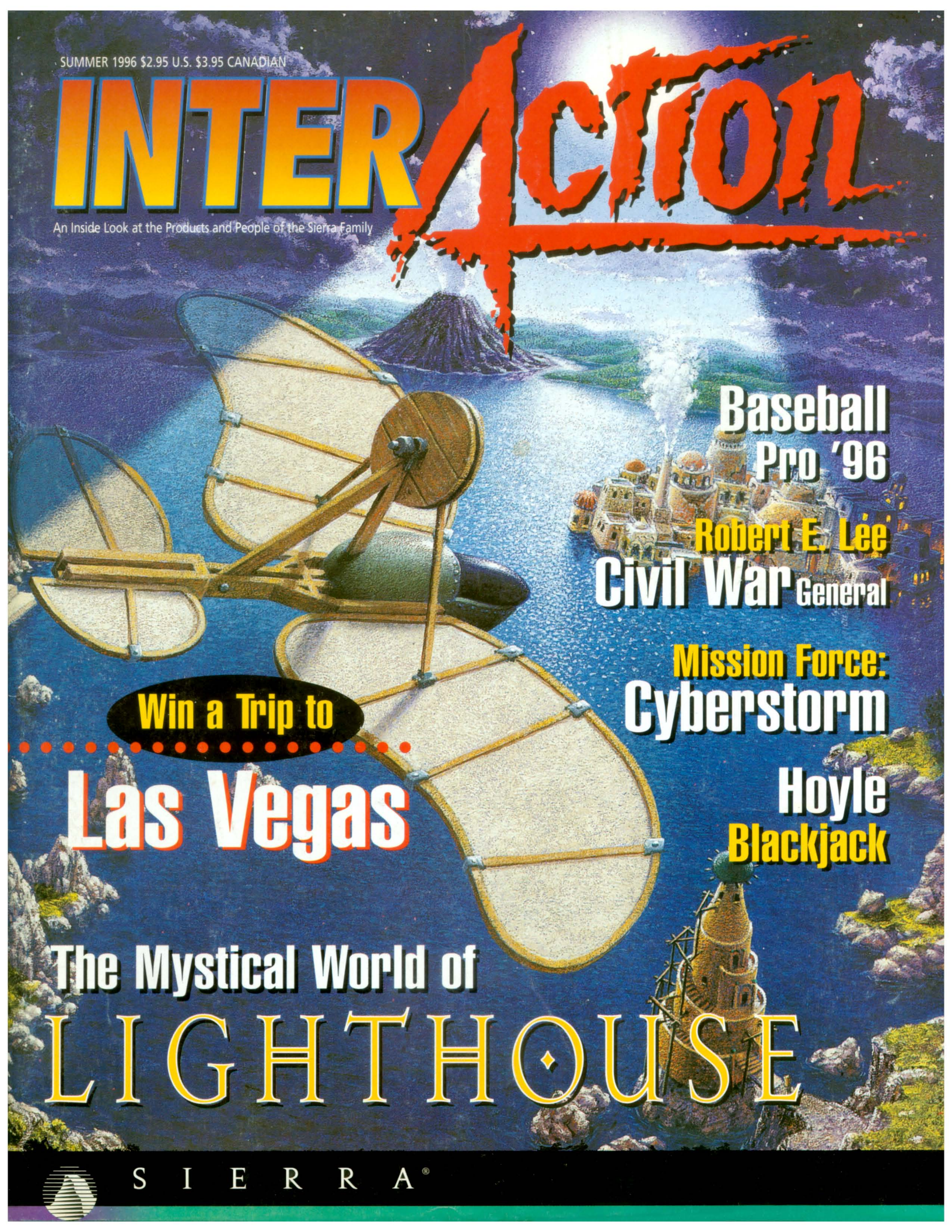
SUMMER 1996 $2.95 U.S. $3.95 CANADIAN

INTERAction

An Inside Look at the Products and People of the Sierra Family



Baseball Pro '96

Robert E. Lee Civil War General

Mission Force: Cyberstorm

Hoyle Blackjack

Win a Trip to

Las Vegas

The Mystical World of LIGHTHOUSE

SIERRA®

SUMMER 1996 $2.95 U.S. $3.95 CANADIAN

INTERAction

An Inside Look at the Products and People of the Sierra Family

Win a Trip to

Las Vegas

New Lighthouse

Robert E. Lee Civil War General

Mission Force: Cyberstorm

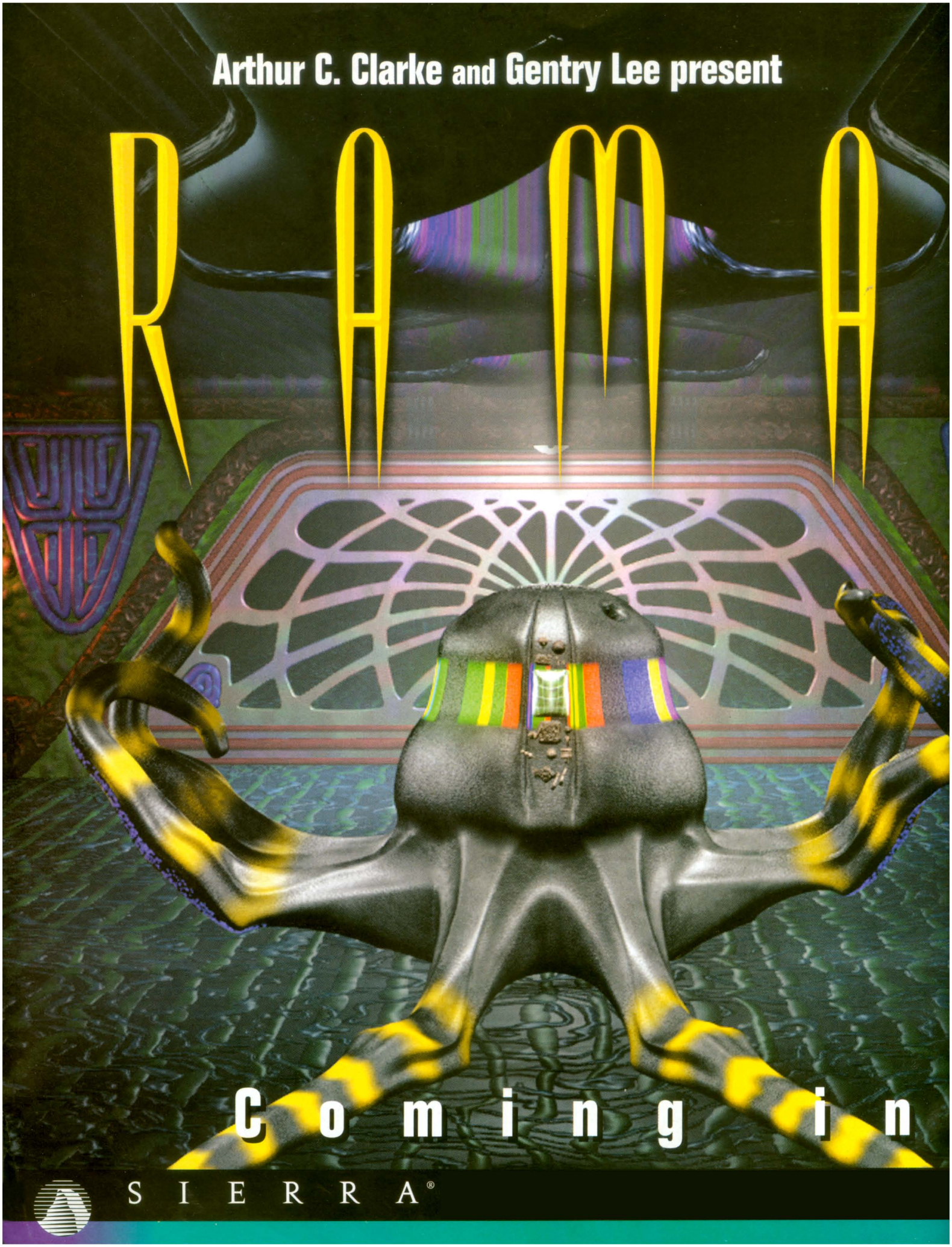
Hoyle Blackjack

Exclusive Interview

Randy Johnson

on Front Page Sports: Baseball Pro '96

SIERRA®

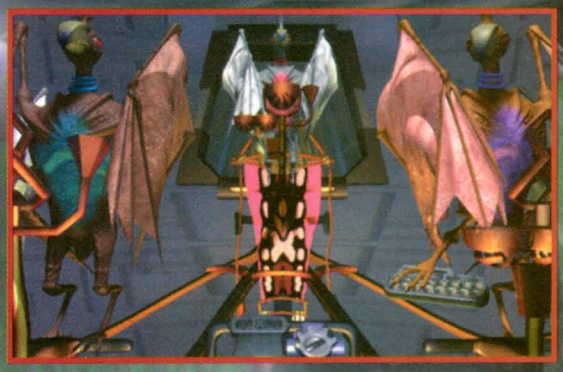

Arthur C. Clarke and Gentry Lee present
RAMA
Coming in
SIERRA®

An Alien Visitor. A World Unknown. A Mystery So Immense It Spans A Universe. Welcome To Rama.

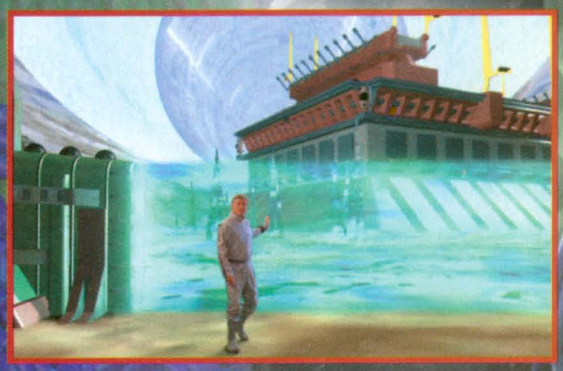
You've joined a team of astronauts aboard a vast alien spaceship that has entered our solar system from points unknown. Explore its 50 kilometer length and you'll discover secrets of intelligent life in the universe. Nothing can prepare you for what awaits inside.

Based on the epic Rama novels by Arthur C. Clarke and Gentry Lee.

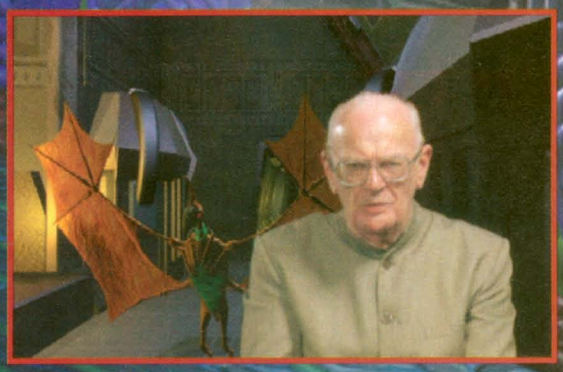
Rama—a vast world inside a spaceship.



In *Rama* you'll meet mysterious lifeforms.



Explore immense cities full of alien technology.



Arthur C. Clarke shares insights on the world he created.

Fall '96

http://www.sierra.com
See your local software dealer or call 1-800-757-7707

KIDS TO ADULTS AGES 6+

© Sierra On-Line, Inc.® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

Run fast. Run smart. Stop and you're dead.

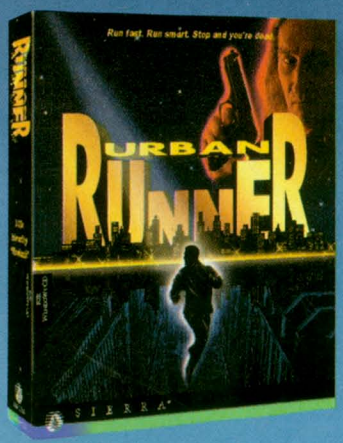
4 CDs of interactive suspense.

Real actors. Real time. Real tough!

A sheriff's deputy is **murdered**. You didn't see anything, but the bad guys **shoot** first and ask questions later. The cops want you for the murder, and at this point they seem like a better option than...

Your legs feel like lead. Your heart feels like it's going to **pound** right out of your chest. Your lungs are **screaming** for air. If you could just get to the...

Truth. **Innocence**. They don't mean a thing if you're **dead**!



See your software dealer, call 1-800-757-7707, or check out SierraWeb: http://www.sierra.com

©1996 Sierra On-Line, Inc. ® and /or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

MATURE M AGES 17+

SIERRA®

INTERACTION

Publisher: Ken Williams
Executive Editor: Johnnie Magpie
Art Director: Tim Fruehe
Issue Editor: John Sauer
Assistant Art Director: Shelly Langton
Assistant Editor: Christa Phillips

Contributors This Issue:
Steven Bryan Bieler, Clint Boswell, Howard Carson, Chris Foster, Jeff Gilbert, Tucker Hatfield, Nancy King, Gregor Koomey, Joseph McGuire, Glenn Oliver, Ken Parker, Edward Pugsley, Alan Roberts, Sonya Shelton, John Williams, Cindy Vanous

Design and Production:
Peter Baumgartner, Scott Catlin, David Day, Tim Fruehe, Kurt Moore, Sandra Simonson

Advertising Sales
Advertising Sales Director: Blake Park
Sales Info: 206-649-9800, ext. 5216

® and/or™ designate trademarks of, or licensed to Sierra On-Line, Inc. © 1996 Sierra On-Line, Inc. All rights reserved. Hoyle is used under license from Brown & Bigelow, Inc. SPACE QUEST is a registered trademark of The Children's Museum of Indianapolis, Inc., and is used by license. IndyCar and helmet logo are registered trademarks of the Indianapolis Speedway Corporation, under exclusive license to Championship Auto Racing Teams, Inc. NASCAR Racing is officially licensed by NASCAR ®.BIRTHRIGHT and the TSR Logo are trademarks of TSR, Inc. The BIRTHRIGHT fantasy world and artwork are © TSR, Inc. All rights reserved. Produced by Sierra On-Line Inc. under license from TSR, Inc. Berlitz is a registered trademark and is used by license. All product and price information, product availability or existence, and policies subject to change without notice. Products available while supplies last. We reserve the right to limit quantities. Not responsible for typographical errors. So don't sue us, OK?

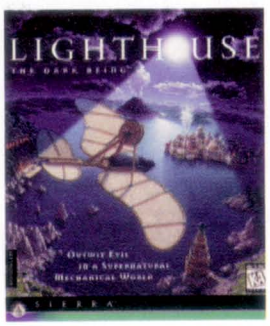
Contents

The BIG UNIT
RANDY JOHNSON

"The Big Unit"

InterAction Magazine catches up with Randy Johnson at Spring Training. Read what he has to say about life, baseball, computer sports, and Front Page Sports: Baseball Pro '96.

Page 24



Lighthouse will draw you to adventure like moths to a flame. Experience a new level of interaction.

Page 18

REGULAR FEATURES
Letters 6
Inside View 8
News Notes 14
Top Ten 16
Customer Service 90
Rumor Mill/Coming Attractions 92
On-Line Update 96

COVER STORIES
Lighthouse 18
Exlusive Interview with Randy Johnson 24

STRATEGY GAMES
Mission Force: CyberStorm 28
Robert E. Lee: Civil War General 34
New Product: Hoyle Blackjack 38

FANTASY ROLE PLAYING
New Product: Quest for Glory Anthology 40
First Look: Birthright & Betrayal in Antara 44

SIMULATIONS
Flight Sims: Red Baron II & Sierra ProPilot 51
Front Page Sports: Trophy Bass II 54
First Look: Front Page Sports: Golf 56

ACTION GAMES
First Look: Cybergladiators 58
First Look: Hunter/Hunted 60

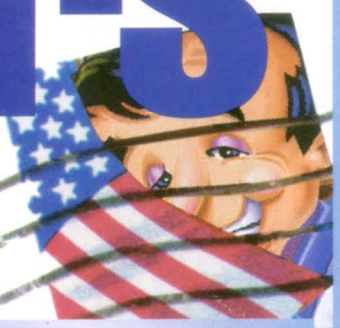
ADVENTURE GAMES
First Look: Phantasmagoria II: A Puzzle of Flesh 64
First Look: Leisure Suite Larry 7: Yank Hers Away! 68

NEW PRODUCTS
Lords of the Realm II 42
First Look: Power Chess 62

BEHIND THE SCENES AT SIERRA
Papyrus 71
3-D Ultra Pinball II: Creep Night 74
A Conversation with Roberta Williams 76
Shivers 78

STRATEGIES
The Rise and Rule of Ancient Empires 80
Caesar II 84
EarthSiege II 86
Silent Thunder: A10 Tank Killer II 88

Letters To the Editor:



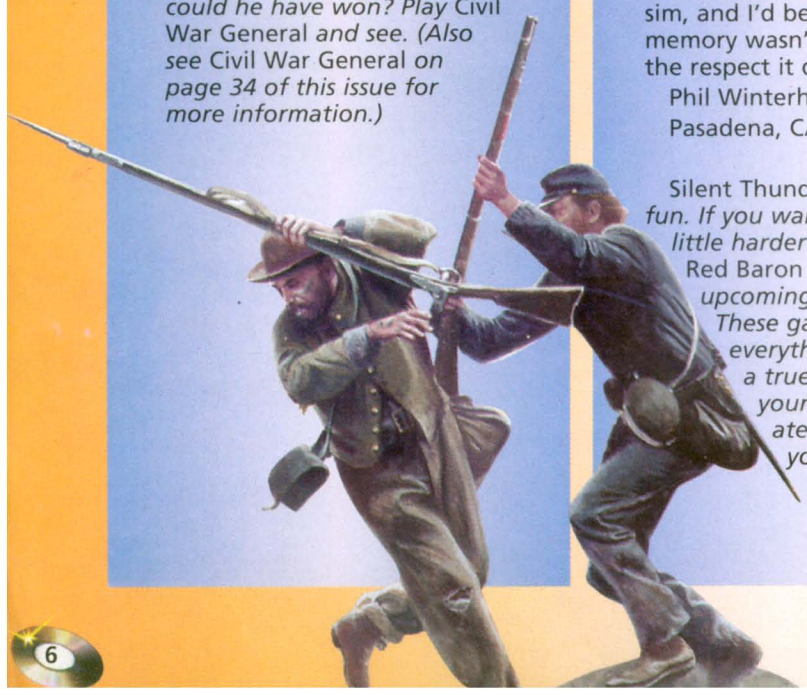
The Battle of Gettysburg --The Way It Wasn't

Dear InterAction,

I was surprised to see the screenshot on page 39 of the Spring issue showing a counter-attack by General Lee at Gettysburg. Anyone with an ounce of historical knowledge knows that a counterattack never took place. I'm anxious to play *Robert E. Lee: Civil War General*, but not if it's going to include glaring errors like this one. I really want someone to finally release a decent Civil War simulation (Lord knows there's not one out there now), and yours looked pretty good otherwise. What's going on?

John Lynch
Stone Mountain,GA

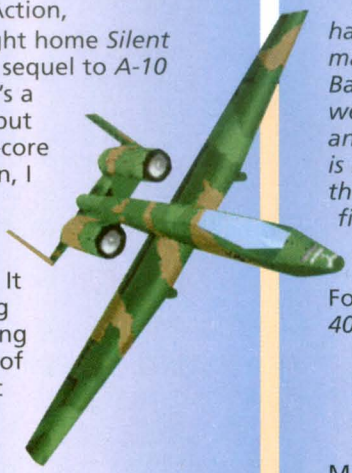
Relax, John. Of course we know what really happened in July of 1863. The fun question is, what **could** *have happened? If Lee had counterattacked, could he have won? Play* Civil War General *and see. (Also see* Civil War General *on page 34 of this issue for more information.)*



Please Respect Red Baron!

Dear InterAction,

I just brought home *Silent Thunder*, the sequel to *A-10 Tank Killer*. It's a great game, but being a hard-core simulation fan, I thought that flying the Warthog was too easy. It was fun flying around blasting the heck out of anything that moved, but my kid could even fly it. (and fly it and fly it....) My neighbor came over the other day and was able to hop right in the cockpit and start flying, and this guy is a couple cards short of a deck. I sure hope that the developers at Dynamix think more about us hardcore PC pilots with *Red Baron II*. The first Baron is still my favorite sim, and I'd be upset if its memory wasn't treated with the respect it deserves.



Phil Winterhawk
Pasadena, CA

Silent Thunder *was built for fun. If you want something a little harder core, check out* Red Baron II *AND the upcoming* Sierra Pro Pilot. *These games will have everything in them that a true sim fan like yourself will appreciate. We promise! (or your money back!)*

Reader Wants More Quest For Glory - And Gets It!

TO: Ken Williams CEO,

Quest for Glory is my very favorite Sierra game series. I haven't been able to find *Quest for Glory II or III* at the store, but I've been waiting for the fifth installment anyway. Someone on AOL told me that Sierra cancelled the series! Is this true?? Please, please don't tell me that Sierra is shelving the *Quest For Glory* series.

Shawn Spence
Longview, WA

In the last few months, Ken has received thousands of e-mails and letters like this one. Based on the strong demand, we're happy to announce that another Quest for Glory *game is now in pre-production. For those that haven't been able to find the current game episodes, we are also about to release a complete* Quest For Glory *anthology. (See Page 40.) Thanks for writing!*

What Happened To Mac?

Dear InterAction,

I am a big game fan and a Mac owner. When I read the latest *InterAction* magazine, I couldn't find a single new Mac release! What is happening? Why aren't you making games for Mac anymore?

Christopher Los
Pemberton, B.C., Canada

Not to worry, Christopher, we haven't abandoned the Mac. At press time SpaceQuest 6, Phantasmagoria, 3-D Ultra Pinball, Shivers, *and* Hoyle Classic Games *are all available for the Macintosh. Coming up soon are* Gabriel Knight: The Beast Within, Torin's Passage, Police Quest: SWAT, *and even a PowerMac version of* IndyCar II. *That should keep your Mac busy for a while!*

E-mail letters to the editor to:
interaction@sierra.com

Send your correspondence to:
InterAction Magazine
P.O. Box 53008, Bellevue, WA 98015-3008

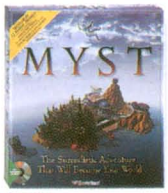
Please don't send returns, orders or time sensitive materials to this address.

Take 2 CD-ROMs for $9.95 ea.

Plus 1 more at great savings! (See details below.)

OVER 60 GREAT TITLES TO CHOOSE FROM NOW.... HUNDREDS AND HUNDREDS ONCE YOU JOIN THE CLUB!

Phantasmagoria
Adventure 5004502
WIN3.1 486/66 or Mac LCIII, 8mb, M



Myst
Interact. Game 5004304
WIN3.1 386/33 or MAC LCII,4mb, M

NEW	**World Wide Web Directory** WIN3.1 386, 4mb, M	Internet Guide	5049002
	Leonardo WIN3.1 386 or MAC LCII, 4mb, M	Historical	5020003
	The Bible WIN3.1 386, 4mb, M	Bible Reference	5031703
NEW	**Martial Arts Explorer** WIN3.1 386/33 or MAC LCIII, 4mb, M	Historical	5049804
	Golf Digest's Best Places To Play WIN3.1 486, 4mb, M	Sports	5045208
	Jumpstart First Grade WIN3.1 486 or MAC LCIII, 4mb, M	Children's Ed. For ages 5-7	5045901
NEW	**The Incredible Machine 3** WIN3.1 386 or MAC LCII, 4mb, M	Strategy Game	5043302
NEW	**The Greatest Paper Airplanes** WIN3.1 386/33 or MAC LCIII, 4mb, M	Gen. Interest	5044003
	Sports Illustrated Multimedia Almanac WIN3.1 386/25 or MACII, 4mb, M	Sports	5036504
	And More Calendars WIN3.1 386 or MAC LCII, 4mb, M, P, K	Home/Personal	5049507
	808 Great Letters WIN3.1 386, 4mb, M	Gen. Reference	5041702
	Berlitz Live Spanish WIN3.1 386 or MAC Class, 4mb, M	Language Tutor	5043401
	Instant Internet Access WIN3.1 386, 4mb, M	Internet Guide	5031000
	Mixed Up Mother Goose Deluxe WIN3.1 386 or MAC LCIII, 8mb, M	Children's Ed. For ages 3-6	5042304
	Mindscape Complete Reference Library WIN3.1 386/33, 8mb, M	Home/Personal	5037106
	How Multimedia Computers Work WIN3.1 386/33, 4mb, M	Gen. Reference	5044300
NEW	**Zone Raiders** DOS 486/50, 8mb, J, K	Arcade	5058904

How To Select CD-ROMs For Your System.

Each selection includes the following important information: minimum system required, minimum CPU required, minimum amount of RAM required, and required peripherals (M=mouse, J=joystick, K=keyboard, P=printer).

For all titles, the *minimum* system requirements recommended (unless otherwise indicated) are: Hardware: SVGA monitor (256 colors), sound card, 40MB hard drive, double speed CD-ROM drive. Operating System: DOS 5.0, Windows 3.1, Macintosh System 7.0.

	Dr. Ruth's Encyclopedia Of Sex WIN3.1 486, 4mb, M	Home/Personal	5027602
	The Random House Kid's Encyclopedia WIN3.1 486, 4mb, M	Children's Ed.	5027909
	The Pagemaster WIN3.1 486 or MAC LCIII, 4mb, M	Adventure	5027008
	Woodruff And The Schnibble WIN3.1 486 , 4mb, M	Adventure	5037304
	PTS Official Windows '95 Tutorial WIN3.1 386/33, 4mb, M	Computer Tutor.	5043807
	Trivial Pursuit WIN3.1 386 or MAC LCIII, 4mb, M	Strategy Game	5027404
	Aces Collector's Edition WIN3.1 486, 4mb, M	Flight Sim.	5037908
	Nascar Racing DOS 386/40 8mb, M, J, K	Driving Sim.	5001300
	Police Quest: Open Season DOS 386, 4mb or MAC LC, 8mb, M	Adventure	5002803
	Illustrative Talking Encyclopedia For Children WIN3.1 386, 4mb, M	Children's Ed. For ages 8-14	5045802
NEW	**Arts and Letters Draw** WIN3.1 386, 4mb, M	Home/Personal	5048301
	FX Fighter DOS 486/33, 4mb, M	Arcade Style	5045109

Gabriel Knight: The Beast Within
Adventure 5060405
WIN3.1 486/33, 8mb, M

Hexen
Arcade Style 5056403
DOS 486/33, 8mb, M, J

	Discovering Shakespeare WIN3.1 486 or MAC LCIII, 8mb, M	Literature Coll.	5051800
	King's Quest VII: The Princeless Bride WIN3.1 386/33 or MAC LCIII, 4mb, M	Arcade Style	5024401
	Resume Maker Deluxe CD WIN3.1 386/33, 8mb, M, P, K	Home/Personal	5050703
	Sign Language Dictionary WIN3.1 486, 4mb, M	Gen. Reference	5051701
	X-Men Cartoon Maker WIN3.1 486, 4mb, M	Interact. Game	5050909
NEW	**Adam: The Inside Story** WIN3.1 386, 4mb or MAC LCII, 8mb, M	Medical Ref.	5059605
	ADI's 2nd & 3rd Grade English WIN3.1 486/33 or MAC LCIII, 8mb, M	Children's Ed.	5052006
	ADI's 4th & 5th Grade English WIN3.1 486/33 or MAC LCIII, 8mb, M	Children's Ed.	5053301
NEW	**Official Guide To Netscape Navigator** WIN3.1 486, 4mb or MAC LCII, 8mb, M	Computer Tutor.	5061908
	Corel Gallery WIN3.1 386, 4mb or MAC LCIII, 2mb, M	Clip Art Library	5010301
NEW	**Pool Champion** WIN3.1 486/66, 8mb, M, J, K	Arcade	5060306
	The Ultimate Doom: Thy Flesh Consumed DOS 386/33, 4mb, M, J, K	Arcade	5044409
NEW	**1001 Really Cool Web Sites** WIN3.1 386 or MAC Class, 4mb, M, K	Internet Guide	5053002
NEW	**Wayzata World Fact Book '96** WIN3.1 386 or MAC LCII, 4mb, M,	Historical	5065701
	Mavis Beacon Teaches Typing 4.0 WIN3.1 386/33, 8mb, M, K	Typing Tutor.	5052402
	Microsoft Flight Simulator DOS 486/33, 8mb, M, J, K	Flight Sim.	5050604

Command & Conquer
Strategy Game 5050208
DOS 486/66, 8mb, M

Mechwarrior 2
Arcade Style 5043609
DOS 486/66, 8mb, M

NEW	**Inside The SAT & PSAT** WIN3.1 386 or MAC LCII, 8mb, M, K	College Prep.	5060702
	Quicken CD WIN3.1 486 or MAC LCII, 4mb, M	Home/Personal	5030101
NEW	**Nine Month Miracle** WIN3.1 386/33 or MAC LCII, 8mb, M	Medical Ref.	5060603
NEW	**Let's Pretend** WIN3.1 486/33 or MAC LCII, 8mb, M	Children's Ed. For ages 3+	5056304
	7th Guest DOS 386/33 or MAC LCIII, 4mb, M	Interact. Game	5004700
NEW	**Casper Brainy Book** WIN3.1 486, 4mb or MAC LCIII, 8mb, M	Children's Ed. For ages 4–8	5048905
	Jumpstart Kindergarten WIN3.1 386, 1mb or MAC LCIII, 4mb, M	Children's Ed. For ages 4–6	5027701
	Doom II DOS 386/33 or MAC LCII, 4mb, M, J, K	Arcade Style	5021506
NEW	**Picture Perfect Golf** WIN3.1 386, 4mb, M, J, K	Sports	5054200
NEW	**Shivers** WIN3.1 486/33, 8mb , M	Adventure	5058102
	The Lost Mind Of Dr. Brain WIN3.1 486, or MAC LCIII, 4mb, M	Children's Ed.	5037502
	Compton's Encyclopedia WIN3.1 386 or MAC LCII, 4mb, M	Gen. Reference	5046008
	Beer Hunter WIN3.1 486 or MAC LCIII, 4mb, M	Gen. Interest	5040803
	Print Artist 3.0 WIN3.1 386/25, 4mb, M, K, P	Home/Personal.	5051404
NEW	**Screamer** Arcade 5058805 DOS 486/66, 8mb, M, J, K		

COLUMBIA HOUSE CD-ROM DIRECT

A whole new way to get the most exciting CD-ROMs – games, reference, edutainment and more – all at great prices! Just write in the numbers of the 2 CD-ROMs you want for $9.95 each, plus shipping and handling. In exchange, you agree to buy 4 more CD-ROMs in the next 2 years, at our regular prices (currently as low as $29.95, plus shipping and handling) – and you may cancel membership at any time after doing so. What's more, you can get one more CD-ROM right now for the low price of $19.95 and have less to buy later (see complete details in coupon).

Free CD-ROM magazine sent approximately every 4-6 weeks (up to 13 times a year) reviewing our Featured Selection – plus scores of alternate choices, including many lower priced CD-ROMs. And you may also receive Special Selection mailings up to four times a year. (That's up to 17 buying opportunities a year!)

Buy only what you want! If you want the Featured Selection, do nothing – it will be sent automatically. If you'd prefer an alternative selection, or none at all, just mail the response card always provided by the date specified. You'll always have 14 days to decide; if not, you may return the selection at our expense.

Money-Saving Bonus Plan. If you continue your membership after fulfilling your obligation, you'll be eligible for our generous bonus plan. It enables you to enjoy great savings on the CD-ROMs you want – for as long as you decide to remain a member!

10-Day Risk-Free Trial. We'll send details of how Columbia House CD-ROM Direct works along with your introductory package. If you're not satisfied, return everything within 10 days at our expense for a full refund and no further obligation.

Act now, membership in CD-ROM Direct may be limited.

For faster service, use your credit card and call us toll-free 24 hours a day.

1-800-792-1000 Dept. 5WJ

Columbia House CD-ROM Direct

Dept. 5WJ, 3109 Canterbury Court, Bloomington, IN 47404-1498

Yes, please enroll me under the terms outlined in this advertisement. As a member, I need buy just 4 more CD-ROMs at your regular prices within the next 2 years.

Send my CD-ROM selections for: (check one only) ☐ PC (1) ☐ Macintosh (3)

Send me these 2 CD-ROMs for just $9.95 each plus $1.75 each shipping/handling (total $23.40)

Write in the selection #'s below

_____ # _____

Buy your first selection now and have less to buy later!

☐ Also send my first selection for $19.95 plus $1.75 shipping/handling which I'm adding to my $23.40 payment (total $45.10). I then need buy only 3 more (instead of 4) in 2 years. # _____

Please check how paying: ☐ My check is enclosed. (BYM/BYQ)

☐ Charge my introductory CD-ROMs and future CD-ROM Direct purchases to: (BYN/BYR)

☐ MasterCard ☐ Diners Club ☐ AMEX ☐ VISA ☐ Discover

Account Number _____ Exp. Date _____ Signature _____

My main CD-ROM interest is: (check one) (Note: You are always free to choose from any category.)

☐ Entertainment ☐ Education (includes children's titles) ☐ Edutainment ☐ Productivity

Name _____ Phone (_____) _____

Address _____ Apt. _____

City _____ State _____ Zip _____

Important! Did you remember to choose PC or Mac? Will your selections run on your system?

Note: Columbia House reserves the right to request additional information, to limit membership or reject any application, or to cancel any membership. Offer limited to residents of the contiguous United States. Residents of Alaska, Hawaii, Puerto Rico, U.S. territories, APO and FPO addresses please write for separate offer. Applicable sales tax added to all orders. F96-CDR/INT 80

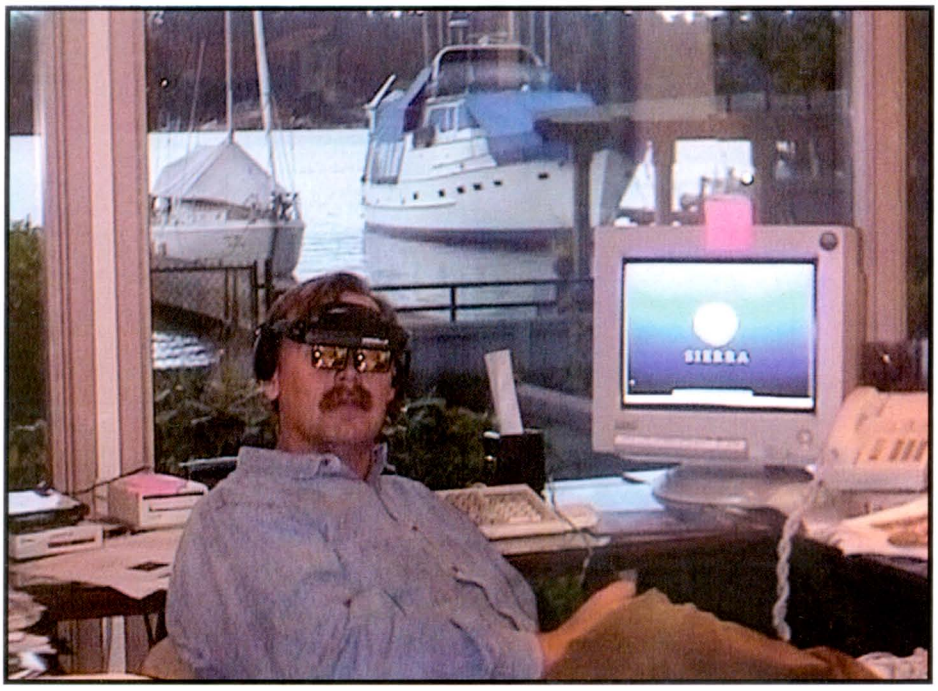
©1996 The Columbia House Company.

PREDICTING THE FUTURE

KEN WILLIAMS ON TRENDS FOR 1996 AND BEYOND

As CEO of Sierra On-Line, a big part of my job is predicting the future. You see, it usually takes about two years to get a product from concept to completion, and a lot can change over that amount of time. Operating systems come and go, computers become obsolete, and new forms of control devices emerge. We even question whether our future is really on computers, or whether we should be doing software for video game systems. Sierra has a good track record of being in the right place, at the right time, with the right product. It's one of the reasons why we are the world-wide leader in the fast growing category of computer entertainment, and have made real progress in the educational and home productivity categories over the last 12 months as well.

"AS A COMPUTER OWNER, YOU ALSO NEED TO BE ABLE TO PREDICT THE FUTURE."



Sierra CEO Ken Williams has always been a big gadget fan, but he tempers his personal enthusiasm for electronic toys. Some are ready for prime-time. (Like the digital camera he used to take this photo of himself.) Others, like the VR glasses he's wearing, are more of a headache than they're worth. This issue, Ken discusses which pieces of computer technology represent good long term investments and which ones are dead-end technologies that he believes you should skip.

As a computer owner, you also need to be able to predict the future. When you select a new computer, you are betting a lot of money that you're making the right choice. It's a constant struggle of "should I buy now or should I wait?" Is it better to buy a cheaper model now, and upgrade every 18 months, or buy the latest, greatest, and fastest computer now so that it won't become obsolete as quickly? How fast should the CD-ROM drive be? How much RAM is enough? It gets complex quickly, and it can be very expensive if you make a wrong decision.

In this article, I want to share my opinion on trends within the computer industry, in particular those that affect Sierra as a home company, and you as a computer owner. I will share with you the hardware and software technologies that are on my mind, and my belief as to whether these represent a "flash in the pan" or something to be taken seriously.

Let's start with a fad from last year that I did not think would go anywhere– "3-D" or "Virtual Reality" Glasses. Several companies make these glasses, which feature miniature, built-in TV screens for both of your eyeballs. When you wear them, the output from your PC appears in 3-D. It's a nice change from the flat 2-D output of your monitor—the experience is definitely cool and immersive—and I think everyone should try it at least once. Unfortunately, in all my meetings with the developers of these glasses, I still haven't found a pair that I can consider practical. They are still too expensive. The output is typically low-resolution and light on color. Most software is incompatible and the hardware is difficult to install. These are typical problems with new technologies—and are to be expected—but the glasses also make me dizzy, strain my eyes, and are literally a

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

COOL STUFF

send/receive email over the Internet

chat in real time

publish your own Web page

download shareware games

connect to online technical support

For your FREE Prodigy software,
call 1-800-PRODIGY, ext. 1258

prodigy®

INTERNET

fast

easy

access

at

no

extra cost

20 FREE* HOURS your first month

*20 free hours of usage must be used during the first month of membership and will not carry over into future billing months and may not be used for certain features. After first month, Prodigy is $9.95 for 5 hours per month unless cancelled. $2.95 for each additional hour. Additional charges for some features. See online enrollment for details. Valid credit card required. Phone charges not included. Limited time offer subject to change without notice. New members only. One per household. Web Browser available only for Windows®. For questions, call 1-800-PRODIGY.

Prodigy is a registered mark of Prodigy Services Company. Microsoft and Windows are registered marks of Microsoft Corporation. Other names are service marks or trademarks of their respective owners.

©1996 Prodigy Services Company. All rights reserved.

pain-in-the-neck because they weigh so much. Gamers who spent $500 or more to buy VR glasses probably aren't happy right now, and I can't blame them. Long-term, VR glasses are a technology worth watching, but short-term, I'll pass, both personally and professionally.

On the other hand, I see great potential for speech recognition in the next year or so. This may surprise most readers. After all, the technology that makes speech recognition work isn't well defined yet. There is no common standard for voice recognition hardware on the PC, and software solutions to the problem take up valuable CPU processor speed. I personally don't know of many games that use speech recognition yet, but I see enough potential in the technology that Sierra has already begun investigating ways to integrate voice input into our lineup of games.

Finally, there's a storage technology that will play games like Phantasmagoria and The Beast Within the way that they were meant to be played - without a bunch of disk swapping. Kens' Advice: "Put DVD on your Christmas list."

The first Sierra game to ever include voice recognition was *Command: Aces of the Deep*. If you've got the proper microphone (I recommend the ones that integrate the microphone into headphones), using voice recognition really improves the gaming experience. Shouting orders like "RAISE PERISCOPE" and "FIRE TORPEDOES" rather than pressing keys on the keyboard really pulls you into the simulation. Another particularly cool use of voice recognition will be included in a future version of *NASCAR* (at least in the PowerMac version anyway). Players will be able to communicate with the pit crew as they drive, giving precise instructions on what tires are to be changed, and what adjustments are to be made during the next stop. It really cuts seconds off the time it takes to pit, and any racer knows how valuable that can be. We hope to include this feature in future *NASCAR* and *IndyCar* race games for PCs as well, but we'll have to see how the technology develops.

While I'm on the subject of racing, I want to note that the steering wheels are far better than I thought. I've seen these in magazines for years, but for racing games, I have always used a joystick instead. It seemed silly to hand over a hundred dollars and two square feet of desk space just to have a steering wheel for my racing games, and I wasn't anxious to go through the hassles involved with hooking it all up (which meant unhooking my trusty flight stick). When Sierra partnered with Papyrus, the makers of *Indycar* and *NASCAR*, earlier this year, I decided to give the steering wheels a try. Frankly, I was right about all the bad things associated with steering wheels, but I far underestimated the good things. The experience of having a real gas pedal, brake pedal, shift lever, and steering wheel blows away racing with a joystick. It brings me into the action and I really feel like I'm racing in a real car. That's what interactive gaming is supposed to be all about. In fact, I like the steering wheels so much, I've started thinking about products that wouldn't make sense without one. Our first product in this category is a year away and is still considered top secret, but I am really looking forward to being able to tell you about it soon.

If you own the Nascar or IndyCar II racing games, you should own a steering wheel and a set of foot pedals. This T2 steering wheel set is offered by Thrustmaster, Inc.

Ken will be the first to admit that it's a bit of a hassle unplugging your joystick to plug the peddles in. And yes, they do take up some room on a desktop, but they make the driving experience so much more fun that they're worth it. (Would he steer you wrong??)

My new respect for steering wheels does not diminish my enthusiasm for joysticks. I'm a big fan of flight sims, and joysticks are a must for flight sim fans. I've tried several of the flight stick and rudder pedal packages over the years, and never found one I really liked. Plenty of sim pilots swear by these—and in multiplayer dogfights, it always seems to be these people who come out on top—but I suspect this air superiority has more to do with the number of flight hours logged than in their choice of hardware. Despite my personal opinion on this point, I was long ago convinced that Sierra should support these devices and we do so actively.

Personally, I still fly with a joystick. I've had several of the fancy ones, and I'm currently using the Microsoft Sidewinder. It isn't perfect, but it is solidly constructed, and unlike some other joysticks I've found, it does seem to work well with Win 95 (hmmm…how convenient for Microsoft…). Life's too short to fly with a cheap joystick. The extra multi-function buttons, rudder controls, view control hats, etc., are definitely worth the premium.

Back to the subject of constantly hooking and unhooking these controllers up, I did want to share that a new standard is coming out later this year called the "Uniform Serial Bus" that will allow the next generation of joysticks and other controllers to be hooked together into a "daisy chain." Your steering wheel will hook into your joystick, which could be hooked to a game pad, etc. This is the way that Macs have worked for years and it's about time PCs caught up. New hardware compatible with this standard will begin shipping later this year.

"MY NEW RESPECT FOR STEERING WHEELS DOESN'T DIMINISH MY ENTHUSIASM FOR JOYSTICKS."

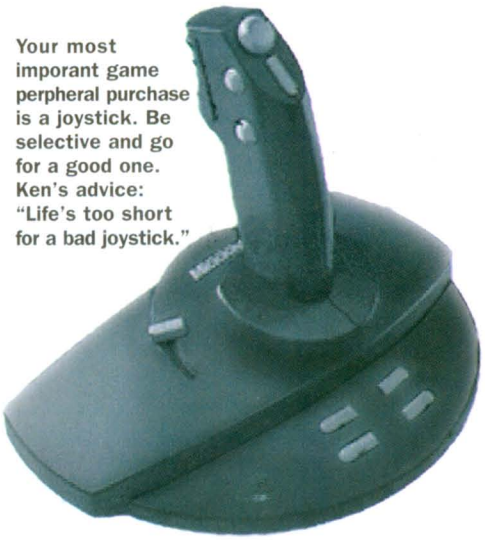
The bad news to this is that it also means that your current peripherals are about to become obsolete—unless hardware companies start making adapters which allow them to plug

into the new Uniform Serial Bus. Aren't computers a whole lot of fun?

But enough about controllers. There's a larger subject to be discussed, 3-D accelerator cards. Of all the areas of hardware development underway, this is the most relevant to all gamers. 3-D accelerator cards offer the hope of significantly improved animation speed, better looking and more complex 3-D graphics, and thus improved overall gameplay. (If you've seen the improved graphics performance of a Sony Playstation, you've seen a variation of this technology at work). In many ways, these cards represent the biggest possible improvement in PC animation I've seen outside of continued evolution of faster CPU chips. That's why I find the current situation regarding these boards so frustrating.

"THE BIGGEST EVENT THIS YEAR WILL BE THE INTRODUCTION OF THE NEW DVD STORAGE SYSTEM."

There are already lots of 3-D accelerator cards on the market, and they fulfill their claims. Unfortunately, they all do it differently. Because there is no real standard to support, it's really



Your most imporant game perpheral purchase is a joystick. Be selective and go for a good one. Ken's advice: "Life's too short for a bad joystick."

impossible for software publishers to make games for the retail market that support all the different cards. Coming to the rescue in the next months will be standards maker Microsoft, which is providing common software routines that all software makers can use to access these boards through Win95. This is an evolving situation, and is worth watching, but I wouldn't be rushing to the stores this month to buy an accelerator card unless I got confirmation that it would be supported by Win95, or, that the card you are considering has existing software support.

Another way to get faster graphics is through faster processors. As usual you can expect computers to get faster, for the same money, this Christmas. Intel just announced that they have a new version of the Pentium processor coming, called the MMX. By having a Pentium with the MMX extensions, your computer will be able to do graphics that are equivalent to what you get with many of the 3-D graphic accelerator boards. If I were in the market for a computer this Christmas, I'd definitely consider an MMX capable system. The biggest event this year will be the introduction of the new DVD storage system. This new type of CD-ROM drive will rapidly become the new standard. DVD is basically a much bigger, much faster CD-ROM drive. One DVD CD holds as much data as 12 standard CDs, and can play current CD-ROMS. DVD's high storage capacity, and faster data transfer rate allows them to store full-length movies. This is the medium this industry needs. One that can efficiently serve the music, software and movie industries, and can do so with a single piece of hardware. I wouldn't be surprised if in a few years this format displaces tapes at the video store. Sierra will be re-releasing our live action based titles in DVD format, so that you can experience *Gabriel Knight* or *Phantasmagoria* the way they were meant to be seen. No switching of CD-ROM's, no hassles, better quality.

Enough with hardware conversations. I've only a little more room left this issue and wanted to share some software based trends that I see developing in the next 12 months, and Sierra's response.

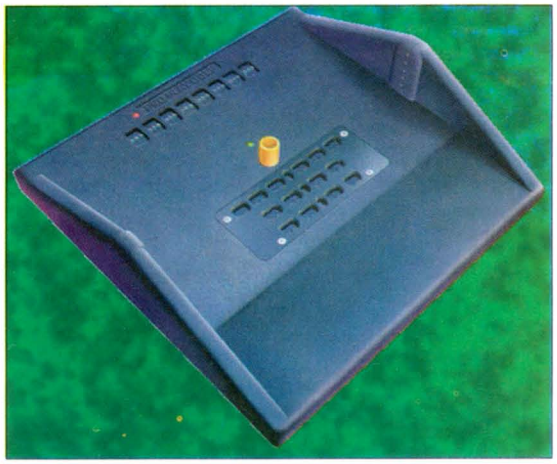
The biggest computer-related story of the last year was the explosion of Internet usage. With most of us connected to the Internet, the potential is finally there for us to play games against each other. I believe that within two years, multi-player gaming over the Internet will be a standard feature in all computer games.

I also see the emergence of the regionally focused networks to support games that require a higher degree of performance than can be provided on a national basis. To prepare for this kind of higher speed, more interactive large scale networking, Sierra already has a multiplayer version of *NASCAR* available in an open beta environment. (See page 73 to get all the information about this. The only working site is in Cambridge MA, so watch your phone bill if you decide to try it). Until you've raced head-to-head with 32 other real human drivers, you have no idea the excitement and potential posed in this new world of interactive multiplayer computing.

A major trend this last year was live-action. Sierra's first live-action product, *Phantasmagoria*, has already sold more copies than the total lifetime units for any other game we've ever shipped. Our second, *Gabriel Knight II*, has just released and is already one of our biggest hits of all time. *Phantasmagoria II* will be available this Christmas and is expected to be an even bigger hit.

So, with all of that, why I am telling everyone that Sierra may never ship another live action game? It is cost prohibitive to build live action games at this point in the industry's evolution. A live action project costs easily four to five times what a game might cost using alternate techniques. And, that is even with using non "A" list Hollywood talent. It costs less to hire an unknown actor than it does to hire an actor like Jim Carey, but it still costs a lot. And then you add all the other needed staff—a director, producer, assistant director, camera people, grips, etc. Sierra has done three live action projects and all were a struggle.

It is tough to produce live action features profitably without also being in the film business. Companies in both businesses are able to share the costs between a live action film and a live action game, shooting both at the same time. I have considered moving Sierra this direction, and two of our competitors, Trilobyte, and Interplay, are actually making games and theatrical motion pictures simultaneously. I will be watching how these companies do, and if they succeed, I will reconsider, but for now, I feel that games and movies have little to do with each other. My feeling is that in order to create a great game you must think completely differently than the way you do when you make a great movie. You can't be thinking about both simultaneously without something suffering, and, if the interactive market isn't yet big enough to support doing it right, I'm not sure I want to be in the business.



A new controller to use with your golf sims. The advantage is that you can use it with your own golf clubs. Will it improve your golf game enough or make your golf sim so much more fun that you'll feel like it's worth the price tag? (Ken isn't sure...It is cheaper than a lesson from a golf pro.)

Games are about creating virtual words and movies are about story-telling. In a game, the

player is put into a synthetic, or virtual world, in order to vicariously live a few hours in someone else's shoes. This can be an airline pilot, a race car driver, the commanding general of a country's troops, a young lady spending a night in a haunted house or even an alien attempting to forcefully dominate the universe. The goal of the game designer is to model a real world in which the player's actions are reproduced as accurately as possible, so that the simulation is not ruined. This is much different than a film maker who simply wants to tell a story that the player can relate to.

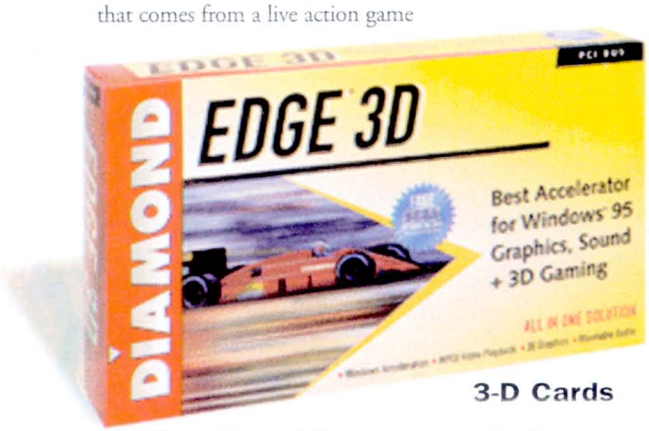
My wife Roberta's next game, *King's Quest: The Mask of Eternity*, will be the first to demonstrate my personal vision as to where the market is going. It will be almost two years before computers will be powerful enough to run this game, but when it releases you will see how we think we can recreate the level of reality that comes from a live action game but with the open-ended sense of exploration that you get within a 3-D world.

One key technology that will be used is real-time rendered characters. We are constructing the characters out of series of polygons. This technology has historically been used primarily in fighting games at the quarter arcades. The technology is great because the player can totally control the movements of the on-screen character that represents them. A technique called texture mapping can even be used to make the character look human. The only problem is that this technology is very draining on your computer's computing resources. It really requires a 3-D hardware accelerator board in order to accomplish it with a significant number of polygons in the characters–the more the polygons, the more believable the character.

"ROBERTA'S NEXT GAME WILL DEMONSTRATE MY PERSONAL VISION AS TO WHERE THE MARKET'S GOING"

Characters will never look completely human, but I bet we can get them close enough that many gamers will prefer the extra level of control, and the open-ended game play over the canned movie sequences to which live action games inevitably are restricted. As I say that though, I know that no synthetic actors will ever pull off the levels of emotion, such as horror, and even romance, that have characterized our live action products.

Another place where games are evolving is in the user interface. This is a big topic at Sierra, especially for our adventure games. With each new game we like to try something new in our quest for perfection. Our boldest experiment this year will be in *Leisure Suit Larry 7*, which is due out this Christmas. We're experimenting with a return to our original typed input user interface that hasn't appeared in a Sierra game since 1989. There will also be a menu based system of input to supplement the typed input—but those who have been asking for years for a return to our roots will soon have their chance.



3-D Cards? Too bad that there's no real software standard. Will Microsoft save the day by providing a standardized driver for all 3-D Cards? Ken thinks so.

Moving away from games for a second (or at least a paragraph), I have been watching another trend which I believe will explode over the next 18 months: digital photography and image processing. All of us have a closet stuffed with all the pictures we've taken through the years. Some of them are starting to turn yellow from age. Digital cameras, or film-less cameras have been released in the last year that are starting to be practical. They are still expensive, and the quality isn't perfect, but there is a lot to be said for easily being able to pop your pictures into your computer, or onto a web page. You will see digital cameras get much cheaper this year, and high quality desktop scanners are already consumer priced. Once you have your pictures in digital format, you never have to worry about them fading again. If you want to send copies to your relatives, you just put them on floppy, or send them over the Internet. Did you know that Sierra's printing program, *Print Artist*, has become one of our top three selling products, and is selling better every month? I believe one of the main reasons why we're making progress in this market is because we've been serious about addressing this new trend. Color printers with photographic quality output will be huge this Christmas, and we're making sure that Sierra is on top of this trend.

I hope that this glimpse into the future through my eyes assisted you as you think about your own hardware and software decisions in the year ahead.

Thank you,

Ken Williams

Put Yourself in the Game

Sierra is looking for Software Engineers at all levels, from "straight out of college" to seasoned veterans. If you have solid knowledge of C/C++, and are unafraid to be challenged, Sierra may be right for you. As the world's largest designer of electronic games, we set the standard in new technology. We have projects underway now to build products under Windows '95 using the Microsoft Game SDK, other projects require knowledge of MFC. Sierra is doing cutting-edge development with networked applications, flight simulators, CD-ROM, silicon graphics, and video game systems. No matter how good you think you are, we have a project that will push you to levels you never thought possible. At least two years of programming experience or college degree required.

If you would like to be considered for the many exciting opportunities at Sierra, please send a resume and cover letter to:

Sierra On-Line, Inc.
R&D Recruiting
3380 146th Place S.E., Ste. 300
Bellevue, WA 98007
Fax 206.641.7617
E-mail: recruit@sierra.com

We have openings in Oakhurst, CA (near Yosemite National Park), Seattle, WA, Cambridge, MA, Eugene, OR, Champaign, IL, Boulder, CO, and Austin, TX

SIERRA®

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

LET YOUR IMAGINATION RUN WILD

Print ARTIST
CD EDITION

CREATE YOUR OWN SIGNS, GREETING CARDS, BANNERS, CALENDARS, POSTCARDS AND MORE! NOW AT KAY•BEE TOY STORES FOR ONLY

$19.99

Version 2.5

FEATURING

GraphicsGrabber™
The Quick and Easy Clip Art Browser
Over 2,300 graphics
100 fonts
10 project types!

PLUS!!!
Unique craft projects that let you make your own 3-D cutouts!

Create your own signs, greeting cards, banners, crafts, postcards, envelopes, calendars and more!

MAXIS

Turn your computer into a print shop with Print Artist by Sierra. From greeting cards to banners, post cards to unlimited craft ideas, this incredible software is the perfect addition to your home or office collection. Let your imagination run wild...but not your pocketbook! Available now for only 19.99 at Kay•Bee Toy Stores nationwide.

WIN CD

BUY 2, GET 1 FREE!

Buy any two video software titles at Kay•Bee Toy Stores and get the third one **FREE!**
Choose from our wide selection of video software for hours of fun and excitement.

Coupon not to be combined with any other offer or discount and must be presented at time of purchase. One coupon per customer, per visit, please. Third piece of software must be of equal or lesser value than the higher priced unit of the two qualifying software packages.
Expires September 30, 1996. Coupon # 5835004

KAY•BEE
TOY STORES

SIERRA SIERRA SIERRA

NEWS NOTES

CODIE AWARDS

The 1996 Excellence in Software Awards were held March 4, 1996 in San Francisco. The highly coveted trophies are given out annually by the Software Publisher's Association. Sierra took home three "Codies."

IndyCar Racing II was a double winner, picking up Codies for both Best Sports Software and Best Simulation Software Program.

The Lost Mind of Dr. Brain, already loaded up with almost every other industry award, added to its collection by winning the Best Home Learning Program for Adolescents.

Congratulations to the Sierra Design teams at Papyrus and Brightstar. These are clearly superior products and your awards are well deserved."

SIERRA TAKES HOME THREE CODIE AWARDS

HALL OF FAME

Betrayal At Krondor Inducted Into Computer Gaming World's Hall of Fame!

The February 1996 issue of *Computer Gaming World Magazine* announced that *Betrayal at Krondor* has been inducted into the Hall of Fame. This role-playing game, a joint venture between acclaimed fantasy author Raymond Fiest and Sierra Developers at Dynamix, joins *King's Quest V* and the original *Red Baron* on this elite list of games.

Sierra's next fantasy role-playing game, built on the same award-winning gaming system that made *Krondor* such a hit, is now in development. For a first look at the eagerly awaited game *Betrayal In Antara,* and for information on improvements and features made to the gaming system, check out page 44.

PRINT ARTIST WINNERS

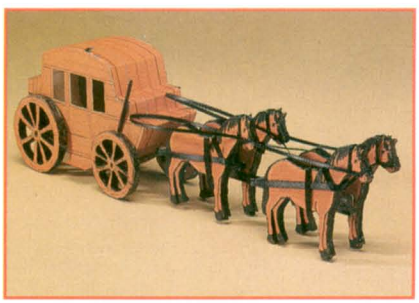
Print Artist Award Winners Announced

What kind of wild projects can you make with Sierra's *Print Artist 3.0?* That was the question we posed to readers in a recent InterAction issue. We thought we'd receive some interesting napkin holders and possibly a creative Christmas card or two. Instead we received HUNDREDS of entries. Entries ranged from Easter baskets and baby shower centerpieces to sun visors and *Star Trek* Phasers. It's gratifying to see that *Print Artist* users are so creative.

First prize was a flatbed scanner, perfect for adding personal photos to *Print Artist* projects! The second prize winner received a color ink-jet printer. Third prize was a hand-held scanner. All three prize winners are sure to come up with even greater works of art with their new equipment! If you're feeling creative and you'd like to win big, check out the "Design a Hoyle Player" contest on page 38 and win a free trip to Las Vegas.

First Prize —Gary Goldsberry, Rockford, IL
Second Prize —Barbara Hughes, Farmington Hills, MI
Third Prize —Nancy Guthrie, Menges Mills, PA

Photos by Peter Baumgartner

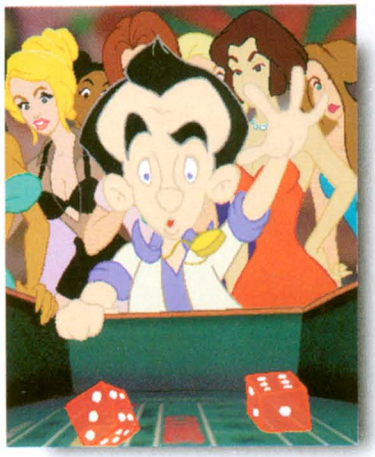


Photos of some of the more inspired entries. (We aren't sure how they got the mailbox into the printer without jamming it.)

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

LOOKING FOR "LARRY-ESQUES"



Larry's Comedy Club Looking for New Acts

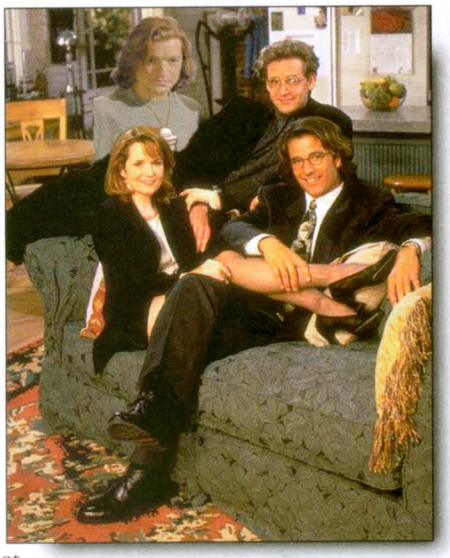
The cruise ship setting of *Leisure Suit Larry 7: Yank Hers Away!* will be featuring a shipboard comedy club. Designer Al Lowe is looking for Larry-esque (naughty, but not obscene) jokes to include in the game. If you think you have what it takes to be a Larry, please send your jokes to:

InterAction Magazine,
P.O. Box 53008,
Bellevue, WA 98105-3008.
Attention: Larry Jokes

The authors of the fifty best jokes will receive a free *Leisure Suit Larry 7* when it is released in Fall of 1996. (For a first peek at the new Larry, check out page 68.)

SIERRA SIGHTINGS

Sierra Stars make the Jump to "Must See TV."

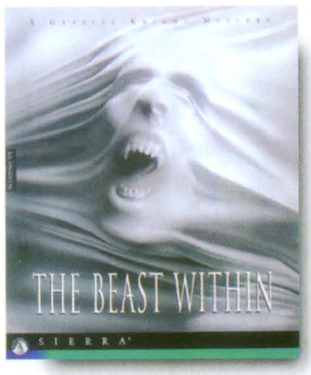


NBC's Thursday night line-up is the most watched on television, so when Sierra game stars showed up on two of its popular shows (*Seinfield* and *Caroline In The City),* many readers wrote us to report the sightings. Since our rule is "First Report Received – Wins" Katie Lake of Westchester, PA gets a free game for letting us know that Dean Erickson (aka Gabriel Knight) showed up on an episode of *"Caroline."* Our second winner is Colin Osborn from Monmouth, OR. Colin spotted another Gabriel cast member, Kay Kuter, on *Sienfield.* (He also noticed the copy of *Red Baron* that Jerry Seinfield keeps next to his Mac – good eye Colin). He too has a free game coming.

Seinfeld

Caroline in the City

Next time you spot Sierra products or people on TV, in a movie or referenced in a book, drop us a line. If you're the first to report a cool sighting, we'll send you a free Sierra product of your choice. Rush your Sightings to: InterAction Magazine, ATTN: Cultural Reference Contest, P.O. Box 50038, Bellevue WA 98105-3008



SIERRA SWEEPSTAKES WINNERS GET THE ULTIMATE PC

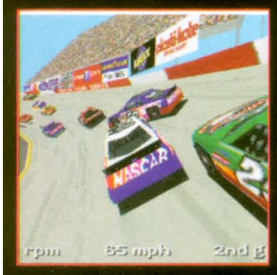
"I hesitated when you asked if I had a computer, and started to say it is really a dinosaur. Now I KNOW it's a dinosaur after receiving the wonderful IBM Aptiva." This note from Sweepstakes Winner Royaletha Carter expressed her excitement when she received her Ultimate Gamer PC system. Royaletha and four other lucky winners will be playing their games now on super-fast Aptiva systems courtesy of Sierra and IBM. If you'd like your own shot at winning super sweepstakes goodies, check out the Super Sports Spectacular on the back cover of this issue.

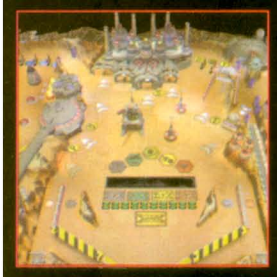
SIERRA HITS THE GREENS

With New Addition to the Sierra Family

The family of Sierra development companies recently grew with the addition of Headgate Technologies, a Bountiful, Utah based programming group. Headgate's head techie, Vance Cook, has been working for almost two years on new Golf game technologies that will soon be seen in the upcoming *Front Page Sports: Golf.* For a first look at this new standard for Golf Sims, see page 56.

TOP ENTERTAINMENT





1 Phantasmagoria

—Winner of Computer Game Review's Golden Triad Award

—PC Entertainment Editor's Choice for "Breakthrough Game of 1995"

2 Nascar Racing

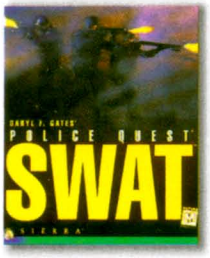
"★★★★★" —Computer Gaming World

"Simulation Game of The Year" —PC Gamer

3 3-D Ultra Pinball

Winner of PC Pinball Shootout against nine top Pinball CDs.

"So intricately designed that it'll keep you entertained for weeks." —CD-ROM Today

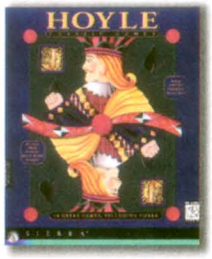


4 Police Quest: SWAT

"...a pulse pounding glimpse into the lives of America's most elite law enforcement officers..." —PC Gamer

5 Silent Thunder: A-10 Tank Killer II

"Silent Thunder's visuals can be described using just three words: DROP DEAD GORGEOUS." —PC Multimedia and Entertainment



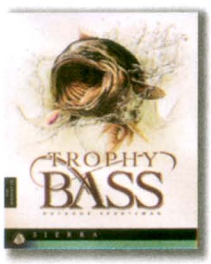
6 Hoyle Classic Games

"Sierra's Hoyle series features the most entertaining PC card play on the market." —PC Magazine

7 Gabriel Knight: The Beast Within

Computer Game of the Year, —Computer Gaming World

Golden Triad Award, —Computer Game Review



8 Trophy Bass

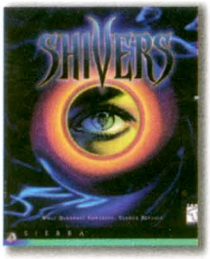
Critics Choice! "...A great simulation and a whole lot of fun." —PC Gamer

"★★★★" —Computer Gaming World

9 Kings Quest VII 2.0

"A visual marvel from beginning to end." — Computer Gaming World

"Best installment of the classic game series." —Billboard



10 Shivers

"★★★★" —Home PC

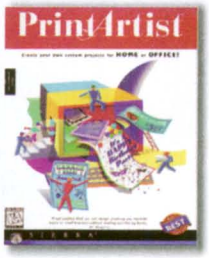
"Breathtaking graphics and storyline create a top notch CD-ROM thriller." —PC Gamer

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

TEN

HOME PRODUCTIVITY & EDUCATION



1 Print Artist 3.0

"A wealth of features to turn any family computer into an instant print shop."
—Family PC

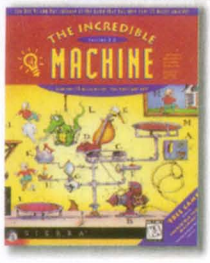
2 LandDesigner

"Simple enough for a beginner to use and it offers enough information about gardening to accomodate the needs of even an experienced plant person."
—Family PC

3 MasterCook Deluxe/Cooking Light

Best Software for Cooks
—Bon Appetit

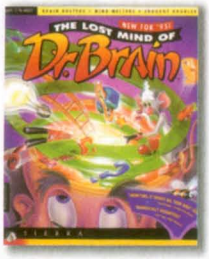
"★★★★★"
—Family Computing



4 The Incredible Machine 3.0

"Game of the Year"
—Family PC

"four stars" (highest rating) "Fun and easy to use." —PC Magazine

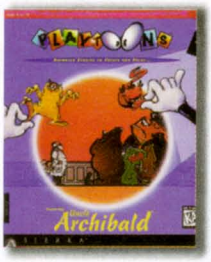


5 The Lost Mind of Dr. Brain

"The tough part is turning off the computer to do other things, like eat and sleep." — Family PC

6 Adi Math 2-3

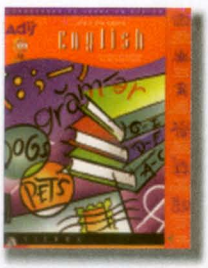
"...something you should strongly consider for your home software library."
—Boston Globe



7 Playtoons: Uncle Archibald

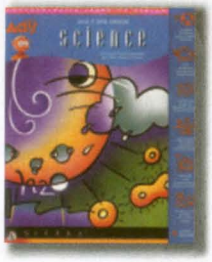
"Everything about this product is outstanding" —CD -ROM User (UK)

"★★★★" CD-ROM Today



8 Adi English 4-5

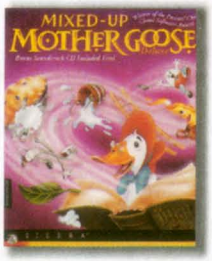
"...could easily substitute for a good chunk of primary education..." —UPI



9 Adi Science 2-3

"The Adi System represents the most comprehensive educational software system available today."

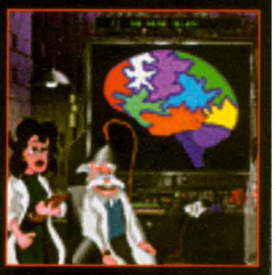
- Computer Parent

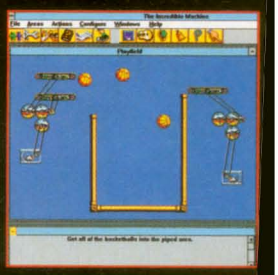


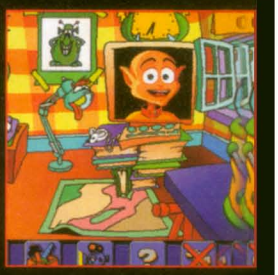
10 Mixed-Up Mother Goose Deluxe

Parent's Choice Award
— Parents' Choice Foundation

Best Early Education Program
—Software Publishers Association







To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA

Explore the Supernatural, Mechanical World of LIGHTHOUSE

You moved to the fog-shrouded Oregon coast for the quiet and solitude. The secluded location, and the mystical-like lighthouse next door was just the kind of inspiration you needed for your art. For awhile, it seemed you had it all. The perfect location. The perfect view. Even the perfect neighbors. Or so it seemed...

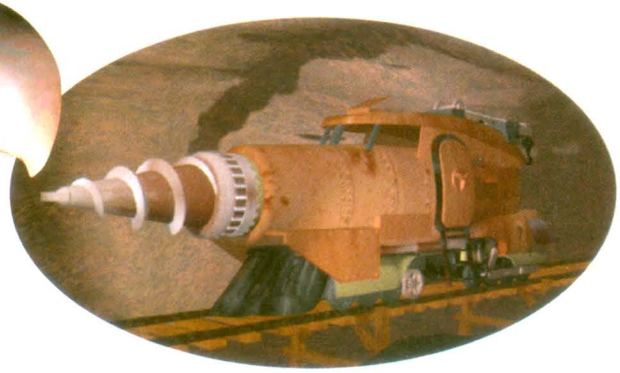
The perfect neighbor (the lighthouse keeper with the baby girl) called one evening to ask if you could babysit for a while. That changed everything. Now you're hot on the trail of an otherworldly and evil kidnapper, and you've plunged into a different dimension. Will you find baby Amanda and her father? Will you find your way out of this parallel world?

So begins *Lighthouse*, the innovative new multimedia adventure game that explores how far you can explore. The instant you take that momentous step into the portal inside the lighthouse, you'll enter an alien universe filled with strange technology and perilous risks. A world where every path leads to a new and imaginative discovery. Before long, you'll find yourself searching for extraordinary new worlds in the most ordinary of places, and your view of what an adventure game will be forever changed. (Even warped!)

"NEVER MIND THAT THE FIRST WORD THAT COMES TO MIND WHEN YOU SEE THIS IS *MYST*... IT FEATURES ENOUGH INNOVATIONS, ESPECIALLY IN THAT IT ACTUALLY OFFERS ENTICING GAME PLAY, TO SET IT AHEAD OF THE PACK."

— *NEXT GENERATION*

In *Lighthouse*, you'll enter a new mechanical realm where you either become the master of invention or its victim. The world is fantastic. The evil is real. The game is *Lighthouse*.



Lighthouse: The New Pinnacle of Interactive Design

From the moment you begin *Lighthouse*, you are playing a graphic adventure that is the pinnacle of interactive design. Sierra has gone all-out to deliver the ability to explore and interact with virtually every aspect of the worlds in which you play.

Lighthouse takes the gaming category originally established by *Myst* and propels it headlong onto the cutting edge of multimedia game development, combining unprecedented interactivity with super-realistic graphics. *Lighthouse* is so far advanced that many have begun to call it the "*Myst*-cutter."

Providing the direction to *Lighthouse* is Producer Jon Bock, a long-time Sierra veteran. Since 1989, Bock has been contributing his artistic skills and direction to such titles as *Space Quest 6, Phantasmagoria, and King's Quest 7*. He is a skilled artist, designer, and producer. And talking with him about the game, one cannot fail to see just how brightly the light of his enthusiasm shines.

Lighthouse is Bock's first feature title. "How would I sum up *Lighthouse*? Call it an exciting 3-D animated adventure, a dark tale that focuses on exotic places and characters, and on a finely crafted story, rather than simply on violence or horror. *Lighthouse* is a cross-genre game. I'm a great fan of Science-Fiction, Fantasy, and Mystery, and *Lighthouse* has elements of all three."

The idea for *Lighthouse* came to Bock during a trip along California's Big Sur coastline. One of the lighthouses Bock relates to is Pigeon Point, a famous, if not somewhat lonely lighthouse on the central California coast. He sees the lighthouse as a special symbol with which almost everyone can identify. "I chose the lighthouse as an icon of the feelings I wanted to come across in the game. The game will have strong emotional impact." The (Pigeon Point) lighthouse is also where he would like to throw a big bash once the game has been completely finished, what the industry calls a "wrap party."

"YOU'LL FIND EXTRAORDINARY NEW WORLDS IN THE MOST ORDINARY OF PLACES"

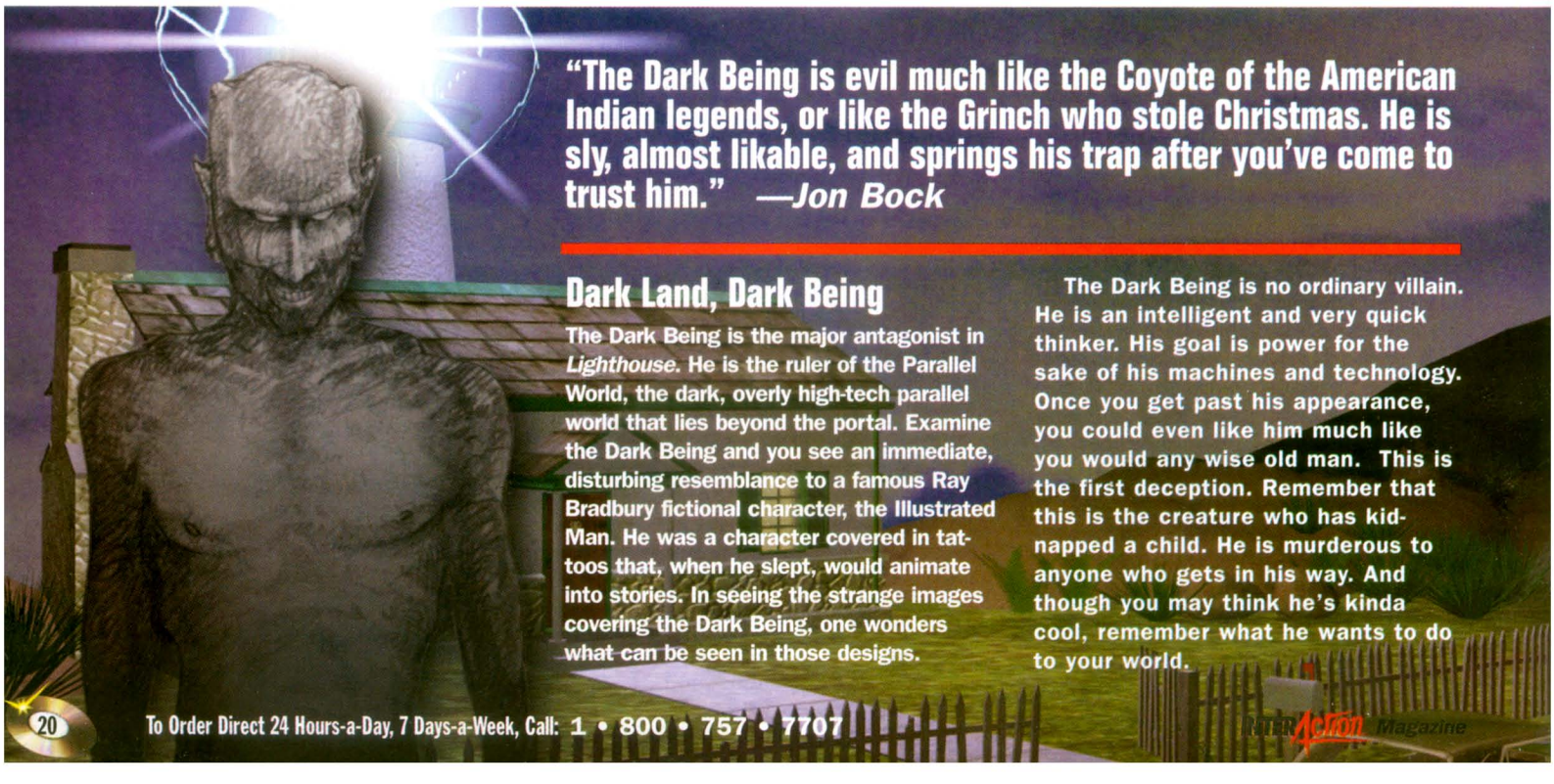
In creating the adventure, he's drawing on 18 years of experience in art, film, video, computer graphics, and game design. Bock holds degrees in art and film production, and comes from a family that is deeply involved in art and high-technology. His mother, Mary Lou Bock, is the proprietor of the Williams Gallery, which art afficionados can discover on the Internet at www.wmgallery.com. Jon's work can often be found on display there as well.

In his earlier days, Jon was an ardent FRP game player. One of the areas and scenarios in *Lighthouse*, the Roost, is based on an FRP gaming module he created quite a few years ago. He is also an ardent reader of the works of Jules Verne, H.G. Wells, and other noted genre authors, many of whom inspired him in the design of *Lighthouse*. But don't look for swords and sorcery in this title. The emphasis is on a good tale driving a great adventure.

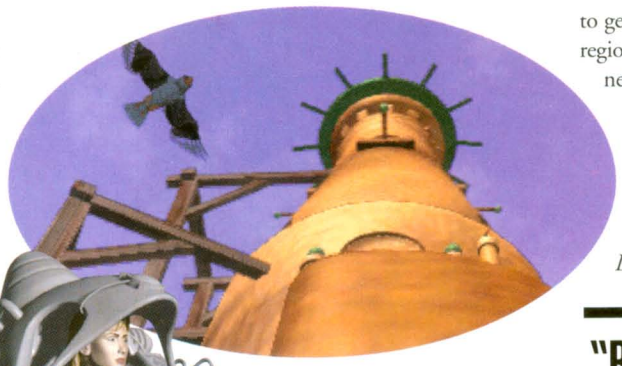
Bock sees the evolution of art into interactive media as one of the driving forces behind cutting-edge game design. "Creating a great game is striking the right balance between composition, fun, art, color, motion, and interactivity. It's the addition of interactivity that places *Lighthouse* a step up from other adventure games. You could say that we're exploring how far we can get players to explore."

Details, Details, Details

Behind the development of *Lighthouse* is a team's creative vision; a synergy of art, design, programming, 3-D modeling, voice, sound, and music. Every artist has contributed their insight and talent; among them Oliver

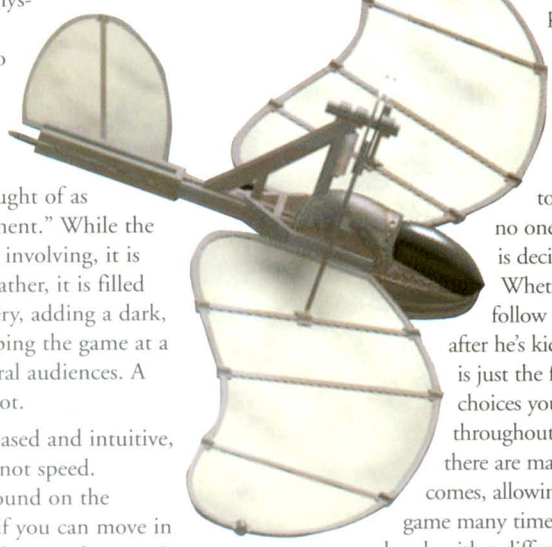


Brelsford, the Project Manager; Mike Hutchinson, the lead 3-D artist; and Jay Usher, composer. Throughout the development of *Lighthouse*, the team focus has been on detail, detail, and more detail, making everything look and sound perfect.



And they've accomplished what they set out to achieve. *Lighthouse* is the first Sierra title to have fully 3-D rendered character animation. Working on state-of-the-art SGI consoles with Autodesk 3D Studio and Alias Animator, the characters, vehicles, architecture, machines and other features of *Lighthouse* were 3-D modeled. Each offers many opportunities for maximum interactivity, such as operating machines and vehicles in 3-D environments.

The music, scripting, and recording for *Lighthouse* was done in-house at Sierra's Oakhurst, California facility. Each region of the game has a unique score, designed to heighten the aura of mystery and suspense as players get further into the parallel world.



Intelligent Entertainment

Lighthouse can be thought of as "intelligent entertainment." While the story is very deep and involving, it is not a violent game. Rather, it is filled with disturbing imagery, adding a dark, sinister feel while keeping the game at a level suitable for general audiences. A splatter game this is not.

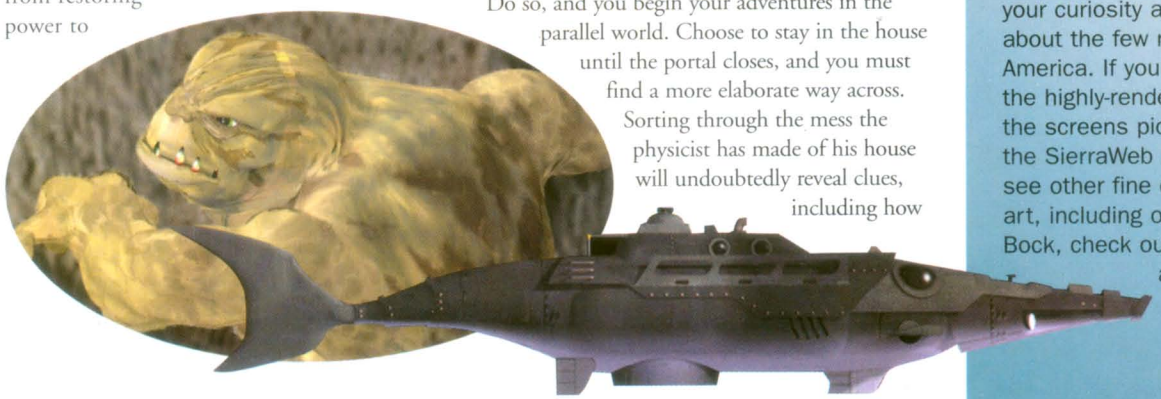
Control is mouse-based and intuitive, centering on control, not speed. Moving the cursor around on the screen lets you know if you can move in a direction or manipulate an object or item.

The puzzles in the game are challenging, but appropriate for players of a wide range of ages because the focus is on the level of interactivity, not solely on difficulty. Puzzles range from restoring power to the house, to learning how to operate strange, arcane vehicles, use tools, and interact with machines. While most of the puzzles are physically-based, there are a few true brainteasers as well. Each is interwoven with the story, revealing new information and clues when they are solved. In this way the story evolves at the speed of the player, making it a positive gaming choice for all ages and skill levels.

And the path to success? There is no one path. *Lighthouse* is decidedly non-linear. Whether or not you follow the Dark Being after he's kidnapped Amanda is just the first of many choices you can make throughout the game. And there are many possible outcomes, allowing you to play the game many times, each in a different way, and each with a different ending.

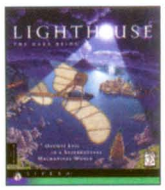
High Road, Low Road

The endings range from total success to total failure and, in one case, death. Your experiences start with the decision to follow the Dark Being. Do so, and you begin your adventures in the parallel world. Choose to stay in the house until the portal closes, and you must find a more elaborate way across. Sorting through the mess the physicist has made of his house will undoubtedly reveal clues, including how to get into the lighthouse itself. Every new region will present new challenges; every room, new opportunities for interaction.



Though the game is extremely large, new compression techniques have made it possible to include all of *Lighthouse* on three CDs. Even players who found *Myst* a breeze will get their value out of *Lighthouse* on the first play-through and subsequent games. It's been a while since a graphic adventure this good came along. And the gaming community has never seen a title with this much interactivity. If you appreciate good games, then *Lighthouse* should call to you like a beacon, signaling the path to high adventure. And one thing is for certain. Once you have played *Lighthouse*, you will never be able to venture near the sea, or hear the sound of a harbor bell, without visions coming back to remind you once again what lies beyond the portal, in the parallel world.

"REMEMBER THOSE TOYS WITH BUTTONS AND LEVERS YOU COULD PUSH AND PULL, THOSE WERE FUN LIKE LIGHTHOUSE IS FUN."



TEEN AGES 13+

Available July 96 $54.95

WIN95 CD

Expanding Your Horizons

It's not often that InterAction refers you to non-game oriented internet links, but *Lighthouse* is likely to spark your curiosity about computer art and about the few remaining lighthouses in America. If you have been moved by the highly-rendered, artistic quality of the screens pictured here, check out the SierraWeb at **www.sierra.com**. To see other fine examples of computer art, including occasional pieces by Jon Bock, check out the Williams Gallery, at **www.wmgallery.com**.

EasyPhoto Reader

The Easiest Way to Get Photos Into Your Computer

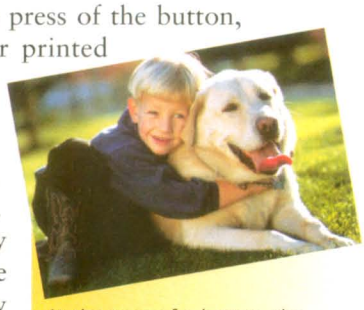
HOT HARDWARE AND SOFTWARE FOR YOUR HOME PC!

If the old saying is true that a picture is worth a thousand words, then you could say that *EasyPhoto* gives your computer a new and powerful vocabulary. This inexpensive and easy-to-use new peripheral and software package for the home computer makes it as easy to express yourself with photos as it is with text—maybe even faster.

"Nifty...and it works like a charm." CD-ROM Today

This product from *Storm Primax* is the first successful merger of personal photography with your PC, even though the technology has been around for a long time. In fact, at first glance, it might be easy to dismiss the *EasyPhoto* Reader unit as just another personal scanner like ScanMan or any of a half dozen versions of commercial scanning systems that are difficult to use, suffer from both poor quality imaging and generally poor ergonomics. *EasyPhoto*, in contrast, has been created specially for the home user at a price you can actually afford!

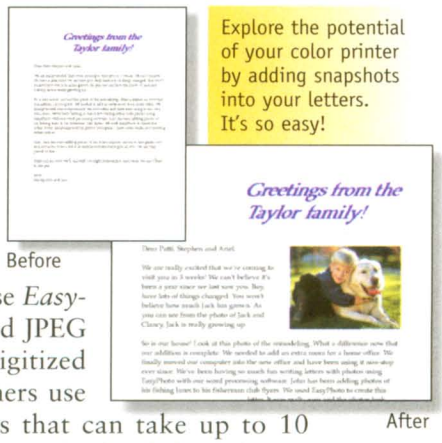
For most people, the popular part of this package is the *EasyPhoto* Reader unit. It couldn't be easier to use and is completely hassle-free. You don't need an internal board for your computer—you just plug it into a parallel port. It's smaller than an average telephone and features a unique feeder that positions your photo and feeds it into the scanning system. At the press of the button, it automatically reads your printed photo into the computer, creating a superior quality image every time.



At the press of a button, the EasyPhoto Reader automatically reads your printed photos into your computer; ready for your layout.

Other personal scanners look like digital paintbrushes. They ask the user to slowly move the scanning device over photos in such a way that it almost guarantees the result will be a blurry image—even after a few tries. (If you should have a need for this old-fashioned style of scanner, the *EasyPhoto* Reader unit actually becomes one at the touch of a button, but I'm not sure what the advantage would be.)

Most hand-held scanners have a long list of technical requirements that you need to deal with before you can use them. Not *EasyPhoto*. But the real advantages of *EasyPhoto* become evident once your photo is digitized. Unlike many other scanners, the *EasyPhoto* Reader unit uses *EasyPhoto* software that is actually easy to understand and install.



Before

After

Explore the potential of your color printer by adding snapshots into your letters. It's so easy!

Digitized images saved on your hard drive are in the 100K range for the average picture—and the quality is pretty incredible. That's because *EasyPhoto* has standardized JPEG as its format for digitized graphics. Other scanners use other graphic formats that can take up to 10 times as much space on your hard drive for an image of comparable quality. (JPEG is an industry standard for graphics and is perfect for putting

EasyPhoto AWARDS

- *HomePC* Editor's Choice Awards
- *Computer Life's* Best of Everything
- *FamilyPC* Top Rated Family Tested Scanner
- c/net Buy It
- National Association of Realtor's Best of Show
- Computer Retail Week Best Productivity Software
- National Parenting Center Seal of Aproval
- SPA CODIES for Best Debut of the Year

To order Direct 24 hours a day, 7 days a week, call 1-800-757-7707

Imagine the possibilites of what you can create with the *EasyPhoto* Reader. Use your own photos in letters, invitations, calendars, greeting cards, etc.

pictures on your Internet home page.) You won't run into compatibility problems when you move picture files to other applications when you make them in *EasyPhoto*.

Once you save an image, the number of things you can do with it are simply incredible. The folks at Storm have identified the obvious examples, like school reports, birth announcements, holiday letters, etc. You also can easily include photos in any of your word processing documents, including full color if you happen to be one of the growing number of people with access to a color printer. In fact, probably the single most impressive thing about *EasyPhoto*, is the sharper details and true color results you get when your print your photos on your color inkjet printer. *EasyPhoto* software includes a unique printing algorithm called ClearPrint that tailors your photo so it prints best on your individual printer.

"Results are Stunning." PC Magazine

When you compare a photo printed using *EasyPhoto* software (black and white or color) with a standard printout of the same picture, there is a clear improvement in the quality when using *EasyPhoto*.

EasyPhoto also works great with Sierra's *Print Artist* 3.0. In fact, check out the sidebar for info on a special offer for getting a free copy of *Print Artist* 3.0 when you buy *EasyPhoto* Reader.

Aside from the hundreds of obvious uses for *EasyPhoto*, there's also a number of fun things I've found I can do with it. With the *EasyPhoto* software, you can create personalized screen-savers, side shows, and even add photos to your wallpaper design. (It's kind of a shock during the day to look at my computer and see my wife peeking out from behind a spreadsheet). You can even save a slide show on diskette and give that diskette to your friends—anyone with a PC can run the slide show because *EasyPhoto* not only includes your photos but also a small viewer you can use to see the photos.

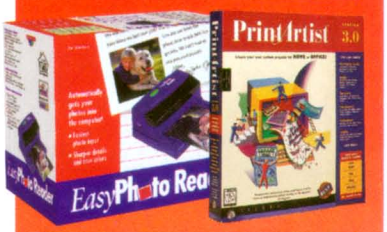
"An important benchmark in technology development...well designed and easy to use." Boston Globe

If you're one of those people who seems to have developed a large number of on-line friends over the years (like me), you can send them pictures electronically, quickly and inexpensively. An average color photo image takes less than three minutes to upload to CompuServe or America Online at 9600 baud. Since the JPEG format is widely used on the Internet, none of my friends seem to be having any problems finding a way to view my pictures.

While admittedly I'm a bit of a gadget hound, I've found that my own enthusiasm for this product has been overshadowed by my wife's and coworkers'. Now the relatives all know what our new house looks like, though they live hundreds or thousands of miles away. And the guy I share an office with has finally won a round with his insurance company when he sent them a letter via fax, complete with photos of the major dent they were trying to pass off as a "minor scratch." Perhaps best of all, though, I've finally archived all those photos I've taken of my family over the last 10 years of marriage. It took about five hours to scan them all in, and about two boxes of 3.5 floppies, but it was so easy to do I accomplished the task during a relaxing evening of watching television.

At only $239.95 (which includes a free copy of *Print Artist* 3.0 as well), the *EasyPhoto* Reader hardware and software package is a great addition to any home computer.

Save $59.95
on Sierra's Hardware Product of the Month!



Get *Print Artist* 3.0 with the *EasyPhoto* Reader!

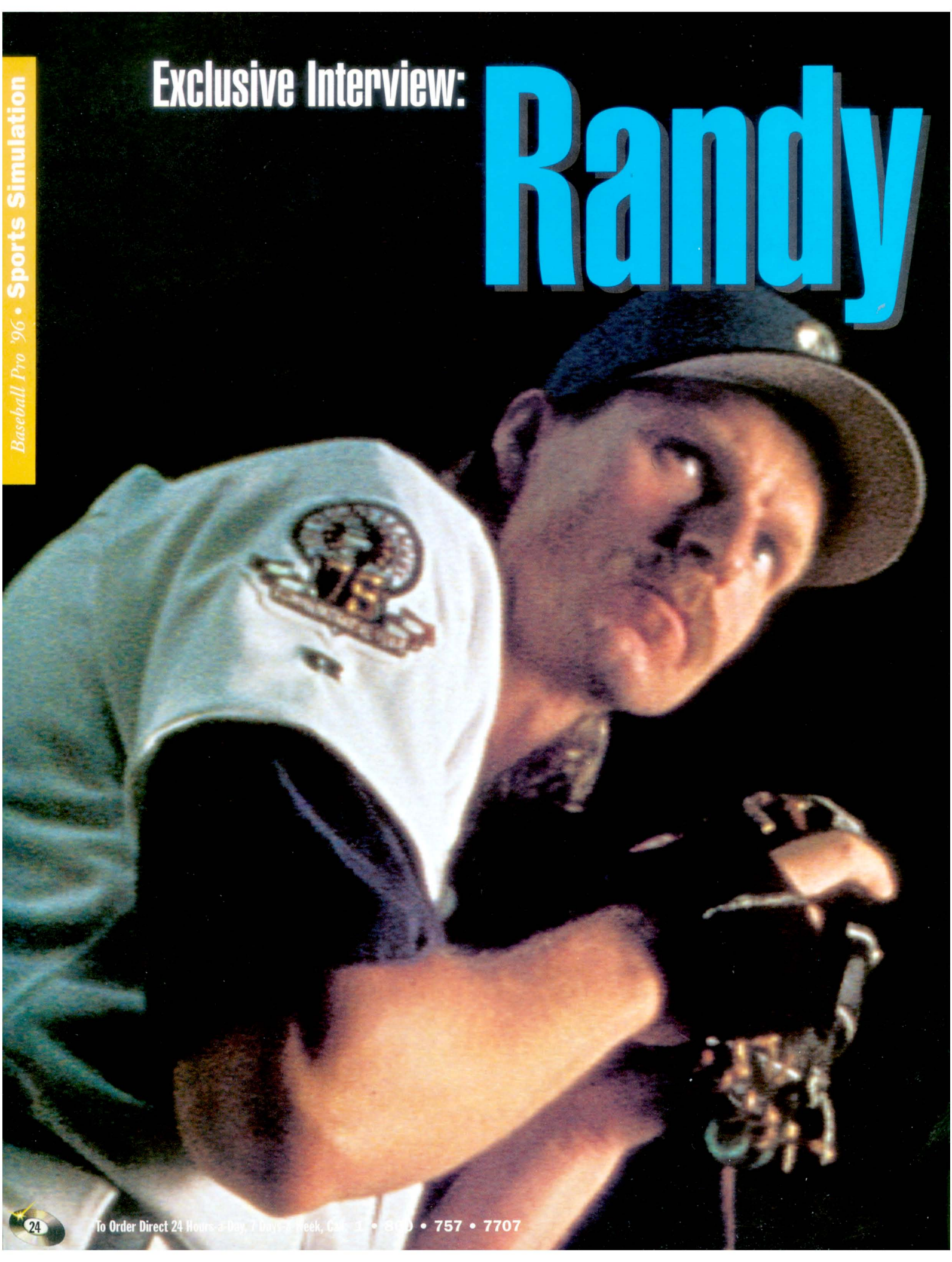
EasyPhoto is the easiest way to use your favorite photos on your home or office PC. You can add photos to letters, flyers, reports, school projects, family newsletters, greeting cards and much more. Plus, for a limited time, we'll give you *Print Artist* 3.0 absolutely FREE when you order *EasyPhoto* from Sierra Direct.

Special Offer
EasyPhoto Reader PLUS *Print Artist* 3.0 Special Offer.....**Only $239.95***

Call now to order!
1-800-757-7707

Offer # EPPA30
*Plus shipping of $5 for UPS ground or $8 for second-day air.

Exclusive Interview: Randy

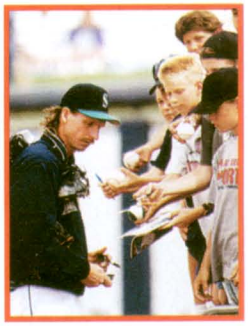


To Order Direct 24 Hours a Day, 7 Days a Week, Call 1 • 800 • 757 • 7707

Johnson

BASEBALL'S "BIG UNIT" DISCUSSES THE GAME, STRATEGY AND FAMILY

by Steven Bryan Bieler



Randy Johnson is a one-man record book. In 1995, when his Mariners won their division championship on the last day of the season, the flame-throwing "Big Unit" won the Cy Young Award. (The highest honor baseball can bestow on a pitcher). The lefthander earned it by winning 18 games and losing only two, giving him a winning percentage of .900 (the best ever recorded). He led the league with the lowest earned-run average, allowing just 2.48 runs per game (the first Mariner to take ERA honors). He averaged more than 12 strikeouts every nine innings (one more for the books) and for the fourth time in a row led the league in total strikeouts.

That last statistic is what tells you how good Randy Johnson really is. To strike out a hitter you need the skill to out-think a guy and intimidate him.It's a kind of concentration most of us never have to call on. "I always try to visualize a door up there at the plate," he told me. "Now pick out the doorknob. That's your target. That's how narrow your focus has to be: you're visualizing something big, the door, but now you're focusing on something that small, the doorknob."

Here's one last thing about this statistical hurricane: He's only played six seasons in the majors. Who knows how good he can get?

You can understand, then, why I was nervous about interviewing Randy Johnson. I don't talk to living legends every day. Especially legends who are 6' 10"! (Another record, — Johnson is the tallest pro ever to play the game.) It was a sunny February day in Peoria, Arizona, where the M's were training for the new season. I was there with some of the *Front Page Sports: Baseball '96* team, who had come to ask for Randy's help on the upcoming version of the game.

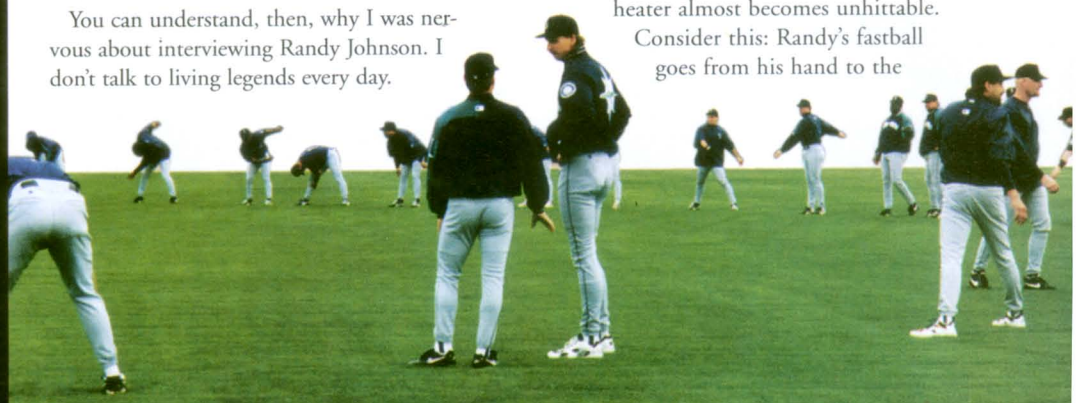
"I THINK WHAT WE LEARNED FROM RANDY IS JUST HOW DEVASTATING THE FASTBALL IS."

— BILL MONEY, DIRECTOR

What exactly does it mean, they wanted to know, when you say you "have" a certain pitch today? What do you do when you don't have it? How do you prepare mentally for hitters? How strong are you at various points in the game, and how does that affect your strategy? The *FPS: Baseball* series is the best of the best, so naturally we went straight to the best pitcher on the planet for answers to these questions.

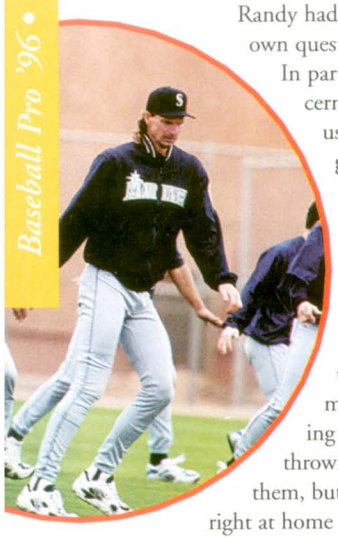
(Looking back on our talk with Randy, Bill Money, the FPS: Baseball director, had this to say: "I think what we learned from Randy is just how devastating the fastball is. When you combine a great fastball with the intimidating presence of Randy Johnon, his heater almost becomes unhittable.

Consider this: Randy's fastball goes from his hand to the



Randy Johnson

catcher's mitt in under half a second. The batter only has one-fourth of that time to decide what kind of pitch it is, and whether it's coming at his head! Then he has to time his swing to a hundredth of a second to make good contact." The insider knowledge Randy shared with us will all be reflected in *Baseball '96.*)



Randy had his own questions. In particular, he was concerned about the game's user interface. "Is this going to be easy for kids to play?" he asked. "I mean, even a kid who doesn't know how to use a computer, like me?"

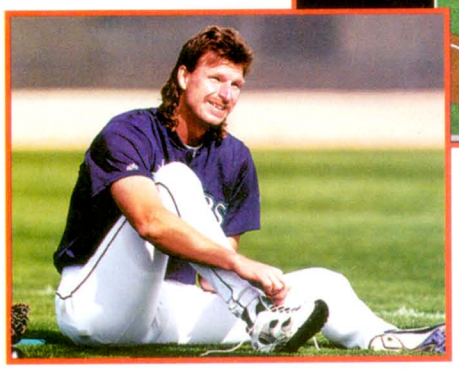
That's how he talks. Randy Johnson makes his living keeping hitters off-balance by throwing 98mph fastballs at them, but he can make you feel right at home when you're talking one-on-one.

"Nolan Ryan was my mentor," Randy recalled during a break in the day's training schedule. "But before him it was Vida Blue of the Oakland A's , Sandy Koufax of the Dodgers, all the great power pitchers. I'm from Livermore, California, (about 25 minutes east of San Francisco) so when I was a Little Leaguer, I was always going out and watching Vida Blue pitch. He's a left-handed pitcher like me. Most lefthanded pitchers are my role models because I can utilize their approach towards the game and their mechanics and their outlook on the game, too.

"I enjoy watching Boston's Roger Clemens, who's a righthander, because I can learn from him. He doesn't have to be a power pitcher: I can learn from a guy who throws half as hard as me by seeing how he sets batters up," Randy explained, referring to a pitcher's choice of pitches (fastball, curve, slider, etc.) against a particular player. "I can still utilize what he does with that guy and I can throw the same pitches."

While we talked Randy was busy signing baseballs. You'd expect large hands on such a large man, but Randy's aren't especially so. Then you notice his fingers. Each one looks as if it had been perfectly formed by a machine. Baseballs disappear into them. You can imagine what Randy can do with a baseball once he takes the mound, given his natural talent and what he's learned in his six seasons. The Mariners have several young pitchers on their roster this year, and Randy, now the staff veteran, is concerned about passing his knowledge on to them.

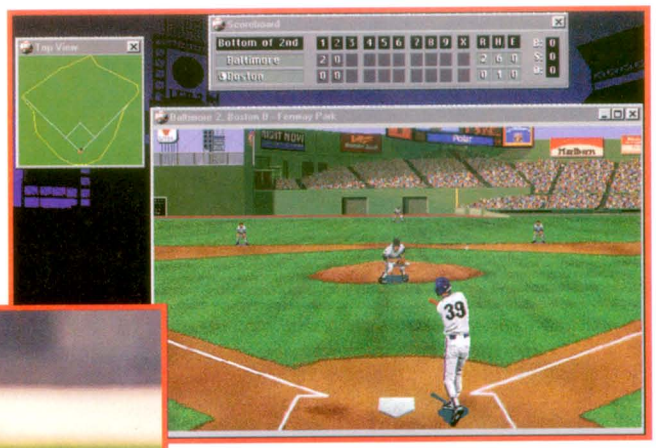
"THE ONLY SIM THAT MANAGES TO RECREATE THE PHYSICS OF BASEBALL ON THE FIELD." —PC GAMER



"I think it's really important anytime you can give a younger pitcher guidance, especially when he probably doesn't really have a whole year under his belt or maybe just has a little over a year," Randy said. "I think there's a lot he can learn. For that matter, there's still more I'm going to learn. I just kind of take him through the ropes, try to sit down to get a feel for how he approaches hitters and help him a little bit.

Randy isn't just looking after rookies in the big leagues now. There are a couple of rookies in his family: He and his wife, Lisa, became parents last year with the birth of their daughter, Samantha. I asked Randy what he was learning about fatherhood.

"The responsibility of taking care of somebody else," he said, after a moment of consideration. "Taking care of someone who can't take care of herself right now. I take a lot of pride in that. So now, as much as I love her, I can see how much my parents loved me when I was growing up, and still do. It's hard to imagine until you actually have your own child how much you can love something."

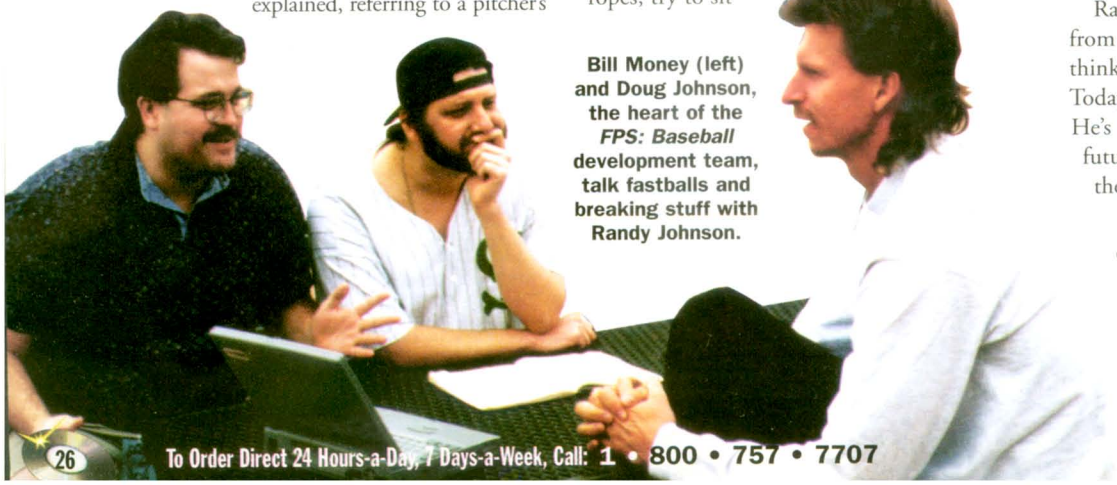


The only physics-based baseball game that takes into account wind, weather and ball-spin, not just player probabilities.

What he would tell Samantha about the Mariners' wild ride to the division title last year? "Probably about seeing her up in the stands," Randy said. "Every time I walked in from the bullpen my wife was holding her and she waved to me, and that made me realize what I'm out there for."

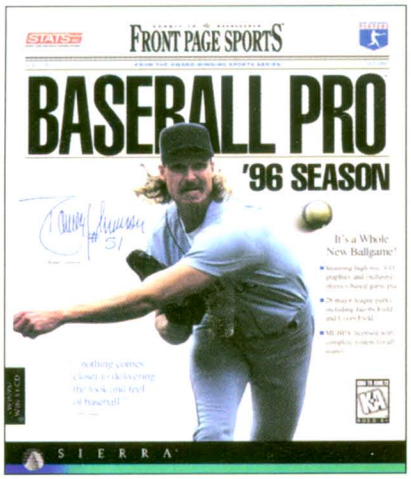
Raw talent took Randy Johnson all the way from Little League to the major leagues, but thinking and heart have kept him there. Today the Big Unit is baseball's Best Unit. He's looking forward to the challenges of the future. Randy will be working hard to help the Mariners get to the playoffs again.

Randy and Lisa had their second child just as the 1996 campaign began. Fatherhood may be Randy Johnson's biggest challenge of all, but given everything he's accomplished in the past six years, you know he can handle it.



Bill Money (left) and Doug Johnson, the heart of the *FPS: Baseball* development team, talk fastballs and breaking stuff with Randy Johnson.

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707



COMMIT TO ★ EXCELLENCE

FRONT PAGE SPORTS

BASEBALL PRO '96

The original *Front Page Sports: Baseball'94* was a big winner with sports fans and the press. *Computer Game Review* gave the product a "Golden Triad Award" and *PC Gamer* said *Baseball '94* "set new standards for baseball simulations. Now, Sierra announces the release of *Front Page Sports: Baseball Pro '96.* This new and improved version of Baseball takes America's favorite pastime to a whole new level.

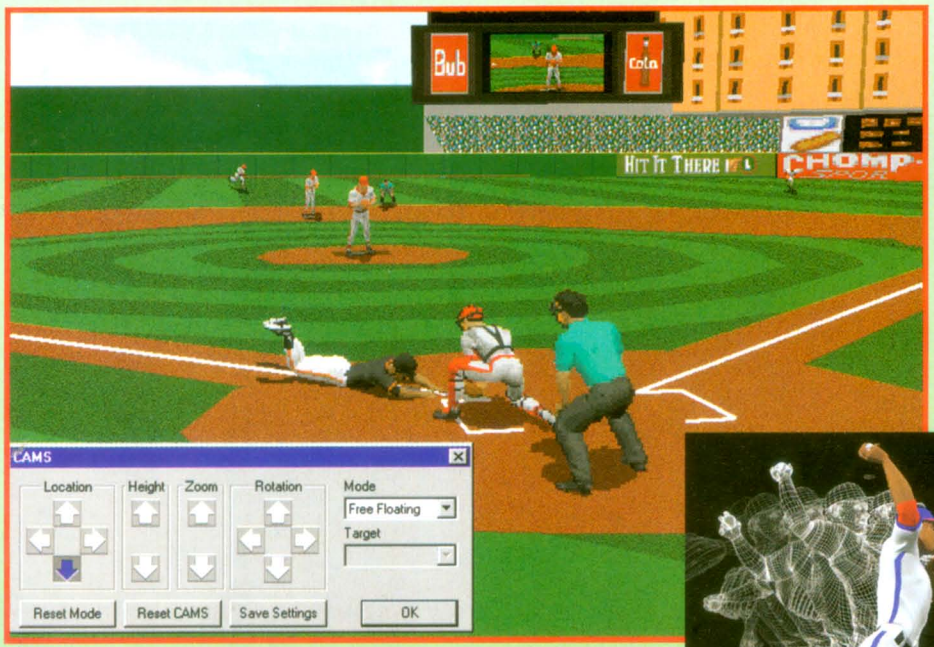
Sierra's *Baseball Pro '96* brings gamers a complete baseball simulation.

> **"...NOTHING COMES CLOSER TO DELIVERING THE LOOK AND FEEL OF BASEBALL."**
>
> **—PC GAMER**

The novice sports gamer can quickly learn what it takes to succeed, while more experienced gamers can take full control of their players and the game. The possibilities are endless — users can play against the computer or go head to head with other players in arcade mode.

STATS INC.

FPS: Baseball '96 uses over 500 stats for each Major League Baseball Player.



***FPS: Baseball '96* steps up to the plate with new incredible high res graphics.**

State-Of-The-Art 3-D motion capture technology produces the most realistic player animations possible.

It's a Whole New Ballgame!

- Exclusive Camera Angle Management System (CAMS) provides unlimited views of the baseball field. Check the action out from the stands, behind the plate, or anywhere else in the park, including a "blimps eye view."
- State-Of-The-Art 3-D motion capture technology produces the most realistic player animations possible. Players come to life with fluid and realistic movement.
- Exclusive Physics Based Gameplay — allows users to play the game just like real life! Unlike other "scripted" games that depend on set statistics to determine play results, you won't know what is going to happen until the result of each play is finalized. When a player hits a ball, it may have enough spin to keep the ball fair, or the wind may carry it foul. Complex physics determine the way the ball reacts in each situation!
- Exclusive Multi-Season Career Play - the game doesn't just simulate one game or one season. It has the ability to simulate an infinite period of time. Build new players and have them play for an entire career, or for a set number of seasons.
- All the Major League Baseball players are represented including your favorites from both the American and National Leagues.

MAJOR LEAGUE BASEBALL PLAYERS

- 3D models of all 28 big league ball parks are included in the game. Each park is recreated in detail - everything from the design of the scoreboards to the distance to the fences.
- Over 2,000 statistical categories are tracked by the game and individual statistics are kept for every season of play, making *Baseball Pro '96* the deepest statistical baseball sim on the market.

Available June 96 $54.95

WIN95 CD, WIN 3.1

Mission Force

CyberStorm

by Jeff Gilbert

"From the moment you stepped off that shuttle you became the property of Unitech. You think that because you survived the Academy that I should be impressed. Here's a hard dose of reality: Unitech does not give a damn about you. All Unitech cares about is the bottom line. Are you making us money, or are you costing us money? Prove to us that you can make Unitech more profitable without blowing yourself up and maybe we'll let you command more. If you screw up, we'll strand you on a barren moon somewhere with a beacon strapped around your neck guaranteed to attract every Cybrid in the sector."

Thus begins your fated journey into *Mission Force: CyberStorm*, the mind-blowing new strategy game from the creators of *Earthsiege* and *Earthsiege 2*. In *Mission Force*, the playing field is the universe and all that stands between you and Unitech victory are robotic Cybrids designed to recycle that army of tin cans you command. They're everywhere. They're waiting. And they're laughing. Your tools are synthetic Bioderms and a squadron of HERCS. Your only real weapon is your brain. You have to ask yourself one question: "Is today the day I bite the big one?"

"My first mission is mining ore on Mardalla. I've got two HERCS, a couple of Bioderms, and an entire month to complete the job. I wonder if they get cable on this planet?"

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

Event animations draw you into the aggressive, territorial nature of Bioderm/HERC warfare.

As part of the new breed of PC strategy games released by Sierra, *Mission Force: CyberStorm* is poised to challenge the most accomplished gamer and those with chronic finger twitch from playing too many Doom clones. Yours is a fleet of up to 26 HERCS and genetically-engineered Bioderms to pilot them. Select from a wide range of nerve-testing missions. Choose your battlefield and custom design your troops. Arm them with weapons. Lots of weapons. Next stop, the ore-rich fields of Mardalla, the Cybrid-occupied Brell, or the dreaded Parsus, with its toxic atmosphere. The enemy is already there. Engage. You lose, you die. That's the simple part. Taking strategy gaming to uncharted realms, Sierra reinvents the interactive experience and gives the player whole new worlds to destroy. Think of it as chess played in deep space. With plasma cannons.

"...A MAJOR CROSSOVER HIT, APPEALING TO BOTH VETERAN STRATEGY GAMERS AND TODAY'S MECH-OBSESSED ACTION CROWD"

— COMPUTER GAMING WORLD

"What is it with these Bioderms? A little too much adrenaline and they think they're The Terminator. It's like they've got a mind of their own or something!"

One of the most fascinating aspects of *Mission Force: CyberStorm* is the introduction of Bioderms, human/machine hybrids who pilot your HERCS into confrontations with The Enemy. You're given the option of purchasing specific HERCS prior to each mission. Some are fast. Some can carry more ore than others. Some can shoot the eyelids off a Cybrid at twenty hexagons. One of your goals is to not get them blown up. Unitech paid a lot for these hummers and will dock your pay the second one of them gets so much as a scratch. Next, it's up to you to custom manufacture a Bioderm to navigate your HERCS around hostile planet surfaces and even more hostile Cybrids. The combination of HERC and Bioderm pairings are limitless. This is where your skill as a commander comes into play. Spend some quality time getting to know your Bioderms. You can even give them names like "Scruffy" or "Bob" or "Hairy Deathmeister the Third." Each syntho-human has an age, skill, rank, health, and stability rating. Warning: they have their own personality as well. Unitech calls them "Battle Glands." You'll call them "sir" if they become unpredictably aggressive after you've pumped too much chemical adrenaline into their systems. If they don't turn on you, it's back to the Medvat for costly repairs. Being human means never having to say you're sorry.

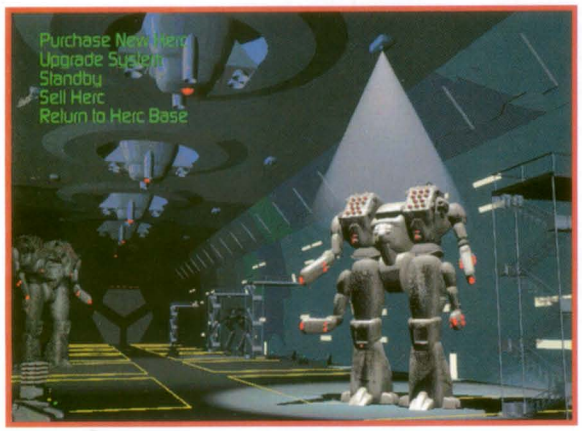
Engineer your own bioderms, then command them to do your bidding.

"Dang it! Those pesky Cybrids are all over the place! Where are they coming from? Why are they shooting at me? Why are my Bioderms on fire?"

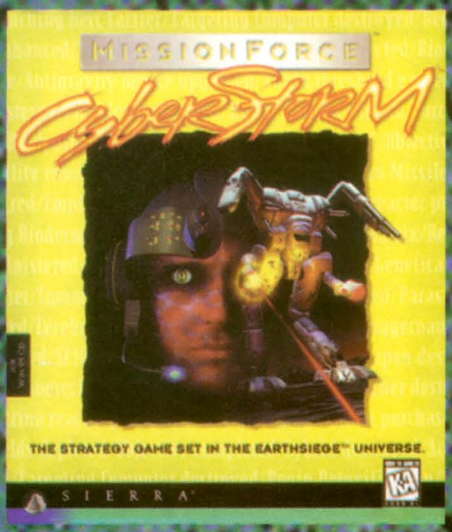
Like all wartime enemies the Cybrids are ruthless. They have outposts on every planet in the solar system—including the ones Unitech keeps sending you to. And like your Bioderms, the Cybrids have someone—or something—controlling them, studying your every move and planning counterattacks. You might be able to defeat the Cybrids if you just had a few more credits to buy bigger and better weapons. But after that fiasco on Beran, you're a little light in the pocket. Until you excavate enough precious minerals you'll just have to use your mind. What's left of it anyway. But why worry? With HERCS like Ogre, Giant, Reaper, and Juggernaut on your team, you've got this war in the bag. Right, Napoleon?

"Yesterday was ice and tundra. Today's planet is lava and brimstone. It's not just the Cyrid onslaught getting to me these days, I also never know what to pack !"

Since *Mission Force: CyberStorm* randomly regenerates new terrains for each mission, you'll encounter multi-levels of ice, craters, cliffs, astro turf—maybe even grassy knolls and sandtraps. Keep your guard up because you never know what you'll step in. The game also gives you the option of viewing the battle arena from any number of perspectives. Unfortunately, you can't see everything from above. So much for those new contacts. Zoom in for face-to-face combat. Zoom out to locate enemy bankheads. Rotate the map for precise targeting. Sounds easy? Yeah, right. Your



Build a fighting force of up to 28 Hercs!



Available June 96 $54.95

WIN95 CD, MAC CD, DOS CD

"TOSS IN SOME CUTTING-EDGE BELLS AND WHISTLES—IN THE FORM OF MODEM, NETWORK AND INTERNET MULTIPLAYER OPTIONS—AND THE GAME STANDS TALL ON ITS OWN MERITS."

— COMPUTER GAMING WORLD

A wide variety of missions assures that *MissionForce: CyberStorm* will challenge you for a good long time.

HERCS use up a lot of battery power maneuvering across the tricky terrain. The key here is strategy. It just wouldn't do to show up at a Cybrid's front door and not have the energy to knock, now would it? The shortest space between two HERCS is not always a straight line, so use your Unitech-trained cunning to plot every HERC move. Monitor their reactor levels. And for crying out loud, look out for that giant hole in the grou...

"Y'know, that mission wasn't so tough. I think Unitech underestimated my talents. Sure, I may be a lowly ensign now, but a few more breezy missions like this and they'll be calling me Admiral! Salute this, Unitech."

You have total control over your fighting force. Build new Hercs and bioderms to meet your needs.

The difficulty factor of the missions offered vary to accommodate all skill levels of players, from Easy (wuss) to Normal (weenie), Hard (I'm working on it) to It's the End of the World as We Know It. *CyberStorm* is designed to accommodate a one-on-one bashfest of up to four players in full-on mortal cyborg combat. Match wits with the computer for single player action and enjoy a fair and just opponent. But war is hell. To get your hands really dirty, gamers can lock horns via modem, or better yet, a multi-player pig pile over a local area network. You want to show Unitech—and the world—you got what it takes, this is where you begin.

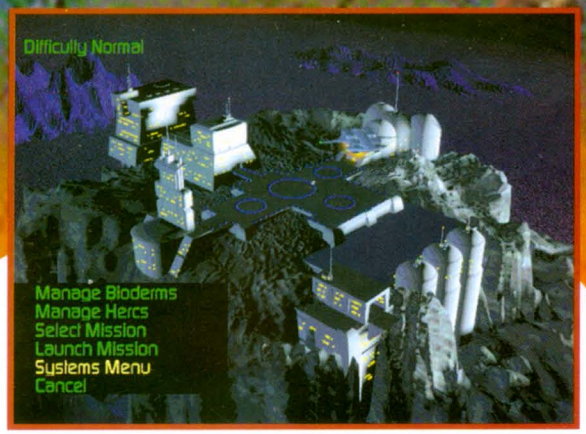
"As if I don't already have enough problems, a Cybrid just blew the arms off Kaeser, my favorite Bioderm. Where am I gonna find spare parts at this hour?"

CyberStorm's spectacular rotoscoped graphics allow the player to access and assess damage control options at a click of the mouse. Capt. Picard should have had it so easy. A spinning 3D wireframe depiction of your 'Derm is displayed with all of its mangled parts highlighted: structure, operating systems, weapons, internals. If you broke a nail, it'll show up here. Depending on your Unitech bank account you can repair your Bioderm as quickly as it was injured. (Just make sure the check doesn't bounce!) And don't overspend—you'll need to buy yourself a little retaliation. The first rule of combat: "If he can walk, he can fight." You'll find out what the second rule is soon enough.

"Oh, my aching porthole. I was ambushed from behind that pile of minerals. After I

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®



The SVGA graphics of this game are simply incredible.

Hex-based combat gives you the ability to double up on an enemy target and inflict serious hurt.

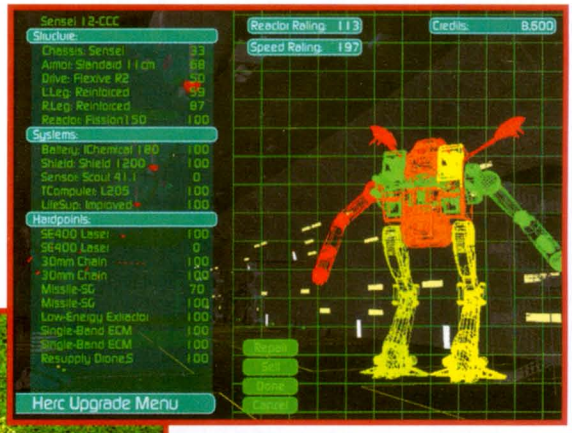
came out of the Medvat, the last thing I remember thinking was 'Wow! Look at all this ore! And no Cybrids anywhere in sight!"

Mission Force: CyberStorm has it all: incredible easy and enthralling game play, face-melting graphics, liquid smooth action, terrifying monster robots, lasers, explosives, progressively tough missions, an intuitive interface, and endless strategic variations. The Bioderms alone make *CyberStorm* unique. Where else are you going to find a computer game that lets its creations think for themselves? Click-'n-kick types will love the digital destruction. Silicone strategists will revel in well-planned offensives. Whether you want to flaunt your superior intellect or make a Cybrid scream when it dies, *Mission Force: CyberStorm* is a new benchmark in hi-tech strategy gaming.

"A TASTY BLEND OF STRATEGY, ROLE-PLAYING, ARCADE AND MINIATURE BOARD GAMING."
— COMPUTER GAMING WORLD

"Gee, if they weren't kicking my can all over the cosmos, I'd like to get to know those Cybrids a bit better. Maybe we could sit down over a couple cold mugs of Quatlooz and discuss some sort of truce?"

Mission Force: CyberStorm is a thoroughly addictive and formidable game. Don't worry, erratic Bioderms aside, the tougher it gets, the tougher you'll get, too. Your job is to put an end to Cybrid tyranny and those relentless storm-troopers of doom who want nothing more than to rid the universe of soft and weak, ore-hogging humans. Theirs is a code of no mercy. Extend them the same courtesy—blast their soundcards to smithereens. Oh, you'll suffer casualties. The best generals do. But don't let 'em see you flinch. Remember: in space, no one can hear you whine.

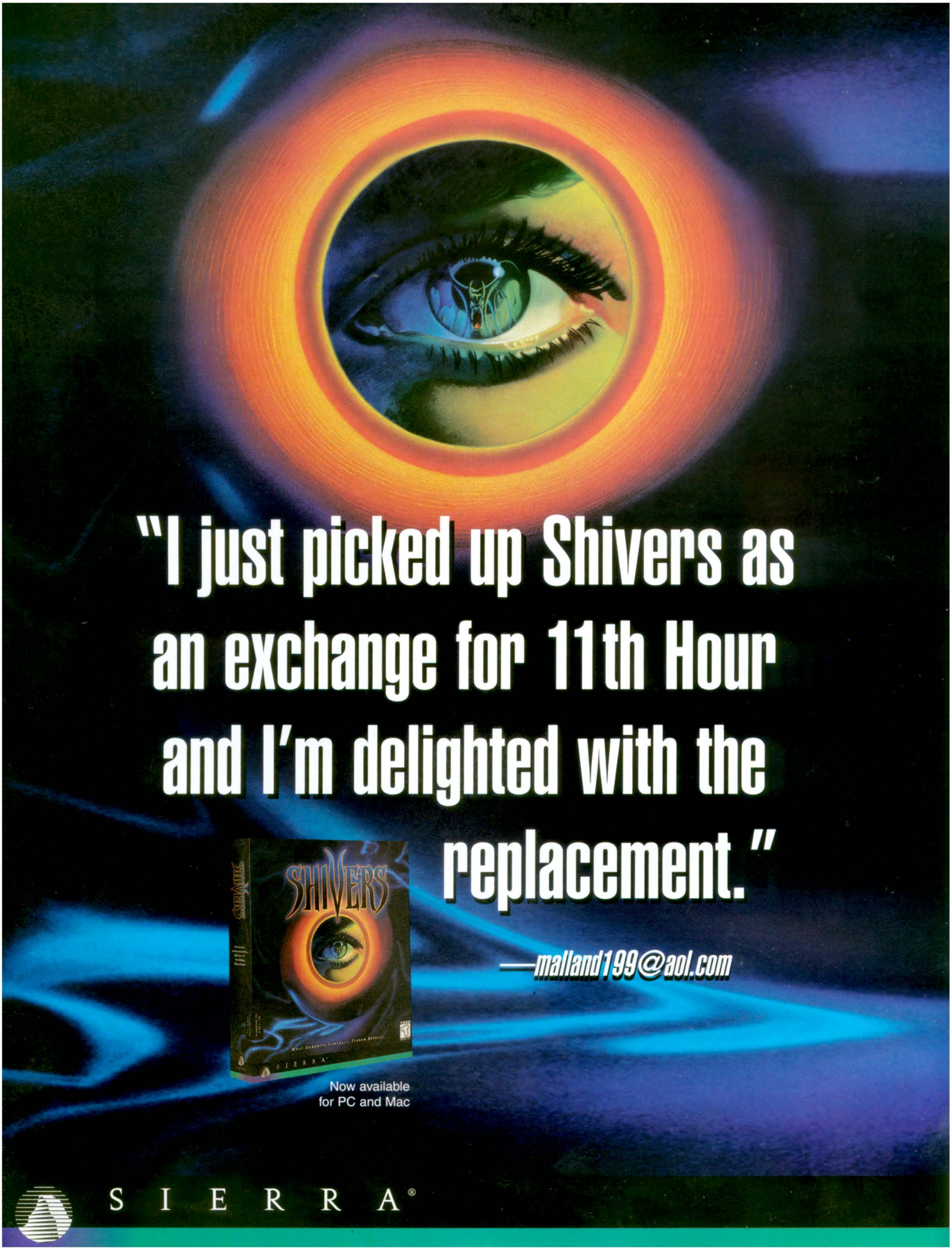


Go shopping to buy your HERCs a new set of weapons.

SPECIAL OFFER!

GET A SECOND MISSION FORCE: CYBERSTORM INSIDE EACH BOX!

GIVE IT TO A FRIEND SO YOU CAN PLAY ON-LINE TOGETHER!


"I just picked up Shivers as an exchange for 11th Hour and I'm delighted with the replacement."
—malland199@aol.com
SHIVERS
SIERRA
Now available for PC and Mac
SIERRA®

What other products promised, Shivers Delivers

"The 11th Hour for the best of the year? ...I have no idea what you were thinking. I also wonder why you overlooked such an excellent game as Shivers...If only the 11th Hour, at twice the price, had provided even half the entertainment..."

—Liz Montgomery, CD-ROM Today (Letters to Editor)

★ ★ ★ ★

—Home PC

"FOUR STARS FOR VALUE. Shivers delivers...in spades.... anything but recycled... recreates Myst's quieting surreal atmosphere, while also indulging a darker side."

—PC Entertainment

I enjoyed Shivers alot and I had no problems running it. It really is a great game. Hours of fun.

—Jeff ON PRODIGY

"Shivers is such a great game...a lot like Myst...and long enough that I didn't feel like it was a waste (like The Dig)..."

—Galpal, American Online

This is a great puzzle game. Better than 11th Hour in a lot of ways. I have had no problems with bugs at all.

—JAMES CARLSON ON PRODIGY

"I think this is the next block-buster adventure game, ...Shivers is more like Myst than anything else I've played."

—Kpinebox, America Online

"As an owner of both 11th Hour and Shivers ...I HIGHLY recommend SHIVERS!!!! Color, sound, speed, and every-thing. Some nice puzzles too."

—Mick McLean on Compuserve

★ ★ ★ ★

"...This richly illustrated game supplies more brainteasers and fewer frustrations [than Myst]"

—MultiMedia World Magazine

If I had to choose between "Shivers" and 11th Hour, I'd choose Shivers in a second. It's got my vote for game of the year."

—David Balsam on Compuserve

"Quite often the only thing scary about games claiming to be thrillers/scary is the price you paid for them after you see what you got. This is not the case with Shivers."

—Bobby T., America On-Line

"Breathtaking graphics and storyline create a top-notch CD-ROM thriller."

—Steve Poole, PC Gamer

"Chills and Thrills...suspense and storytelling...Shivers has it all.

—Harold Goldberg, Hollywood Reporter

http://www.sierra.com

See your local software dealer or call 1-800-757-7707

KIDS TO ADULTS K-A AGES 6+

© Sierra On-Line, Inc.® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

ROBERT E. LEE: CIVIL WAR ★ GENERAL ★

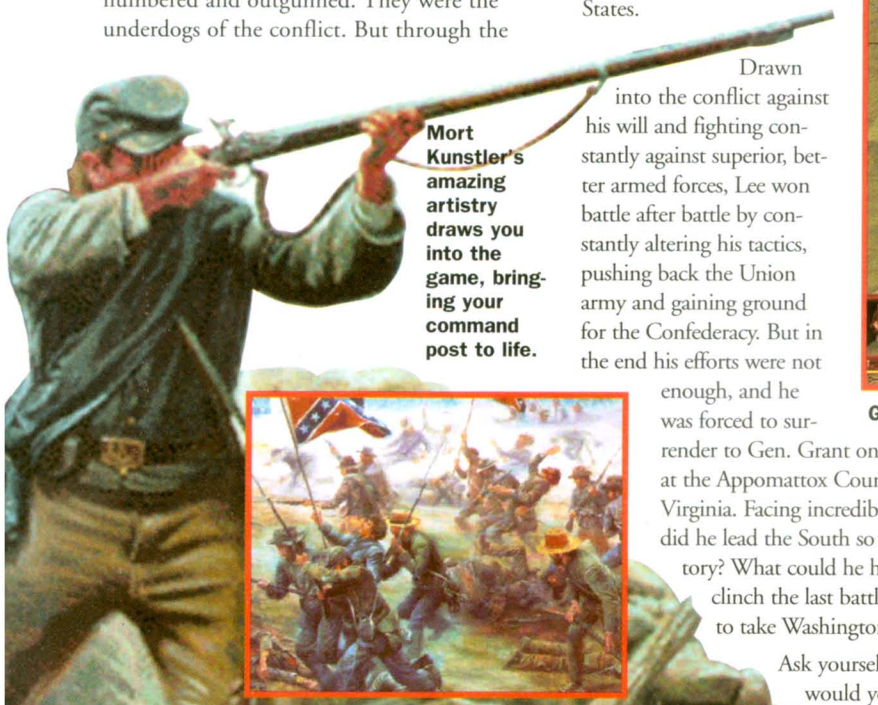
America's Bloodiest Conflict

It was the most brutal conflict our nation has ever experienced. In four short years, more Americans lost their lives than in all the wars of the 20th Century combined. At risk in the conflict was the future of a young nation. The War Between the States pitted brother against brother, neighbor against neighbor—North against South.

The soldiers of the Confederacy, though committed to their cause, were greatly outnumbered and outgunned. They were the underdogs of the conflict. But through the military brilliance and courageous leadership of one man, they almost won the war.

The stories and legends of the Civil War have inspired millions, and the battles of the war have been debated and re-fought by military strategists and dedicated war gamers for decades. At the heart of the debate is General Robert E. Lee.

Lee was the underdog of the War Between the States.



Mort Kunstler's amazing artistry draws you into the game, bringing your command post to life.

Drawn into the conflict against his will and fighting constantly against superior, better armed forces, Lee won battle after battle by constantly altering his tactics, pushing back the Union army and gaining ground for the Confederacy. But in the end his efforts were not enough, and he was forced to surrender to Gen. Grant on April 9, 1865 at the Appomattox Courthouse, Virginia. Facing incredible odds, how did he lead the South so close to victory? What could he have done to clinch the last battle and move on to take Washington?

Ask yourself this: What would you have done in his place? Would McClellan have halted the Army of Northern Virginia's first invasion of the Union in the Antietam Campaign if you had been in charge of the Confederate forces? Would you have ordered the tragic Picket's Charge in the battle of Gettysburg? Sierra's new *Robert E. Lee: Civil War General* gives you the power to answer these questions—and many others—by taking you into the realm of "what if," to lead the Confederate army in seven of the greatest battles and a full-fledged campaign in the North-South conflict.

Go ahead. Rewrite history. You have complete battlefield control.

The Ultimate Civil War Simulation

Robert E. Lee: Civil War General marks a new generation of Strategy War games. Gone

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

Seven Key Battles and a Full-Fledged Campaign

Robert E. Lee, Civil War General features seven of the most decisive battles fought during the Civil War, as well as a campaign that will find favor with every red-blooded Confederate, a conquest of Washington! The battles are:

1st Manassas

This early conflict had the lowest casualty rate of any of the conflicts. Though Lee was not personally involved in this battle, it was included in the game because of its importance to the Civil War.

2nd Manassas

The basic incompetence of the Union command was shown here. Their over-maneuvering wore down the troops. The Union lost this battle just a day's ride from the Capitol.

Antietam

Though the Union halted Lee's war efforts for 1862, his troops still inflicted far more casualties. This was the bloodiest conflict of the Civil War.

Fredericksburg

Among the darkest days of the Union. Thousands of Union troops perished trying to take a Confederate stronghold.

Chancellorsville

Chancellorsville was Lee's greatest moment as a military commander. His surprise flanking maneuver decimated Hooker's Union forces.

Gettysburg

The most important battle of the Civil War. This is where Picket's Charge occurred, in which more than 6,000 lost their life. Lee ordered Longstreet forward in what turned out to be the single largest tactical mistake of the War.

Wilderness

This battle was fought in close quarters on very rugged terrain, calling for much more barbaric, close-quarter tactics.

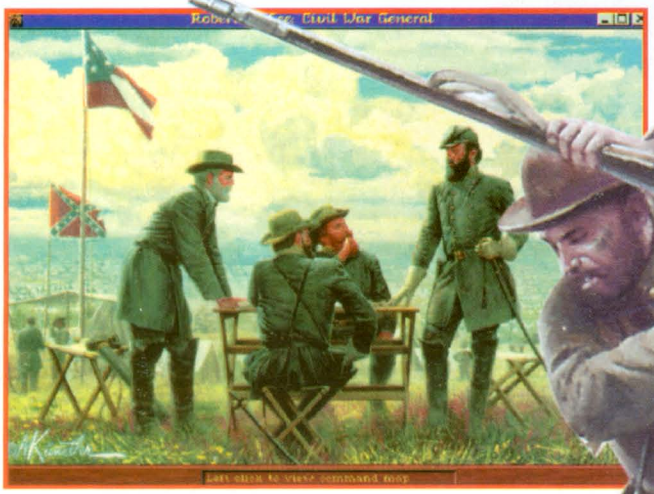
"I cannot raise my hand against my birthplace, my home, my children..." — General Robert E. Lee

is the difficult paper and pencil-style game that has marked earlier PC Strategy games. *Civil War General* is a spectacular multimedia title that offers a captivating and satisfying experience, even for new gamers.

Created by a Cambridge, MA based Sierra team under the lead of Designer and Producer Jeff Fiske, *Robert E. Lee* offers an immersive Civil War experience that is as real as can possibly be with an unparalleled depth of historical accuracy. Fiske's enthusiasm for Civil War gaming is easily seen in the game. A dedicated Strategy gamer for more than 15 years, Fiske had gamer's dice in his hands from age nine on. After he discovered PC War games, he always steered friends away from Civil War PC games because of their appalling lack of accuracy and good game play.

Having the chance to create a title within this genre presented him with a unique opportunity. "Our goal was to capture the feel and the drama of the Civil War," says Fiske. "In the past, accuracy always came at the expense of ease-of-play. It was an unfair tradeoff—one that you can find in just about every product that's on the shelves. But we've created an interface that allows for fast, turn-based game play with the most accurate universe ever for a Civil War title. Each of the seven battles begins as it did in history—at the same place, on the same basic terrain—with the same number of troops. Where you take history from that point on is up to you."

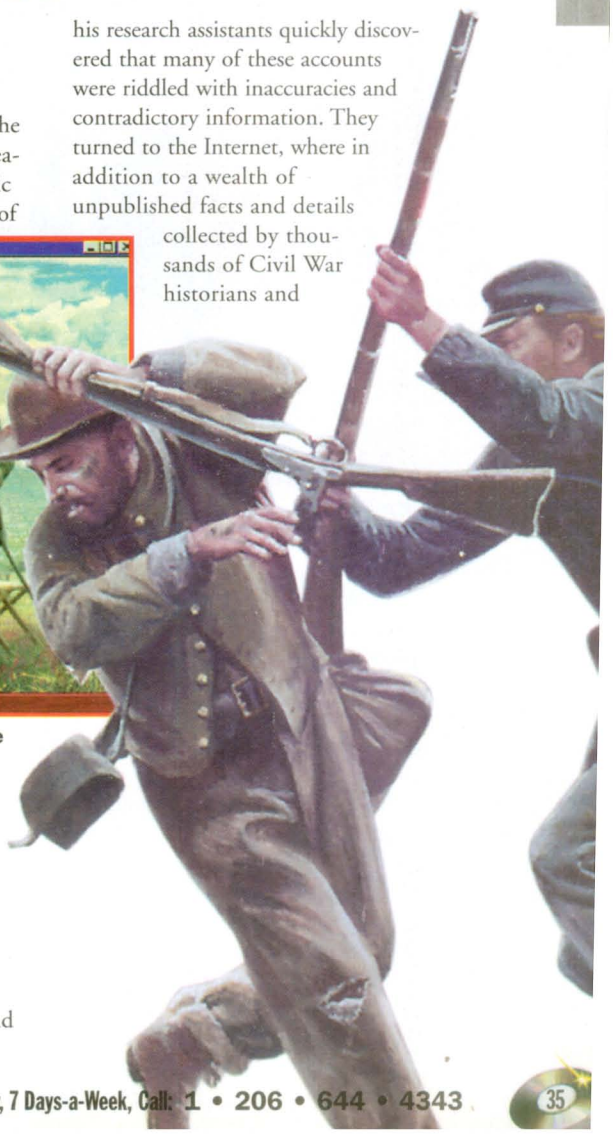
Working with cutting edge technology, the team crafted a full multimedia game that features more historical accuracy, realistic combat simulation, and ease of battlefield control than any other title in this historically significant gaming category. It is the benchmark for all Civil War titles.



Tactical and strategic decisions can be made at the Command Table.

Unparalleled Accuracy

Fiske's mission to capture the true flavor and details of the battles of the Civil War began with mountains of text books. He and his research assistants quickly discovered that many of these accounts were riddled with inaccuracies and contradictory information. They turned to the Internet, where in addition to a wealth of unpublished facts and details collected by thousands of Civil War historians and



hobbyists, they discovered a source of information far richer and more accurate than any Fiske could have imagined; personal letters and diaries that had been handed down for generations within families.

Via the information superhighway, people from all across the nation shared their memoirs of soldiers who had fought under and against Lee's command, allowing him to place troops and armies in their proper places in each of the conflicts, to give them the weapons and supplies they took into battle, and to give them the reinforcements they had actually received.

"THIS IS THE FIRST CIVIL WAR TITLE THAT CAN ACTUALLY STAND UP TO HISTORY."

— JEFF FISKE, GAME DESIGNER

Then a dedicated production team studied each battlefield, meticulously re-creating them in exacting detail at a scale of 200 yards to the hex. They added a turn-taking based format, the ability to play against the computer or head-to-head via modem or "hot-seat" gaming, and an interface that gives ease of entry to even first-time gamers.

More than 140 videos re-create the action of the battlefield.

Stunning Artistry

Robert E. Lee comes uniquely to life with an exciting mix of video and still art. Acclaimed Civil War producer Jay Wertz was commissioned to provide more than 140 videos of re-created Civil War battles, many filmed specifically for the game. World-renowned period artist Mort Kunstler (his artwork is featured in the Smithsonian and other famous galleries), added his incredible oil and canvas depictions of Civil War battles and other scenes to the mix. Combined with the painstakingly rendered, high-resolution characters and 3-D, modeled terrain of the battlefields, *Robert E. Lee's* stunning artistry makes the title a joy to view as well as to play.

Phenomenal Ease-of-Play

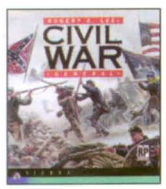
Robert E. Lee has brought gaming to new levels with features that offer phenomenal ease-of-play. One of the most noticeable game play features is "instant move," which allows you to position your troops to the location you desire, without having to "march" from point to point. When you click on one of your units, terrain shading tells you how far your troops can move in the turn.

In keeping with the tactics of the period, defenders have the right of first fire, unless the offensive troops manage to pull off a pre-emptive surprise attack. Consequences of decisions can have short- and long-term ramifications. For example, forcing the Union Army to flee the field not only sends a sharp boost to your troop's morale, but also causes the Union to leave behind artillery and other items as they flee, which—in the Campaign Mode—you can collect and sell to raise finances and upgrade your army's equipment.

If you are a Civil War fan, *Robert E. Lee: Civil War General* will give you the power to not only live the conflict, but to re-create it.

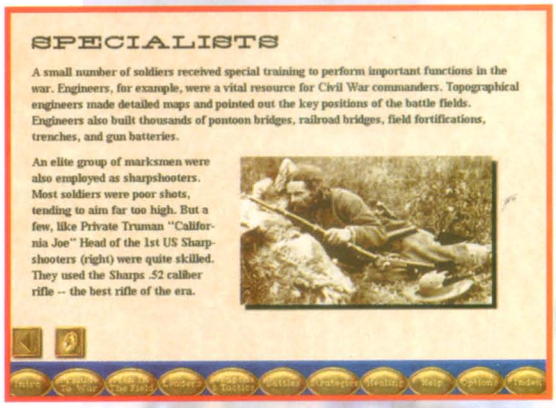
If you are a new or experienced War Gamer, you'll appreciate the intuitive interface. Either way, *Robert E. Lee* will make you want to give a Rebel yell.

by John Sauer



A Multimedia History of the Civil War

In addition to the highly accurate, exciting combat of *Civil War General*, the title contains the most complex multimedia history to appear in a Civil War game.



Explore the historical and emotional impact of the war in the extensive interactive Multimedia Reference.

Parents will appreciate that the contents of the History are so thorough, young students will be able to use it as a full reference for papers and reports. Every facet of the War Between the States is covered in detail (illustrated by over 80 photos and numerous animations), and brought to life by professionally recorded dialogue, music, and sound, and linked to other information in the History by blue hypertext links. This makes it easy to cross-reference related facts or follow a thread of information from the start to the end of the war, and after.

The History is laid out in an easy to follow, concise format. You can use "next" and "previous" arrows to flip from page to page, click on the topics lining the bottom of the window and follow them sequentially, or click on what interests you and follow information threads.

Alone, this Multimedia History of the Civil War would be worth adding to any home library. But along with *Robert E. Lee: Civil War General*, it offers important lessons in our country's history that we cannot afford to let fade into the obscurity of text books.

Available June 96 $54.95

WIN95 CD, MAC CD, DOS CD

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

[They came to play.]
www.gamespot.com
And they wanted it all. So we created GameSpot. The one place online with everything a gamer could want. Interactive reviews. Downloadable demos. GAMESPOT Game secrets. For more PC games than they could ever hope to play. All in one place, updated daily. We gave them what they wanted. Now we can't get rid of them.

HIT THE JACKPOT WITH HOYLE

Sierra Takes Card Games to New Levels With Hoyle Casino, BlackJack, Poker and Solitaire!

Somebody Hit me!

Hoyle Blackjack is a "21" sim that's so real you know it has to be "according to Hoyle."

Blackjack or "21" is played by more people than any other casino game. If you've gone to one of the gambling meccas in the world, you've seen blackjack players stacked three and four deep around the tables. Chances are you've even sat down and won a hand or two.

Blackjack is so much fun to play because it's not difficult and has a lot of options you can use to maximize your bets. All it takes to become a good player is a good teacher. Sierra has what you need in *Hoyle Blackjack*, the newest release in the phenomenal Hoyle card game series. As in all Sierra Hoyle games, *Hoyle Blackjack* gives you the true rules of the game and all the popular variations (in an environment that encourages learning through tutorials), playing against the liveliest bunch of computer players ever to sit around a card table. Plus, you can own it for around $15, not much money for a whole lot of fun.

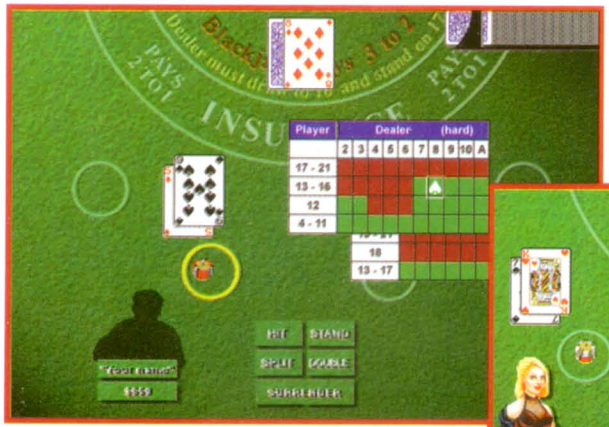
The Real Deal

Hoyle Blackjack is exceptionally easy to play. You can be up and playing with a single mouse click. The action takes place on a four-player table. You can test your fortune solo or with three others. Using clearly labeled on-screen icons you can place bets, or try out a full selection of play options.

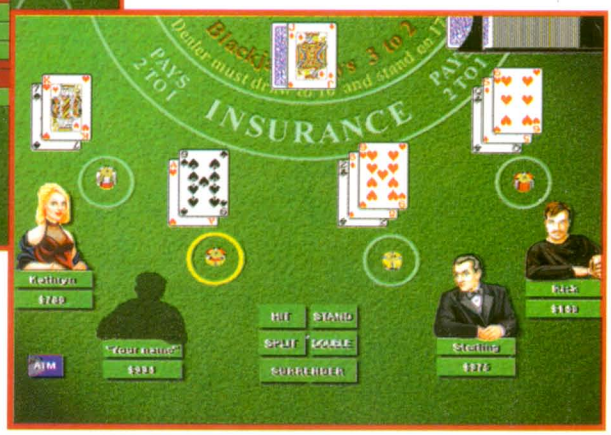
Do you want realism in your gaming? This Hoyle has it in spades. From the dealer's shoe in the upper right hand corner to the animations of the computer players, everything you see is highly rendered and in the right perspective. Playing *Hoyle Blackjack*, it's not too hard to imagine that you're playing in a real casino.

High-Rolling Strategies

The object of blackjack is to get closer to "21" than the dealer, without going over or "busting." But do you know when you should hit, stand, double down, split, or surrender? *Hoyle Blackjack* features easy-to-follow graphic tables that you can pull down to get the best odds on what you should do in any situation. And the on-line tutorial gives you cues on what action to take, based on your hand and



In Tutorial Mode, pull-down menus advise you of the best course of play. Become a better player!



Test your blackjack skills against the liveliest bunch of computer players ever to sit around a card table.

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

other important variables that you learn more about as your skill increases. You'll learn to be a better player in no time.

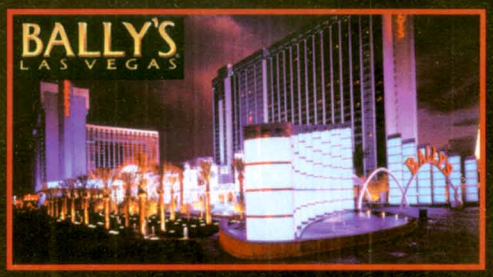
Big-Time Players

Since this is a Hoyle game, you know there are great animated computer opponents with which to test your mettle–complete with adjustable skill and attitude levels. You can play against them, share the computer with up to three human players using the mouse and keyboard, or log on to the Net and visit the SierraWeb site for some real-time gaming and virtual blackjack tournaments. And that's where *Hoyle Blackjack* gets really interesting. Even novice players can learn enough about blackjack to enter an on-line tournament and do just as well as highly experienced "virtual gamblers."

Whether you're a Vegas Warrior or just a player who likes a good test of Lady Luck, *Hoyle Blackjack* offers the best in interactive gambling, at a price that just can't be beat.

Available Now $14.95

WIN95 CD, WIN 3.1 CD



Design a Hoyle Casino Game Character and Win a Trip to Las Vegas

Sierra Hoyle games are full of tough, crafty, colorful players. But we're always looking for more. If you could design the ultimate Hoyle character, who would it be? Male or female? Sierra wants to know! Send us a 50-word description of your ideal Hoyle character and you could win an all-expenses paid trip to Las Vegas. And, your character could be included in the up-coming *Hoyle Casino* game. To be a contender, send your 50-word description to:

Hoyle Casino Vegas Contest
3380 146th Place SE
BELLEVUE, WA 98007

Contestants must be at least 21 years of age. Entries must be postmarked before July 19, 1996 to be considered. The winners will be judged by members of the Hoyle/Sierra development team, so make it good! We'll announce the winners in the Fall, 1996 issue of InterAction magazine. One Grand Prize of round-trip airfare to Las Vegas, three nights accommodation at Bally's of Las Vegas, dinner for two, and tickets to the smash-hit Jubilee show will be awarded. In addition, five first prizes of free Sierra software (worth $100.00 easy) will be awarded.

Challenge Opponents in Real-time with Internet/Modem Play!

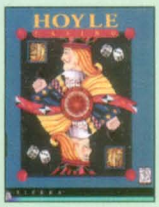
Try your skills with one of 28 Hoyle Solitaire games.

Action, Thrills and Excitement!

Hoyle Casino

There's no bigger thrill in Las Vegas than stepping up to a table in a prestigious casino and walking away a big winner. If you're a high roller who likes all the action casinos have to offer, then you'll hit the big time with *Hoyle Casino.*

This full-scale casino sim puts you in the middle of nonstop gambling action. Pick your favorite game–Poker, Blackjack, Roulette, Baccarat, Craps or Slots, *Hoyle Casino* features six gaming categories with 24 unique games. Choose your playing partners (like all Hoyle games, you can adjust their attitudes and skill levels). It's the real deal. Place your bets.



Want to make it really interesting? Log on to the Net and go to the SierraWeb site. It's your chance to join other virtual casino players for a hand of five-card draw or seven-card stud. Why go to Vegas when you can experience the same action and excitement on your own computer?

Available Oct. 96 $34.95 WIN95 CD, WIN 3.1 CD

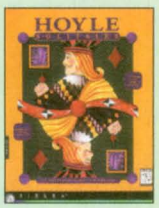
Hoyle Poker

If you supply the hero sandwiches, cold drinks and cigars for the Saturday night poker game, *Hoyle Poker* will supply the attitude and some savvy, competitive poker playing buddies. If you know when to hold them and when to fold them, you will enjoy the challenge of five-card draw, five-card stud, seven-card stud, Texas Hold 'em, Baseball and several other wild card variations. If you lack experience, or want to polish your skills just access the on-line tutorial for some helpful hints.

Available Oct. 96 $14.95
WIN95 CD, WIN 3.1 CD

Hoyle Solitaire

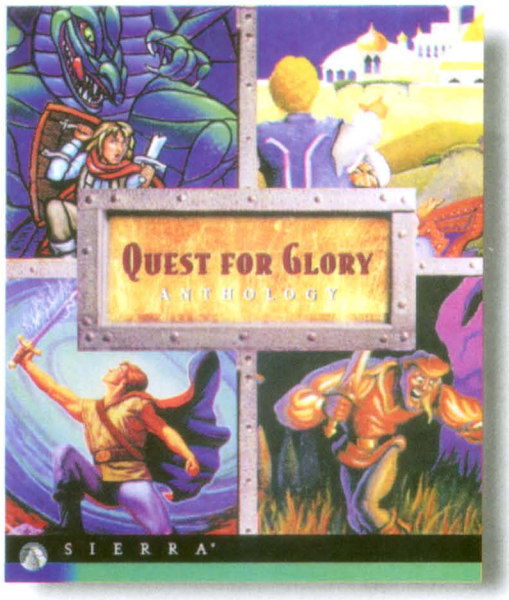
Hoyle Solitaire is packed with 28 addicting games on one CD-ROM, including Klondike, Poker Square, Pyramid and Fortress. *Hoyle Solitaire* beats all other Solitaire games - hands down! Create an ideal game environment with your choice of background graphics, music and playing cards. The on-line tutorial makes learning each game a snap. But that's not all. If you ever want a break from Solitaire, try the addicting and simple-to-play Card Flick game. You might be surprised how much time you spend trying to get those cards in the hat. Bet you can't do it just once.



Available Now $14.95 WIN95 CD, WIN 3.1 CD

QUEST FOR GLORY

ANTHOLOGY



You asked! Ken Williams Heard! Now the Quest for Glory Anthology is Yours!

"Around January," explains Sierra CEO Ken Williams, " I started getting bombarded with thousands of e-mails off our web site from devoted *Quest for Glory* fans requesting a *Quest for Glory* anthology. I think it had something to do with the fact that *Quest for Glory II* is no longer available as a single product."

"It's really no surprise to me that *QFG* players are demanding a *Quest for Glory* anthology. Over the last four years, millions of gamers have played the award-winning games, experiencing grand adventures and fantasy role-playing in the worlds created by veteran designers Lori and Cory Cole."

"The customers demanded it and we're delivering it. That's important.

The *Quest for Glory* anthology offers the first four adventures: *So You Want To Be a Hero*, *Trial by Fire*, *Wages of War*, and *Shadows of Darkness*. The *Quest for Glory* interface and critically acclaimed combat system has won rave reviews from players and the press alike. The games combine character-building, combat, and magic-using with Sierra's unique, story-based style of adventure gaming.

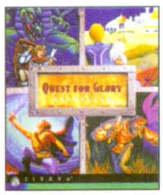
You can play as a Fighter, Magic User, or Thief, selecting from 15 different attributes as you build your character. Each delivers a different game play experience, leading you down roads of wonder, danger, and excitement. Build a character you like and you can take it from one adventure to the next. Start with the first

The Popular Fantasy Role-Playing Adventure Series Becomes A New Sierra Quest Collection

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

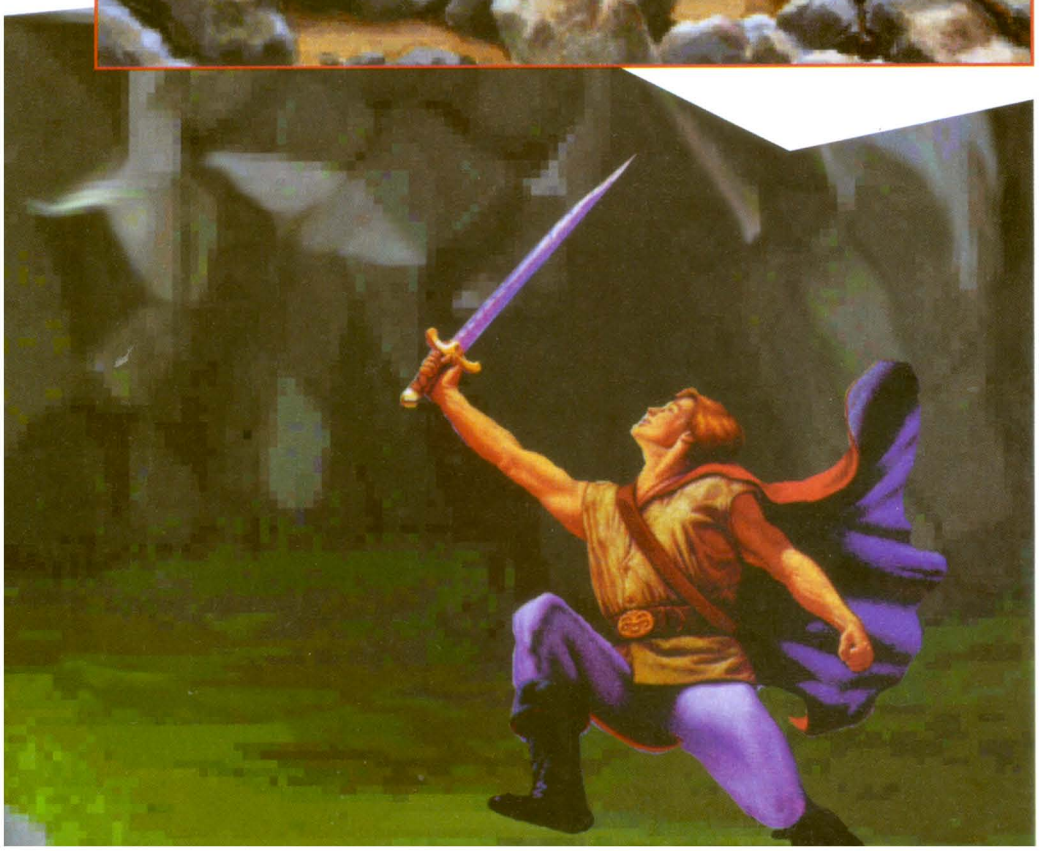
game and build a super-character in preparation for the upcoming *Quest Glory V* (you read it hear first).

Are you hungering to hack, steal, or spell-cast your way in *Quest for Glory*? Have we got an anthology for you. And best of all, it's available now. Get the *Quest for Glory* anthology today and begin the adventure. Don't miss any of the original excitement.



Available July 96 $49.95

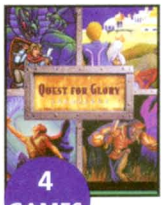
WIN95 CD, DOS CD



Complete Collections Under $50

Special Offer!

Load-up on Sierra's all-time best sellers with our exclusive Collector's Editions. Choose a complete collection for under $50 and you'll save hundreds of dollars off the single-game prices!



The Quest For Glory Anthology
Get four exciting Quest For Glory fantasy-adventure games in one incredible Anthology. Four games of this caliber usually cost over $200. But this special offer gives them all to you for only $49.95.
The Quest For Glory Anthology (DOS/WIN CD) $49.95

Aces: The Complete Collector's Edition
Get four classic flight sims for one low price! Includes dogfighting action in the original *Red Baron*, plus *Aces of the Pacific, Aces Over Europe* and *A-10 Tank Killer.* Fly over 80 different aircraft and challenge legendary aces.
Aces: The Complete Collector's Edition (DOS-CD) $44.95

6 Legendary King's Quest Adventures
The first six chart-topping King's Quest adventures can be yours for the price of a single game! Explore the Kingdom of Daventry and the follow the adventures of King Graham from *King's Quest I: Quest for The Crown* to *King's Quest VI: Heir Today, Gone Tomorrow.*
King's Quest Collector's Edition (DOS/WIN CD) $49.95

To order, call Sierra Direct today!

1-800-757-7707

Special offer not valid with coupons or other special offers. Prices subject to change. Availability limited to quantities on hand.

Prepare for the Coming Siege

Sierra Makes Ready with Lords of the Realm II

The calm before the storm. That moment of reflection and uneasy silence as your army surrounds the Baron's castle. You have driven him to this last stronghold. Now you will force him to surrender or die, and bring his lands under your rule. Let the siege begin.

Looking out over the heads of soldiers that just days ago were farmers and shepherds, you reflect on what it might be like to lose all that you have worked so hard to build. Your prosperous counties. Loyal subjects who honor your name. Those who wish you to be king of England. Archers stand with arrows ready. Timbers creak as huge siege engines are moved into position. The whole battlefield is alive with activity as your subjects prepare to make war.

Have you really earned their loyalty? Watching the sea of silver armor flow towards your enemy's castle, you know that in times of war, as in times of peace, you will be a good king...

Worthy of the Crown...

In 1994, The original *Lords Of the Realm* was released by Impressions Software to the high acclaim of gamers and the press alike.

Lords of the Realm put players in charge of a medieval county and pitted them against all the problems a lord would face in the ruling of his lands—including war, poverty, and hunger. In *Lords*, gamers found an in-depth strategy title with a good interface, rich graphics, and with distinguished game play. It was a title worthy of their allegiance. *Lords of the Realm* reigned as the king of medieval Strategy. Until now.

Send armies on the march to lay siege to your opponent's counties.

Long Live the King

This November, Sierra will take king-making Strategy to the next generation. In *Lords of the Realm II*, the superior design, excitement, and overall fun of the original game have been significantly improved with an intuitive,

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 7[illegible] • 7707

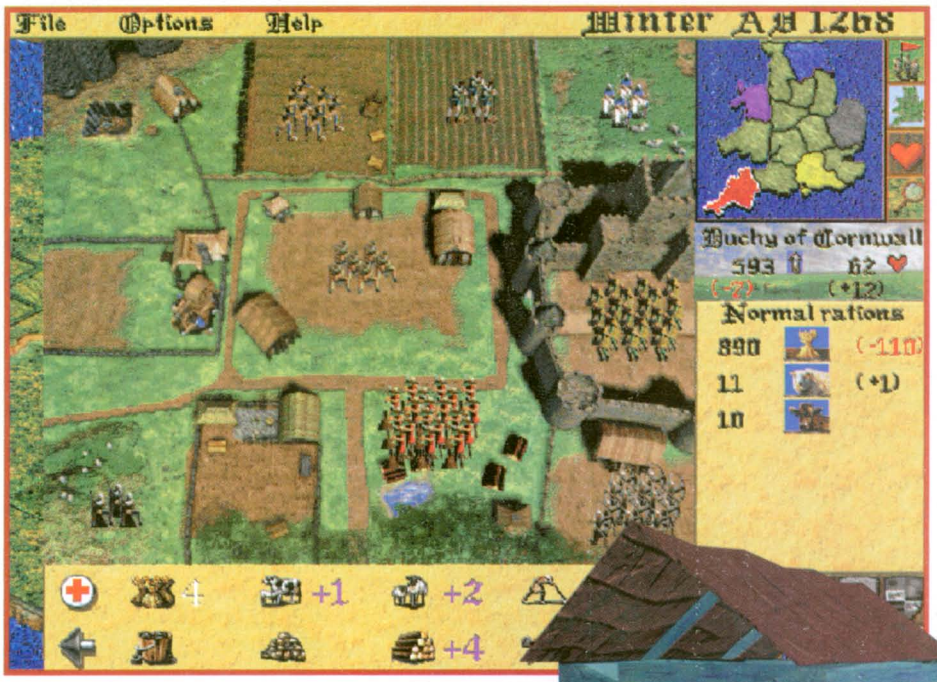
SIERRA®

"LORDS II TAKES THE SAME REAL-TIME APPROACH TO COMBAT THAT HAS MADE GAMES LIKE WARCRAFT II AND COMMAND AND CONQUER SUCH HITS"

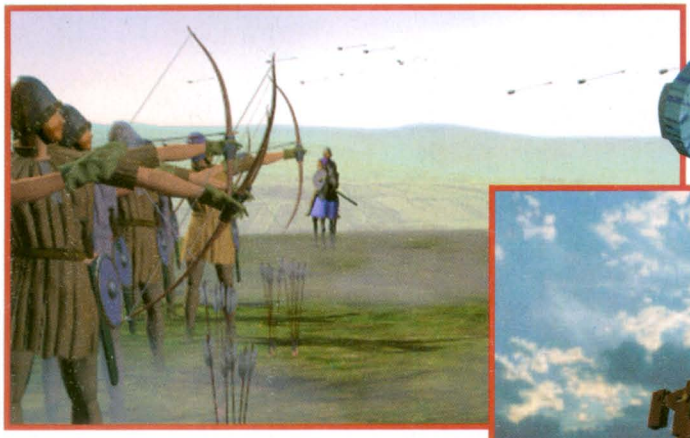
—NEXT GENERATION MAGAZINE

easy to use interface, highly realistic, real-time battles, designed from-the-ground-up modem play, and a vastly enhanced musical and graphic presentation.

Lords of the Realm II transports players back to England in 1268 A.D., a time of chivalry and pageantry, of castles, lords, and knights. The focus is on becoming the king of England. As a lord vying for the throne you must make your counties strong, unifying them under your rule. When the people rally behind your rule, you gain the power and resources to raise armies, lay siege to your enemies, and erect castles to hold and protect the lands you have conquered.



A bird's eye view allows you to monitor the events and resources inside your castles.



Archers bend their bows and darken the sky with steel tipped arrows.

This stone-hurling behemoth is truly the heavy artillery of the medieval ages.

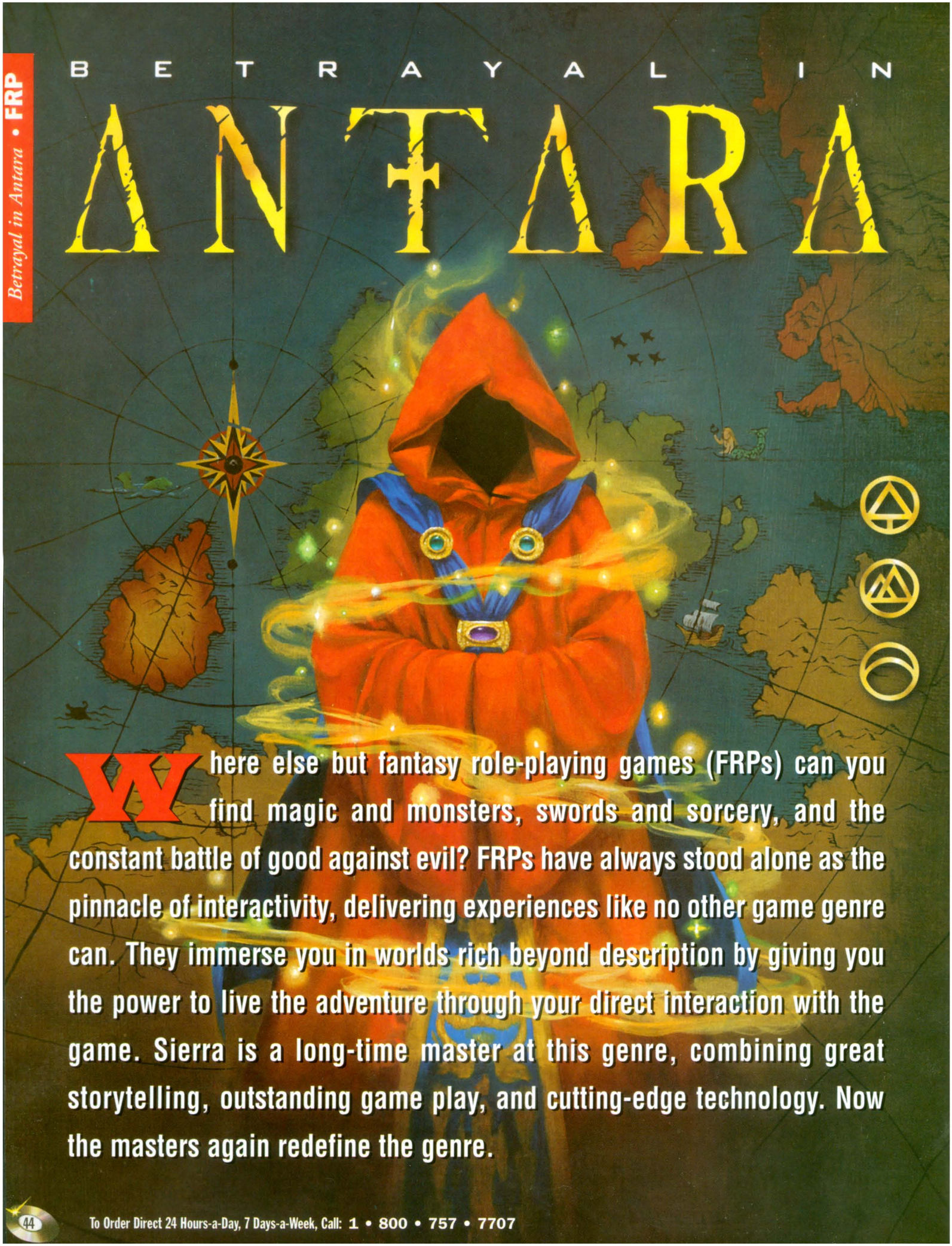
Lords II has such great appeal because there is something for every gamer. For instance once you have raised an army, there is always the opportunity to engage in exciting real-time battles and sieges. On the other hand, players more interested in the construction sim-type building of thriving counties and castles will find *Lords II* a compelling experience as well. And strategy gamers will appreciate the amount of detail and depth in the management of lands, resources, labor and armies. Whether you are eight or 80, the title offers you dynamic gaming.

The loyalty of your subjects. The power of conquest. What more could a future king want? How about the ability to carry out full-fledged conquests to win the throne in other countries? *Lords of the Realm II* gives you the power to try your hand in additional realistic country maps. There is almost no end the challenges you can face—or deliver in *Lords of the Realm II.*

Available Nov. 96 $54.95

Win 3.1 CD, WIN95 CD

Automated Technical Support Service 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 206 • 644 • 4343



Where else but fantasy role-playing games (FRPs) can you find magic and monsters, swords and sorcery, and the constant battle of good against evil? FRPs have always stood alone as the pinnacle of interactivity, delivering experiences like no other game genre can. They immerse you in worlds rich beyond description by giving you the power to live the adventure through your direct interaction with the game. Sierra is a long-time master at this genre, combining great storytelling, outstanding game play, and cutting-edge technology. Now the masters again redefine the genre.

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

Sierra Redefines Role-Playing

Betrayal in Antara places you in a brand new world, guiding a party of adventurers through a realm of physical conflict, political intrigue, and magical discovery.

"IF YOU LIKED BETRAYAL AT KRONDOR, ONE OF THE MOST SUCCESSFUL ROLE-PLAYING GAMES IN HISTORY, YOU'LL GO HEAD OVER HEELS FOR BETRAYAL IN ANTARA."

Betrayal in Antara features lavish 3-D modeled worlds and environments that you experience in first-person, but with a depth of game play that far surpasses Doom-type games. *Betrayal in Antara* is a full multimedia presentation featuring recorded voices and seamless animation that take you deep into its worlds, plots, and intrigues with interfaces that give you greater control over game play. You spend more time playing and less time micromanaging endless tasks and NPCs. The end result: better game play and more fun.

A level of graphic resolution previously unseen in computer role playing.

If you liked *Betrayal at Krondor,* Sierra's most most successful FRP ever, you'll go head over heels for *Betrayal in Antara.* This game shares the same emphasis on a detailed, exciting story and game world. Players may even see a resemblance to the original engine and interface. But *Bretrayal in Antara* is leagues ahead in design, technology, and interactivity. *Antara* begins when fate throws highborn William Escobar together with Aren Cordelain, a young commoner just discovering his magical abilities. They are quickly joined by Kaelyn Usher, a strong-willed trapper. The threesome are soon caught amidst devious schemes which carry them across the Antaran Empire in an epic story of obsession and manipulation, prejudice and sacrifice, desperation and redemption.

Betrayal in Antara offers a level of graphic resolution previously unseen in computer role-playing games. *Antara* features first-person navigation and third-person turn-based combat. *Betrayal in Antara* was designed in 3-D Studio for detailed rendering of the backgrounds and locations. Adding to the realism are professionally acted voices and an original score created at the Sierra studios in Bellevue, Washington.

Adjustable difficulty and experience levels allow players to tailor the game to their preferences. *Antara* also offers an advanced combat system with over two dozen different kinds of enemies to face. All this adds up to easy operation for beginning role-play gamers without sacrificing depth of game play for experienced sword swingers and spell casters.

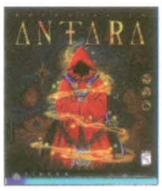
Antara's magic system is of special note to those who favor heavy magic use but yearn for a more interesting spell system than those of old FRPs. This unique skill-based system not only lets players research new spells, but gives players a chance to learn from spells cast against them. Now getting blasted by a fireball can actually make you stronger—assuming you survive!

With the best features of the original *Krondor* gaming system enhanced with a fresher plot and enhance features, *Betrayal in Antara* offers enough spellbinding twists and turns to keep even the most hard-core gamers riveted to their PCs.

You can learn spells by having them cast upon you.

Adjustable difficulty and experience levels allow players to tailor the game.

By John Sauer



Available Oct. 96 $44.95

WIN 3.1 CD, WIN95 CD

Advanced Dungeons&Dragons™

Birthright™

Sierra and TSR join forces

Birthright™ is the computer extension of TSR's newest *Advanced Dungeons and Dragons*® (*AD&D*®) role-playing game-world. Licensed exclusively to Sierra, *Birthright* allows *AD&D* players to experience role-playing adventure on a grand scale. It is truly a unique offering because it excels as both an FRP *and* as an engrossing Strategy/War game.

Each kingdom offers ample opportunities for adventure and conquest.

Imagine a world where rulers are bound to the land by ties of blood. Kings, prelates, wizards and guildmasters are not elected, but chosen by divine providence. In *Birthright*, bloodlines were created when the heroes of the Battle of Mount Deismaar were imbued with the essence of the gods. The abilities granted by this heritage can be benign or malignant, physical or mental, active or passive. One's bloodline also lends strength of character, and blooded persons rise to positions of power more quickly than others. But beware: this strength can be stolen.

With *Birthright*, you can start in any of 17 unique and powerful kingdoms to begin your adventure. Each kingdom has its own resources, dangers, treasures, and opportunities for alliances or conquest. You can role-play a variety of characters, including a warrior, wizard, priest, or thief descended from royal bloodlines. You will have ample opportunities to engage in first-person quests for the magic relics and weapons of champions long gone. In doing so you are met by enemies who are equally as powerful, as well as millennia-old monstrous awnsheghlien that will stop at nothing to steal your kingly power.

Birthright includes far more depth of play than previous FRPs because it features tactical and strategic elements. You can wield the power of kingdoms, control the destinies of other lands, and command mighty armies. Your success comes from how you manage your troops and in whom you appoint to run your kingdom while out on quests of your own.

Birthright propels the FRP genre to new heights by combining the rich game universe created by TSR with an immersive world designed by Sierra. The result is an epic game that enhances the reality of this *AD&D* world and draws you further into its reality. *Birthright* is a compelling adventure about descendants of "heroes of old" where bloodlines of both good and evil exist and you hold the power to wage war or preserve peace. Look for *Birthright* this fall.

Even kings need to crack a few skulls now and then.

Available Oct. 96 $49.95

WIN95 CD, DOS

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

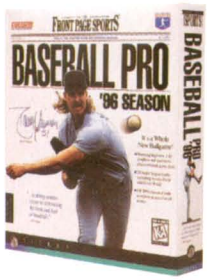
Buy 1, Get 1 FREE!

See Page 49 for details.

CALL 1-800-757-7707

NEW!

Front Page Sports: Baseball Pro '96



Play the GM, manage the club, or put yourself in the lineup with the all-new Baseball Pro '96. Real-life physics, high-resolution graphics and improved strategy and playability make this an incredible simulation of real baseball, not just statistics. Play single games or entire seasons. The Camera Angle Management System (CAMS) lets you follow the action in any big-league ballpark. You can even simulate a player's entire career, from his rookie season to the Hall of Fame!

WIN 3.1/95 CD $54.95

Incredible high-resolution graphics give you a lifelike view of the game.

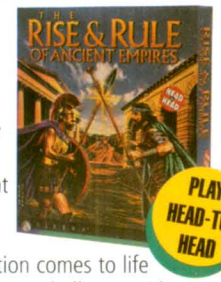
NEW!

MissionForce Cyberstorm™

Take control of the future in the ultimate battle strategy game as you fight for the future of mankind. You command genetically engineered Bioderms, the most destructive warriors in the history of Cybrid confrontation. Control up to 26 HERCs on the same battlefield.

WIN 95 CD $54.95

The Rise and Rule of Ancient Empires



Seize power and glory in six ancient civilizations, including ancient China, Egypt, and Greece. The unique legacy of each civilization comes to life in a multi-layered strategy challenge with endless variations and full support for multi-player network play.

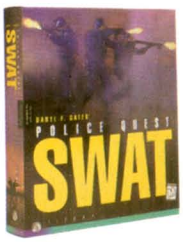
WIN CD $49.95

The Beast Within

A heart-stopping mystery that spans the ages unfolds as Gabriel Knight, last of the Shadow Hunters, is dragged into the investigation of ancient, terrifying forces. This unique blend of live-action technology and amazing multimedia effects provides spine-tingling thrills.

DOS/WIN CD $49.95

Police Quest SWAT

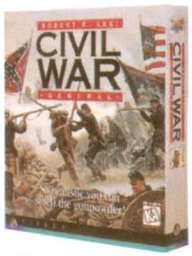


Daryl Gates, former head of LAPD and originator of the SWAT concept takes the Police Quest series to new levels of realism. You'll learn what real SWAT officers learn as you advance from the academy to the mean streets.

DOS/WIN CD $49.95

NEW BATTLE STRATEGY

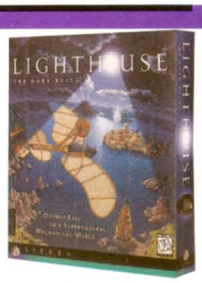
Robert E. Lee: Civil War General



Now you can fight seven Civil War battles individually, or as an entire campaign against the Army of the Potomac. Or take the role of Union generals in confrontations from First Manassas to The Wilderness. Every battle starts with each army placed exactly as it was more than 130 years ago. From there, history is in your hands.

WIN CD $54.95

Lighthouse

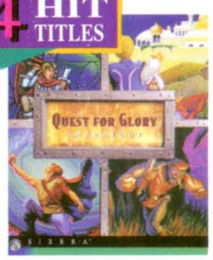


Enter *Lighthouse* and pass through an eerie portal into a surreal world filled with invention, discovery and barely-disguised evil. In search of a kidnapped child, you follow a dark stranger into a first-person adventure of rescue and discovery. The visually-striking parallel universe, created entirely in 3-D graphics and animation, is filled with alien inventions and challenging puzzles that you must conquer as they carry you into a world of suspense and mystery.

DOS/WIN CD $54.95

4 HIT TITLES

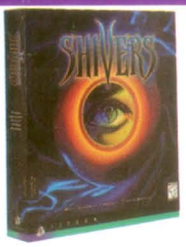
Quest For Glory Anthology



Four award-winning fantasy adventures in one super-value anthology: *Quest For Glory I: So you Want To Be A Hero, Quest For Glory II: Trial By Fire, Quest For Glory III: Wages of War* and *Quest For Glory IV: Shadows of Darkness.*

DOS/WIN CD $49.95

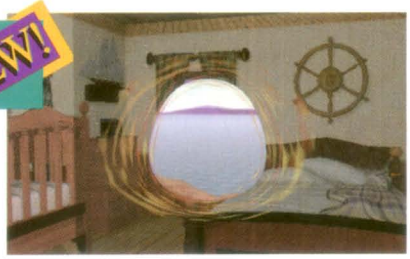
Shivers



Venture into a spine-tingling first-person mystery. Shivers finds you trapped inside the long-abandoned Museum of the Strange and Unusual. Ghostly live-action sequences, frightening 3-D graphics and chilling sound effects create an adventure that changes every time you play.

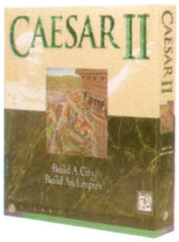
WIN CD MAC CD $39.95

NEW!



Enter a surreal world of invention and discovery, where dark forces lie hidden behind every turn.

Caesar II



Build a city, build an empire! Experienced strategists and novice gamers alike are hailing the challenges in Caesar II. As the Emperor's recently appointed governor, your charge is to gain fame, fortune and power. Succeed, and you may be crowned Emperor yourself!

DOS CD $54.95

Order Direct From Sierra

CALL 1-800-757-7707

Command: Aces of The Deep™

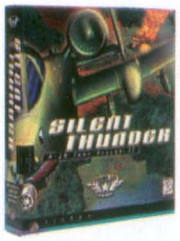
Wage undersea battle with the program that Computer Gaming World said "Sets the standard for submarine simulations...". A fantastic 3-D environment and amazing special effects take you beneath the oceans' surface, where the danger is real.

WIN 95 CD $49.95

Earthsiege 2™

The future of human existence rests squarely on your shoulders and the metal shoulders of your fighting HERCs as you battle enemy Cybrids in more than 50 rivet-wrenching missions - all with explosive action, incredible 3-D graphics and stunning sound effects.

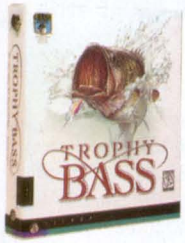
WIN 3.1/95 CD $49.95



Silent Thunder: A-10 Tank Killer II

Swoop down in the indestructible A-10 Thunderbolt II and dive into 3 action-packed campaigns with 24 close-attack missions. Blast anything, and anyone, that isn't on your side. Features incredible texture-mapped terrain, full Campaign Continuity and an electrifying soundtrack.

WIN 95 CD $49.95



Trophy Bass

The most realistic fishing on CD-ROM features five photo-realistic lakes from the professional angling circuit. Veteran anglers will be challenged, but rookies will be reeling 'em in as well. Fish for fun or against the pros on the tournament circuit!

WIN CD MAC CD $54.95

Get All 3 And Save $50!

Explosive Battle Action ONLY $99.85

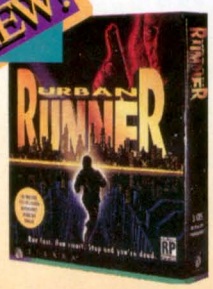
Sierra Battle Bundle

Get all-new rivet-wrenching, tank-busting, convoy-blasting battle action with *EarthSiege 2, Silent Thunder: A-10 Tank Killer II* and *Command: Aces of the Deep* — together a $149.85 value — for one incredibly low price! ..... **Only $99.85**

WIN 95 CD

NEW!

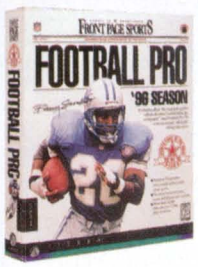
Urban Runner



Better watch your back: As a crack investigative reporter you were only a half-step away from exposing a big-time corruption case. But this time you came too close to the truth. Suddenly your world has turned upside-down. Your only hope is to collect proof of your innocence on a frantic flight through the streets of the city. This breathtaking thriller brings full-motion, full-screen interactive video to your PC with superior SVGA graphics that truly bring the chase to life.

Play the roles of Max, an American journalist, and Adda, a mysterious German ecologist.

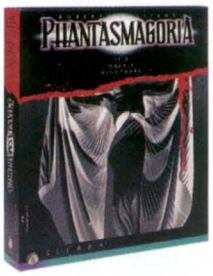
WIN CD $54.95



Front Page Sports: Football Pro '96

The highest rated football sim is now even better! Enhanced SVGA animation based on real athletes puts you right on the NFL sidelines or the huddle. Amazing Camera Angle Management System (CAMS) shows the action from any angle.

DOS CD $49.95



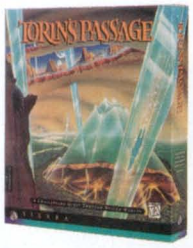
Phantasmagoria

BEST Seller

The blissful life Adrienne Delaney hoped for unravels as she uncovers an ominous presence that lurks in the passageways of her new home. This experience is so startlingly real, you'll live this interactive nightmare as if it were your own.

WIN CD MAC CD $49.95

Torin's Passage



Welcome to Strata, where the lad Torin pursues his destiny and solves puzzles in five worlds-within-worlds. This fascinating adventure game features hand-drawn animation, digital sound and an original musical score. A humorous fantasy-adventure treat for the whole family.

DOS/WIN CD $24.95

Space Bucks

With strategy and cunning, you can expand your budding interstellar transport company throughout the galaxy. To succeed you need to design better transports, secure alien landing rights, snag new trade routes and keep your eyes open for interstellar takeover opportunities.

WIN CD $49.95

Buy 1, Get 1 FREE!

See below for details.

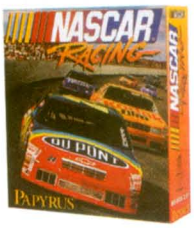
CALL 1-800-757-7707

3-D Ultra Pinball

It's the fastest pinball in space! *3-D Ultra Pinball* combines out-of-this-world 3-D graphics, realistic ball motion, precision-response flippers and three incredible tables. Absolute arcade-table feel drags pinball kicking and screaming into the 21st Century. You'll be hooked in seconds!

WIN CD MAC CD $44.95

NASCAR® Racing



Get behind the wheel of a 700-horsepower stock car and race against the actual cars and drivers on the NASCAR Winston Cup series. Enhanced graphics provide pavement pounding thrills in the most realistic simulation of America's most popular motorsport.

DOS CD $54.95

The Closest Thing To Real Racing!

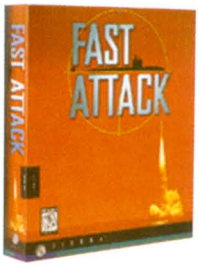
SAVE $85

Get the Thrustmaster Formula T2 with a heavy-duty ten-inch steering wheel, a realistic short-throw shifter and a floor console with gas and brake pedals. Wrap your fingers around the race-ready steering wheel and powershift through the gears just once, and you'll never go back to joystick racing again! Choose a bundle with *IndyCar Racing II* or *NASCAR Racing* and save $85!

Thrustmaster T2 / NASCAR Racing Bundle .....ONLY **$149.95**

Thrustmaster T2 / IndyCar Racing Bundle .....ONLY **$149.95**

Fast Attack



High-tech submarine warfare puts you at the helm of a Los Angeles Class 688I nuclear-powered attack sub. You have the con as you monitor hostile targets, destroy enemy ships and experience the suspense of authentic high-stakes war-gaming.

DOS CD $49.95

IndyCar® Racing II

The all-new *IndyCar Racing II* is the most realistic racing sim available, with true IndyCar handling, variable car setup, 15 real IndyCar tracks and incredible SVGA graphics with full-cockpit realism. Run single races or a full championship season!

WIN 95/DOS/PowerMac CD $54.95

Buy 1, Get 1 FREE!

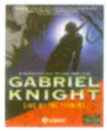
Order any of the products shown on pages 47 through 50 and you can select a free game from the Free Bonus selections listed below. Only the products listed on pages 47 through 50 qualify for the Free Bonus selections.

Limit three Free Bonus products per customer. Quantities are limited to supplies on hand.

Berlitz® Live! Spanish

The fastest and most entertaining way to learn Spanish, with award-winning multimedia technology and the proven methods of Berlitz.

WIN CD MAC CD $59.95



Gabriel Knight: Sins of The Fathers

Gabriel Knight is the last Shadow Hunter, fighting dark forces of the supernatural. Follow him as he scours New Orleans' back alleys for the key to his dark past.

DOS/WIN CD MAC 3.5 .....$39.95

Lode Runner: The Legend Returns

The ultra-addictive arcade game of the 80s is back and better than ever. Scramble your way to victory through 150 all-new levels.

.....$44.95

WIN CD MAC CD WIN 3.5 MAC 3.5

Leisure Suit Larry's Greatest Hits & Misses

Includes six of Al Lowe's humorous "masterpieces," from *Leisure Suit Larry 1: In The Land of The Lounge Lizards* to *Leisure Suit Larry 6: Shape Up or Slip Out.*

DOS/WIN CD $54.95

The Even More Incredible Machine™

Use pinwheels, dynamite, pulleys, cheese, gravity and lots more to solve fiendishly fun puzzles. Great fun for kids. You'll love it, too!

WIN CD MAC CD $24.95

Aces of the Deep™

Take command of the original German U-Boat simulation. Single Mission, Training and Campaign modes provide a complete challenge for players of every skill level.

DOS 3.5 .....$24.95

Battledrome™

The modem and network-ready *Battledrome* features thundering robotic combat in a virtual-reality arena where strategy and tactics are just as important as firepower.

DOS CD $34.95

The Adventures of Woodruff and the Schnibble

Imagine a planet taken over by peace-loving Boozooks! That's the setting for a hilarious interactive adventure comedy that'll keep you laughing & puzzled for days.

WIN CD $34.95

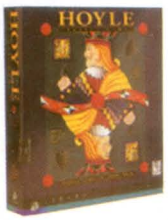
Order Direct From Sierra

CALL 1-800-757-7707

King's Quest VII: The Princeless Bride

Take up the challenge of the seventh and most exciting chapter in the world's best selling adventure series. Travel through remarkable worlds with feature-film quality animation and a clever story that makes spectacular entertainment. Your whole family will love it.

DOS/WIN CD | MAC CD **$29.95**

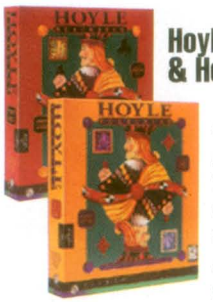


Hoyle Classic Games

Ten favorite games come to your PC, including Poker, Bridge, Gin, Cribbage and more. The exclusive Attitude Meter lets you control the disposition of your competition, from friendly to downright obnoxious. Animated competitors respond realistically to player moves and strategies. Includes Backgammon and Checkers, too.

WIN CD **$24.95**

SAVE 20%



Hoyle Blackjack & Hoyle Solitaire

Get the all-new *Hoyle Blackjack* and Hoyle Solitaire together and save 20%. Together they give you hours and hours of addictive entertainment!

WIN CD **Special Offer Price Only $23.95**

Adi's Comprehensive Learning System

Adi's English, Math & Science make learning easier than ever! Order all three for 2nd/3rd grade or 4th/5th grade and save 50% off the regular Sierra Direct price.

Adi's English, Math & Science Bundle

(specify grades 2-3 or 4-5 when ordering)

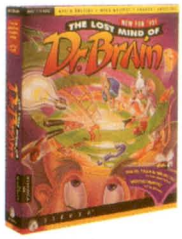
WIN CD $59.95

LandDesigner

NEW 3D VERSION

Design your dream landscape, complete with a 3-D walkthrough. Elegant sample designs, easy-to-use drawing tools, an extensive encyclopedia of plants, trees and shrubs and much more make it easy. It even shows how your garden will grow and bloom over time!

WIN CD **$49.95**



The Lost Mind of Dr. Brain

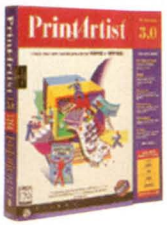
Dr. Brain accidentally downloaded his brain to his lab rat! Now it's up to you to get it back. Flex your mental muscles with more than a thousand wacky brain-busting puzzles. Adjustable difficulty levels make it a blast for kids and adults!

WIN CD | MAC CD **$39.95**

Mixed Up Mother Goose Deluxe

Eighteen of Mother Goose's classic nursery rhymes have been scrambled and it's up to your children to straighten them out. This upgraded multimedia version of the all-time kid's classic provides hours and hours of fun.

WIN CD | MAC CD **$39.95**



Print Artist™

Save 25%

It's like having a full-service printshop on your desktop! Create signs, banners, greeting cards, postcards and lots more quickly and easily. Perfect for home or office. CD version includes hundreds of professionally-designed templates, special text effects and 6,500 graphics.

A $59.95 value, only $44.95

WIN CD | WIN 3.5

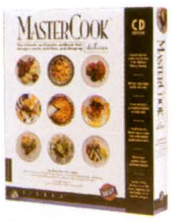
The Sierra Puzzle Pack

Only $59.90

SAVE $15

Get *The Lost Mind of Dr. Brain* (above) plus *The Incredible Machine 3.0* (below) together in one brain-busting Puzzle Pack from Sierra. You'll save $15 on wacky fun that will keep you and your children playing for hours!

MasterCook



MasterCook Deluxe makes it easy to analyze recipes for calories, fat levels, and other nutrition information. Includes more than 1,600 recipes from America's prestigious chefs and the California Culinary Academy. The menu planning features will even simplify your grocery shopping!

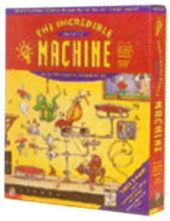
WIN CD | MAC CD **$39.95**

Cooking Light

Prepare nutritious, great-tasting food with more than 1,250 delicious, low-fat, low-cholesterol recipes from the pages of Cooking Light, America's number one food magazine! Includes everything from snacks to complete meals, all with an eye on healthy eating.

WIN CD | MAC CD **$34.95**

The Incredible Machine 3.0



Plunge head-first into an insane world where you manipulate pinwheels, dynamite, pulleys, even gravity and air pressure to solve fiendishly funny puzzles. Start with 150 built-in puzzles, then jump in and create your own with more than 100 animated parts!

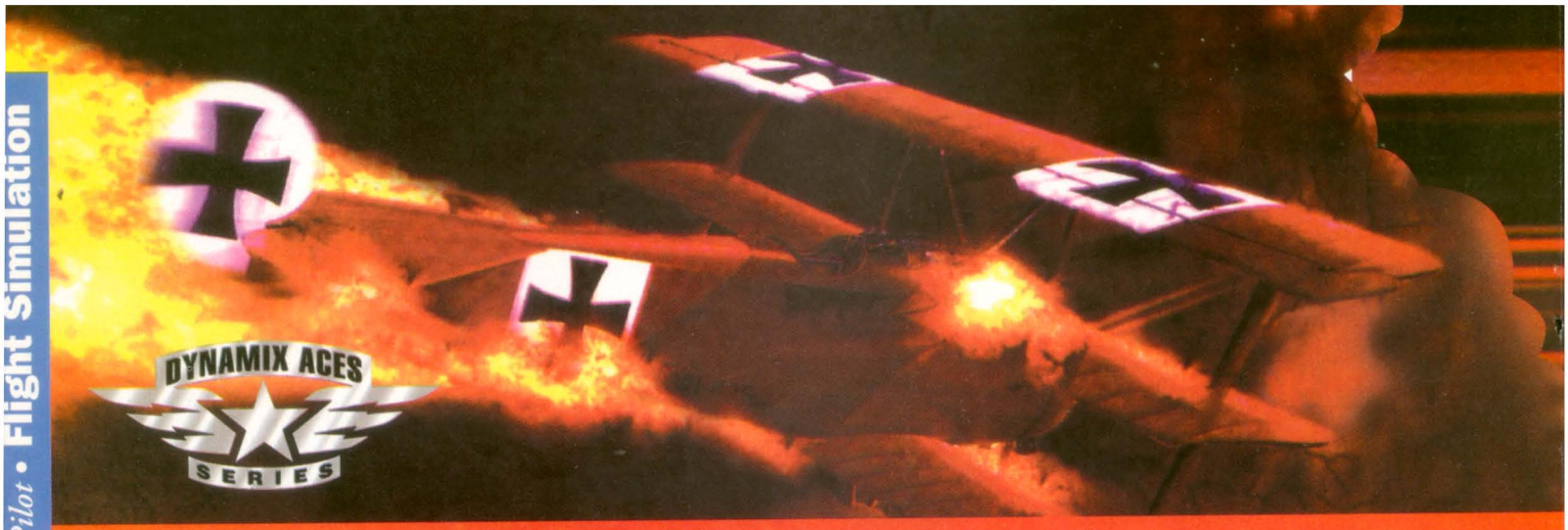
WIN CD | MAC CD **$34.95**

Fly the Sierra Skies

Two New Titles redefine the thrill of being airborne in friendly and unfriendly Airspace.

Flying. Its the ultimate form of freedom. Millions of gamers have experienced the thrill and wonder of being airborne through simulations. Sierra has ruled WWI flight sims for over four years with Red Baron, *a* Computer Gaming World *"Hall of Fame" title. And with the recent acquisition of SubLOGIC, Sierra is out to take over the civilian flight sim field as well with the upcoming* Sierra Pro Pilot *personal flight trainer.*

It's takeoff time. Grab your joysticks, adjust your flying goggles, and please make sure your tray tables are closed and your seats are in the upright position. Red Baron II *and* Sierra Pro Pilot *deliver what flight sim fans like best about the genre. Together, they are the most powerful flight duo available today. Whether you yearn for WWI era dogfights over the skies of Western Europe or desire ultimate realism in modern day civilian aircraft flight, what you want is what Sierra delivers.*



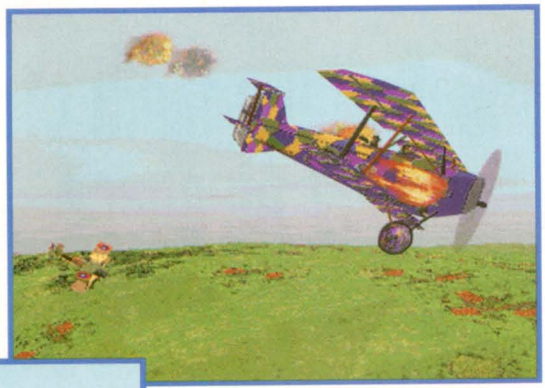
Red Baron II

Spandau Ballets

Red Baron by the Sierra Dynamix division is still considered by many to be the best WWI flight sim ever created. The title showed the world just how much fun it was to sit in the cockpit of a Fokker Tri-wing fighter, peering over the barrel of a machine gun as the graceful, bright red craft carried you into battle after battle. The upcoming *Red Baron II* continues this tradition of excellence, taking you into World War I where fighter pilots were the real heroes, guiding planes of canvas and wood in deadly aerial ballets to rule the skies over Europe.

This might be your only chance. Make it count!

In creating *Red Baron II*, the design team was faced with the challenge of improving the original while keeping the features that had made the sim such a hit, such as the ability to fly many different types of aircraft and the remarkable ease of the flight control. In order to take advantage of the latest gaming technology, they maximized *Red Baron II* to utilize the enhanced graphics, windows, game play, and sound capabilities of Windows 95.



Today the Allies got lucky. Who knows what tomorrow will bring?

The result: *Red Baron II* is even more accurate and realistic than the original, with more opportunities to experience the thrill of World War I air combat. *Red Baron II* features 22 flyable single, two-wing and three-wing aircraft from WWI, complete with their authentic colors and markings. There is also a Slewable cockpit mode so you can look around for enemies lurking in the clouds.

Two of the most noticeable improvements are the Career mode and the Live Flight model. In the Career mode, a new Mission Generator combines a virtually endless number of variables to create flight missions. You can take to the skies as an American, British, French, or German pilot. According to Gary Stottlemeyer, the game's designer, the team built in so many variables that you could play the game for years and never fly the same mission twice! In the course of battles all over Europe you'll find yourself trading lead with the most notorious aces of the Great War, from the dreaded ace pilot Red Baron to the sinister Herman Goring.

Live Flight

In most sims you expect to fly your missions without too much interaction with the background, or with so much enemy action that it feels more like an arcade game than a sim. *Red Baron II* provides a more realistic approach with the Live Flight model. Whenever you are in the air, everything within a 15-mile radius of your location is "live." You might catch troops or a train crossing enemy lines, wander into a heated dogfight, or find a target of opportunity for a little bombing practice. You can even put yourself on patrol to see what pops up. With Live Flight the variety of what you might experience is endless.

When it comes to aerial combat, no title does it better than *Red Baron II*. Look for it to take the shelves by storm this November. And stay tuned to the next issue of *InterAction* for a special strategy section on *Red Baron II*.

Available Nov. 96 $54.95

WIN95 CD

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

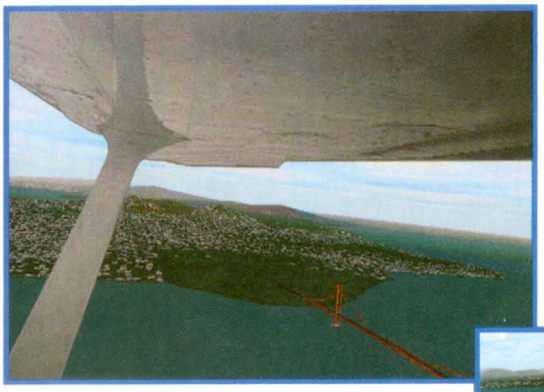
SIERRA®

Sierra PRO PILOT

Earn Your Wings with Sierra Pro Pilot

If you like your flight challenges in present day civilian aircraft, *Sierra Pro Pilot* is a title you should be flying. Created by the new Sierra family member Sublogic, developers of *Flight Simulator* and *ATP*, the world's most popular commercial aviation simulator, *Sierra Pro Pilot* is the most comprehensive flight sim available for the PC. No other trainer matches real-life flight as closely.

Offering high resolution graphics and an intuitive, highly realistic flight model, *Pro Pilot* delivers incredible terrain accuracy based on 20 featured metropolitan areas and 2,500 airports. Over 27 million height references were used, so if you fly from Chicago to San Francisco, what you see will look as if you're viewing it from the cockpit of a real plane, complete with major highways and landmarks.



***Sierra Pro Pilot* offers multiple aerial views.**

Sierra Pro Pilot will set the skies on fire without firing a single shot.

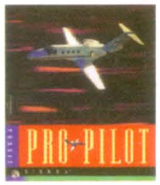
Accurate flight control details add an extra dimension of reality to *Sierra Pro Pilot*

The title takes budding pilots from ground school through full certification in a 3-Space modeled, virtual world in five aircraft, starting with the Cessna 172 Skyhawk and up through the Cessna Citation Jet. You'll begin with a Certified Flight Instructor (a standard feature of *Sierra Pro Pilot*) coaching you through the maneuvers. Fly solo–first in the locale of your airfield, then on trips from location to location–finally to cross country and even trans-continental flights.

Sierra Pro Pilot is a complete flight sim that lets you hear the ATC (Air Traffic Controller) as you fly. If you've played *Flight Simulator* or *Flight Unlimited* and found them lacking in playability and detail, then you need to take *Sierra Pro Pilot* for a test flight. No other title comes close in offering ultra-realistic flight in today's most exciting civilian aircraft.

by John Sauer

A Cessna CitationJet cruising above Seattle.



Available Nov. 96 $49.95

WIN95 CD

ON-LINE TOURNAMENT BASS FISHING. MORE COMPETITION. MORE FUN.

If you've ever had a lunker bass rip line off your fishing reel, you know why Sierra's *Trophy Bass* had no problem hooking PC anglers into the best-selling fishing sim ever created. *Trophy Bass* showed the world that fishing on computers could be as much fun as the real thing, and was a great way to learn more about sportfishing. Thanks to *Trophy Bass*, hundreds of thousands of players have felt the thrill of a trophy-sized bass pulling on their line. And they're about to see fishing at the next level with *Front Page Sports: Trophy Bass 2.*

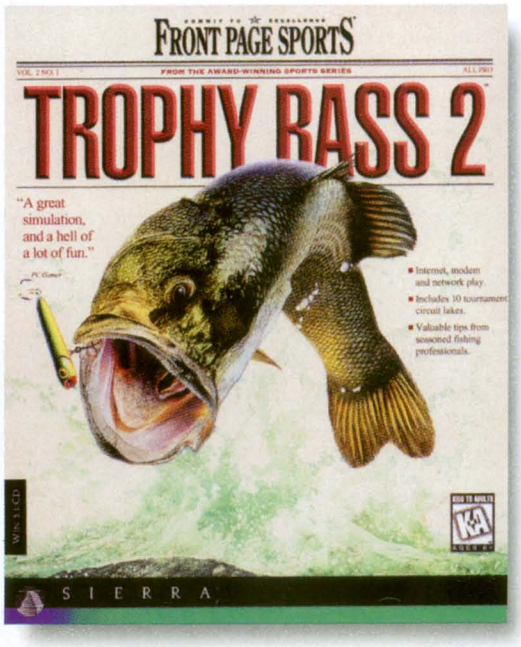
This highly detailed fishing simulation offers all the action and excitement of professional largemouth bass fishing. But *Front Page Sports: Trophy Bass 2* takes the concept much deeper into lunker territory with the intense rivalry of true bass tournament competition. *FPS: Trophy Bass 2* offers so much exciting, true-to-life action that it has earned a place in the Sierra *Front Page Sports* product line. *FPS: Trophy Bass 2* has additional features and new improved graphics that combine with enhanced playability to set a new standard for PC fishing. *FPS: Trophy Bass 2* gives you the option of playing against the computer or against real people in live-action, head-to-head tournaments via modem, LAN or the Internet.

NOW TROPHY BASS SPORTS INTERNET, MODEM & NET PLAY!

Five new lakes (Bull Shoals, Lake Mead, Lake Castaic, Lake Kissimmee, and Lake Eufaula) bring the total to 10 bass-packed, angling heavens for your enjoyment. New lures, boats and fish species (trout in Lake Mead) and upgraded tackle and fish interfaces make the game both more accurate and easier to play. Anglers experienced with *Trophy Bass* will find *FPS: Trophy Bass 2* to be a much more realistic angling simulation.

But the head-to-head, competitive aspect of the new version is the most compelling reason to play *FPS: Trophy Bass 2.* One button logs you on to the Internet for on-line tournaments against as many as 100 anglers. The tournament host chooses the length of the tourney, a lake to fish, and a start time. Tournament play offers real-time or customized tempos so you can fish an entire tourney over a lunch hour.

Since braggin' about fishing is almost as important as actually wetting a line, *FPS: Trophy Bass 2* offers pre-tournament chats during play as well as between rounds. ("Son...Where did you



To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

hook that pig?" In the mouth, bubba. Any more I ain't sayin'. Go fish!)

Other information is available during the tourney through messages posted by the computer. When a competitor boats a nice fish, the computer tells you how big it is. This feature gives you facts about other competitors without telling you too much. Postings of the highest scores and biggest fish caught are available following each completed tournament round.

Tournaments can be played one-on-one via modem, and with multiple players over networks. All variables, conditions and features work the same, regardless of which competition mode you choose.

Realism is enhanced with second generation fish AI, true-to-life lake re-creations, and interactive lure interfaces. The lure colors and graphics are high resolution and line weights reflect the choices currently available in your favorite tackle stores. Even browsing tackle boxes is simpler. Do you want to toss a Fire Tiger crankbait a country mile? Casting methods and rod combinations now combine for improved accuracy. Each of the lakes and individual fishing areas look much more realistic. 3-D fish movies help you learn in detail about each species, which translates into a better understanding of how to get them on the line.

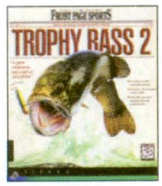
Those who enjoyed the pro tips section of the first version will reap immediate benefits with the new game. Relevant tips have been expanded to over 100, and live-action, full-screen videos allow you to watch as the top pros show you how it's done.

With all of the improvements, the game is the most in-depth fishing simulation available. Expect to encounter millions of situations based on weather, tackle, boat, water temperature, time of day, and many other variables. No matter how many tournaments you fish, the next one will always be as challenging as any you've entered.

Players can still compete to the *Trophy Bass Classic* tournaments in Career mode, in hopes of one day fishing in the World Series of professional bass fishing.

If competitive fishing isn't quite your style, the multiplayer options are still available for use through cooperative fishing. Two players can link up via modem and hit the water together, pounding the shoreline and jerkin' lunker jaw for some reel fun!

Most importantly, if you improve your play in the game, there's no doubt that you will be a better angler out on your favorite lake. And that's what counts.



Reviewed by Clint Boswell

Available Sept. 96 $54.95

WIN 3.1 CD, WIN95 CD

Hook up other anglers over a modem, LAN, or the Internet to see who really is the king bassbuster.

10 classic Tournament lakes for your enjoyment.

Experiment with new tackle. Find out what works before you hit the lake.

COMMIT TO ★ EXCELLENCE

FRONT PAGE SPORTS®

GOLF

To Get Any More Real, You'd Have to be on the Greens

Sierra *Front Page Sports* titles have been setting the standard by which all sports games are compared. The *FPS* logo is a sign that the game offers more realism, excitement, and true-to-form action than you can find anywhere else except the field of play. Now a new title is joining the line-up. It's *Front Page Sports: Golf,* coming this November. It's one title that's bound to score an eagle!

Front Page Sports: Golf brings gamers a dynamic, complete golf simulation. The courses—The Prince in Kauai, HI and the Pete Dye Golf Club in Bridgeport, WV—have been so accurately detailed that everything you see and interact with, from the holes to the clubhouse and driving ranges, are accurate to within inches of real life. Every hill. Every shrub and tree. We dare you to take a ruler and measure! Before mapping the courses the design team visited each one, taking video footage and hundreds of photos of every inch of the course. Planes were contracted so that each course could be photographed from the air. Even the male and female golfer icons are 3-D rendered and animated. Make a really lousy shot and see what happens!

"*Front Page Sports: Golf* will feel more like real golf than any other golf title on the market," says Vance Cook, producer and designer of the game. "We are producing courses so accurate its not fair to call them reproductions. They are the actual course We want golfers to feel like they're actually playing the game, not just watching it, and we've built in plenty of new features to make this happen." Cook knows good golf games. He's one of the talents behind the game that started the PC golf phenomenon, *Links 386.* In designing *Front Page Sports: Golf,* Cook dug deeply into the physics of the game. Cook and his team spent countless hours studying golf ball dynamics to perfectly re-create the flight, roll, and bounce, and the affect of every dip and bump of the greens. You won't find any false breaks here.

All in the Wrist

In addition to the incredibly realistic terrain and ball dynamics, what really sets *Front Page Sports: Golf* apart is a new golf swing technique.

In addition to the conventional Tri-Click method, you can glide the mouse back to start the backswing and then thrust it forward for follow through. This new mouse swing provides so much control that golfers can easily and accurately execute shots such as draws, fades, chips, and pitch-and-runs.

Designed as a Windows 95 native title, *Front Page Sports: Golf* makes use of Direct-X and other 32-bit features for cutting edge game play, video and graphics. The title's ease-of-entry makes if perfect for golfers of every skill level. Novices can quickly learn the techniques it takes to finish on par, while those more experienced players can take full control of their game and shave off strokes.

255 Player Tourneys

The play modes are almost endless. Thirteen types of play are available including stroke,

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

match, skins, four-ball, scramble, greensome, bloodsome, Ryder Cup, shoot-out, and Stableford. Users can even play head-to-head using the game's modem feature, or pull together up to 255 golfers (yup, we said 255) over a LAN for awesome, larger than life tournaments. In LAN tournaments you can play in groups of four, watching the others in your party as they take their shots.

The only thing you don't have to do is actually walk from hole to hole!

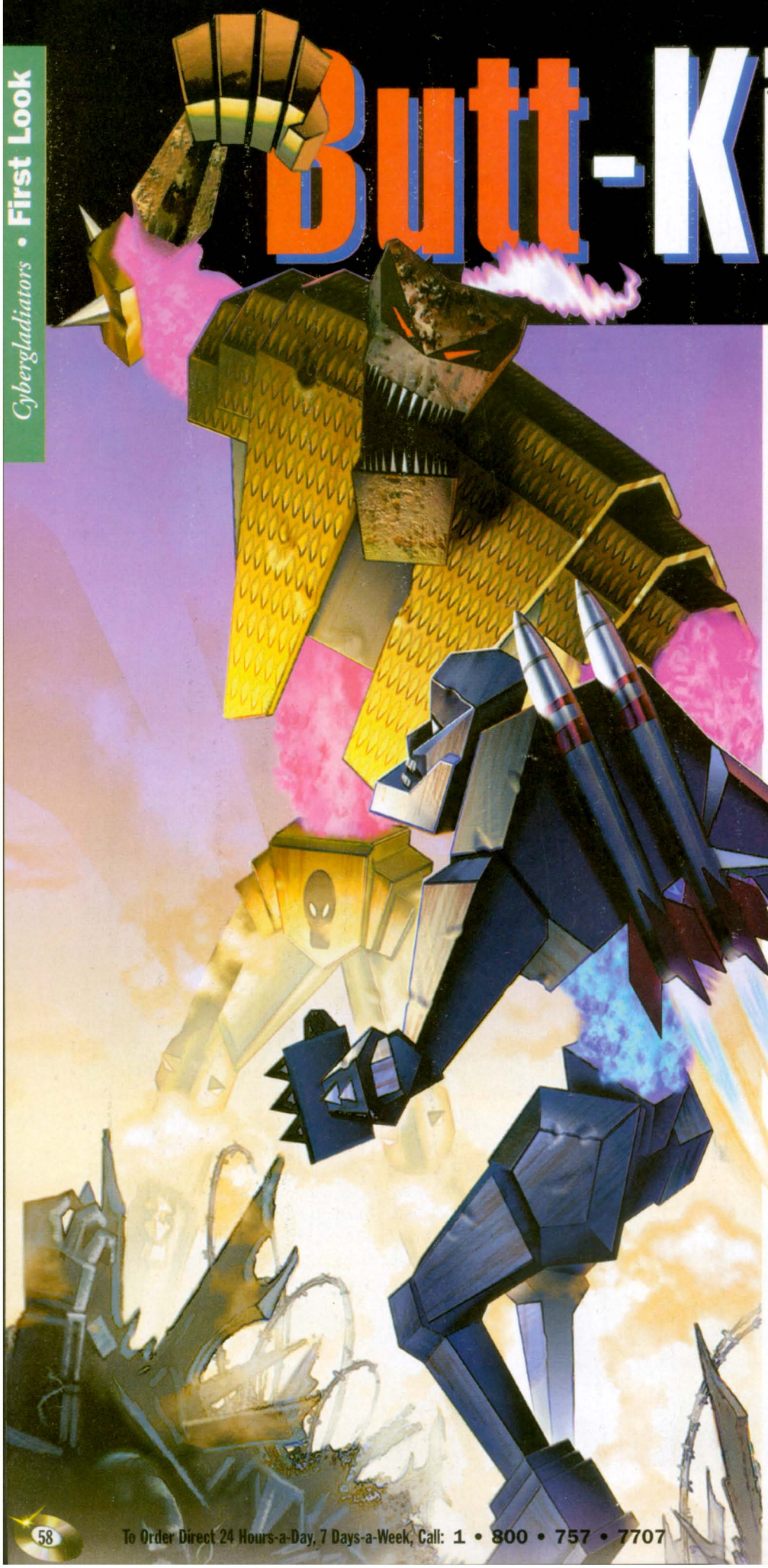
You don't always get a perfect day on the greens, and *Front Page Sports: Golf* stays true to form. Multiple conditions such as wind speed and direction and/or length and dampness of grass require golfers to stay on top of their games, adjusting to the speed and bounce of the green—which can change with each new game. If you've ever wanted to experience the true fun and excitement of knocking in an eagle on a par 4 hole, this is a title for you. Golf simulations just don't get more real.

by Juan "John John" Suarez

Available Nov. 96 $54.95

WIN95 CD

Butt-Kickin'



Cybergladiators

When *Cybergladiators* hits the shelves in early October, it is sure to be the most advanced pure fighting game available. Using superior graphics and advanced KinemAction™ technology, *Cybergladiators* will lift tournament-style bloodsports to a new level of aggressive action.

Motion-Capture Technology Makes For More Agile Metallic Monsters

Although the armored automatons of *Cybergladiators* are huge machines weighing tons, they fight with speed and agility. The key to their fluid fighting is the motion-capture techniques that were used to create their life-like movements. Individual body parts twist convincingly when the warriors throw their considerable weight around and each shower of sparks flying from a direct hit makes you KNOW that the enemy feels it.

These hulking robots snap off reverse round kicks and perform agile jumps with perfect ease. The realistic body movements make it all the more painful whenever an opponent snaps off that certain body part. The overall effect when the amputated appendage is used as a weapon to apply the 'coup de grace' on your conquered gladiator will have you gasping and almost crossing your eyes in sympathy for the fallen gladiator.

Warriors Fight With Unique Style

Each of the *Cybergladiators'* eight warriors and two leaders have unique fighting styles developed based on martial arts disciplines, street fighting moves and acrobatics. Special weapons, power-ups and combination attacks are unique to each character. Gy Djin fighter, Madame Discipline uses an aerial attack combined with a chest slam from her armored brassiere in a move called "The Steel Cups of Discipline." Alliance fighter Major Mayhem performs a forward somersault before delivering the jarring body check affec-

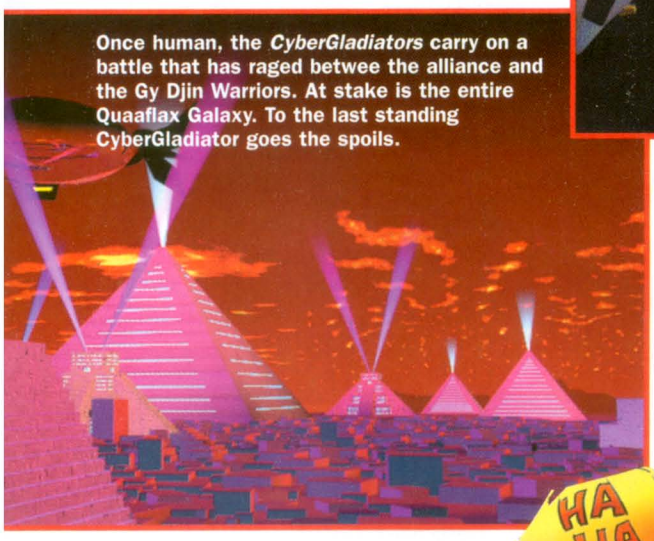
To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

War Machines

tionately known as the "Uncle Slam." You won't find these forms of "attack with an attitude" on your old videogame console. This action needs the power of a PC or the Playstation.

Change Moves on the Fly

Only *Cybergladiators* allows the player to create an unlimited number of self-designed moves and attacks. You can save trained fighters and build macros to fire off devastating moves with the touch of a button. The most impressive feature (not available in any other game) is new KinemAction. This technology allows the player to interrupt any move and start another one without waiting for the fighter to complete the first one. This ability to change moves on the fly gives you the control to make convincing fakes and timely evasions.



Once human, the *CyberGladiators* carry on a battle that has raged betwee the alliance and the Gy Djin Warriors. At stake is the entire Quaaflax Galaxy. To the last standing CyberGladiator goes the spoils.

Spectacular Arenas

The awesome and surrealistic feel of *Cybergladiators* isn't limited to the fighters themselves. Fighting arenas are large (four screen widths), and each arena is totally unique. The panoramic backgrounds add significantly to the experience, and the moving light sources add to the life-like feel of the fighters themselves. Another great addition is the ability to use interactive props in the arena as weapons. Walls, ledges, and scaffolding can all be used when executing special moves and attacks.

***The CyberGladiators* fight hard and play for keeps!**

Camera effects are also spectacular, giving players a 3-D picture and the ability to fully customize the camera to watch the action from any angle. Knockouts are shown in dramatic fashion as the camera hovers above and swoops in for a close-up on the kill. Bet you don't see that every day!

Go it Alone, or Try Head-to-Head

Cybergladiators offers two fighting options. In the War Mode, single-player, round-by-round tournament combat is the choice du jour. In Battle Mode, the action moves to head-to-head play in an all-or-nothing brawl with your friends. Either choice promises more aggressive excitement than you've ever gotten from any fighting game before.

If you're looking for the ultimate in combat action, *Cybergladiators* is it. In fact, get your PC ready for the coming *Cybergladiators* now. Once you have it loaded into your system, it will demand your full attention.

By Clint Boswell

TEEN AGES 13+

Available Oct. 96 $49.95

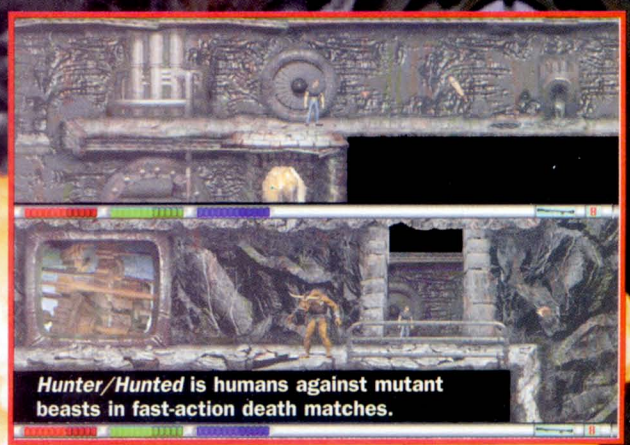
WIN95 CD

Fast-Action

HUNTER HUNTED

Jake and the minotaur Hunter Beast trapped in a fast-action Death Match.

Hunter or Hunted. Which will you be?



Hunter/Hunted is humans against mutant beasts in fast-action death matches.

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA

Death Match

Hunter/Hunted

21st Century Earth.

The planet has been enslaved by alien conquerors who get their kicks by pitting humans against mutant beasts. The hunters and the hunted dual in fast-action death matches of cat and mouse.

That's the premise of Sierra's new action game *Hunter/Hunted,* set to debut in October. *Hunter/Hunted* represents a new direction in computer action games. It features third-person views with radical new Z-plane movement capabilities that let you move as many as 10 levels deep into the game—not just up, down, left and right. More than just another shooting game, the added dimension of Z-plane movement, along with other unique features, puts *Hunter/Hunted* in a class by itself.

The Death Match of Your Choice

You can choose to play *Hunter/Hunted* as Jake, the accomplished hand-to-hand fighter (with a diverse arsenal of weapons including pistols, shotguns, grenades, rockets, throwing stars and knives). Or take on the role of the Hunter beast, a minotaur-like horned powerhouse with an electric whip, spiked club, and large lethal fangs. Call it gunplay versus brute strength. Either way, there is only one victor.

Be on the Look Out For Lurkers

Just to keep things really on edge, the alien conquerors have also placed cyborg enemies into the battlegrounds with you. These creatures lurk in the shadows and attack both characters. Roving guards, hovering sentries, and motion-sensing weapons add to the melee. Face "Death," a hyper-alloy skeleton who brandishes a fire wand. "Bruiser" is a heavily-armored, ground-based sentry which can cause small earthquakes at will. "Chameleon" uses her camouflage and poisonous claws to ambush at will. She definitely adds an unsettling element of surprise.

A Pounding Beat and Razor-Sharp Graphics

The *Hunter/Hunted* developers used advanced SGI motion-captured graphics to breath life into the game creatures. Every movement—running, jumping, climbing and fighting—looks totally realistic. A hard-core industrial soundtrack adds to the adrenaline-spiking excitement of the hot gameplay.

InterAct with Bizarre Battlegrounds

The death matches of *Hunter/Hunted* are played out within dozens of levels of urban ruins, subterranean sewers, and even an ancient temple. Your survival will depend on your ability to solve puzzles and overcome a variety of challenges.

Secret passages and hidden rooms contain valuable power-ups, lethal weapons, and clues to help solve the problems that will help you advance to the next levels of play.

Split Screen Visuals Offer Instant Head-to-Head Action

Despite all of the unique features and complexities, *Hunter/Hunted* offers a surprisingly simple interface which utilizes just six basic controls. Head-to-head play is offered via split screen, allowing you to play with friends either competitively or cooperatively on the same system, without using a modem.

A Final Word on the Importance of Z-Plane

You may have played action titles before, but you've never experienced anything like the totally unique Z-plane movement of *Hunter/Hunted.* This new feature gives each level of play as many as six parallel corridors and rooms. Move up, down, side-to-side and in or out in any situation. It adds a new dimension and a true 3-D feel you just can't get anywhere else.

Hunter/Hunted. It's a fast-action death match that represents a whole new direction in action gaming. Watch for it this October.

By Clint Boswell

Available Oct. 96 $49.95

WIN95 CD

Automated Technical Support Service 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 206 • 644 • 4343

"More powerful than any more human than any

Power Chess™

Choose an opponent from the Royal Family (King, Queen, Prince, Princess and Duke) or from one of the two dozen 'commoners.'

For Garry Kasparov, chess champion of the world, playing chess with a computer is easy. In his recent match with Deep Blue, the best IBM could throw at him, Kasparov spent a few days figuring the thing out, beat the tar out of it, then walked away with half a million bucks.

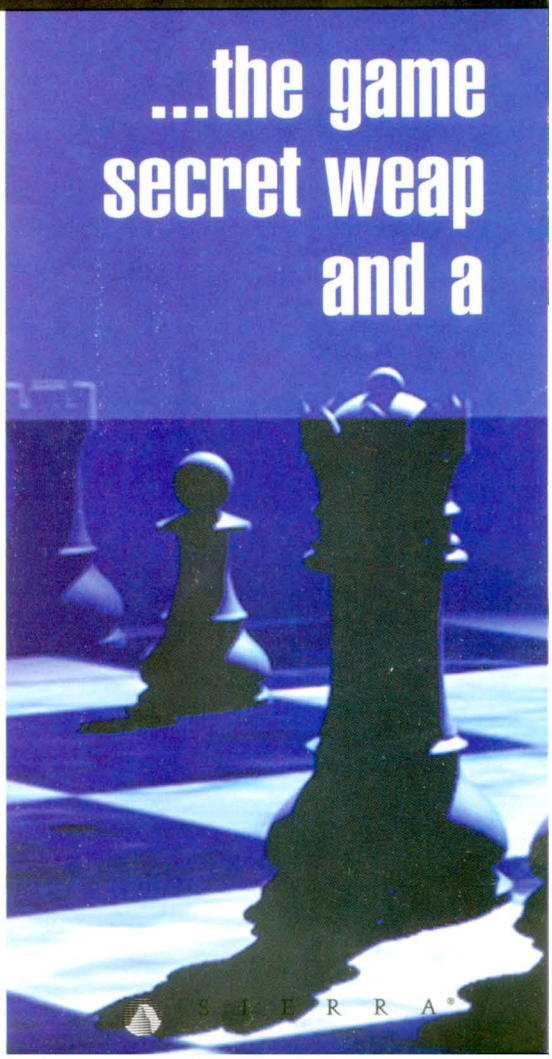
For the rest of us, playing chess with a computer is not always such a happy experience. Typically, you buy a chess-playing program, install it at home, sit down to the keyboard — and then it steamrollers you. It grabs a tiny advantage in the opening moves, then grinds you into submission. Hey, chess is a fun game, but not when your computer turns it into trench warfare!

Is it possible to build a chess program that would actually be fun to play? Could a program like that also help you to become a better player?

These are the questions that Elon Gasper asked himself. Elon is the visionary who founded Sierra's BrightStar division, the highly talented team of developers that produces such great titles as *Dr. Brain* and *Shivers*. He loves computers and he loves chess, and he's always thought that there's gotta be an answer to these questions. Now he has that answer, and he's bringing it your way this fall: *Power Chess*, the game with two secret weapons — a King and a Queen.

"YOU'LL LEARN SOME FIGHTING CHESS MOVES YOU CAN SPRING ON UNSUSPECTING FRIENDS"

The Power Chess King is an adaptive opponent. He adapts to you because he remembers what you've learned in every game you've played against him. He knows that you're still trying the get the hang of where to put your pieces in the opening, for instance, or how to figure out what's a good square and what's a bad one, and plays accordingly — just a bit better than you. Not so far ahead that you can never catch up, just far enough to make you stretch. (In the process, you'll learn some fighting chess moves you can spring on unsuspecting friends!)



To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

human opponent, computer opponent."

Suppose the Power Chess King starts to beat you. With any other program you can expect no mercy and a long, drawn-out death. Computers, after all, are emotionless. They don't get excited when they're ahead and take chances they'll be sorry about later. They don't hunker down when they're losing. They don't get scared. They sure don't squirm!

Not so with *Power Chess*. Elon has given the King a "dynamic style" to simulate the way people play. If the King gets ahead, rather than grind you down he'll take a few risks to go for the quick kill — and if he takes too many risks, they're for you to spot and take advantage of.

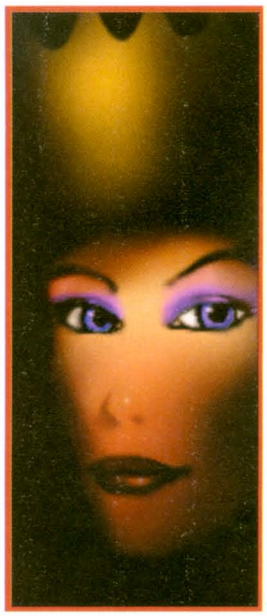
"THE POWER CHESS QUEEN COMMENTS ON YOUR GAMES VOCALLY—NOT IN TECHNICAL BABBLE, BUT IN PLAIN OLD ENGLISH"

But what if you don't spot the Power Chess King's mistakes? What if chess has always been a mystery to you? Wouldn't it be great if you had someone to point this stuff out to you? If you were playing your favorite golf course, you could have the local "pro" comment on your form. On the softball field your coach would let you know what's wrong with your swing. So who ya gonna call if you want to know how to whup the Power Chess King? That's where the Power Chess Queen comes in.

The Queen is your guide. She briefs you before each game against the King, reminding you how you've done against him in the past, then watches your game. Afterwards, she not only sums up the action, she takes you through the moves, commenting on your errors, your strokes of genius, and the might-have-beens. And she will comment vocally. These are not dry annotations or analysis either, but a REAL conversation in plain English. The object is not to put you to sleep with a lecture on pawns, but to help you understand what happened in your game—and help you beat the King the next time you take him on.

Of course, *Power Chess* will have all the features and adjustability that chess fans have come to expect from their computerized opponents—starting with the over-the-top graphics you've come to expect from Sierra. You can play on exquisite 2D or 3D boards, and you can choose from one of 20 gorgeous chess sets, each representing a different era in the history of the game.

Besides the King and Queen, there are dozens of *Power Chess* characters waiting to challenge you, each with his or her own background and playing style. Take on the rest of the Royal Family (the Prince, the Princess, or the Duke) or the Boxer, the Banker, the Robot, or the Street Rat. Or you can check out how the masters do things: The Queen will guide you through ten entertaining, classic chess games, giving you insights you can use to lift your skills to new levels. You'll also be able to use *Power Chess* to get on the Internet and head for Sierra's website, where you'll find a *Power Chess* "tournament hall" filled with new friends from all over the globe.



The Power Chess Queen is like the local golf pro. She'll follow your games and help you correct your 'swing'!

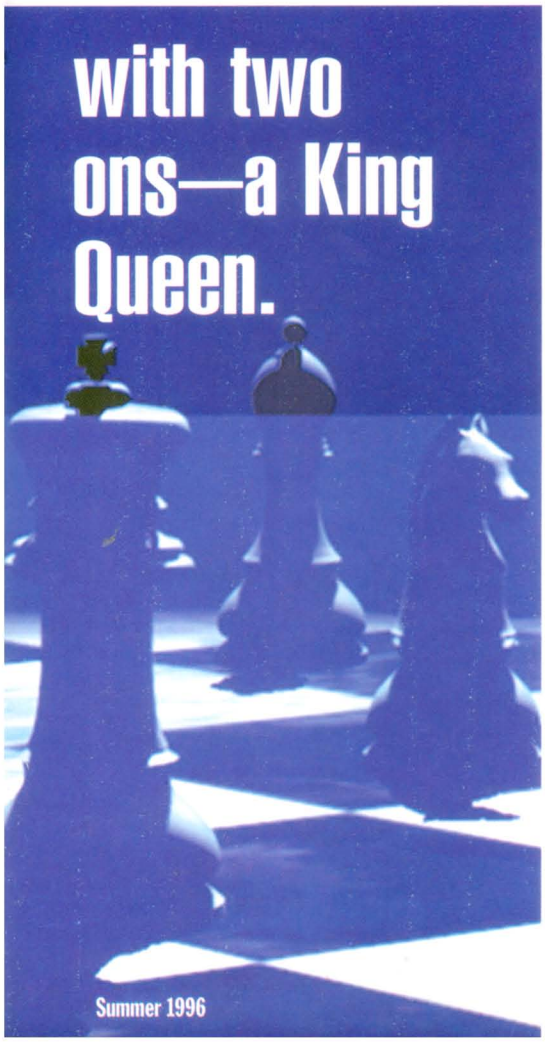
By the way, for you Kasparov wannabes, Elon has a formidable opponent for you: the Power Chess Queen herself. The Queen is powered by the diabolically clever "WChess" engine. WChess is the result of ten years of development work by the programming team of Intelligent Heuristic Programming in Alabama. This tough little AI has been beating human grandmasters for several years, most notably at the Fifth Annual Harvard Cup, the ultimate Human vs. Computer chess challenge.

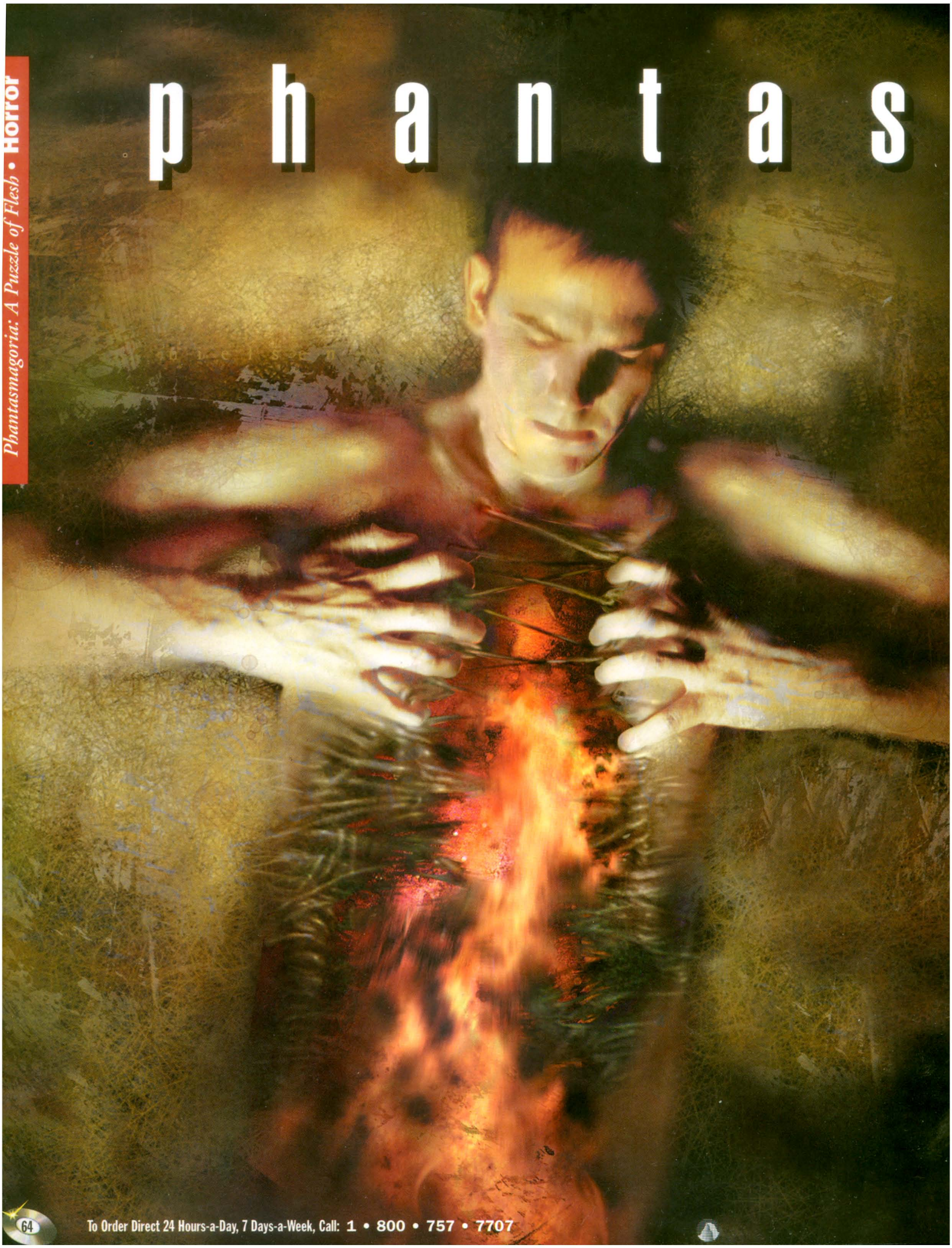
Don't be flattened by one more steamrolling chess program that won't teach you anything except how to feel humble. Keep an eye out for *Power Chess*. You'll find an opponent who gets just as excited (or worried) as you, plus your own personal guide who will assist you as you explore the fascinating game of chess.

Reviewed by:
Steven Bryan Bieler

Available Nov. 96 $44.95

WIN95 CD



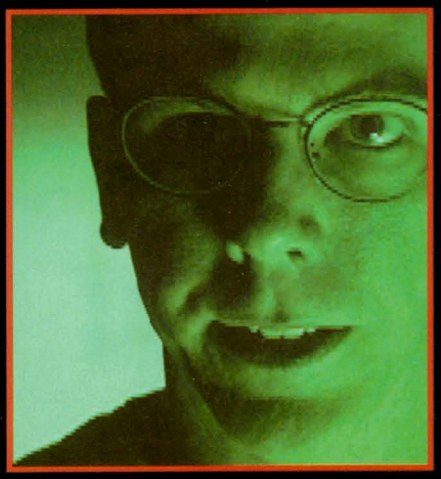


To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

m a g o r i a

The original Phantasmagoria still tops the bestseller charts almost a year after its release and has become the biggest selling Sierra game in history. Now a unique addition joins this horror series. For the more than one million fans that have already finished the original, it's time for a new challenge. This one is...

a puzzle of flesh



You have been out of the mental hospital for exactly one year. All you want is to be normal...

What if you woke up one day and started seeing things? Disturbing things like bleeding photographs, talking rats, and creatures that are simply too horrible to describe? How tightly would you grip your sanity?

What if your friends and co-workers began dying in bizarre, grotesque ways, setting off frightening memories of your tortured childhood and the mysterious deaths of both parents? Would you start to think you were losing your mind...again?

SOME OF THE CREEPIEST PLACES ON EARTH ARE LARGE CORPORATIONS.

Maybe you are. Or worse, maybe you aren't. At least you know your name: Curtis Craig. Welcome to *Phantasmagoria II: A Puzzle of Flesh*. It's been a year since you were released from the mental hospital where you were subjected to sadistic "treatments" at the hands of the attending doctor. As you feel your sanity start to slip away, you don't know which would be worse—to live with the terrible visions or return to the hospital. Psychological horror is the theme of *Phantasmagoria II: A Puzzle of Flesh*. This modern horror story explores sanity, reality, and the darkest reaches of the human mind through a nightmare of urban cafes, corporate cubicles, and sadistic nightclubs.

A Puzzle of Flesh is the sequel to the phenomenally successful *Phantasmagoria*, Sierra's best-selling computer game. The original *Phantasmagoria* proved that interactive multimedia had enough guts to make mature stories possible. *A Puzzle of Flesh* explores this genre with the cruel touch of a razor-sharp scalpel, uncovering more horrors and deep-seated fears in a way that both entices and scares the living daylights out of you. *Phantasmagoria II* carries on the tradition of horror with a completely

...But one by one, your co-workers at Wyntech are eliminated in bizarre and gruesome ways...

...While you are drawn into a secret life with the mysterious and beautiful Therese.

Behind the Scenes

Designer: Lorelei Shannon

Few people in life are as willingly weird as Lorelei Shannon. Rats, bats, and other vermin hold a special spot in Lorelei's heart, and her "Gross Fact Of The Week" is the most eagerly awaited e-mail in the Sierra offices each week. As designer of the upcoming *Phantasmagoria: A Puzzle of Flesh*, Lorelei's rather unique outlook on life, and her background as a published horror writer, make her uniquely suited for the task at hand.

"I love horror in all forms. I especially like psychological horror movies like "Jacob's Ladder," and wanted to bring across that kind of paranoid, or very frightening, very real kind of horror....I really admire Clive Barker for his extreme gritty realism. I'm not going as blatantly gory as he gets... it's a little much for most audiences. I think it's incredibly easy to make someone sick but it's very hard to scare them. It's a cheap cop-out to just make them spew."

Special FX: Robert Standlee

The first thing you notice about Robert Standlee's work room on the *Puzzle of Flesh* set is a big container filled to the top with a vile-looking sticky red substance. But fake blood is not what Standlee is about.

Although his finished products look like things you'd find in Hannibal Lector's lunchbox, Robert Standlee is an artist. An accomplished sculptor whose work is shown in art galleries, he uses materials such as foam latex and urethane to create realistic objects, creatures and body parts.

As a determined teenager, Standlee knocked on doors in Hollywood offering to clean brushes and sweep floors in exchange for the opportunity to work as an apprentice to the special make-up effects artists.

These days he is an effects master in his own right, creating the monstrous Hecatomb and all of the special effects props and make-up for the filming of *Phantasmagoria II*. So come October, when you're sitting down to play *A Puzzle of Flesh*, be prepared to come face to face with the realistic and horrific artistry of Robert Standlee.

new story, setting, and cast of characters. While the first *Phantas* was a gothic horror tale of a haunted house and demonic possession, its evil was an external one that could be fought face to face. This story deals with the internal horrors of severe schizophrenia as horrible visions, tormenting voices and unspeakable evil overtake the mind of a ordinary office worker – you. As the second installment in the *Phantasmagoria* horror series will prove, some of the creepiest places on Earth are large corporations.

Robert Standlee learned special effects make-up techniques as an apprentice in Hollywood.

This nasty monster is predicting that *Puzzle of Flesh* will be #1.

The location is Wyntech Chemical Company a large conglomerate with some pretty serious problems hiding beneath its polished, congenial surface. Its motto: *"Wyntech. Because nature isn't always right."*

In this high-tech, corporate stronghold of locked doors and secret files, more than just skeletons are concealed in the creepy, sealed-up basement rooms. Twenty years ago, your father worked on a top secret Wyntech project called Threshold. He died under very suspicious circumstances, and Threshold was filed away to be forgotten. Until now. What is the Threshold project, and what exactly do you have to do with it? Playing as Curtis you have two choices—uncover the truth or lose everything (including your life) as you fall back into a bottomless pit of madness.

By Christa Phillips

MATURE M AGES 17+

Available Oct. 96 $54.95

WIN95 CD

Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

LARRY IS A REAL CARD

And NOW You can have one too!

It's the Leisure Suit Larry CALLING CARD!

Use it for Sierra game hints, to vote in the Leisure Suit Larry 7 Group Joke-Off*, and – most of all – it REALLY impresses the chicks! It's a limited edition, for a limited time, and once this offer expires, the mold will be broken into little pieces and used for penicillin! Hurry!

Charge an expensive meal... see what happens!

Here's how it works...

Call Sierra's 1-900 Hint Line (generously provided below), access the Leisure Suit Larry Limited Edition Calling Card option and we'll send ya a card. No pre-qualification necessary!

The cost of the card (detailed below) will miraculously appear on your phone bill. It's easy -- even a simpleton could do it!

While you're on the line, leave your Larry Laffer joke and we just may use it in Leisure Suit Larry 7*. Once you have the card, you can call a toll-free 800 number, listen to Joke-Off entries and vote on your favorite Larry-esques!

PLUS, you can get game playing hints using the Klue Kredits already loaded onto your card. It's incredible!

* Group Joke-Off

Larry Laffer needs new lines. Help LSL designer Al Lowe come up with some typical, raunchy-but-not-obscene jokes and you could win a copy of the new LSL-7 when it's released in the fall of '96. Plus, as an added bonus, BFD Productions, THE hint line experts, will throw in a brand new BFD-Expose Yourself to the World t-shirt to all winners (50 winners in all). The Grand Prize Group Joke-Off winner also gets his joke used in LSL-7 and BFD will throw in a collector's edition BFD Las Vegas Dice Clock that even Larry would be proud to own. Can't beat that with a swizzle stick!

To enter, call the 1-900 number listed on this page and tell us your joke. If you want, you can pick up your LSL-7 Limited Edition calling card detailed above. This allows you to call a toll-free number, listen to the entries and to Al's jokes and then vote on the best one, even yours! As Larry himself would say, "it's tres cool, babe!"

Call now, this offer ends Sept. 1, 1996

1-900-370-KLUE

Cost of call is $0.75/minute & up to $19.50 for Calling Card recharge. You must be 18 or have your parents' permission, and a touchtone phone is required.

Every time you use the card...
- You earn frequent flyer miles on AirForce One
- You show chicks how cool you are
- Help Al Lowe avoid Chapter 11

Get your Leisure Suit Larry Limited Edition Calling Card for the LOW, LOW price of $15.00

BFD

SIERRA®

Leisure Suit Larry

Yank hers away!

New! Fresh! Fun!

America's Favorite Computer Comedy Character Gets "In Your Face," With a Whole New Face— And a Whole New Interface!

Face it, Liesure Suit Larry is probably the most famous (and infamous) comedy hero to ever appear on a computer screen. To date, over 1,500,000 *Leisure Suit Larry* games have been sold, and Larry has always been a big hit at parties and wherever people get together to have a good time. If you figure that every *Larry* game has been played by at least four people, you could easily call Larry "The Six Million Gamer Man."

With Larry's loyal following of fans, it would have been easy to prance Larry out for yet another adventure game filled with less-than-highbrow humor and amorous adventure, but designer Al Lowe had bigger things in mind for Larry's next big outing. Said Al, "We can rebuild him…bigger, faster, stronger than before...Nah, screw it! Let's just make him even sillier, throw in some smokin' puzzles and plot twists, and build in a better game interface." The result is a game that retains all the funny, wacky, lovable aspects that have made Larry America's favorite interactive anti-hero.

Can Larry get lucky? You bet! If there's one thing that Leisure Suit Larry knows, it's Craps!

But that's just the beginning. This *Larry* has an improved player control system and the highest quality of game play of any *Leisure Suit* game ever. So slip on that that white polyester leisure suit, practice your best pick-up line, and prepare to play the wackiest, wildest, and most all-around likable *Larry* game yet, new *Leisure Suit Larry: Yank Hers Away!*

Anyone who's ever played a *Larry* game knows just how much fun they are, but this one goes absolutely overboard. The new *Larry* has added interactivity, fresh humor, and a gaming challenge that will have you hooked for weeks. There have been so many improvements, it's hard to list them all in the measly amount of space we have here.

Put Words In Larry's Mouth!

The first thing you'll notice when you launch *Yank Hers Away!* is the revolutionary new interface. Called the CyberType 2000®™ (for absolutely no reason at all), it combines the best of point-and-click and text parsers. That's right, sometimes you have to type in words. (And it recognizes all your favorites!) You can now type in topics of conversation to any character (or inanimate object, for that matter) and Larry will come up with some way to make you laugh. You won't believe how much more fun this makes the new *Larry* game.

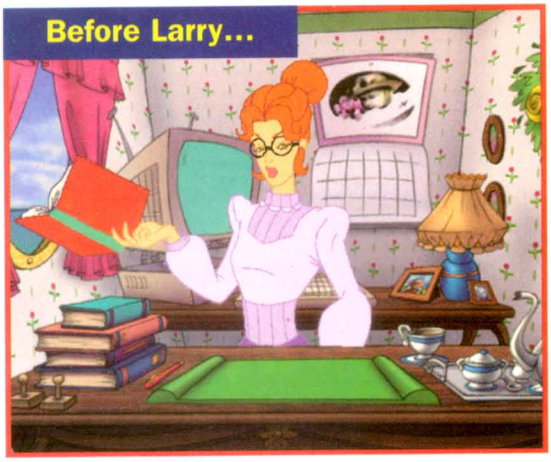
To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

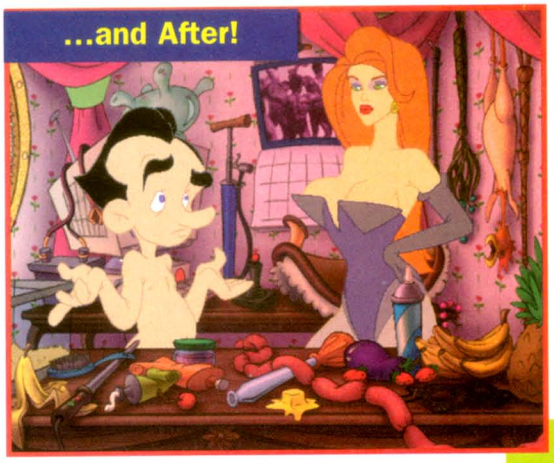
SIERRA®

Experience The World Through Larry's Eyes

In *Yank Hers Away!* you really see the world as it would appear through the eyes of the world's most confirmed career bachelor. The girls are more curvaceous, the landscapes more outrageous, and the fun more contagious than real life.

Imagine for a moment the sights and sounds of a singles-packed *Love Boat,* where you've got access to every bar, brunch line, and swimming pool on board–at the click of a button. You've just imagined the new *Larry* interface, which gives you the option of moving throughout the adventure game without having to take long, laborious hikes to get where you want to go. Add in a more cinematic approach, with multiple camera angles to scope out the action, and you've got a good idea of the "feast for the eyes" that *Yank Hers Away!* has to offer.



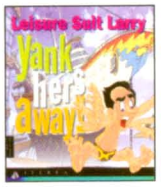


So What's It Gonna Be?

New *Leisure Suit Larry: Yank Hers Away!* is funnier. It looks better. It's more interactive. You can star in it if you want. It even smells better for Pete's sake! Does this sound like a game worth buying? If we said that we would throw in a lot of really great looking gals and maybe even a little naughtiness, would that be enough to get you off your lazy rump to go buy this thing? (Yeah, we thought that would do it).

Well too bad, because you won't be able to get *Leisure Suit Larry: Yank Hers Away!* until this fall. In the mean time, stop bitching and go buy the Larry Collection *Larry's Greatest Hits...and Misses.* We'll be glad you did!

Reviewed by
Johnnie Magpie



MATURE M AGES 17+

Available Oct. 96 $49.95

WIN95 CD, WIN 3.1 CD, DOS CD

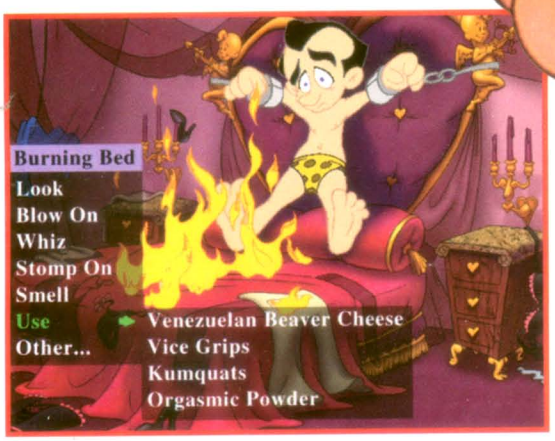
You Can Also Experience The World Through Larry's Nose! (eeeww!)

As additional evidence that this *Larry* game is sensory sensational, you'll also be able to get a whiff of the adventure action for the first time. The scent-sational CyberSniff 2000™® (because its ours and we can), the new-and-improved version of the scratch 'n sniff card, brings the odors of your sea voyage to life. This new interactive invention absolutely *reeks* of genius, and will help you experience more of *Yank Hers Away!* than you ever thought possible.

Get In On The Action!

As if better sights, better sounds and better *smells* weren't enough, *Yank Hers Away!* is the first game ever (and we mean *ever*) to actually let you *star* in the show. Options in this new game let you load an image of yourself and record a line of dialogue to show up in an important place in the game. That's right! You too can be a multimedia star just like Madonna.

Still aren't satisfied? (That's what she said!)



Pick the text that will get Larry out of this mess, or type in your own choice of words.

Larry Even Does Windows! (But they won't be cleaner!)

Perhaps the funniest and certainly the strangest new option of this *Larry* is the way that it messes with your Windows Operating System. Each time you successfully slide in and out of a particular dilemma, the game rewards you with a new Windows wallpaper featuring one of the beautiful ladies from the game (including such lovelies as the country western duo Nailme and Wydoncha Jugg). What other game can you name that allows you to savor your victories every time you open or close an application?

FREE SOFTWARE! (REALLY!)

Larry Pops Up!

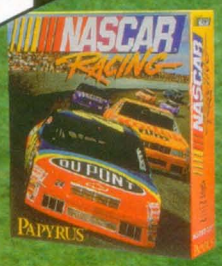
It's Amazing! It's Outrageous! It's FREE!

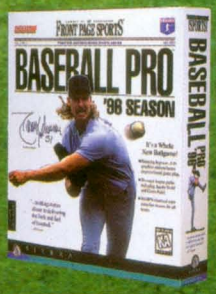
It's Larry, alive and full of wit ...on your PC! In your quietest moments, when you most need the time to think, Larry pops up to give you his two cents on dating, silly jokes, and pithy quotes! *Larry Pops Up* is a hilarious piece of software that will add humor and spice to your day. *Larry Pops Up* was written by Don Munsil, who is getting a mention here so that he can send a copy of *InterAction* to his mom as proof that he really is employed!

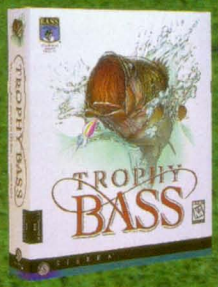
Available now for Windows, you can download *Larry Pops Up* from the SierraWeb site and other Sierra sites in cyberspace. Plus, a new expansion pack is available every month. The *Larry Pops Up* file is LARRYSPK.EXE and will breathe new life into your tired old data cruncher. Get yours today.

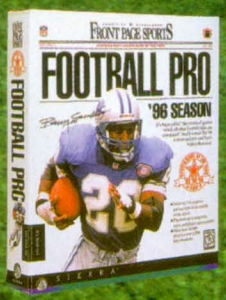
Connecting to Sierra On-Line:
SierraWeb: http://www.sierra.com
Compuserve: GO SIERRA
America Online: Keyword SIERRA
Sierra On-Line BBS: 206-644-0112

SIERRA'S SPORTS SPECTACULAR!









Buy 2, Get 1 FREE.

Hurry in between July 1–August 15 and buy two of Sierra's hottest sports titles, and get a third free:

NASCAR® Racing, Front Page Sports: Baseball Pro '96, Trophy Bass, IndyCar® Racing II, Front Page Sports: Football Pro '96. That's 3 of Sierra's greatest sports games for the price of 2!

And, you're automatically entered to win our Grand Prize…a Micron™ P166 Home MPC.

Includes a 17" SVGA monitor, 2 Advent™ 370 speakers with a 30w subwoofer and an AWE 32 Wavetable sound card for in-your-face gaming action — plus tons of other top-line features! For more specifications, call Micron at 1-800-486-2062.

PC GAMER **Or you could win one of 25 *PC Gamer* subscriptions for a full year!**

SIERRA®

Visit your software dealer July 1–August 15, 1996, or call Sierra On-Line at 1-800-757-7707.

No purchase necessary to win. One (1) grand prize winner will receive a Micron P166 Home MPC, approximate retail value $3,500. Twenty-five (25) other prize winners will receive a one-year subscription to "PC Gamer" magazine (approximate retail value of each subscription is $40). Odds of winning a prize depends on the number of entries received. Offer and drawing are available to U.S. residents only. All entries must be received by August 30, 1996. If any prize is not claimed within ten (10) days after notification to winner, another winner will be selected. For a complete list of rules and to learn how to enter, visit any participating computer software retailer or send a SASE to: "Sports Spectacular Rules," Sierra On-Line, Inc., P.O. Box 1301; Coarsegold, CA 93614. Offer does not include $5.95 S/H.

IndyCar® and helmet logo are registered trademarks of the Indianapolis Motor Speedway Corporation, under exclusive license to the Championship Auto Racing Teams, Incorporated. Valvoline® is a registered trademark of Ashland, Inc., and is used under license from Walker Racing. The likeness of the #8 IndyCar race car, including the names and logos of the sponsor, and the name and likeness of Gil de Ferran used under license with Pennzoil Product Co. The likeness of the #16 IndyCar race car, including the names and logos of the sponsors, used under license with Bettenhausen Motorsports, Inc. Bosch® is a registered trademark of Robert Bosch Co. Firestone® is a registered trademark of Bridgestone/Firestone, Inc. Papyrus™ and the Papyrus logo are trademarks of the Papyrus Design Group, Inc.

NASCAR Racing is officially licensed by NASCAR®. DuPont Automotive Finishes trademarks used under license from Hendrick Motorsport, Jeff Gordon and DuPont. KODAK, GOLD and Trade Dress are trademarks licensed to Papyrus Design Group, Inc. by Eastman Kodak Company. Maxwell House Coffee Trademark is a registered trademark of Kraft General Foods, Inc., licensed by Advantage Management, Inc., Nashville, Tennessee.

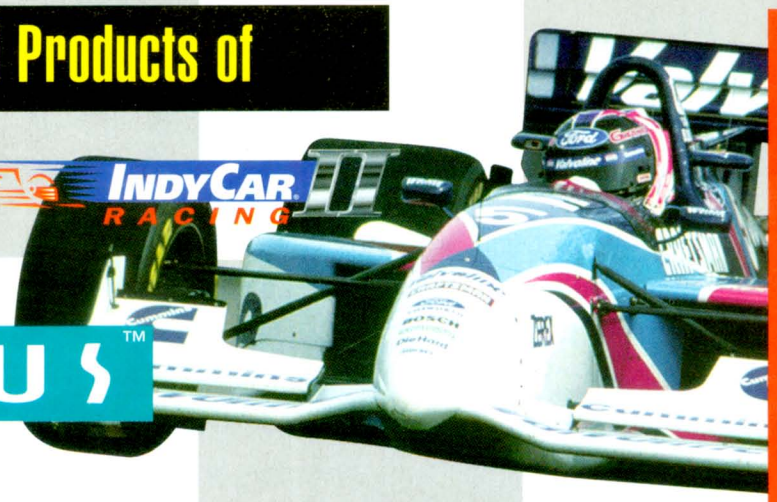
© 1996 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

Introducing the People and Products of

NASCAR RACING

INDYCAR RACING II

PAPYRUS™



This Spring, software maker Papyrus™ joined the Sierra family. The news on the addition came too late for us here at Inter*Action*. We simply didn't have the pages available to completely bring you "up to speed" on all of the exciting things going on with the worlds premiere developer of interactive racing games. The well-deserved success of Papyrus has come fast, and the enthusiasm that exists within the development team is incredible. Recently, the we went to visit the Watertown, MA based software developer, and found that we could fill a whole magazine with information about these digital wizards and their drive to bring the experience of real racing to computer gamers the world over.

The Secret of Race Sim Success?

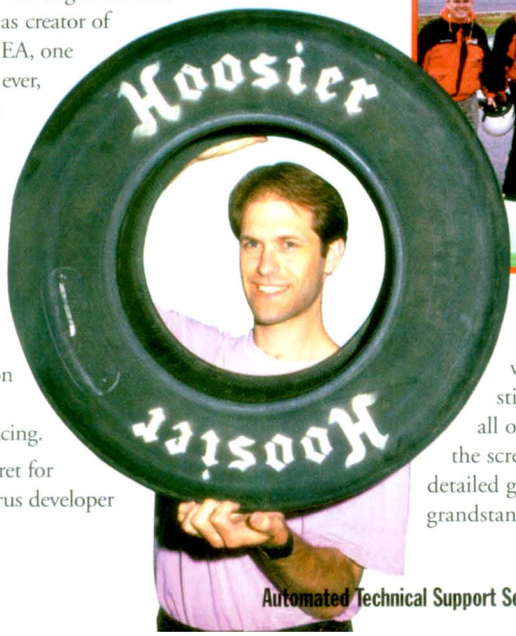
How did Papyrus come to dominate in Sim racing? The man behind the wheel of the *IndyCar® Racing* and *NASCAR® Racing* software movement is Dave Kaemmer, designer, programmer, racing enthusiast, and co-founder of Papyrus. Kaemmer, a native "Hoosier," grew up just miles from the Indianapolis raceway. He began his simulation design career as creator of *Indianapolis 500* from EA, one of the first racing sims ever, and reached "Premiere Designer" status with the 1993 release of *IndyCar Racing*. Kaemmer, and his partner Omar Khudari, built on the success of this racing sim, and cemented their leadership position in the field with the release of *NASCAR* Racing.

What's Papyrus' secret for success? Ask any Papyrus developer and you get the same answer. In the words of Kaemmer, "the name of the game is realism." The sentiment is echoed by Art Director Sandro Carella, a man so wired into perfection in racing that you can almost hear the engines scream when he talks. "Obsession is not too strong a word to describe our drive for realism. It's all about the perfect re-creation of the cars, the tracks, and the feel of racing."

> **"OBSESSION IS NOT TOO STRONG A WORD TO DESCRIBE OUR DRIVE FOR REALISM..."**
>
> — *SANDRO CARELLA, ART DIRECTOR*

"The re-creations of the tracks are so detailed that you can see the rust marks on the walls (in the game)...the pattern the mower makes when the grass was cut..." You really can too. Sandro will gladly show you the detailed photos he used of the raceway walls where the restraining rods are patterned through with rust.

Walking through Papyrus' Art Department, the walls are plastered with photos and video stills of raceways from all over the country, and the screens glow with detailed graphics of cars, grandstands, and pit crews.



You constantly hear the words "That's Cool!" drifting around as the various members of the Art and 3-D Modeling staffs do their best to outdo each other. The team of artists, with backgrounds as diverse as landscape architecture and lawyering, show a pride in their work that is positively infectious. Claims one artist displaying his work, "Well, those grandstands you see there are really only being built now, but I went ahead and put them in once I got access to the architectural plans..."

(Above) Sandro Carella shows of the depth of planning that goes into racing simulations. (Left): Artist shows planned raceway grandstand.

The Papyrus Developers engage in a little hands-on research at Skip Barbers Driving School.

The enthusiasm found in the artists is also evident in the other areas of the company, where the developers are almost fanatically hooked on racing. Explains Producer Ed Martin, "Once you actually go to a race, there's no turning back...It's an addiction." J.R. Surprenant, his counterpart on the SONY PlayStation development side adds "Being there on the side of the track is what it's all about... The noise of the passing cars is like a hurricane going by."

NEW UPDATE TO INDYCAR® RACING II OFFERS WIN 95/POWERMAC COMPATIBILITY, IMPROVED GRAPHICS & BETTER DRIVER AI

IndyCar® Racing is the racing simulation package that burst onto the scene and totally revolutionized auto racing. Now it's back and better than ever!

IndyCar® Racing II has been totally rebuilt to run better on today's supercharged PCs. With full Windows 95 and PowerMac compatibility, better, crisper SVGA graphics, better artificial intelligence for drivers, and voice recognition* so you've always got one-way communication with the pits, the all-new *IndyCar Racing II* is better than ever. This new release of *IndyCar Racing II* already has two Codie awards under it's belt, reaffirming Papyrus' dominance as the king of the road racing sims.

Even at 200 MPH, IndyCars can out-corner a motorcycle, and cover the length of a football field in 1/2 a second!

According to Todd Farrington, Producer of *IndyCar Racing II*, "the Window 95 and PowerMac versions of *IndyCar Racing II* will totally conform to the operating systems...every option is easily accessible, and the overall design is smooth and intuitive." Todd was also particularly proud of one other design change implemented in *IndyCar Racing II*, "one click to race," which makes it easier for gamers to get into the simulation as quickly as possible. New software routines have also been developed to improve the framerate in the game. "For a simulation," explains Farrington, "framerate is everything."

Numerous features have been included to help new drivers get started. Menu selections will help novice drivers smooth their braking, control car damage, and recover from spins. These features will help new drivers learn from their mistakes without becoming frustrated with the experience. Explains Farrington "in an IndyCar, it's all about not making mistakes...If you graze a wall at 200 miles an hour, you can rip a wheel off." A feature to control the artificial intelligence is also included to help novice drivers. "Aggression levels on the other drivers can be tweaked," explains Farrington, "but even then they all drive pretty damn well."

For veteran drivers and real racing buffs, *IndyCar Racing II* offers the most realistic racing simulation and gives gamers the chance to make adjustments so their cars are more competitive on the race track. Since finding the precise adjustment to make a car work at the various tracks "is like playing chess in three dimensions," these options greatly expand the total IndyCar experience and give players a bigger level of control of the simulation. Players are also given complete control of pit strategies. There's even a paint kit included so that players can customize their own cars.

PowerMac Version Only

Available June 96 $54.95

WIN 95 CD, POWERMAC CD, DOS CD

Why Not Race For Real?

ThrustMaster Formula T2 and IndyCar Racing II or NASCAR Racing, a $235 value

just $149.95! plus shipping

With the ThrustMaster Formula T2 & either IndyCar Racing II or NASCAR Racing, you'll experience racing so real, you might need a fire-proof racing suit. The top-of-the-line Formula T2 includes a dash console with a ten-inch steering wheel and shifter, plus a floor console with gas and brake pedals. IndyCar Racing II and NASCAR Racing are the amazing racing sims that precisely replicate the Racing experience, from qualifying, to a full season of championship racing!

Sierra Ultimate Racing Offer

Special offer not valid with coupons or other special offers. © 1996 Sierra On-Line, Inc. All rights reserved.
® and ™ designate trademarks of, or licensed to Sierra On-Line, Inc.

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

NEW NASCAR MULTI-PLAYER TECHNOLOGY "THE MOST SIGNIFICANT TECHNOLOGY APPLICATION WITHIN PROFESSIONAL SPORTS"

"Sierra has worked directly with our top NASCAR officials, and also with NASCAR drivers and crew chiefs.This commitment to the design and development process is clearly evident when you experience the product. This is truly authentic NASCAR racing." ***—Brian France, NASCAR Vice President Marketing and Corporate Communications***

At the recent E3 Show in Los Angeles, officials from NASCAR joined Papyrus to introduce what is being hailed as "the most significant application of technology and entertainment in professional sports." The NASCAR Racing League (a multi-player on-line application that will allow up to 32 drivers per race to compete in any one of multiple, simulaneous races) is seen as a new generation of technology that will deliver an unprecedented level of fan participation into professional sports. (Potential NRL racers must own *NASCAR Racing 2*).

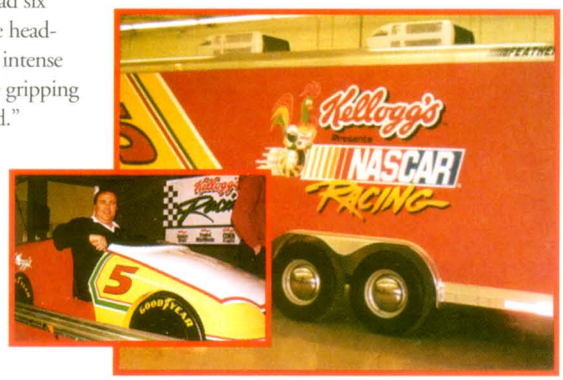
At E3, three special races were held where participants were given the chance to race live on-line against top NASCAR racers Ricky Craven, Bobby Labonte, and 1995 NASCAR Winston Cup Champion Jeff Gordon. The three champions were playing from Charlotte, NC against the E3 attendees. According to NRL Producer Ed Martin, "there's nothing quite like racing against other live drivers... over three days at E3 we had six joysticks snapped.... the head-to-head action is so intense that players were gripping them too hard."

To Order NASCAR Racing call 1-800 757-7707

"there's nothing quite like racing against 30 other real live drivers... the head-to-head action is so intense"

Long-term plans for a nationwide rollout of the NASCAR Racing League are still under wraps, but owners of the current NASCAR game can already sample the excitement of on-line multiplayer racing. Interested gamers experience a prototype test of NRL by downloading the file **hawaii.exe** from the SierraWeb at **http://www.sierra.com** on the Internet. The prototype will hook your modem via standard, long distance phone lines to a central host network in Watertown, MA. for high-adrenaline racing.

Papyrus, coming to a grocery store near you



Now interested gamers can sample the NASCAR experience by either buying the NASCAR software (which we recommend) or by watching for the Kellogs Racing Team tour currently making the rounds to race tracks and shopping malls across the country. A special kiosk has also been set up to sample NASCAR racing at the "DAYTONA USA" display area at Daytona International Raceway in Daytona Beach, Florida.

To order, call toll-free 1-800-757-7707 and ask for the Sierra Ultimate Racing Offer.

3-D ULTRA PINBALL

CREEP NIGHT

Creep Night Will Flip You Out

One year ago Sierra's *Ultra Pinball* pushed the envelope on what you could do with a pinball table. It took the *Outpost* universe and added 3-D features that pulled pinball kicking and screaming to higher levels. Never before had players been able to warp between tables without a break in play. With *Ultra Pinball* you quickly realized that you could do things that "real world" physics would never allow, and on surfaces mundane pinball tables could never hope to imitate. Yet, the game offered everything you expected, from balls bouncing on the table-tops to expert maneuvers such as tipping–even to tilting the machine with a little over-aggressive English. Now Sierra is refining and redefining PC pinball with a title that offers even more outstanding action, and with a terrific little twist that'll really raise your hair. Put your hands on the flippers. Crank back on the plunger and let that silver sphere rip. It's time for *3-D Ultra Pinball: Creep Night.*

A level of graphic resolution previously unseen in computer playing.

Frightfully Fun

A vortex has opened and the minions of the Goblin King run wild in a castle. If the gateway isn't closed before sunrise the goblins will have free run of our world. The key to preventing this ghoulish fate is pinball. What'd you expect, a sword?

But far from being frightening, beating the Goblin King is riotous fun. *Creep Night* allows up to four players to prove their worth in fifteen challenges: five in the Castle Courtyard, five in the Mad Scientist's Tower Laboratory, and five in the Castle Dungeon. And there's the grand finale–a battle against the Goblin King himself.

Better by Design

"*Creep Night* is an awesome game on two levels," says designer Kyle Miller. "Play it as a straight pinball game and you get three (four, if you're good enough to make the bonus rounds) outlandish, horror-themed tables – each featuring five different modes for non-stop variety in your game play. Hit the targets right and you find yourself warping back and forth through the tables. Or, take on *Creep Night* in the Story Mode and embark on a pinball

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 7 • 7707

SIERRA®

"TERRIFIC PINBALL: ONE STEP BEYOND WHAT YOU GET IN A ARCADE" — *ENTERTAINMENT WEEKLY*

Two or three pinballs balls on this table will really keep you busy.

mission to save the world from the rule of the Goblin King. Either way, you're in for major fun."

Miller knows video pinball. He was a key member of the *3-D Ultra Pinball* team working under the direction of Producer Ken Embery. When Miller and the team began developing *Creep Night* they based it on all the features that made *Ultra Pinball* America's best-selling video pinball title. They also s worked closely again with Pinball Wizard Jerry Carathers, testing almost endless versions of white boards (tables with the play mechanics but without the graphics)to make an even more elaborate, accurate, technologically advanced game.

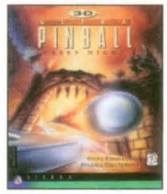
Rich Tunnell (L.) and Kyle Miller put a pinball table through its paces. Their game is much better!

"We learned a lot in making the first game. Everything we learned–and more–is in Ultra Pinball: Creep Night."

3D Ultra Pinball: Creep Night features four times as much animation as the first title. In creating the tables all "dead space" (those places where the ball simply is moving from one point to the next) has been removed. Now everywhere the ball can be has the potential for something exciting to happen.

Ultra Pinball is also the first PC pinball title to feature moving targets. There are all kinds of strange critters running over the tables. And the tables can get so elaborate that we included a save game feature. So if you need to turn off the game to catch a few hours of sleep before going to work or school, don't worry. You can start where you left off with the save feature.

3D Ultra Pinball: Creep Night offers the best of what you like about pinball games, in a way pinball can never hope to imitate. If you want real-world pinball games, video pinball is the only way to play. Nothing else even comes close.



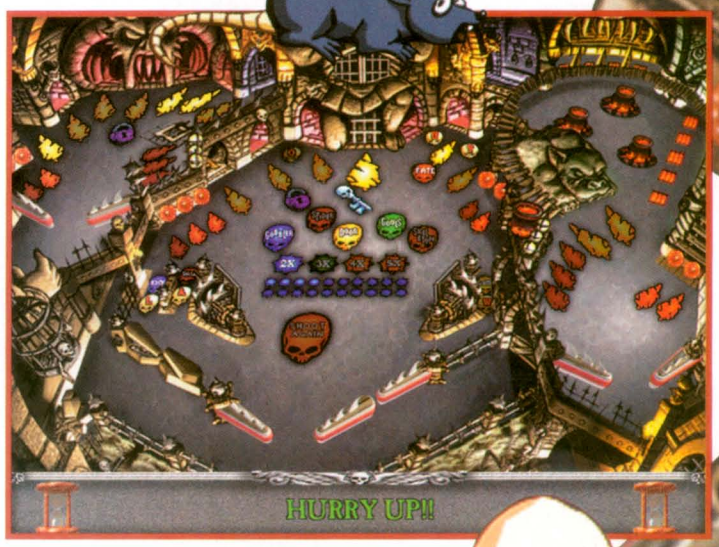
Available Sept. 96 $44.95

WIN95 CD, WIN 3.1 CD

The Pinball Pro

When Producer Ken Embery embarked on his epic quest to bring pinball to computers in 1994, he needed a player who also knew the complex world of computer programming. He found Jerry Carathers (a Pinball Pro, and one of the founders of the **alt.games.pinball** newsgroup on Usenet, considered by many as "the" place to go for pinball information).

Jerry was the perfect resource because of his extensive knowledge of computer programming and pinball dynamics. His many contributions to the art of computer pinball include complicated moves like tipping, ball-passing, and back-handing. "We set the benchmark for realism with *3-D Ultra Pinball,*" explains Carathers. "And now we're redefining just how real—and awesome—computer pinball can be with *Creep Night.* We promise you've never played pinball like this before!



Timed targets offer big rewards if you hit 'em while they're hot.

Automated Technical Support Service 24 Hours-a-Day, 7 Days-a-Week, Call: [illegible] • 206 • 644 • 4343

a conversation with
roberta williams

Creator of the King's Quest series, and current nationwide bestseller Phantasmagoria

For over 16 years now, at any given time, she's got three or four games on the bestsellers chart, and chances are one or more of them will be sitting at the top of the list as the biggest selling adventure game of the moment. She's part of a creative team that launched what has become the largest producer of computer entertainment software in the world. Her work is appears in twelve languages. She's Roberta Williams, co-founder of Sierra , creator of the King's Quest *series, and current nationwide bestseller* Phantasmagoria.

We caught up with Roberta in her new offices in Sierras Bellevue Washington headquarters. After over a decade of working mostly at home or in a movie studio, Roberta has recently "jumped back into the business" to take complete creative control of what will likely be the biggest seller of Christmas 1997, The next in the popular King's Quest *series:* The Mask of Eternity. *Roberta gave us a perspective on her current work and the direction she's heading in this Inter*Action *Quick Interview.*

You seem to stay a step or two ahead of other companies. What do you do to try to maintain that ground-breaking status?

"I have always seen myself as the one who decides where adventure games will go in the future. Once I do something, it seems like everyone else in the industry follows me, so I change directions! I get a little bit of pleasure going a certain way knowing that a lot of people are going to go that way. Then they'll go that way, and I'll do something completely different." (laughs)

A lot of writers stick to a single genre. Your three best-selling games right now are *King's Quest VII*, *Phantasmagoria* and *Mixed-Up Mother Goose* – a pretty diverse mix. Why is that?

"I am not a writer in the sense that I write books. I write adventure games. Adventure games are story-oriented but they're not heavy plot-oriented and heavy dialogue-oriented… they're games, which is what people who play my creations want…Every time I tackle a game it's like I'm tackling a thesis. I'll spend months doing research and taking lots and lots of notes…I basically throw myself into a subject and become almost an expert in it—before I ever begin."

What do you think of as the most challenging aspects of your job?

"Deciding where to go. Once I figure that out, it's 'What's the game? What's the theme?' Because it isn't just a technology thing…In the case of *Phantasmagoria*, the look had to be live actors–you know sort of an interactive movie. But it couldn't be just that. So I thought horror. Then I thought, 'What could I do to get a little more attention?' You have to think along those lines."

The Complete Roberta Williams Library

1980 Mystery House
1980 Wizard & The Princess
1981 Mission Asteroid
1982 Time Zone
1983 King's Quest (IBM)
1983 The Adventures in Serenia (IBM)
1984 Mickey's Space Adventure (Walt Disney)
1984 The Dark Crystal (Jim Henson Productions)
1985 The Black Cauldron (w/Al Lowe & Walt Disney)
1985 King's Quest II
1985 Mixed-Up Mother Goose
1987 King's Quest III
1988 The Colonel's Bequest
1989 King's Quest IV
1990 Mixed-Up Mother Goose Multimedia
1991 King's Quest V
1991 The Dagger of Amon Ra (w/Bruce Balfour)
1994 King's Quest VI (w/Jane Jensen)
1995 King's Quest VII (w/Lorelei Shannon)
1995 Phantasmagoria
1996 Shivers (Creative Consultant for Marcia Bales)
1997 King's Quest: The Mask of Eternity

You're one of the few successful women in computer games. Any thoughts on that?

"I guess in the whole scheme of things as far as the industry that's true, but here at Sierra there are a lot of successful women game designers–which I really like because I don't feel so alone. I'm really happy with my career. I've had a lot of success–and a lot of fun. I don't know the exact numbers, but I'm pretty sure that I've designed more titles than any one else–man or woman–and had more number one games. I think people–the software media–tend to see me as "Sierra On-Line" and overlook what I do as a designer. I don't know if it's because I'm a woman... And that's okay, I don't dwell on it, but sometimes it seems a little unfair. I feel really lucky to enjoy my work as much as I do. After 16 years I don't feel burned-out, I have more new ideas than I know what to do with. I'm very satisfied with where I am now."

When you're developing a new game, do you consider whether it will be a bestseller?

"You have to say to yourself, 'What's gonna sell? What niches are out there that are not being covered that have potential?' That doesn't mean I go out and look for what the bestsellers are and try to be just like them though. In the case of the original *Mixed-Up Mother Goose*—this was 10 years ago—at that time there was very little pre-school software and what was there was all educational. I remember saying, 'That's not fair. Just because you're a little kid you can't play a game? You can't just have fun?' So I identified that as a niche that wasn't being covered. I decided I was just gonna do a game for pre-schoolers and not worry about whether I was teaching them anything. And it's been really successful. I've gotten lots of letters from people saying, 'What a great idea. My three, four, five, and six year olds just love playing *Mixed-Up Mother Goose*.'"

King's Quest Then...And Now

When the original *King's Quest* debuted in 1983, it revolutionized adventure gaming and still topped bestseller lists more than two years after release.

King's Quest, 1983

King's Quest VII, a 1995 release, was and still is a bestseller. A special collection package containing *King's Quests I* through *VI* appears with it on bestseller lists.

King's Quest VII, 1995

Any opinions on the current state of adventure games?

"I believe adventure games have now gotten too plot heavy. Not just ours, but also a lot of our competitors' games. I think game designers need to get back to the game and forget all this wanna-be writer and director stuff. They don't realize people just want to play a game, they want to have control over what happens. Video clips are fine. If they're very short, to the point, concise, and then...get out of there."

"I HAVE ALWAYS SEEN MYSELF AS THE ONE WHO DECIDES WHERE ADVENTURE GAMES WILL GO IN THE FUTURE." —ROBERTA WILLIAMS

Roberta Williams Mask of Eternity will be previewed in the Spring '97 issue of InterAction Magazine.

Her Latest...Her Greatest

In 1980 Roberta Williams created the first graphic adventure game with *Mystery House*, a tale of murder set inside a large Victorian house. The product was an immediate bestseller.

Mystery House, 1980

In 1995, Roberta Williams created *Phantasmagoria*, the current state-of-the-art in interactive multimedia adventure games. *Phantasmagoria* was an immediate bestseller and still holds a place atop bestseller charts almost a year after it was introduced.

Phantasmagoria, 1995

...And something for the Young Ones

In 1985 when the original *Mixed-Up Mother Goose* was created, people thought that pre-school entertainment software was a crazy idea. Roberta recalls when the Sierra Sales Manager begged her to instead go to work on something "saleable." (It wasn't until 5 years later when the "Goose' product finally won a Software Publishers Association Award that he apologized.) *Mixed-Up Mother Goose* is still a bestseller more than a decade after its original release. .

Mixed-Up Mother Goose, 1991

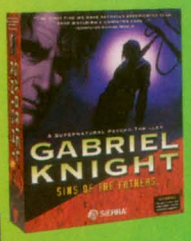
Mixed-Up Mother Goose Deluxe

Extra Special Offers!

CALL 1-800-757-7707

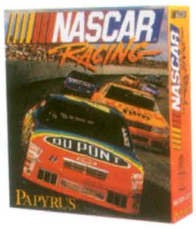
ORDER THE SPINE-TINGLING PHANTASMAGORIA, SHIVERS, OR THE BEAST WITHIN AND WE'LL GIVE YOU GABRIEL KNIGHT: SINS OF THE FATHERS FREE!

Phantasmagoria
with Gabriel Knight: Sins of The Fathers
$49.95
WIN CD | MAC CD



Shivers
with Gabriel Knight:Sins of The Fathers
$39.95
WIN CD | MAC CD

THE BEAST WITHIN
Computer Gaming World's "Game of the Year"
with Gabriel Knight: Sins of The Fathers
$49.95
WIN CD | MAC CD



NASCAR® Racing
BEST Seller

Get behind the wheel of a 700-horsepower stock car and race against the actual cars and drivers on the NASCAR Winston Cup series. Enhanced graphics provide pavement pounding thrills in the most realistic simulation of America's most popular motorsport.

DOS CD **$54.95**

IndyCar® Racing II

The all-new *IndyCar Racing II* is the most realistic racing sim available, with true IndyCar handling, variable car setup, 15 real IndyCar tracks and incredible SVGA graphics with full-cockpit realism. Run single races or a full championship season!

WIN 95/DOS/PowerMac CD **$54.95**

Command: Aces of The Deep™

Wage undersea battle with the program that Computer Gaming World said "Sets the standard for submarine simulations...". A fantastic 3-D environment and amazing special effects take you beneath the oceans' surface, where the danger is real.

WIN 95 CD **$49.95**

Earthsiege 2™

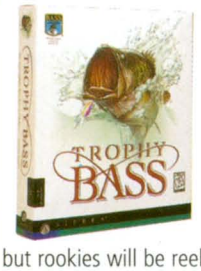
The future of human existence rests squarely on your shoulders and the metal shoulders of your fighting HERCs as you battle enemy Cybrids in more than 50 rivet-wrenching missions - all with explosive action, incredible 3-D graphics and stunning sound effects.

WIN 3.1/95 CD **$49.95**

Silent Thunder: A-10 Tank Killer II

Swoop down in the indestructible A-10 Thunderbolt II and dive into 3 action-packed campaigns with 24 close-attack missions. Blast anything, and anyone, that isn't on your side. Features incredible texture-mapped terrain, full Campaign Continuity and an electrifying soundtrack.

WIN 95 CD **$49.95**

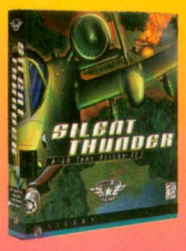


Trophy Bass

The most realistic fishing on CD-ROM features five photo-realistic lakes from the professional angling circuit. Veteran anglers will be challenged, but rookies will be reeling 'em in as well. Fish for fun or against the pros on the tournament circuit!

WIN CD | MAC CD **$54.95**

Get All 3 And Save $50!



Explosive Battle Action ONLY $99.85

Sierra Battle Bundle

Get all-new rivet-wrenching, tank-busting, convoy-blasting battle action with *EarthSiege 2*, *Silent Thunder: A-10 Tank Killer II* and *Command: Aces of the Deep* — together a $149.85 value — for one incredibly low price! ..... **Only $99.85**

WIN 95 CD

Order Direct From Sierra

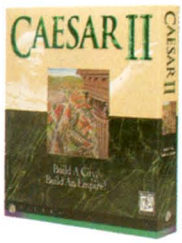
CALL 1-800-757-7707

Save $20 with the Sierra Strategy Game Pack.

SAVE $20

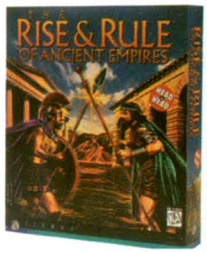
Get Caesar II together with Rise and Rule of Ancient Empires for just $84.90

Caesar II



Build a city, build an empire! Strategists and novice gamers alike are hailing the challenges in Caesar II. As the Emperor's appointed governor, your charge is to gain fame, fortune and power.

The Rise and Rule of Ancient Empires



Seize power and glory in six ancient civilizations. Each civilization comes to life in a multi-layered strategy challenge with endless variations and full support for multiplayer network play.

WIN CD

A $105 value, together for just $84.90

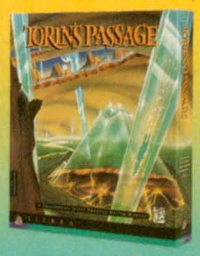
WIN CD

KING'S QUEST VII AND TORINS PASSAGE

SAVE $15

TWO GREAT FAMILY GAMES - ONE GREAT PRICE

Two adventure tales sure to capture the imagination of both the young and old. Explore hauntingly beautiful worlds where nothing is quite what it should be. Meet amazing characters that will amuse and amaze you along your journies. Inspired by true family values like love, loyalty, and integrity, *King's Quest VII* and *Torin's Passage* are two classics to add to your computer library.



DOS/WIN CD

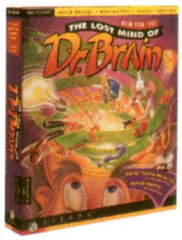
.....$39.95

Print Artist™

It's like having a full-service printshop on your desktop! Create signs, banners, greeting cards, postcards and lots more quickly and easily. Perfect for home or office. CD version includes hundreds of professionally-designed templates, special text effects and 6,500 graphics.

WIN CD | WIN 3.5

A $59.95 value, only $44.95



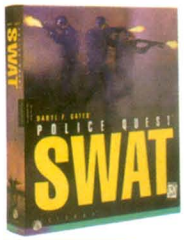
The Lost Mind of Dr. Brain

Dr. Brain accidentally downloaded his brain to his lab rat! Now it's up to you to get it back. Flex your mental muscles with more than a thousand wacky brain-busting puzzles. Adjustable difficulty levels make it a blast for kids and adults!

WIN CD | MAC CD **.....$39.95**

Police Quest Collection and Police Quest SWAT

Save $25



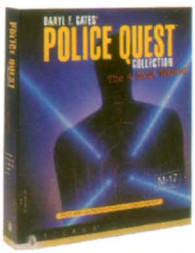
Save $25 When You Buy Police Quest:SWAT and Police Quest Collection

Police Quest: SWAT

DOS/WIN CD

Daryl Gates, former head of the LAPD and the originator of the Special Weapons and Tactics (SWAT) concept takes the Police Quest series to new levels of realism. Learn what real SWAT officers face as you work the streets of Los Angeles.

Police Quest Collection



It's here, the first four Police Quests are now available in one collection. See how the series evolves as former LAPD Chief Daryl Gates takes over as creative consultant.

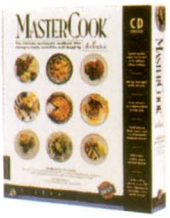
DOS/WIN CD

A $105 value, together for just $84.90

The Cooks Special Save When You Buy Both!

Save $15

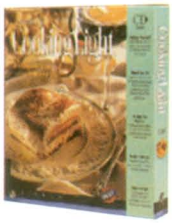
MasterCook



MasterCook Deluxe makes it easy to analyze recipes for calories, fat levels, and other nutrition information. Includes more than 1,600 recipes from America's prestigious chefs and the California Culinary Academy. The menu planning features will even simplify your grocery shopping!

WIN CD | MAC CD

Cooking Light



Prepare nutritious, great-tasting food with more than 1,250 delicious, low-fat, low-cholesterol recipes from the pages of Cooking Light, America's number one food magazine! Includes everything from snacks to complete meals, all with an eye on healthy eating.

A $74.90 value, only $59.90

WIN CD | MAC CD

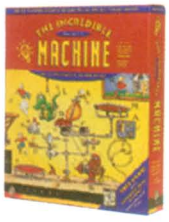
The Sierra Puzzle Pack

SAVE $15

Only $59.90

Get *The Lost Mind of Dr. Brain* (above) plus *The Incredible Machine 3.0* (below) together in one brain-busting Puzzle Pack from Sierra. You'll save $15 on wacky fun that will keep you and your children playing for hours!

The Incredible Machine 3.0



Plunge head-first into an insane world where you manipulate pinwheels, dynamite, pulleys, even gravity and air pressure to solve fiendishly funny puzzles. Start with 150 built-in puzzles, then jump in and create your own with more than 100 animated parts!

WIN CD | MAC CD **.....$34.95**

THE RISE & RULE OF ANCIENT EMPIRES

RISE AND RULE Rocks On!

Reviewed by Chris Williams, the 17 year-old son of Sierra C.E.O. Ken Williams. Chris is a regular contributor to *InterAction* and a die-hard *Rise and Rule* fan.

I love strategy games. They give me the power to outwit and outmaneuver mighty emperors who've been crunching their way toward my civilization. Now crushing those invaders is even more fun with Sierra's new *The Rise & Rule of Ancient Empires.*

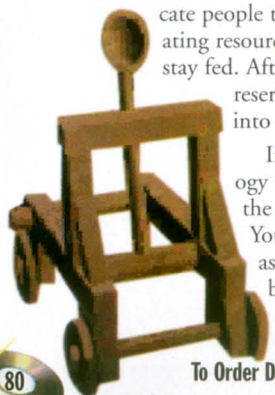
Rise and Rule rocks. It not only gives you the fun of building your own civilization from the ground up, it lets you seriously pound everyone who gets in your way!

The game starts out with you as one of seven great civilizations: Egypt, Greece, Mesopotamia, Persia, Northern Europe, China, and India.

Slider bar controls make it easy to allocate your resources.

Food, Food, Food

The first thing you do is forge a city and set down a few buildings, each of which appears in the architectural style of your culture. For the first 10 years your main priority should be food, food, and more food. In other words, allocate people to creating resources so your populace can stay fed. After you've built up reserves, you move people into developing technology.



In *Rise and Rule,* technology advances with time and the availability of resources. You start off with a stick as your sole tool. Next a blade of obsidian is attached. Soon you discover metal and learn how to make swords. With better weapons and technology you gain more powerful military units. Get powerful enough and you can focus your energies on expanding armies, advancing your cities, and smashing any puny little emperor wanna-be, either against computer players or brain-against-brain.

Brain Against Brain

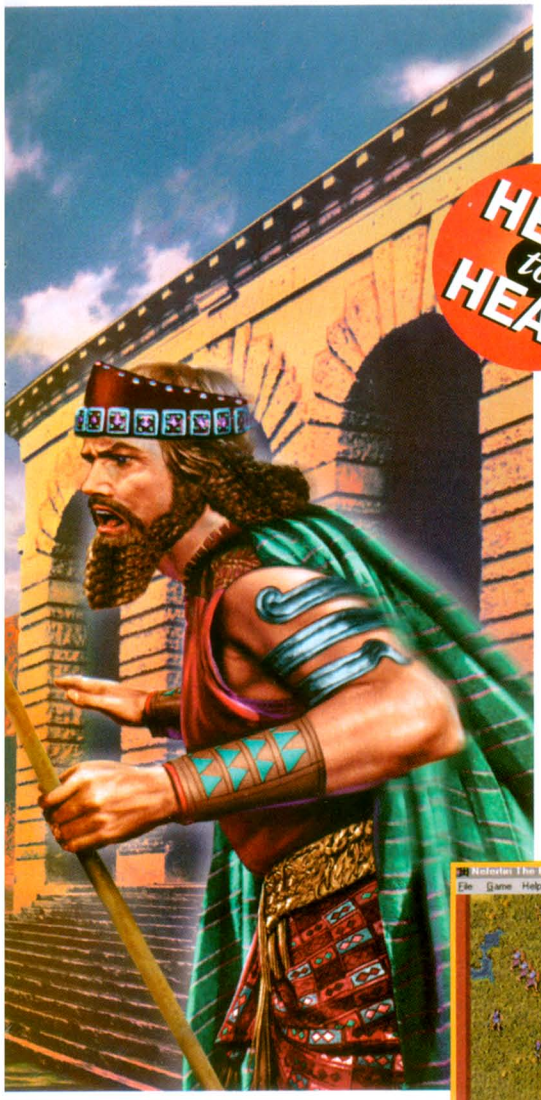
"Brain-against-brain?" Yes indeed. In addition to smackin' around computer players (except when they're stronger), you can smash the gray matter with your dad, a friend across the street, or, for that matter, a friend in China. If you have a modem, *Rise & Rule* can be played over the phone lines with anyone in the world who owns the game and a modem (although the long-distance games can get expensive). You and a friend can even play against computer players at the same time. Up to four different empires each can go at it at the same time, and the world just isn't a big enough place for the four of you (or three...or two.) There can be only one winner.

Playing against the computer is just as fun. Computer players are very good at revenge. If you don't get every single city and settler in one blow, they'll come back with a vengeance. And it often takes more long-term strategy to

As your technology develops, you can launch ships to conquer your enemies by sea.

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®



gies. I tried this against my father and he totally surrendered after half an hour. This was actually fairly annoying, as I'd just found a way to get my ships near him and was about to start a siege from behind while my land-bound troops attacked his front.

More Blood Than Guts

Of course, the game isn't all blood and guts. Your role is more than just making your empire bigger. You need to make it better. As you expand your land holdings, you have to build more cities to act as strongholds so you can build bigger armies and have places for them to re-supply. Each city has to have certain key structures to be successful. The industries that keep a city strong depend on each other. Do you want to add cavalry to your armies? Then you also need a blacksmith to make horseshoes. But the people of your cities can't beat computer players. Humans are more war-like and get down to business a lot quicker, so that one of you will be toast sooner rather than later.

Construct majestic cities in the spectacularly rendered architectural styles of the ancient cultures.

"A DIFFERENT TAKE ON CIVILIZATION WITH MUCH BETTER MULTI-USER PLAYABILITY" —STRATEGY PLUS MAGAZINE

Options available include building cities, exploring the world, moving troops, and sending messages to opponents.

A strategic advantage to *Rise and Rule* is that if you play against the computer for a of couple days, then take on someone who only plays against a human a few times a year, you'll totally cream them. This is one of my favorite strategies. I tried this against my father and he totally surrendered after half an hour. This was actually fairly annoying, as I'd just found a way to get my ships near him and was about to start a siege from behind while my land-bound troops attacked his front.

If you have troops that come from Egypt, they aren't going to do a very good of attacking Northern Europe, especially in the mountains. If you've taken over land in rugged country, the armies you raise there will be a lot better at fighting the Europeans. Each civilization has traits that make them especially tough opponents. The Chinese are very good at sitting back and waiting for opportunities, while the Persians are prone to rush in(which is maybe why they aren't hanging around in the U.N. today).

I encourage you to buy *Rise and Rule*. I definitely think that you'll get a real big kick out of crushing everyone who stands in the way of your civilization. And now I'll leave you with this thought: *Alexander III of Macedonia is known as Alexander the Great because he killed more people of more different kinds than any other man of his time.*

Courting the royalty of other cultures should ensure their friendship until you're powerful enough to crush them.

spend all of their time making buildings. They have to collect food and without off-time they can't study new technology.

Now I'll throw out an interesting tidbit for those of you who always wanted to conquer the world—in *Rise and Rule* you can actually do it. Sierra has put in the known world from 5,000 BC—Asia, Europe, and Africa. If you're any better of a player than my dad, you can own it all (Just kidding, dad!). And also, if you know your geography, you have a major advantage because you already have a good idea of where the best trade and travel routes are, where water is, and other tactically important data.

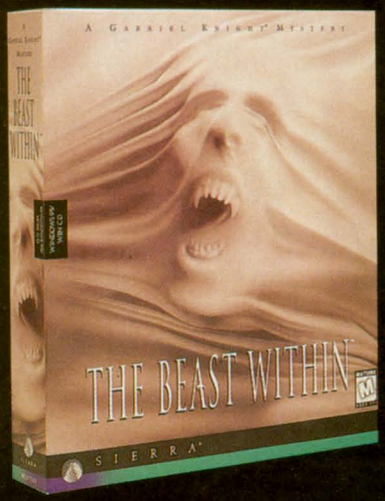
Computer Gaming World

"Game of the Year"

The overall Game of the Year always generates controversy. The Game of the Year must transcend genre boundaries and appeal to a wide range of gamers. This year's winner was a clear-cut choice. *The Beast Within: Gabriel Knight II* pushes the envelope in story, technology, and design.

Both *Gabriel Knight* adventures have been something special. They are more than games; they are art. The original *Gabriel Knight* offered brilliant symbolism using the visual metaphor of dream sequences in the style of a graphic novel. As a game, it offered a mix of easy, tough and indecipherable puzzles, but as a story it communicated that we have indissoluble and mysterious links to our past that need to be integrated into our personal image of self.

The Beast Within goes further. It still offers brilliant symbolism, but it also offers more in gameplay than its predecessor. As the title suggests, Jane Jensen's script addresses humankind's desire to embrace the primitive and how that base nature can overpower us. Yet, she doesn't preach to us or even offer a final answer. She merely used wordplay and symbolism to illuminate, rather than to bind.



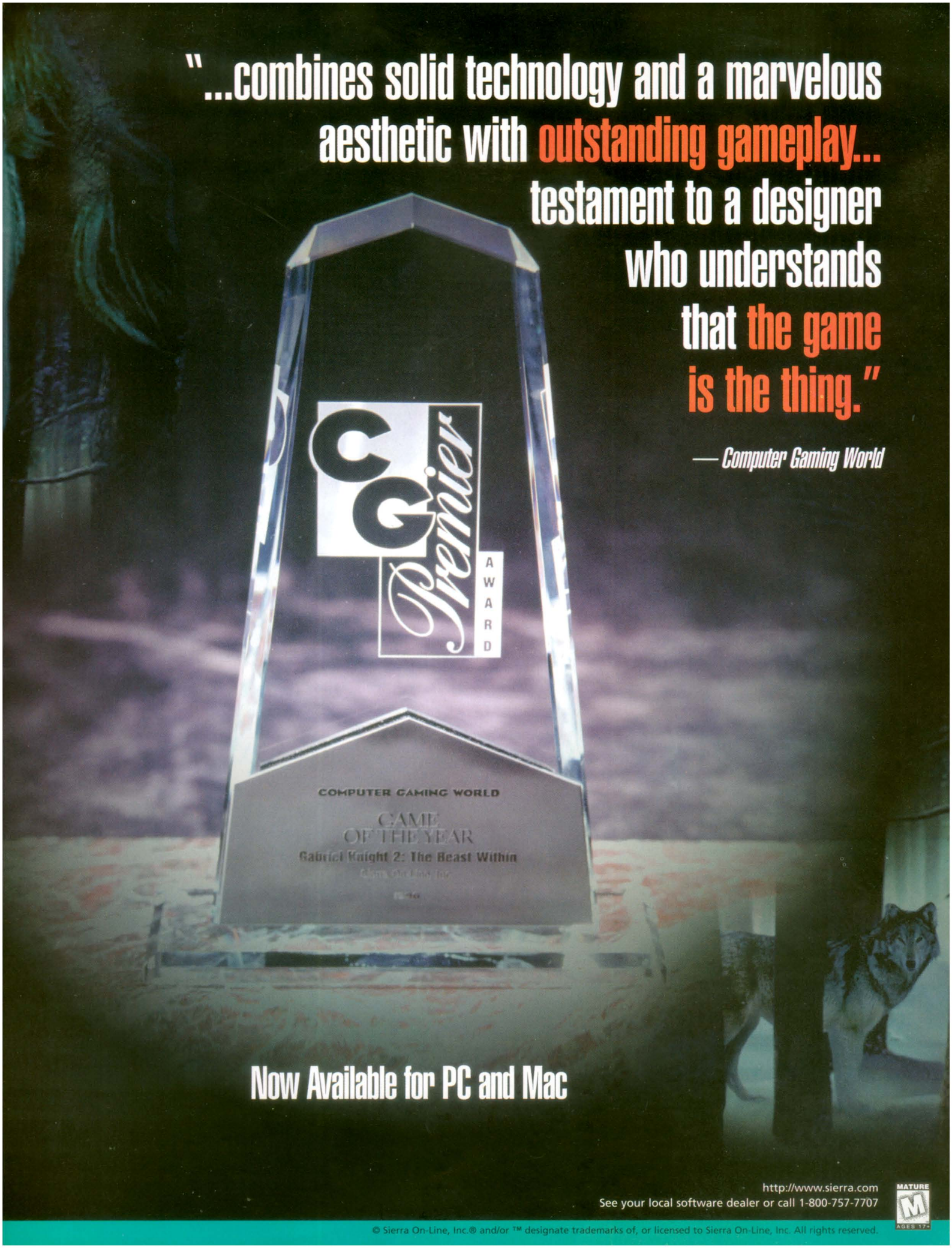
In terms of game design, Jensen offers a great variety of clue types: audio, text, visual object and cinematic scene. She even integrated a strategy game within the climactic puzzle. Nathan and Darlou Gams designed a game environment with a rich, textured look, and Robert Holmes outdid his past efforts with an incredible faux-Wagner piece for the finale. In terms of technology, the programming team seamlessly interlaced the digitized video, photographic backdrops and the game interface. Finally, the full-motion video was used extremely well to reward the player with additional information rather than punish the player with interminable cut scenes.

Gabriel Knight II is the continuation of a brilliant tradition–the graphic adventure as art. That it combines solid technology and a marvelous aesthetic with outstanding gameplay is a testament to a designer who understands that "the game is the thing."

Long live *Gabriel Knight!*

—Computer Gaming World, June 1996

SIERRA®


"...combines solid technology and a marvelous aesthetic with outstanding gameplay... testament to a designer who understands that the game is the thing."
— Computer Gaming World
CG Premier AWARD
COMPUTER GAMING WORLD
GAME OF THE YEAR
Gabriel Knight 2: The Beast Within
Now Available for PC and Mac
http://www.sierra.com
See your local software dealer or call 1-800-757-7707
MATURE M AGES 17+
© Sierra On-Line, Inc.® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

CAESAR II

Winning Strategies for the Ultimate Strategy Game

As a Provincial Governor in *Caesar II* you try to keep the people happy. You build them schools and theaters, hospitals and baths. For a while they seem content. They build bigger and better houses and everything seems to be going along fine. But after a while you notice the treasury is in the red, so you decide to raise taxes to try and pull yourself out of debt. This sets off rioting. You feel bad and build another hospital in an attempt to win back the people that have left town.

Pretty soon the Emperor sends a warning that you'd better start showing a profit—or else! So you panic and raise taxes again. This cycle continues until your province is yanked away and you lose the game. What are you doing wrong? For those that love the game but just can't seem to get the hang of making money, here are some tips from Edward Pugsley, Lead Tester for *Caesar II*.

On the Provincial Level, link to one external resource site either by building a Port or by linking to a Trade Route and building a Trading Post on that road. Remember to build at least two Warehouses at these sites.

Generate one working site of each type of Provincial resource, i.e. a Wheat Farm, a Cattle Ranch, a Clay Quarry and a Lead Mine. Again, do not forget to link all these sites to your city. This will allow your City's Work Shops to begin producing goods, which in turn will generate revenue. To do this will require 30 Plebes per Farm/Mine/Quarry, so do not forget to raise the amount of dinarii spent on Plebes.

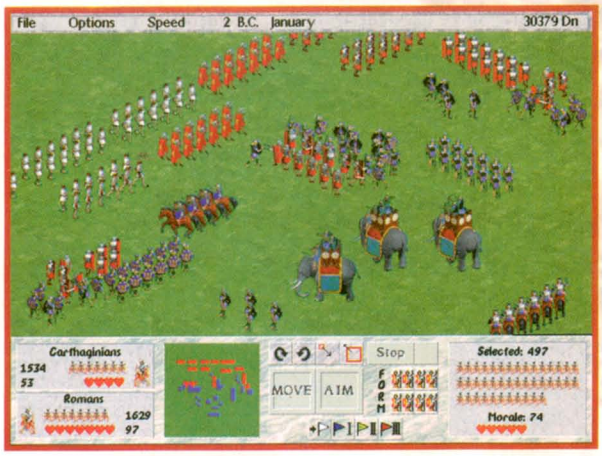
"In *Caesar II*, you must resist the temptation to design the "Perfect City." This is the city where everyone is Educated, Hospitalized, and Entertained from dusk-till-dawn. Unfortunately, the perfect city costs a bundle to support, and you will quickly find that the coffers are empty. The key is to start small, develop a stable tax base, and then build the up-town district.

"Cities undergo a two-stage growth process. In the beginning, yours should be designed with Work Shops in mind. By developing Provincial-level Farms, Mines and Quarries, you can produce a stable resource supply which will allow you to build Work Shops, which in turn will increase your Industry Taxes. In the early stages of the game, this style of city will be sufficient for you to be promoted. As you move out farther

"HIGH ON THE MUST - PLAY LIST."
— PC GAMER

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®



Battle Tip:
If your army is outnumbered, attack the end of the line of attacking troops and just chisel your way through. Because at any one time you'll have more soldiers fighting their soldiers, your army's morale will soar, while the enemy's will hit bottom. In this way you can defend your fledgling province with a moderate-sized army.

(This tip courtesy of Chris Beatrice, Art Director, *Caesar II*)

"Empire Builder of the Year"

—Computer Game Review

Miscellaneous Caesar II Facts and Tips:

The Barbarians are named after some of the fine folks at the Sierra Impressions division. Use the Query function on one of them to try it out.

The two rioters you see in the close-up rioter animations are 3-D versions of Impressions' own Gregor Koomey (producer) and Jay Rinaldi (sound/music).

To prevent rioting, make sure that houses are no more than 3 squares from a road, and keep the population tax below 6%.

Remember to have one hospital for every 1,000 citizens. This will prevent disease and keep your people happy.

from Rome however, your city will need to switch to a Population-based income.

"On the City Level, build two of every type of Work Shop. Do not put two of the same type together, however, as they will compete with each other and become counter-productive. And make sure that you have Market coverage for all your Work Shops, as they will not generate taxes if they cannot get their goods to market.

"Work Shops need Forum coverage too. They are not going to go looking for the tax man, you have to come to them.

"Prefectures are a must in the Industrial part of town. Because of the low property value, the residents are more prone to rioting. Make sure that there are a lot of Police walking these neighborhoods to keep things safe."

That should get your first province up and happily running, and lay the groundwork for your future successes.

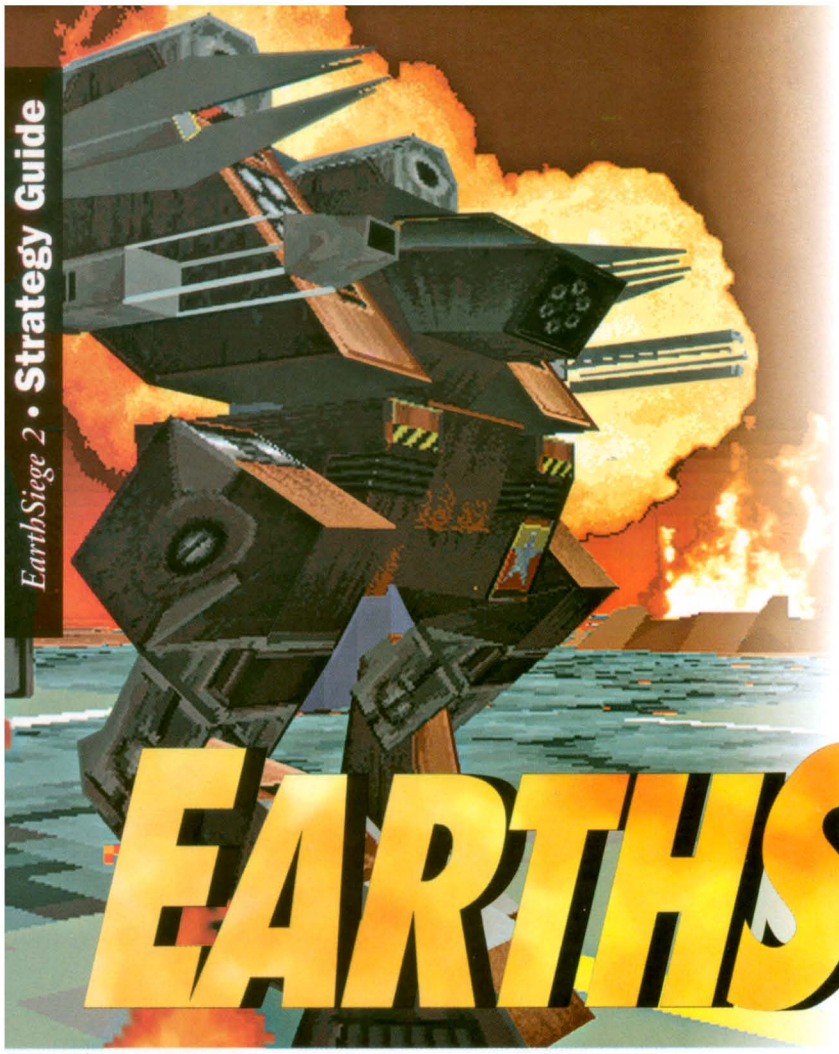
Follow these steps and in two years you will have all your Work Shops with at least 4 jars in their courtyards, indicating half their capacity. Your Industrial Taxes should cover your operating costs, leaving your Population taxes as pure profit.

Most importantly, make sure that people live near the Work Shops. I know that this leads to large areas of low value houses, but the Work Shops need a steady supply of workers, so you will have to suffer a bit.

Set your Industrial tax to 6% and your Population tax to 4%. This will encourage house development while leaving the Work Shops with enough capital to thrive.

Available Now $54.95

MAC/DOS CD



"LOOK NO FURTHER THAN EARTHSIEGE 2 FOR SOME MASSIVE ROBOT-CRUNCHING ACTION. TERRAIN DETAIL IS JUST FABULOUS. NOTHING INCLUDED IN PREVIOUS DOS AND WIN 95 TITLES CAN EVEN COME CLOSE."

—PC MULTIMEDIA & ENTERTAINMENT

EARTHSIEGE 2

At ease, soldier. They sent you round here to try to get some tips, did they? Well, sit yerself down and see if ol' Gramps here can share some of Murphy's Rules of Combat with you.

1. You are not Superman.

There are reasons wingmen are assigned to you, take 'em when you can get 'em. Even rookies tend to soak up the pain that would be all yours otherwise. Take 'em along on a few missions and they will start getting more experienced, and more useful. Start building more powerful weapons for them as soon as possible. If you have to scrap one of your light HERCs to build a heavy one, do it. Scramble missions are a WHOLE lot easier if you have a squad to cover all approaches.

2. The only thing more accurate than incoming enemy fire is incoming friendly fire.

Don't switch your shields full forward. Many enemy weapons, like missiles and plasma cannons, have area effects. If they miss you and the shots detonate behind you, you still get hit if you don't have any shields back there. Give your wingmen direct-fire weapons like lasers rather than area effect weapons; or better yet, give them ELF's.

Let me tell you about the Battle of Omicron by way of an illustration. There was a huge Cybrid base on the top of this hill; too steep to climb the sides. The only way to the base was right up the middle. They had gun towers on both sides of the road. But gun towers are no big deal, right? I just walked up and whacked 'em. Which brings me to the next rule:

3. If an attack is going too well, it's an ambush.

Before I went up the garden path, I checked my radar. Just as well; a Cybrid patrol was coming from behind to put the cork in the bottle. I pulled back and gave the order "Join on Me." I don't like having a fire fight around buildings—it fouls up my targeting—so I moved as far away from the towers as I could before they could catch up with me. I targeted the lead Cybrid, yelling "Attack my target!" Ouch! Keep a healthy distance.

PC GAMER EDITORS' CHOICE

The Cybrid base is on top of the hill. Stroll right up the middle and take out the gun towers on your way to success.

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA

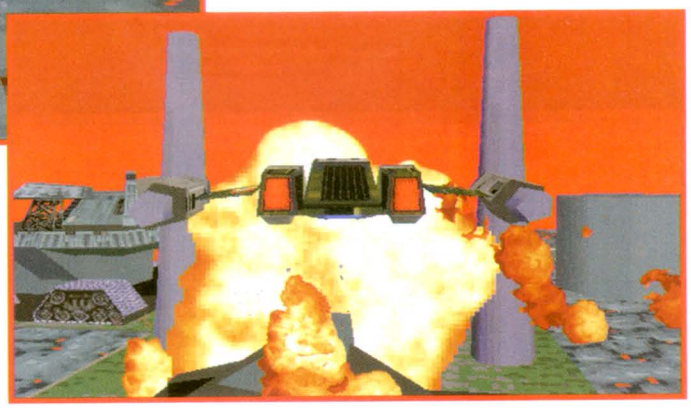
Yeeowch, that smarts! You knew things were going too well...

4. If the enemy is in range, so are you!

I always pack a 50mm as a chin gun on my Apocalypse. It may not pack the same punch as a 100, but it has a longer range. I select it as my active weapon and start picking away at enemy shields before they get close enough to work on my heavy artillery. Always pack a long range weapon. So after we dusted the patrol, I pulled back. My team had their hackles up and wanted to go up the hill right then, but no! There's always rule number five:

5. Take your time; trouble will find you quickly enough.

Many missions, like patrol missions, give you time to set up your shields the way you want and customize firing chains. Take advantage of this! Scramble missions will not be as forgiving! After a firefight, back off and let your shields recharge before throwing yourself into battle again. Mistakes you make when things are quiet have to be paid for when things get noisy. Only when my shields were fully recharged did I go back. I ordered my wingmen to go to a spot out of range of the towers and went up the hill.



Take to the air and fly the unfriendly skies in your Razor.

I stopped at the base and blasted a few towers, turned and ran. Sure enough, there were more Cybrids up the hill. Like mice to a mouse trap, they went for the bait. Only I was the cheese...I switched my shields back and laid tracks. By the time my squad joined me, I'd drawn the bad guys away from their base and out into the open. We messed them up, then we rested up. See Rule Five again. The last Cybrid patrol wouldn't come on out, so we went in after them. But by this time, the odds were in our favor. It was time to fly the unfriendly skies.

6. If at first you don't succeed, try something sneakier.

For the better part of the war, you will have a Razor available. A razor is a HERC with a difference—the ability to fly. If something looks too hard from the ground, try using the Razor to hit it from above. A different point of view can change the whole outlook of a mission. Try attacking from different directions. There are only a few missions that force you to move in on one vector. Try splitting up your team and using some of them as a diversion. Experiment with different weapon types and find what works best for you; but try not to take too many energy weapons — waiting for lasers to recharge can be a real drag. And above all else, remember:

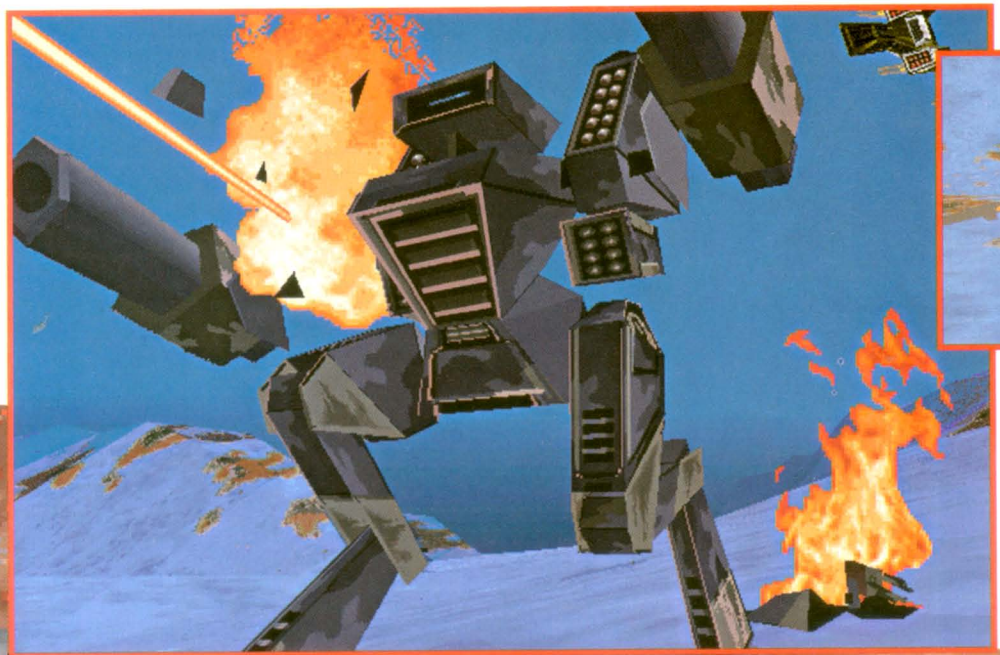
7. Real life doesn't have an escape key.

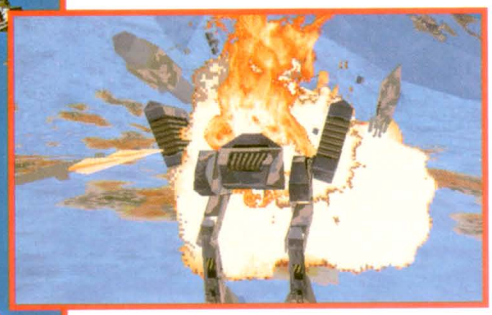
By Alan Roberts

"KICK-IN-THE-TEETH ACTION... FAST AND FURIOUS... EARTHSIEGE 2 IS AN ALL-AROUND GOOD TIME." —*PC GAMER*

Available Now $49.95

WIN 3.1 CD, WIN95 CD





Take your plasma cannon and blast the arms off of that Cybrid! He's got it coming.

The InterAction Index

Number of missions...55*
Classes of weaponry...8**
Types of terrain...3***

* nearly twice the number of the competition!

** plasma cannons, and electron flux weapons along with 6 other bad boys!

*** get your behind kicked in lava flows, icy wastelands, and urban ruins (and we don't mean Detroit)!

"SILENT THUNDER COULD BE ONE OF THE BEST AIR COMBAT SIMS TO COME OUT FOR QUITE SOME TIME." —PC GAMER

SILENT THUNDER

A-10 TANK KILLER® II

The second flight of the Fairchild Republic A-10 Thunderbolt II, or "The Warthog," is a wild, wild ride through three campaigns and three terrains in search of three bad guys in dire need of good blasting. Sure, it's easy to jump right into the game and start blowing stuff up, but if you wanna get good at it—and we mean really good—then learn at the feet of the guys who made the game, the development team in Eugene, Oregon. What follows are their Top Ten Strategies.

1 Learn to fly low. Enemy units, such as SAMs and AAA, can't fire at you through hills. It also takes them a second or two to get a good lock on you for firing. In Korea and Columbia this means that if you fly low enough they rarely can get a good lock before you vanish behind a hill. Even in the flat areas of the Gulf, if you're low the enemy must be close before locking you up. Therefore staying on the deck can still extend your life expectancy.

2 Experiment with custom ordinance loads. Each mission type has a stock loadout that is sufficient to achieve the mission goals. However, the stock loadouts may not be the best possible choice, especially given your particular flying style. Refer to the online manual for what weapons work on what targets and experiment a bit.

3 Don't forget about blast damage. All weapons have a blast radius that can damage things in the vicinity of your targets. In some cases, such as the FAE or cluster munitions, the area of potential damage can be fairly large. You need to keep this in mind when attacking enemies that have nearby friendly units, but you can also use this to your advantage. A well-placed FAE or cluster bomb can take out multiple units or even units you can't normally target with the weapon type. In some cases, using an FAE can be the way to get multiple enemies in one pass, or before they escape. Just remember that blast damage isn't 100% effective, and it diminishes rapidly as the distance from the point of impact increases.

4 Try different routes. There isn't any single "right way" to win the missions, but sometimes the most direct course to a target isn't the best. Look carefully at the map and try to plan a path that allows you to fly low and to approach the target from behind a hill or a ridge. Then pop over or around the hill, hit 'em hard, and get behind cover again.

5 Don't loiter over targets. Unless you have a death wish, don't ever circle around a target trying to get all of the enemies. That will lead to a quick end to your career. If there are more targets in an area than you can take out in one pass, make multiple passes by popping over hills and hitting a couple of targets, diving behind

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

"TOP NOTCH IS THE ONLY WAY TO DESCRIBE SILENT THUNDER'S SOUNDTRACK AND REALISTIC SFX."
—PC MULTIMEDIA & ENTERTAINMENT

cover again, and then repositioning for a second pass. It may be dangerous coming back the second time, but not nearly as dangerous as simply hanging over the target like a big bulls-eye.

6 Prioritize your targets. If you are flying into a target zone with several widely separated targets, the smartest approach may be to take out all of the anti-air assets first, so you can wax the goal-related targets at your leisure. On the other hand, if the target is a single building, it may be safer to grit your teeth, zoom through the incoming fire, take out the target and get outta Dodge in a hurry. If you want to survive an entire career, going toe-to-toe with everything the enemy has to offer may not be the wisest choice.

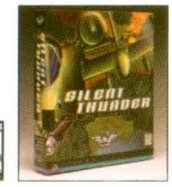
7 Experiment in single missions. Use single missions, especially the training mission, to practice different styles of attacks, flying low and using the Avenger. This is also the best way to find out what ordinance is best for certain targets (or which ones you like best). Mission 22 of a career is not the place to discover that you've been doing something the hard way all along.

8 Always approach convoys along the direction of travel. Flying down the road over a convoy, traveling the same direction they are, gives you the easiest target for your Avenger. It also gives you the longest time to get each vehicle. In addition, weapons like napalm and cluster munitions are deployed in a pattern that is longer than it is wide, so traveling down the length of a convoy gives you the best chance of taking out more than one vehicle per weapon.

9 Don't forget your Avenger. With all of the nifty weaponry you have access to, it is easy to neglect the Avenger cannon. Don't. The A-10 was built primarily as a platform for this gun, and it is your most potent weapon. Getting good with the Avenger will make more improvement in your performance than anything else you can learn.

10 Stupid programmer trick. Somewhere in every mission there is a white 4x4 that won't show up until you are right over it. If you blow it up, you'll get a humorous comment that should make it obvious that it was the right target. In career mode, if you manage to kill the 4x4 in each mission, in all three campaigns, you'll be rewarded with a photo of the development team. Of course, you have to succeed in each mission to progress, so you have to get the primary target as well.

Tucker Hatfield, Lead Scriptor, *Silent Thunder*



Available Now $49.95
WIN95 CD, WIN 3.1 CD

"SILENT THUNDER'S VISUALS CAN BE DESCRIBED USING JUST THREE WORDS: DROP DEAD GORGEOUS" —PC GAMER

Automated Technical Support Service 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 206 • 644 • 4343

Tech Talk

by Cindy Vanous, Technical Support Engineer

Today we're talking drivers. I've been writing about drivers for the last few issues now, and have always stressed that drivers are something you want to update on a regular basis. Apparently, I haven't gotten into nearly enough detail on this subject, since we've received letters saying everything from "What exactly is a driver?" to "Who do I call if I need to update a driver?" to "My drivers are OK, but I could use a new putter." We're not going to answer that last question, but we're certainly going to do our best to help you out with the first two.

What exactly is a driver? A driver is a little piece of software that tells your computer how to use the hardware that's attached to it. You can stick a new CD-ROM drive into your computer if you like, but unless you install the disk of drivers that came with it, that drive will be as lifeless as the actors in a bad soap opera. The same goes for your mouse, joystick, video card, sound card, printer, tape backup—pretty much anything you can install on a computer. Computers may be the wave of the future but they're actually pretty stupid, and they won't know how to deal with this new hardware without a complete set of instructions. That's what a driver supplies.

Why should you update drivers? Software, especially game software, pushes the requirements of your hardware. So the hardware manufacturers are constantly coming up with new ways to make their products perform better with the new software on the market. They do this by improving their drivers. Once they improve them, we software publisher types naturally assume you've somehow got them, so pretty soon if you don't have them, you need them. Get it?

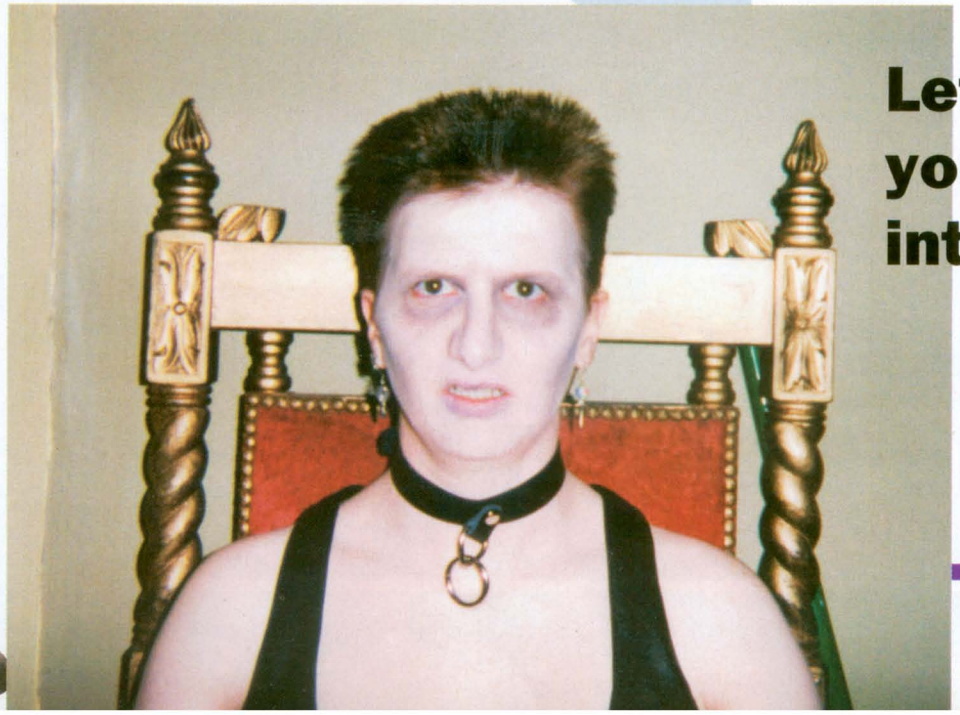
Think of it this way. Say you have a race car. Every year, you take your little speed demon on a road race through Italy. You've been winning for the last six years, but now, suddenly, you come in last. You don't understand it, because your car is going just as fast as it has for the last six years! And the other cars aren't going any faster, so it's not like you need a new car, but somehow you still lost. So after the race, you go up to the winner and you say, "Hey, how did you get to the finish line so fast?" and he says, "I took the new bypass," and you say, "What bypass?" and he says, "The one they built since the last race," and you suddenly realize that you're still using the same road map you bought six years ago.

How do you update drivers? No, as much as some of the hardware makers out there would like you to think so, you don't need to go out and buy new hardware every year to get the latest software drivers for your equipment. In fact, most of them will give it to you free (or near free) if you just ask. Most often, you can download the files you need from a BBS or on-line service, and installing them is easy.

Who do you contact to update drivers? Contact the company who manufactured your hardware. If you have a Trident video card which came pre-installed in a Packard Bell computer, you should call Trident instead of Packard Bell, since Trident is the company who actually updates the drivers for their own video cards. If you're not sure who manufactured all the different parts of your system, contact the company who sold you the computer, and ask them for a list! It's a good idea to update those drivers about once per year, to make sure that you are completely compatible with all the new software products that you want to run.

New Newsletter

Would you like an early "heads up" on what's in the works and what's new on our Web site? Drop a line to **subscribe@sierra.com**, with your e-mail address as the Subject: line, and you'll automatically be added to the mailing list for our new monthly e-mail newsletter, E-News! Every month, your mailbox will mysteriously sprout a collection of info on upcoming products, pointers to fun spots on our Web site, deals you won't get anywhere else, contests, and maybe even a hint or two!



Let's whip your computer into shape!

No, she doesn't always dress like this. She's actually very nice! Writer Cindy Vanous is in costume and makeup for an extra role in the upcoming Phantasmagoria 2: A Puzzle of Flesh.

VIDEO CARD MANUFACTURERS

Advanced Micro Technology
909-598-6120 T/S • 909-594-5770 BBS

Alpha Systems Lab
800-576-4275 T/S

Altech International
800-882-8194 T/S • 408-946-2227 BBS

Artist Graphics Company
800-627-8478 T/S • 612-631-7664 BBS

ATI Technologies
905-882-2626 T/S • 905-764-9404 BBS

Atlaz Int., Limited
516-239-1854 T/S

Boca
407-241-8088 T/S • 407-241-1601 BBS

Cache Computers, Inc.
510-226-9922 T/S • 510-226-7486 BBS

Cardinal
717-293-3124 T/S • 717-293-3074 BBS

Celerite Graphics, Inc.
510-226-6390 T/S • 510-226-7851 BBS

Cirrus Logic
408-435-8808 T/S • 510-440-9080 BBS

Colorgraphic Communication
404-455-3921 T/S • 404-452-8238 BBS

Cornerstone Technology
800-562-2552 x306 T/S • 408-435-8943 BBS

CSS Laboratories, Inc.
800-966-2771 T/S • 714-852-9231 BBS

Diamond Speedstar
408-325-7100 T/S • 408-325-7175 BBS

Edge Technology, Inc.
800-438-3343 T/S

ELSA America, Inc.
800-272-3572 T/S • 415-588-6286 BBS

Focus Information Systems, Inc.
510-657-4586 T/S • 510-657-9451 BBS

Genoa
408-432-8324 T/S • 408-943-1231 BBS

Headland (Video Seven)
800-553-1850 T/S • 415-656-0503 BBS

Hercules Technology
510-623-6050 T/S • 510-623-7034 BBS (V32)
510-623-7449 BBS (v32b)

Identity Systems Technology
800-723-8324 T/S • 214-705-7213 BBS

IOcomm Int., Corp.
800-998-8919 T/S

Liberty Electronics USA
800-497-8324 T/S

Matrox Electronics Systems Ltd
800-462-8769 T/S • 514-685-6008 BBS

Metheus Corporation
503-690-1550 T/S • 503-690-1559 BBS

MicroStep, Inc.
818-336-8991 T/S • 818-961-9992 BBS

Mirage Computer Systems
310-440-1460 T/S

National Design, Inc.
512-329-5055 T/S • 512-329-6327 BBS

Number Nine Computer Corp
617-674-0009 T/S • 617-862-7502 BBS

Nth Graphics
800-624-7552 T/S • 512-832-1964 BBS

Oak Technology
408-737-0888 T/S • 408-524-9014 BBS

Orchid
510-683-0323 T/S • 510-683-0327 BBS

Paradise
800-832-4778 T/S • 415-968-1834 BBS

Sigma Designs
510-770-0100 T/S • 510-770-0111 BBS

SixGraph Computing, Limited
800-561-2892 T/S • 514-336-4169 BBS

STB
214-234-8750 T/S • 214-437-9615 BBS

SuperMac Technology, Inc.
408-245-0646 T/S • 408-773-4500 BBS

Swan Technologies, Inc.
800-468-7926 T/S • 814-237-6143 BBS

Trident
415-691-9211 T/S • 415-691-1016 BBS

Video Logic, Inc.
617-494-0530 T/S • 617-494-4960 BBS

Video Seven (Headland)
800-553-1850 T/S • 415-656-0503 BBS

VidTech Microsystems, Inc.
800-752-8033 T/S • 780-3564 BBS

Willow
718-402-9500 T/S

SOUND CARD MANUFACTURERS

Advanced Gravis
206-881-6945 T/S • 604-431-7553 BBS

Aztech
800-886-8879 T/S • 510-623-8933 BBS

Cardinal
717-293-3124 T/S • 717-293-3074 BBS

Creative Labs
408-428-6622 T/S • 408-428-6660 BBS

Diamond
408-325-7100 T/S • 408-325-7175 BBS

Logitech
510-795-8100 T/S • 510-795-0408 BBS

MediaVision
800-638-2807 T/S • 510-770-0968 BBS

Microsoft
206-637-7096 T/S • 206-936-4082 BBS
206-936-6735 BBS

Reveal
800-473-8325 T/S • 818-713-8188 BBS

Roland US
213-685-5141 T/S

Turtle Beach
717-767-0200 T/S • 717-845-4835 BBS

JOYSTICK MANUFACTURERS

Advanced Gravis
604-434-1807 T/S • 604-431-7553 BBS

C H Products
619-598-2518 T/S • 619-598-3224 BBS

Kraft
619-724-7146 T/S

Logitech
510-795-8100 T/S • 510-795-0408 BBS

ThrustMaster
503-639-3200 T/S

40+ Hottest Businesses From Your Home With A Computer!

Special FREE Report Now Available—

• What home businesses are working—where • What equipment you will need and where to get it • What you will do • Which businesses you can start part time and retain your present job • What your costs will be • Where you can get financing • Where to get training • How to market yourself, your services and products when you work from your home • What your potential is for growth.

Call 1-800-343-8014, ext. 3260

...For this new FREE special report and cassette tapes.

Coming Attractions

Every issue, we try hard to squeeze in every bit of news that fits, and every issue we find that when the pages are gone, there's still lots to talk about. The following pages put a small highlight on games that really deserve more attention than we could give them this time around, but that we mean to talk about in a big way in future issues. For more info on all Sierra's upcoming releases, be sure to visit us on the world wide web at www.sierra.com.

—Johnnie Magpie
Editor-At-Large, InterAction

Casino Deluxe II

If you like to swing in the big time, then Las Vegas is the place you need to be. There's no bigger thrill than stepping up to a table in a major casino, and walking away a big winner. If you're a high roller who likes all the action casinos have to offer, then you need to hit the big time with the upcoming *Casino Deluxe II*.

This full-scale casino sim takes you right into the heart of the casino for nonstop gambling action. What's your favorite game? Poker, blackjack, or roulette? How about slot machines and video poker? *Casino Deluxe II* features eight gaming categories with 18 unique games, all designed to be as close to the real deal as you can get. Make no mistake about it. This isn't fluff. Its a full-fledged wagering and gambling Sim.

Strategies to Make (And Keep You) a Winner

It's all here! The realistic approach *Grand Casino Deluxe* captures the real essence of casino gaming. In addition to the exquisitely rendered, highly realistic graphics, *Casino Deluxe II* has a slick new, streamlined interface that offers outstanding tutorials with advanced playing strategies to help you become-and stay-a winner. The tutorials cover everything from doubling down and splitting pairs to roulette wagering systems, and even the detailed ins-and-outs of draw poker.

The help and tutorial features are so well organized that you don't need to know anything about gambling to play and have fun. And if you're practicing for a trip to your favorite casino–while we can't promise you'll come away a winner (Lady Luck hasn't signed a Sierra contract, yet), –we do know that most gamers of *Casino Deluxe II* will leave every play session with a much better grasp of their favorite games. If you take your playing seriously, you wind up a winner with *Casino Deluxe II*.

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

SIERRA®

Sneak-a-Peek

COMMIT TO ★ EXCELLENCE

FRONT PAGE SPORTS

FOOTBALL PRO '97

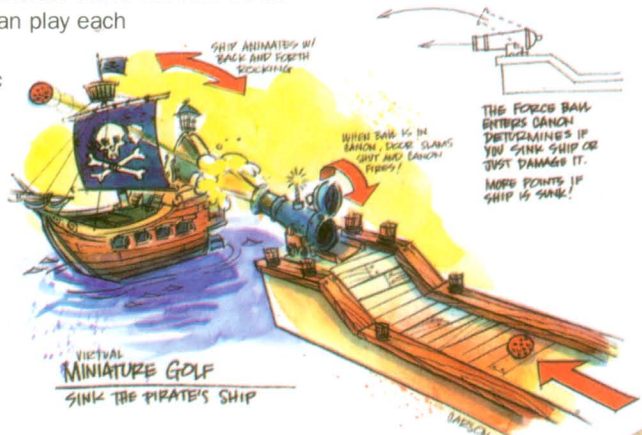
What more can we say about *Front Page Sports Football Pro '97*? It's already the most respected sports simulation ever —three times named CGW's Sports Simulation of the Year!—but they keep finding ways to make it better. Although the biggest new feature will definitely be the modem and local network play for the coaching mode, there's a lot to be said for the improved Play Editor and the totally revamped CAMS system as well. Add in scalable and customizable Windows screens, stereo sound and, of course, new stats, rosters and you can see why we're excited. Look for the new *Front Page Sports: Football* to arrive early in the 97 season!

3-D Ultra MiniGolf

Following closely in the footsteps of *3-D Ultra Pinball*, designer Kevin Ryan at Dynamix is hard at work on *3-D Ultra MiniGolf*. Working closely with Kevin is Jim Bryan, the "Jack Nicklaus of mini-golf course design." Jim has over 40 years' experience designing courses, and is helping the design team make sure their courses are authentic.

What will really set this mini-golf game apart, though, are the unexpected little touches you won't find on a real course. For instance, while every mini-golf course has a windmill, only ours offers up a little man living inside who will toss your ball out the window if you knock it inside. There will also be an internet hook so that people can play each other over the net. *3-D Ultra MiniGolf* will feature a classic course with all the types of holes you'd expect, and a Lost World theme course with dinosaurs, volcanoes, and rock slides.

Look for this latest 3-D arcade masterpiece in early 97.

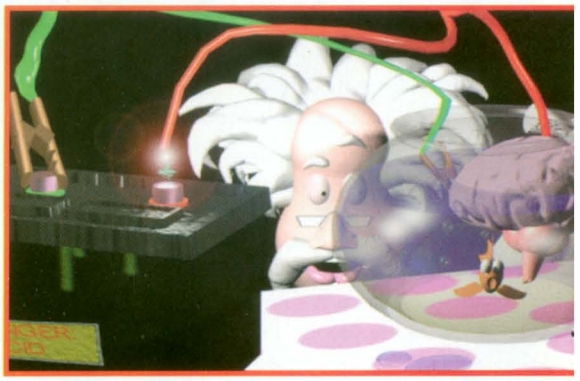


Coming Attractions

The Time Warp of Dr. Brain

The good doctor has done it again! In *The Lost Mind of Dr. Brain* he accidentally transferred too much of his brain into his lab rat, and gamers everywhere helped him to regain his brain by solving puzzles that would baffle even Stephen Hawking!

Now Dr. Brain, while working on the Space Time Dis-Continuum formula, has zapped himself into the past—the distant past! Dr. B is so far back that he's floating in primordial soup! He must travel forward through the ages, solving puzzles as he goes. The puzzles start with motor skill survival and advance up to quite cerebral endeavors. There will be 10 different puzzle areas. Experience life



Spooky! New! Its Shivers II

A fledgling rock band spends their summer in Cyclone, Arizona filming their debut music video. It's a weird little town and getting stranger all the time what with the disappearances, the only road out being out of commission due to an avalanche, and the long distance phone lines being cut. You're supposed to meet your friends, the band members, in Cyclone, but they're nowhere to be found. You must—in classic *Shivers* fashion—find clues, decipher codes, solve intricate puzzles and battle evil in order to save your friends and maybe the entire town. The only problem is that someone or something is watching your every move. Watching...and waiting...

In this sequel to the highly acclaimed (and highly addictive) *Shivers*, designer Marcia Bales is at work on another installation of incredibly devious puzzles in a way creepy setting. Where *Shivers* took place in an abandoned (well, mostly) museum, *Shivers II* takes place in a bizarre town with an underground tunnel system, and an ancient canyon where, if the coyotes don't get you, the Indian rock paintings might! This is a game overflowing with plot. It's got everything from Pueblo Indian lore to insurance scams and MTV!

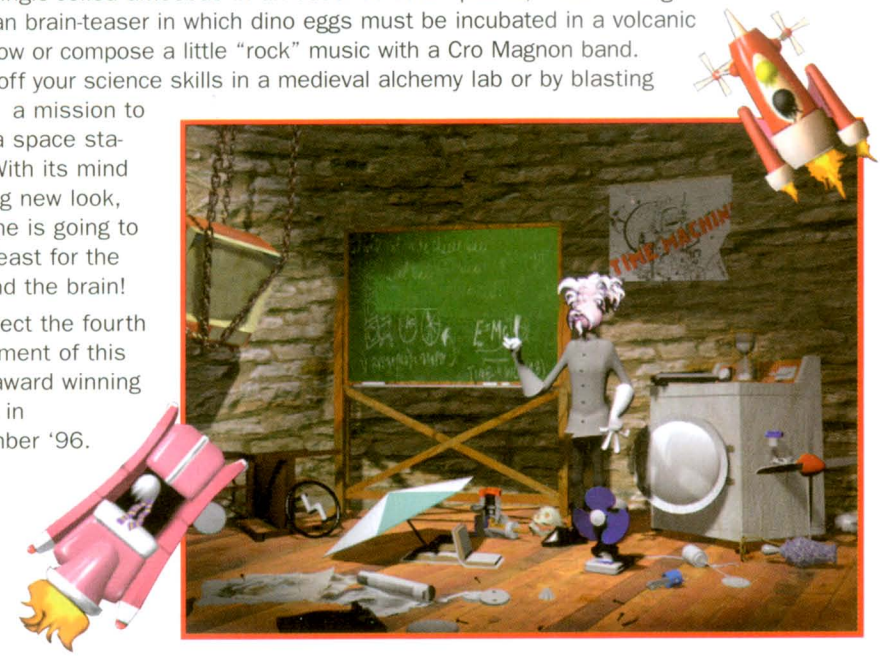
Start looking for *Shivers II* in early spring 1997.

To Order Direct 24 Hours-a-Day, 7 Days-a-Week, Call: 1 • 800 • 757 • 7707

Sneak-a-Peek

as a single-celled amoebae in an eat-or-be-eaten puzzle, Tackle a huge reptilian brain-teaser in which dino eggs must be incubated in a volcanic lava flow or compose a little "rock" music with a Cro Magnon band. Show off your science skills in a medieval alchemy lab or by blasting off on a mission to build a space station. With its mind blowing new look, this one is going to be a feast for the eye and the brain!

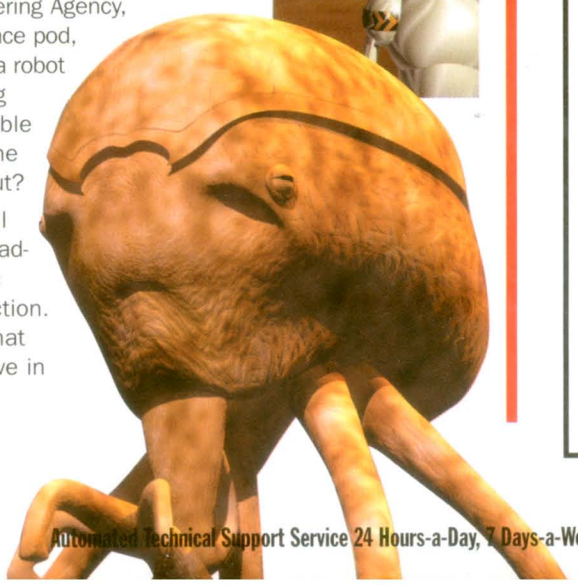
Expect the fourth installment of this multi-award winning series in November '96.



Cloak: The Naked Mind

This high-tech adventure game is being called a cross between *Star Trek* and *James Bond*, though we think that's way too simple of a description to really give you a feel of how cool *Cloak* is going to be. At the start of the game, your home world of Altopia has recently set up trade relations with a strange telepathic race nicknamed the Bulbs for their big-brained noggins. The Bulbs' rapidly developing technology and mental abilities have left the Altopians feeling ill at ease. Can the Bulbs not only see into minds, but manipulate them? Do they have plans to develop weapons and destroy or enslave your people? As an agent for the Interformation Gathering Agency, it your job to find out. Using a telepresence pod, you can project your consciousness into a robot on the Bulbs' home planet while keeping your mind safe at home and inaccessible to the Bulbs. Can you discover what the Bulbs are up to before you are found out?

Cloak: The Naked Mind combines all the exciting plot twists and high-tech gadgetry of a spy thriller with the futuristic space-travel environment of science fiction. It makes for a compelling new genre that you're gonna love. *Cloak* is due to arrive in players' hands in the spring of 1997.



GET TORIN'S PASSAGE FREE!

Sierra Originals Family Pack

6 CDs, ONLY $34.95 PLUS A FREE BONUS

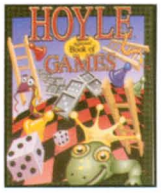
Order the Sierra Originals Family Pack and we'll give you a free bonus! You'll get 6 games with an original retail value over $200 for just $34.95. Plus you'll get *Torin's Passage.* for no extra charge!

CLASSICS FUN PACK

Five all-time favorites - Peg Jump, Code Breaker, Solitaire, Word Search and Puzzle.

MIXED-UP MOTHER GOOSE

The adventure that has delighted young children for years.

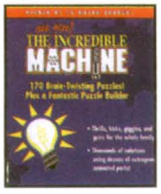


HOYLE CLASSIC BOARD GAMES

Play a collection of the most popular board games ever.

KING'S QUEST VI: HEIR TODAY, GONE TOMORROW

This award-winning fantasy adventure has thrilled millions.



THE EVEN MORE INCREDIBLE MACHINE

An award-winning collection of wacky puzzles.

THE ISLAND OF DR. BRAIN

Takes kids to a whimsical land filled with puns and puzzles.

Sierra Originals Family Pack PLUS *Torin's Passage* Only $34.95 (WIN-CD)

To Order, Call Toll-Free

1-800-757-7707

Special offer good through August 31, 1996, may not be combined with coupons or other special offers.

The Reviews Are In:

"...Phantasmagoria appears to deliver on its ambitious promises ...it's a bulging bag of Halloween candy."
—Computer Gaming World

"Phantasmagoria scares up a thrill. From the opening nightmare fantasy to the final dispensation, Phantasmagoria will keep you perched at the edge of your keyboard. It doesn't sacrifice quality for quantity..."
—USA TODAY

"This is a multimillion-dollar, live-action adventure game,...it aims to unnerve and succeeds..."
—Billboard Magazine

"Takes players on a heart-racing roller coaster ride of terror."
—Electronic Games

"Sierra goes for the throat... a downright terrifying gaming experience."
—Multimedia World

Winner of the Computer Gaming Review Golden Triad Award

"A DOWNRIGHT TERRIFYING GAMING EXPERIENCE..."
—MULTIMEDIA WORLD

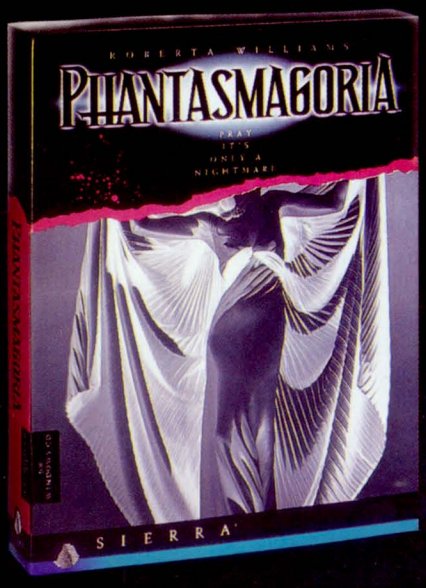
PHANTASMAGORIA™

THE BEST-SELLING HORROR GAME OF ALL TIME BY THE BEST-SELLING GAME AUTHOR, ROBERTA WILLIAMS

"★★★★1/2"
—COMPUTER GAMING WORLD

"BEST GAME AWARD"
—GAMES MAGAZINE

"★★★★"
—PC COMPUTING



"★★★★"
—COMPUTER LIFE

"GAME OF THE MONTH"
—WINDOWS MAGAZINE

"...THE HORROR ELEMENTS ARE TRULY BLOOD-CURDLING..."
—GAMES MAGAZINE

SIERRA®

VISIT US AT http://www.sierra.com

VISIT YOUR LOCAL SOFTWARE DEALER, OR CALL 1-800-757-7707. AVAILABLE FOR PC AND MAC.

© 1995, Sierra On-Line, Inc. Bellevue, WA 98007. All rights reserved. ® and ™ designate trademarks of, or licensed to Sierra On-Line, Inc.

On-Line Update

Hot New Shark Screen Saver

Get it Free on the SierraWeb

Take a byte out of your PC with this way-cool screen saver featuring a 3-D rendered shark swimming through an undersea world. It's yours for the downloading off the SierraWeb at Sierra.com. The download file is **SHARK.EXE.** Just set your browser to navigate to: http://www.sierra.com/bin/you?library/demos/index.html

New Empire Kickin' AI Patch

The Rise and Rule of Ancient Empires gets even tougher and better.

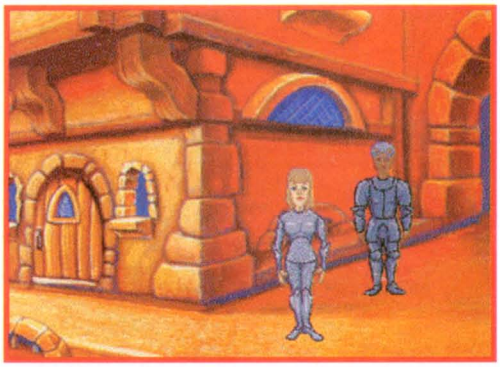
Rise and Rule of Ancient Empires is a great strategy game that pits six ancient cultures against each other in a race to conquer the world. The first group of gamers who beat the game said that it was great, but that they wanted even tougher, craftier computer opponents. We heard, and we went to work on your suggestion. Now *Rise and Rule* is a better game than ever! We want to make sure that all current *Rise and Rule* owners get this patch so spread the word. You can find it on the SierraWeb. Download **RISE101.exe** to add five new opponents to your gaming. The patch also adds modem play for Window 3.1 owners and corrects all known issues, so this one is a must have!

Sierra and America On-Line Launch The Realm

Sierra's Medieval Adventure World Opens Up To AOL Members

Sierra, the worlds largest producer of entertainment software, and America On-Line, the worlds largest on-line service, have announced an agreement to launch *The Realm* on the AOL service later this summer. *The Realm* is an open-ended on-line adventure environment-a medieval fantasy world that where thousands of players will be able to interact with one another in real-time. Combining the social elements of Chat with the visual and exploration components of Sierra's adventure and role playing games, *The Realm* will allow AOL members to embark on a completely new kind of quest.

Designed to appeal to both new and seasoned computer users, *The Realm* promises a new experience every time users log on. *The Realm* is currently in beta testing on the Internet and can be found on the Web at **http://www.realmserver.com.** PC owners can obtain America Online software at major retailers and bookstores or by calling **1-800-827-6364.**



The Realm combines the social elements of Chat with exploration of Sierra adventure games.

Virtual Hoyle Blackjack on the SierraWeb

If you own *Hoyle Blackjack*, you're in for a super gaming surprise. Download the *Hoyle Blackjack* patch from the SierraWeb at **http://smc.sierra.com/bjintercept.htm** and you'll be able to log on to the Sierra Web to play against other *Hoyle* owners in cyberspace. Sorry-the money is only virtual!

Play *Blackjack* in real-time live on the Internet against other players from all over the world.

Sierra Games On-Line

Dial Up or Log On For Big-Time Fun

Here are the games in the current issue of InterAction that have modem or Internet play capabilities. Check out the pages for more information:

Mission Force: CyberStorm	28
Robert E. Lee: Civil War General	34
Red Baron II and Sierra Pro Pilot	51
Front Page Sports: Trophy Bass II	54
Front Page Sports: Golf	56
Lords of the Realm II	42
Power Chess	62
The Rise and Rule of Ancient Empires	82

Enlist Here.

Put your military mettle to the test as you relive the battles of the Civil War in this true-to-life CD-ROM game. Experience authentic, strategic game play as you work to balance morale, supplies, and fatalities in your effort to win the war and rewrite history.

Choose your battles then study them in detail. The comprehensive, multimedia history and reference section features information on artillery, soldier's lifestyles, individual Civil War conflicts, and more.

Watch as historic Civil War engagements come to life in dramatic, live-action re-enactment footage. Award-winning film-maker Jay Wertz makes each battle so real you can almost smell the gunpowder.

Impressions **Designed by Impressions Software**

See your local software dealer today, hit us at http://www.sierra.com, or call 1-800-757-7707.

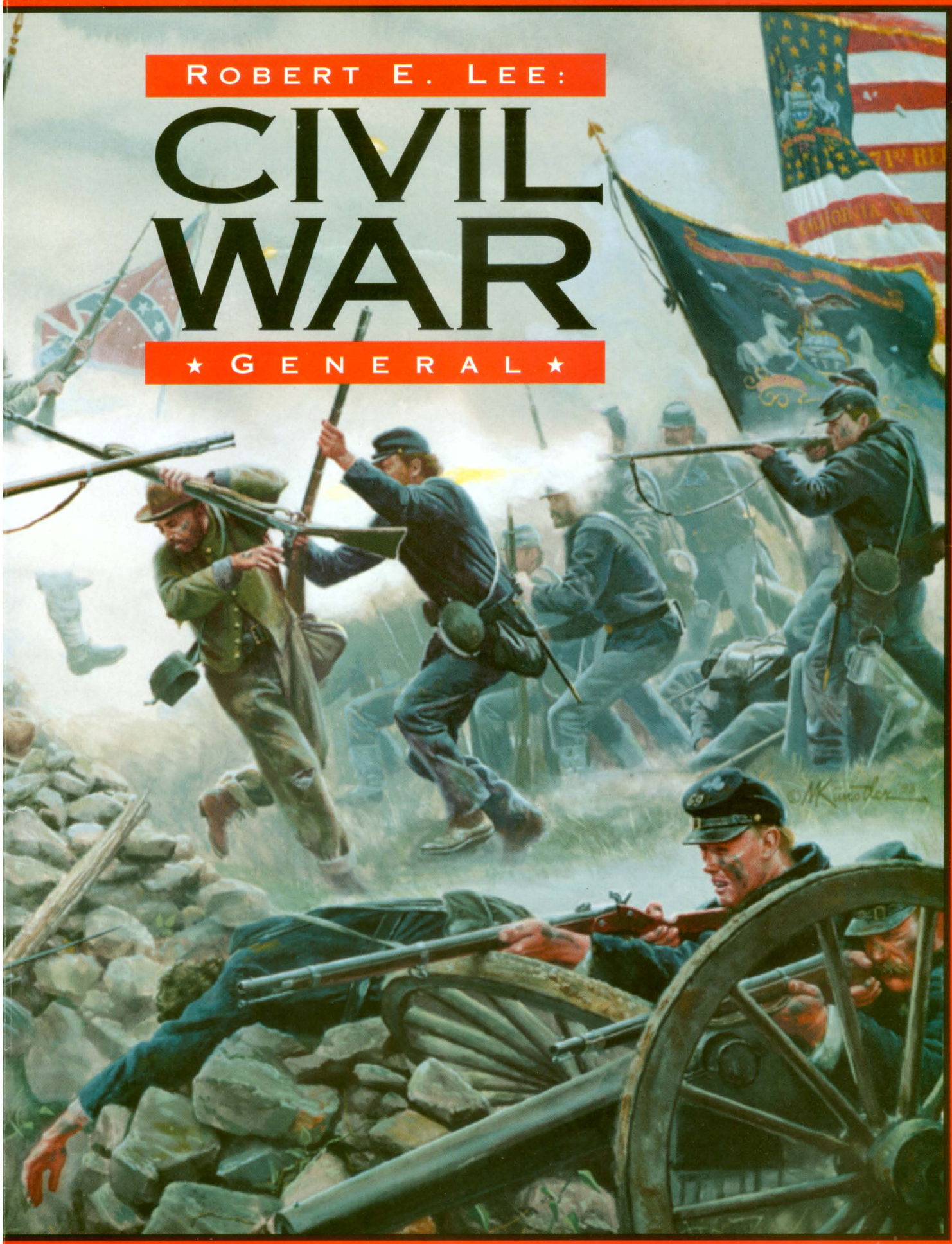
KIDS TO ADULTS K-A AGES 6+

©1996 Sierra On-Line, Inc.® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved. Runs on Windows 95 or 3.1.

ROBERT E. LEE:

CIVIL WAR

★ GENERAL ★



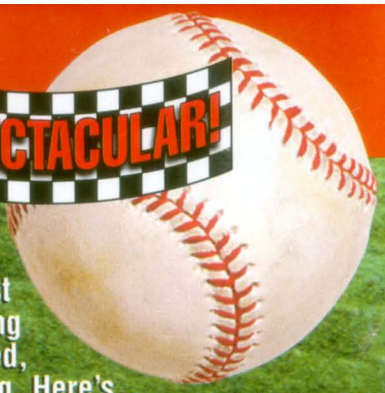
Engage in the Mother of all War Games.

Buy 2, Get 1 FREE!

Call Today!

1-800-757-7707

SIERRA'S SPORTS SPECTACULAR!

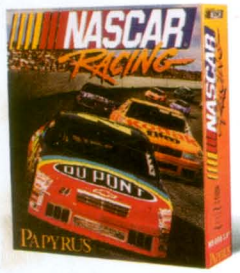


The most spectacular deal of the entire summer gives you a Free game from Sierra! And not just any game, but one of five top-selling sport sims that will keep you hooked, swinging or driving all summer long. Here's how it works: Order two of our top five sports games and we'll give you your third choice free. **Yes, FREE as in "no money, not one thin dime, absolutely free, free, free!"** Just choose two regular price games and your free bonus from these great titles:

SAVE $54.95

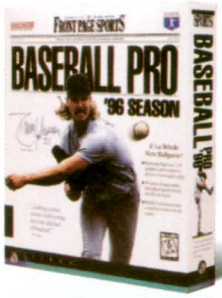
Ask for the Sierra Sports Spectacular.

Please mention Special Offer SS696 when you call.



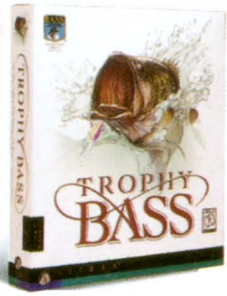
NASCAR® Racing
Hit the pavement against actual Winston Cup cars and drivers in the most realistic full-throttle NACAR Racing simulation.

DOS CD.....**$54.95**



Front Page Sports®: Baseball Pro '96
The best baseball sim ever is all-new and even better with incredible 3-D graphics and totally realistic big league action.

WIN 3.1/95 CD **$54.95**

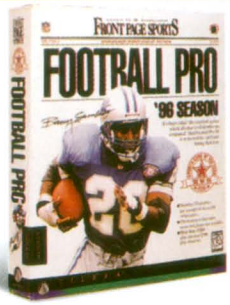


Trophy Bass™
Reel in trophy bucket-mouths on five photo-realistic tournament fishing lakes. Officially licensed product of Bass Anglers Sportsman Society.

WIN CD, MAC CD...**$54.95**

IndyCar® Racing II
Run a single race or a full championship season with the all-new version that brings IndyCar action to Windows, DOS and Power Mac.

WIN, DOS,
POWER MAC CD....**$54.95**



Front Page Sports®: Football Pro '96
Get the officially licensed NFL football game that's been rated the best by Computer Gaming World three years running.

DOS CD.....**$54.95**

2-day Air or UPS shipping charge added to all orders. Special offer ends August 15, 1996. Not valid with coupons or other special offers. Limit one free game per customer. ® and ™ designate trademarks of, or licensed to Sierra On-Line, Inc. NASCAR Racing is officially licensed by NASCAR. IndyCar is a registered trademark of Indianapolis Speedway Corporation, used under exclusive license to Championship Auto Racing Teams, Inc.

SIERRA®

1-800-757-7707 · Visit us at http://www.sierra.com or on AOL and Compuserve

P.O. Box 53008
Bellevue, WA 98015-3008

BULK RATE
US POSTAGE
PAID
MERCED, CA
PERMIT NO. 978