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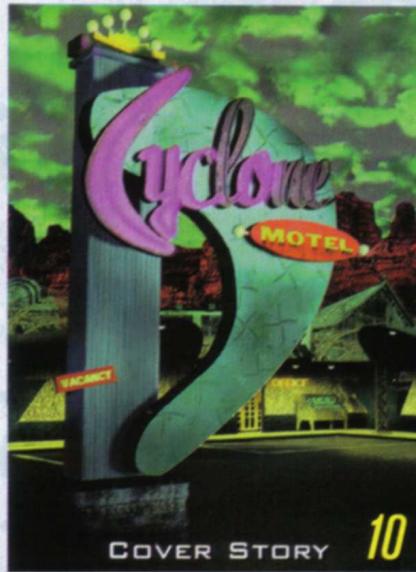
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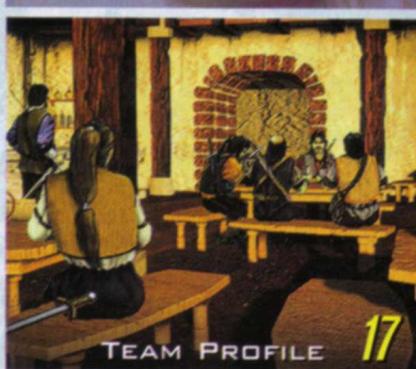
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MAGAZINE

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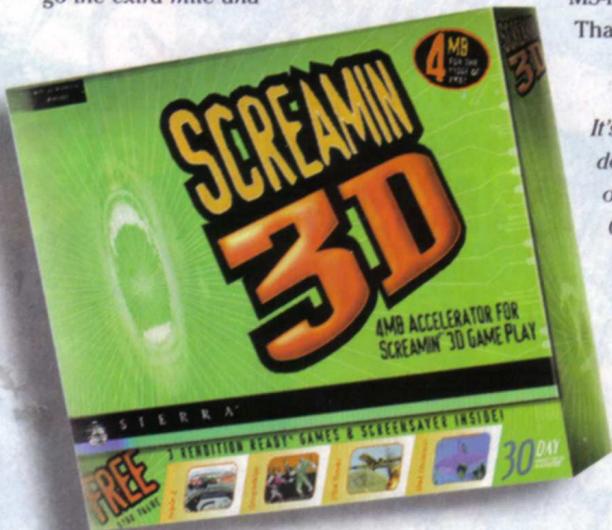
FOCUS

I was enlightened greatly by the article entitled "The Future Is in 3D" written by Ken A. Williams. He brought to light the fact that most cards out there are not what they claim to be. I should know, I have been swindled about three times now. Thanks to Ken, I will never be swindled again. I would like to know if your "Screamin' 3D" card is everything it claims to be. I'm itching to buy one and I just want a little more reassurance on the kind of performance I can expect.

Chris via e-mail

Dear Chris:

It would be easy enough for us to tell you not to worry—the world will be a better place to live once you have a brand-new "Screamin' 3D" card installed in your PC. But then we'd simply be doing our jobs. We figured we'd go the extra mile and



answer your letter with a letter we received from an expert.

To start off, I am a skeptical gamer. I was skeptical of your "Screamin' 3D" card when I saw the ad. You see, I work

in a computer retail store as a technician. With my employee discount, I can't get a decent 3D card as cheaply as you offer yours.

So I assumed it had to be a scam. Then a customer

came in to have one installed. I was astounded by the quality of the card and the video it produced. Your card is without question the best for the money anywhere.

Matt Shapiro via e-mail

Your write-up on *Sierra Pro Pilot* in the Holiday issue of *InterAction* magazine was intriguing. When will it be available? I am getting bored with MS-FLTSIM—time for a change! Thanks.

John Dowlan via e-mail

It's good to hear that the guys down at Dynamix aren't the only ones who feel that way. Check out Page 26 for the whole story on *Sierra Pro Pilot*. We expect the shipping date for this flight sim will be in May. Right now, the programmers are still working and they won't stop until they're 100% sure that they have a product that will put MS-FLTSIM into an unrecoverable tailspin.

I was expecting an article about *King's Quest VIII* in the recent issue (of *InterAction*), but the only thing I found about it was that it will run better with a 3D accelerator. Are you going to look

into the realms of *Mask of Eternity* in a later issue?

Mike King / Denver, CO



Mike:
Sorry for the delay in getting information out about *King's Quest VIII*:

The *Mask of Eternity*. Fact is, we couldn't get Roberta Williams to let go of any of the secrets she and her team are currently working on. So we did the only thing we could. We got Roberta's son, Chris, to do some investigating to get some "special" inside information on the game. His article on Page 60 should quell some of your curiosity—for now.

I'd like to congratulate k.a.a on *Hunter Hunted*. It has quickly become one of my favorites. The two-player action is totally awesome. It's an adrenaline-pumping thrill!

Paul Brown / Pottstown, PA

Dear Paul:

We couldn't agree with you more. The folks down at Dynamix really know what they're doing. Find out what they're up to next by checking out Page 41 for an interview with Jeff Tunnell—one of the visionaries who founded Dynamix.



E-mail letters to the editor to:
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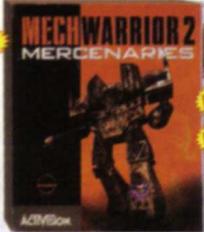
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THE FUTURE OF Online Gaming

Ken Williams co-founded Sierra On-Line in 1979. His extensive experience allows Sierra to remain the leader in the PC game industry.

The Internet explosion happened almost overnight and will not slow until virtually every computer in the world has Internet access. This is causing a cultural revolution with enormous impact on almost every aspect of our lives. Historians will look back on the birth of the Internet as being as significant to society as the invention of the

automobile, telephone, or television. Common activities, such as how we learn, shop, get news, find movie times, communicate, rent cars, book travel; make dinner reservations, and even interact with your doctor, will all change for the better.

I've thought a lot about what all this means to computer games. There are some key ideas that have dominated my thinking and will soon find their way into Sierra products. These include multiplayer, creativity, inter-operability, league and tournament play, and a concept I call "off-loaded processing." Here's a quick overview of my thinking on each of these topics.

Multiplayer

At Sierra, I've been telling our developers that every product we

create must be fun, not just as a single-player game, but also as a multiplayer experience. This has led to a major cultural change at Sierra, raising some very interesting questions we're still trying to answer. For many products, it's fairly obvious how to make a game multiplayer. For example, with *Trophy Bass* if you could fish in single-player mode, it made sense that the multiplayer version would allow you to fish with



Online gaming allows you to play friends (and strangers) in tournaments across the 'Net.

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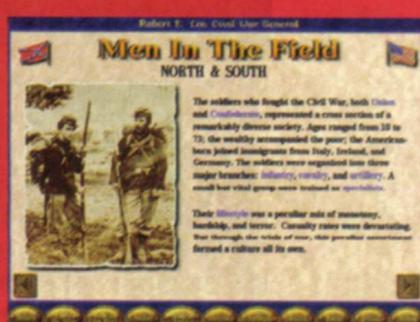
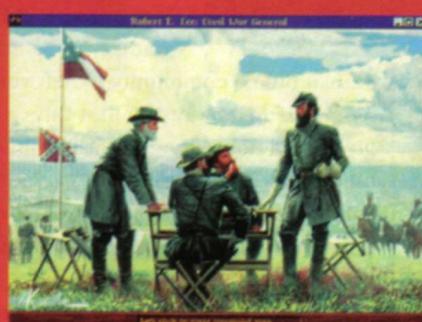


Illustration by Mort Kunstler

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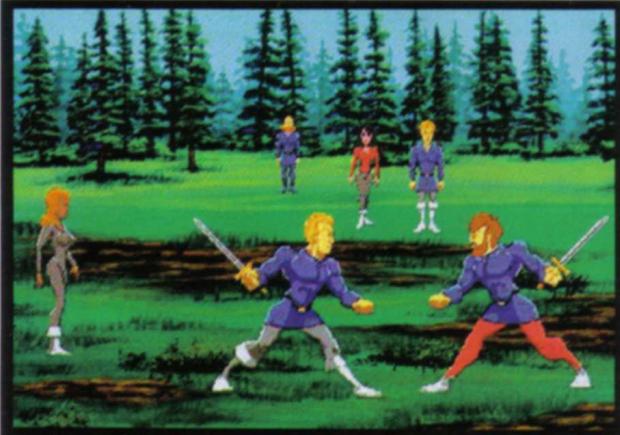
AGES 6+



Internet hooks Shivers players to instantly join other adventurers exploring the game. Players can redesign puzzles and share them with others.

friends from around the world. I play our Hoyle Blackjack regularly across the Internet, and will be standing in line to buy one of the first copies of our Hoyle Poker when it comes out. (Not really. I'll get a free copy. There are some great benefits to my job.)

In other product categories, such as adventure games, it isn't clear what we'll do. Some of our designers believe



In the Realm, you can hone your battle skills with others, or you can just explore the vast terrain.

that adventure games are about stories, and adding additional humans to the story might actually detract from the experience. A second group at Sierra thinks adventure games are about interacting with people and places, and that the story should be whatever you make it. So, we are working in several different directions to give our customers a variety of options.

For those who believe the story is the key, but still would like to experi-

ence some level of multiplayer adventure gaming, we put a new feature into *Shivers 2* that allows players to link to the Internet at any time during play and chat with others. To make sure this experience adds up to more than just another visit to a chatroom, we even did some work behind the scenes to place you together with others who are at approximately the

through *The Realm* at any time you enter our cyber village. *The Realm* is beyond addictive, it is a way of life. I absolutely recommend you visit our website at www.realmserver.com to read up on *The Realm*.

Creativity

Much of the Internet's success flows from the fact that it is an open environment. The whole concept of giving everyone the power and ability to immediately publish their work is extremely appealing. Future Sierra products will allow users to express their creativity, and easily post their creations to the Internet. For instance,

race sim fans should be able to paint their cars and tune them up to suit their individual tastes, so the *NASCAR®* and *IndyCar®* games have that ability. Later this year, Sierra will introduce a rac-

The end result is

that when you jump onto the Internet

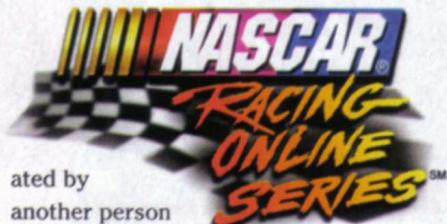
same place within the game when you call. The end result is that when you jump onto the Internet during play, it's like going to a movie with a bunch of friends. You're each experiencing the same movie privately, but you're also experiencing the movie together.

To explore the other side of adventure gaming, we created a new concept so elaborate that it can only be played online — *The Realm*. *The Realm* is a multiplayer adventure game

and an online community. When you enter *The Realm* for the first time, we give you a house, some clothes, and a bit of gold. From that point on, your life within *The Realm* is what you make of it. You can fight monsters, or just make friends. Since we have just opened *The Realm* and haven't begun any advertising yet, today we have only a small number of customers—around 5,000. But the shocking part is that you can find at least 800 of them wandering

during play, it's like going to a movie with a bunch of friends.

ing product where every racer can create the racetrack of their dreams. For FRP games, players should be able to create their own dungeon levels—or even their own monsters—if they want, and be able to easily share them across the Internet. This sharing can take many forms. For our productivity products, for instance, customers can already swap recipes (*MasterCook*) or clip art and greeting card designs (*Print Artist*). For a future action game, it might mean a way for my warrior to enter a dungeon you have created on your computer, to battle a monster cre-



ated by another person who happens to live thousands of miles away. In the future, I want to see the tools we use to build games included with the software.

I want to open up data formats and the internal coding interfaces (APIs) to our products. If a Sierra gamer has a good idea for extending one of our products, I say do it. If it's really good, please share it with your fellow gamers.

Inter-operability

Sierra's products should link to one another. We need to define standards to let that happen. I want our sims to link with our strategy games. When a Sierra action game and a Sierra simulation share common characters and themes, those products should be able

doing the same thing? Then some of us could group together to form armies and perhaps someone else could buy the compatible war game to add a bigger picture strategy for the rest of us wandering around on the battlefields. We are investigating this same concept now with *NASCAR Racing 2* and hope to release a strategy game that allows players to get involved in the management and behind-the-scenes aspects of the motor sport.

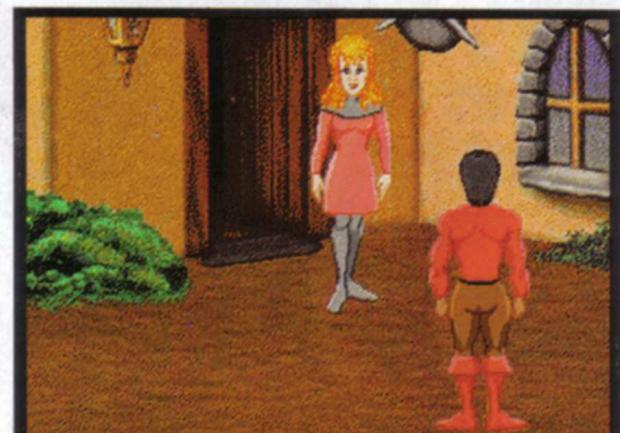
Tournament/League Play

We do not intend to think small about what the potential is for competitions online. Take a look at our first major competitive effort with *NASCAR* (see page 30). America's fastest-growing sport is opening up a whole new sanctioned competition based on the

vision that online gaming is the future. The concept of league and tournament play will span all of Sierra's sports products. Our *Front Page Sports: Golf* product has network play, and we will soon have leagues established. Our goal is to have hundreds of thousands of cyber-golfers with huge worldwide tournaments.

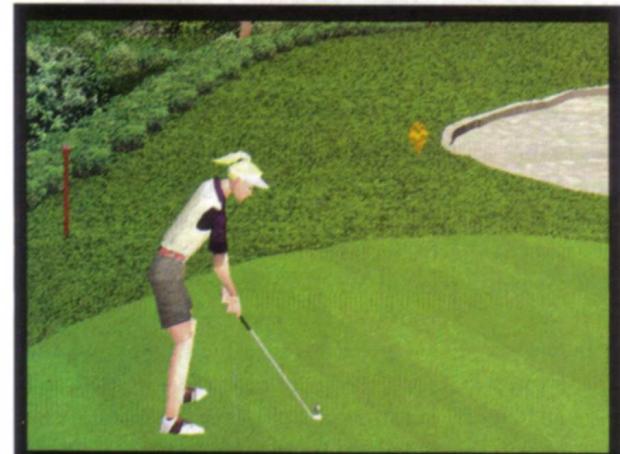
Off-Loaded Processing

When we link together multiple computers, we have the capability to divide up the work so that our combined computers can do some pretty amazing things. It is possible to take a task and do some of the computing on our server, using your PC solely as a dis-



The open-ended environment in *The Realm* allows characters to assume a role in the community. Your role in this community is completely up to you.

to work together to achieve a gaming experience that is greater than when the products are used individually. If you buy a tank simulator, and I buy an *A-10* simulator, we should be able to move together through a common battlefield. Wouldn't it be even more awesome if thousands of other people were



Meet with your friends at the on-line golf course.



Search for the elusive lunker in virtual lakes with your friends who live across the country.

play device. By off-loading some of the work, your computer is able to run much faster than if it had to do all the work alone. It is also possible to split work among multiple computers linked into the network. Imagine a game where we've got a thousand Pentium computers linked together, and you have access to all that computing power. What could you do?

We can also act as a remote hard drive for your system, allowing your data to "follow" you as you travel to other locations such as a friend's house, or possibly to PC-based quarter arcades of the future.

Within a few years, all computers will be linked together. To continue to think of the Internet as a single machine attached to a communication network is to lose sight of the tremendous potential that the Internet offers. Here at Sierra, we want to build this new powerful medium into something indistinguishable from magic. Through creating communities of players, and through allowing players ways to customize the game universe, and finally through building products that allow these individual players to join together into a larger entity, we can build something much greater than can ever be achieved on one machine with one player. It is a very exciting time to be building games, and I think you'll also find it's an amazing time to be playing them.

Thank you,

Ken Williams



Lost in A harvest of Souls

"Shivers II transcends the groundbreaking magic of its predecessor with breathtaking artwork and slick puzzle design."

— Cindy Yans, COMPUTER GAMES

By Christa Phillips

The darkness is complete. Except for the few yards of highway illuminated in the headlights of the Skylark, I could be on the edge of the world. The desert is not only vast, not just empty, more than silent—it's something more, sort of "knowing," but indifferent at the same time.

come to me

By daylight, the sepia tones of the dunes and scrub have an end, a vanishing point where they meet the sky. The heat is heavy on the skin, seeping through to the mind and kneading it into a shapeless lump of dough. The dry heat covers the body like an itchy wool blanket that you can't kick off in your sleep.

But the night, deadly night, while bringing a welcome break from the heat, is stranger yet in that

once the sun has made its kamikaze dive below the horizon, desert and sky meet in a single, limitless expanse of black. Where the heat of the day melts the senses to mush, the all-encompassing void of the night makes common sense take a back seat to paranoid speculation. You begin to doubt your own existence. Am I really here in this blackness? The sand, the cacti, the scuttling lizard—are they still out there? Or is my temperamental old Buick just hurtling through nothingness towards oblivion?



Win95/Win 3.1 CD

Order Direct: 1-800-757-7707
www.sierra.com/shivers2/

\$54.95 (Order #83174)

Available in April



Buy 1 Get 1
FREE!
see p.58 for details

Preferred System Requirements

Pentium, 16MB RAM, 4X CD-ROM, Windows-compatible
Soundcard with DAC

Vision 360™: A New Look at Terror

Shivers: Harvest of Souls features an impressive technological advancement over the original *Shivers: Harvest of Souls*. It is the first mystery adventure game to feature what we call Vision 360™, which lets you smoothly pan your entire surroundings and stop at any point you want. What this means to you, the player, is that when you enter an area, say, the cafe or the

cemetery, you are there. Let's say you're reading the headstones in the cemetery and you think you hear something behind you. You don't click on an arrow that takes you to a predetermined scene; you turn around, panning past the entire cemetery. In this way, Vision 360 gives the player a sense of total immersion in the game—a sense unrivaled by any other mystery adventure. So, when you get to Cyclone, Arizona, don't forget to look over your shoulder.

To corral my wandering mind, I switch on the radio, and gradually my brain settles back down to Earth. Twirling the dial as I keep my eyes on the two patches of light ahead, I tune in a Tejano station that is coming in so clear from the Mexican border that I can almost hear snatches of music through the heavy static.

Ah, music...such that it is. I thought my life would be in music—and it is, I suppose—but not quite the way I'd hoped. All my life I wanted to be up on stage strumming power chords, screaming into the microphone, and driving audiences into a frenzy of adulation. But I realized after much humiliation that I am neither musically nor vocally talented (what I mean to say is I suck) and I also suffer from an acute case of stage fright. So I decided to focus on the business end of the industry. I am now the agent, manager, bail bondsman, and official shoulder-to-cry-on for Trip Cyclone, the greatest little band nobody's heard of.

But they will. That's what this summer, this infernal drive across the Valley of Death, is all about. Wendy, Lyle, Mike, Olivia, and Dave have spent the past few weeks in the armpit of Arizona known as Cyclone,

*[twisting,
destroying]
working to earn enough money to make*

our first music video. See, Olivia was fooling around with the atlas one day and discovered a certain Cyclone, Arizona. Gee, wouldn't it be cute to shoot our CD cover there? Maybe even a video? Get it—Trip Cyclone, Live From Cyclone? Anyway, that's what

the help of this masked man! He's even got a freaky name—Dark Sky, or Dark Night

[Darkcloud]

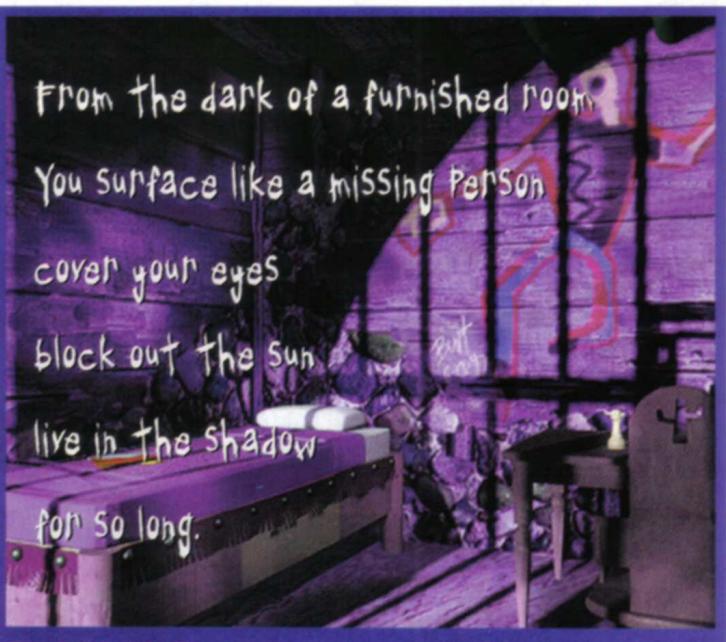
or something like that. I slave my summer away trying to earn enough money to make a music video that I'm not

*"...a darkness, an emptiness,
behind a face behind a mask."*

brings me to the edge of the world on this seemingly endless drive.

Only there's a wrinkle.

A week or so ago, I got a letter from Wendy saying that this weird guy—a guy in a mask, no less—has suddenly become their knight in rusty armor and provided them with all the sound and video equipment they need. In fact, instead of waiting for me to get to town, they have been shooting videos (several, in fact!) with



The jail holds its secrets like a crazed killer.

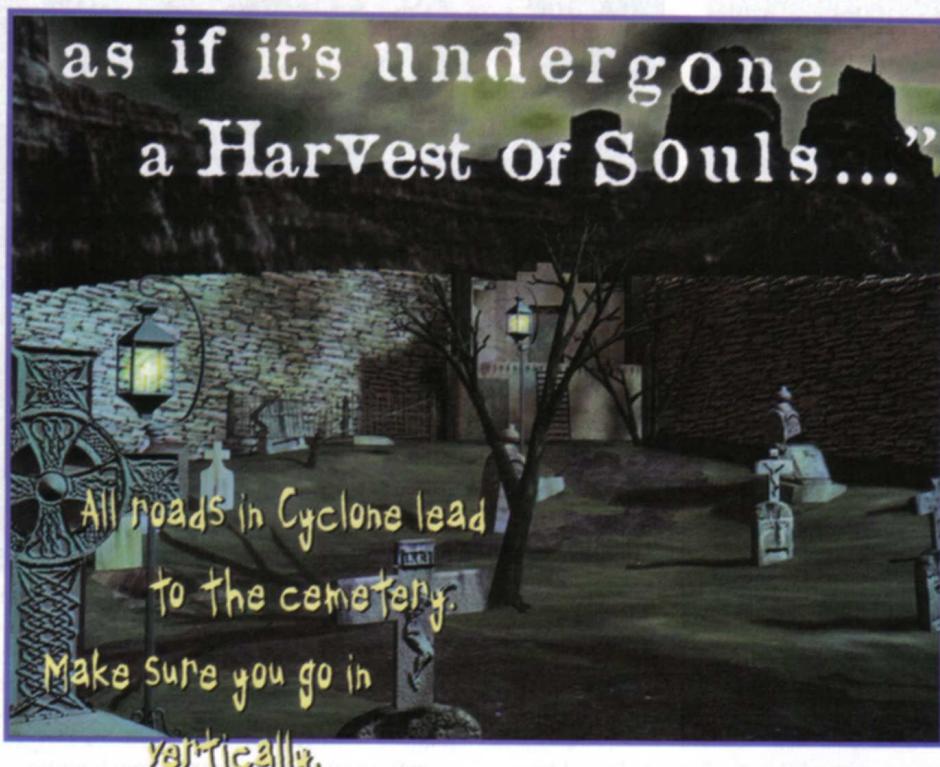


Welcome to Cyclone. A town as twisted as its name.



"This town is evil

SHIVERS: HARVEST OF SOULS



going to appear in. Then along comes Weirdo in a Mask—a freakin' mask!—who doesn't want any thanks, won't reveal his real name, and ponies up all this audio and video stuff like he's some evil incarnation of David Geffen and Don King.

And if that's not bizarre enough for you, Wendy's last letter said some wild stuff about townspeople disappearing and some strange rock paintings in the canyon. She even insinuated that the missing people had somehow become rock paintings (petroglyphs or whatever) due to some creepy Native-American magic. Yeah, right, Wendy. Next time stay out of the sun. She seems to think that Devil's Mouth Canyon

[hungry for souls, must feed]

is the source of some ancient evil! Sounds

like a real charming vacation spot, eh? Wendy and the rest of the gang, apparently having watched a few too many episodes of "Scooby Doo," have taken it upon themselves to discover what became of the missing locals. They probably left town if they have any sense. From what Wendy says in her letters, the place sounds like a complete drag.

Whatever nonsense Trip Cyclone has



The First Bank of Cyclone has a hauntingly unusual art display.

gotten involved in, I am not happy with the recent turn of events. I am hot, tired, hungry, and pissed off! I just want to check into my hotel and slip into unconsciousness [come to me, dream of me] for 10 or 12 hours.

It looks like I'll get the chance soon. I just passed a sign reading

**[CYCLONE
NEXT EXIT]**

I pull the Skylark to a stop when I see a ratty, hand-lettered sign mounted on a sawhorse, blocking the exit. I can't read it from here, so I turn off the engine. My butt feels numb from hours of driving and my legs are stiff. I walk over to the sign and read

**[ROAD CLOSED
DUE TO LANDSLIDE]**

I am not in the mood for this. There is no indication of an alternate route into Cyclone. I look up at the stars, brighter than I've ever seen them.

I need sleep [come to me, dream of me] and I am not going to spend the night in the Buick. I pull the sawhorse out of the road, get back in my car, and head slowly toward town.

The road is narrow and ill maintained, but except for a dusting of sand and a few mid-size boulders, the road is passable. I drive slowly for another half mile and enter the main street of town.

The street, the buildings, everything is [darkcloud] dark and there is not a living soul to be seen anywhere. Wendy had written that they roll up the sidewalks at twilight in Cyclone, but this is ridiculous. Even the streetlights are out. There must have been a massive power outage. Maybe that's the reason for the road closure. Maybe the landslide

knocked out power lines or something. Man, Dave must be climbing the walls, with no place to plug in his amp.

Following Olivia's map (drawn on a napkin from the Cyclone Cafe), I wind through the empty streets toward Mike and Lyle's Aunt Pearl's house. It's completely dark, the front of the house presenting a blank face with darkened windows for eyes. I park the Skylark on the street and walk up to the door.

I attempt to peer in through the front window, but see only the reflection of my own face. Although I suspect it's pointless, I knock loudly on the door for a minute or two before getting back in the car.

What the hell is

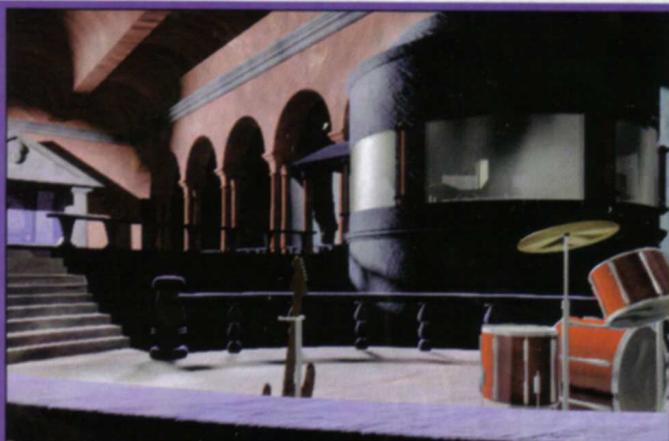
Silent bird Gilded cage
Scared to voice

Fear and rage

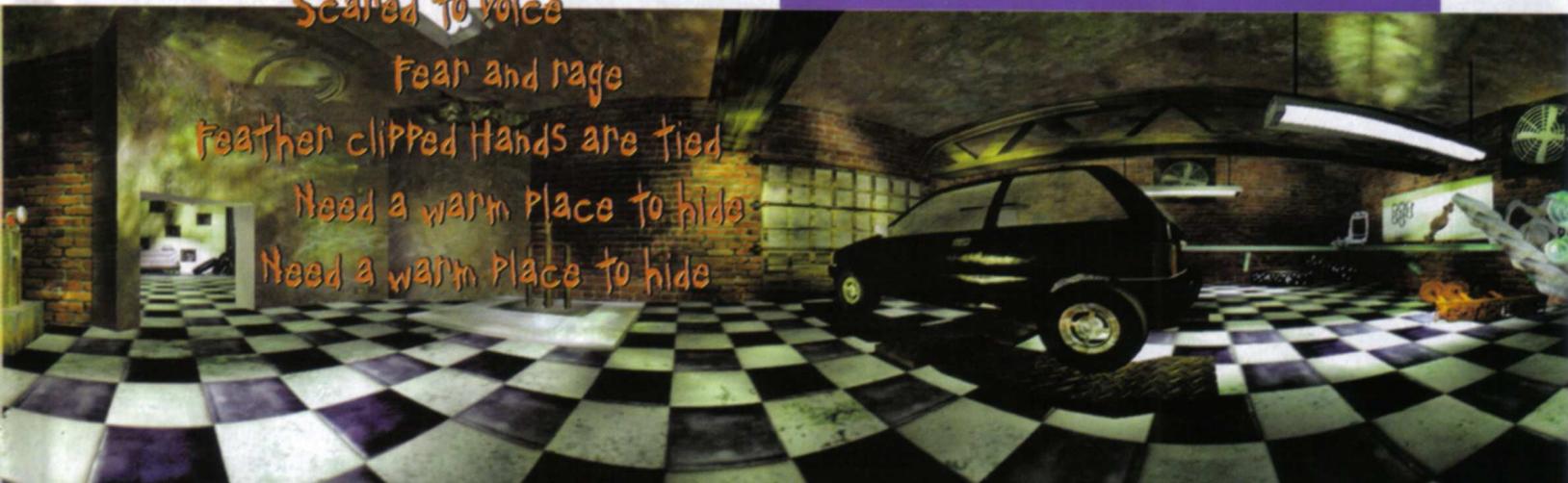
Feather clipped Hands are tied

Need a warm place to hide

Need a warm place to hide



The drum set is gathering dust...where could Trip Cyclone be?



Directional Audio: The Sound of Evil

Something wicked comes your way... But how can you be sure? Maybe it's a sense of being watched, or a tingling on the back of your neck. More likely, though, it's a sound. Perhaps you hear a door creak, or a footstep, or think you hear someone breathing. You turn towards the sound, and realize that either you're imagining things or that your worst nightmare is about to

come true. When you're playing a game, how do you know where the sound is coming from? How do you know where to look? *Harvest of Souls* has solved that problem by implementing a feature called Directional Audio. The game channels sound independently to the left and right speakers. This way, you can hear the direction from which evil approaches even before you see it! Which, in the strange little town of Cyclone, could save your life.

Even an ordinary garage takes on a sinister appearance in *Vision 360*.

going on here? First the road is blocked, then the power is out, and now I can't find my friends. Those jerks—they knew I was coming tonight. Where could they be? Maybe they're all in the canyon holding a seance and trying to contact Elvis.

Forget it. I need to sleep. I turn the car around and head back toward the hotel I saw on my way through town.

After checking in to my room (no thanks to the surly desk clerk—he actually told me I can't stay here longer than one night! As if the place was swarming with tourists! The only thing it's swarming with is

roaches.) I lie down on the bed and stretch out my cramped and tired muscles. The room itself is a trip, all done up in some surreal art deco motif. It's a wonder anyone can sleep [come] in here with the decor making such an uproar. Still, I barely have the chance to brush the desert grit from my teeth and shed my dusty clothes before falling into [kiva] a deep sleep.

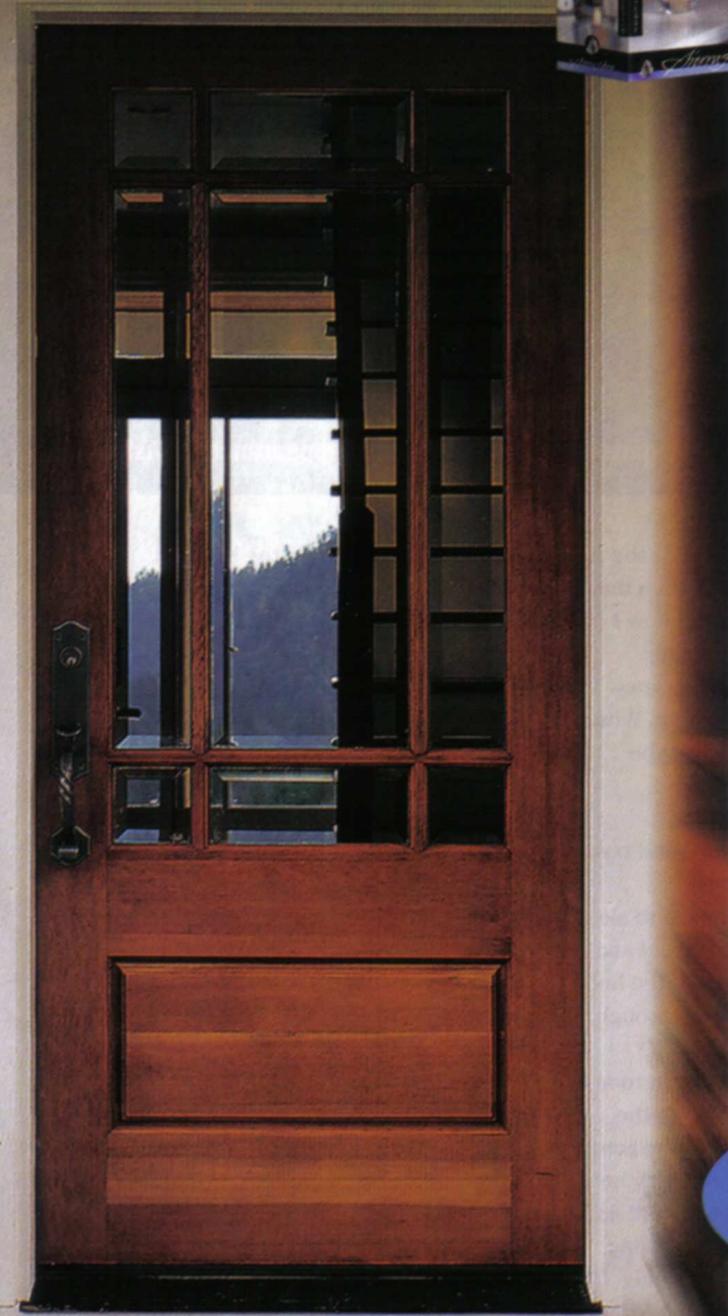
Where could they have gone? Am I here, or was I lost in the desert? Darkness, emptiness, a face behind a mask...

[find them, bring them to me]
What? Have to find my friends.
[gone, prayer sticks]
[come to me]

No!
[let me in]
This town is evil as if it's undergone a *Harvest of Souls*. [A]
[darkcloud]

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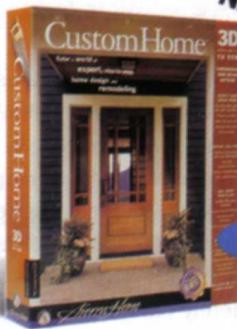
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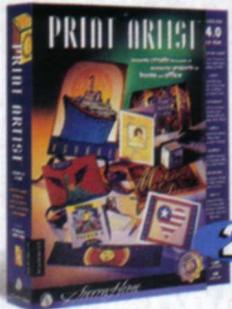
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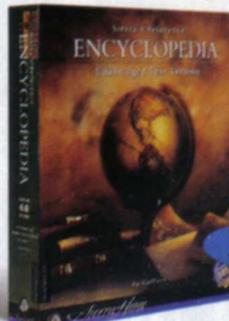
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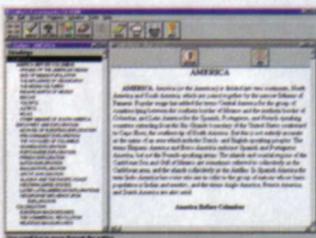
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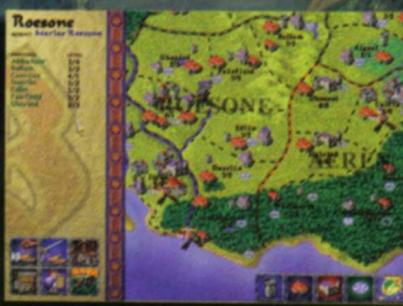
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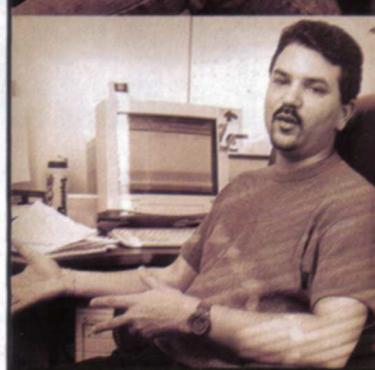
Win 95/Win 3.1 CD, Pentium 60, 16MB RAM, 4x CD-ROM

**Interview by John Williams**

Betrayal in Antara is the anticipated follow-up effort to the multi-award winning *Betrayal at Krondor*. The first previews for *Antara* appeared well over a year ago in the pages of magazines like *Computer Gaming World* and *PC Gamer* and, despite the fact that this follow-up is missing the participation of fantasy author Raymond E.

Feist, *Antara* was projected to be one of the few sure-fire bestsellers of the 1996 holiday season. Now, 1996 is gone, and *Betrayal in Antara* is still in development.

What's the real story on *Antara* and when will we see it? We caught up with Designer Peter Sarrett and Producer Steve Miles to get



Betrayal in Antara designer Peter Sarrett (above) and producer Steve Miles (below).

PHOTOS BY MATT HULBERT



an update on the game. What we found was a focused team that has just one goal in mind. Take the elements that made the original such a superior game, identify what worked and what didn't, and make the only suitable follow-up to a game that has found its way onto the "Hall of Fame" lists of several major magazines.

Q: You've been working on Betrayal in Antara for over two years now. Even with all the investment, can Betrayal in Antara really be a better game than *Krondor*?

Steve Miles: From the beginning, we've always known that we were going to be compared to *Krondor*, so we always had the very tangible goal of surpassing it. The three areas where all the praise of *Krondor* has been focused were on

the strength of the story, the quality of the interface, and its combat system. So, those are the three areas we've concentrated on.

Peter

Sarrett:

Obviously, the biggest area we needed to make sure measured up was in the story itself, and we've created a brand new world, new stories, new characters, and all the details attached to that. A tremendous amount of time has gone into the story. I think it's easily the best story to appear in an RPG (role playing game) since *Krondor*.

Miles: We can tell you that the real decision maker was when we passed around the story to everyone we knew

that plays RPGs and they all came back to us and said, "Wow, that's a good story line. Can I get a copy of the game?"

Q: So what is the story?

Sarrett:

<Laughter> We'll give you a copy, but you can't print it because it gives away the end of the game.

Miles: People are going to have to play it to find out.

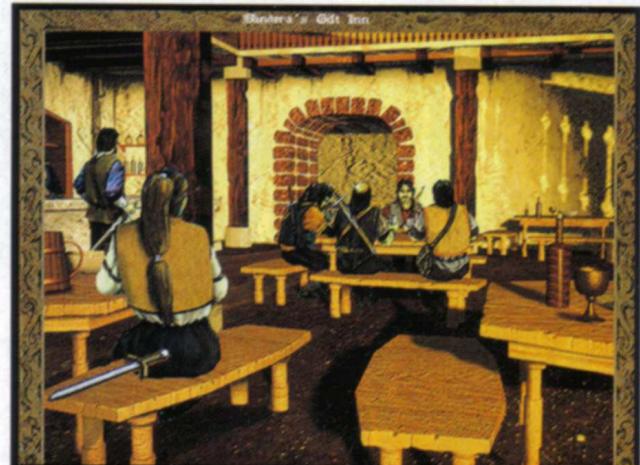
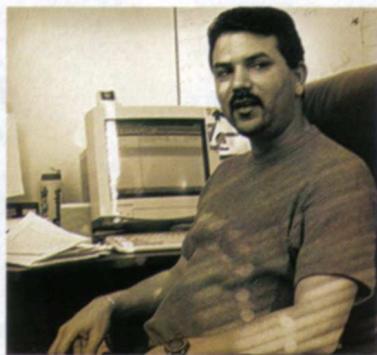
Q: So aside from the story then, what else can you tell us?

Miles:

Well, as we said, there were three basic areas we focused on. Peter wrote an engrossing story. With the interface, we basically took the approach that if it ain't broke, don't fix it. The *Krondor* interface was great, so our inter-

face looks and feels very much the same. If you've played *Krondor*, you'll be very comfortable with it.

Sarrett: The third area is the combat system, and we did improve that. The



The shops and inns of *Antara*'s cities will offer exotic items, fascinating conversations, and vital clues.



With the new annotation feature of *Antara*'s overhead map, you can take online notes about people, places, and things.



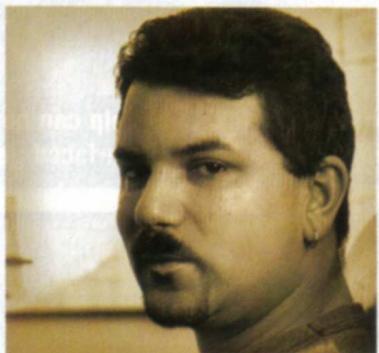
Carefully select the items your characters will pick up or purchase—everything is useful, but you can only carry so much.

people who have played *Krondor* will feel at home, but they'll have increased options. We now have a hex grid instead of a square grid, so you're surrounded on six sides instead of four. This improves the tactical possibilities. We also have a richer spell system that

makes players feel a little closer to their magic. We just make them work for it a little more. We also introduce the concept of "zone of control" in combat, the dominate space in front of you or in front of each enemy. Any enemy that walks into that space must stop and cannot use certain types of attack within that space. Different creatures, say a two-headed monster, would have twice the "zone of control." New concepts like that take *Antara* beyond *Krondor*.

Miles: We've also done a lot to *Antara* from a presentation standpoint. The graphics are all in hi-res, and each area of *Antara* has its own types of trees, plants, and even different styles of architecture. Admittedly, a lot of it is eye candy and atmosphere, but that's part of storytelling. You get the feeling of being in a different world instead of feeling like "Here I am playing a game."

Sarrett: Also, *Krondor* used digitized actors and that "breaks the plane." *Antara*'s artwork is hand-painted. Actually, a lot of it is rendered in 3D, and then painted over so it looks like it was originally painted from scratch. All the characters you talk with have vivid portraits attached to them. We've got really great artwork



and sound attached to this product that *Krondor* just didn't have. All the various aspects of what made *Krondor* a great game are "ratcheted" up a notch. The artwork is better. The magic system is improved. The combat system is improved, but I still think *Krondor* players will find *Antara* a very comfortable game to play.

Q: You guys have had a website up for months now and you've been encouraging feedback. How has that helped you make this product better?

Sarrett: We've received hundreds of e-mails, and also hundreds of original CompuServe, AOL, and other postings when the original *Krondor* was released. We used all this original feedback as a launching pad and all the

feedback on the website has helped us decide whether we're going about this the right way.

Miles: Yes, that's been the most interesting part. Just recently, a player sent an e-mail to the website with a suggestion for an idea we had just implemented the day before. It made me personally excited that we were on the right track. It was a really good idea. I was jazzed that the customer loved the last game enough to pass the good idea along and that we were in tune enough to have anticipated what customers want. That gave me a really good feeling that we're headed in the right direction.

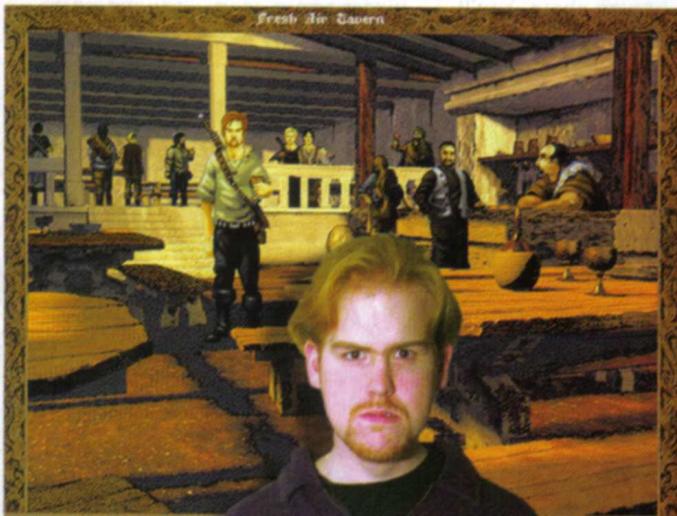
"We've created a brand new world, new stories, new characters, and all the details attached to that."

—Peter Sarrett

Q: This game will ship after *Diablo*, which, since its release, has been a

big FRP hit. Any comments on that?

Miles: *Diablo* is a dungeon crawl in the best tradition of *Hack and Rogue*, but many feel it's not a true role-playing game. In role-playing games you



Art imitating life, or life imitating art? Team QA Chris Johansen suspiciously resembles this tavern patron.



have a long term mission, a detailed story, and characters that change and develop. In dungeon crawls, the goal is to kill monsters and collect goodies. I understand why people like dungeon crawls, I mean *Diablo* is a fun game, but our game uses a very different approach.

Sarrett:

Dungeon crawls are also a little thin on motivation. You're controlling a little marionette that doesn't have any interesting qualities or personality of its own. *Antara* gives you four characters, all of which have strong personalities. You'll

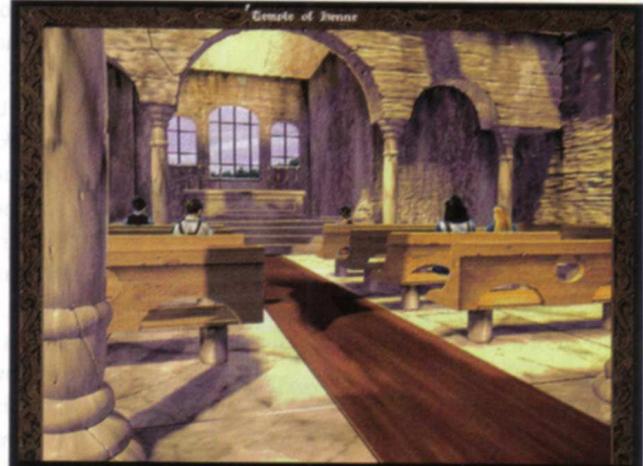
know their backgrounds. A lot of the things that you end up doing in the game revolve around other characters that you've grown to care about. You'll find yourself responding to things for

the sake of a character's father, or because of something that happened in your character's past. You end up caring about your characters, not just because they have cool armor and stuff, but because of the types of personalities they develop into. I'm willing to wager that most of the gamers who play this game will be eager to get back into these

characters when they finish the game.

Miles: Most of today's FRP games are motivated by greed and power—bigger armor, more weapons, and a greater ability to kill stuff. *Antara* is

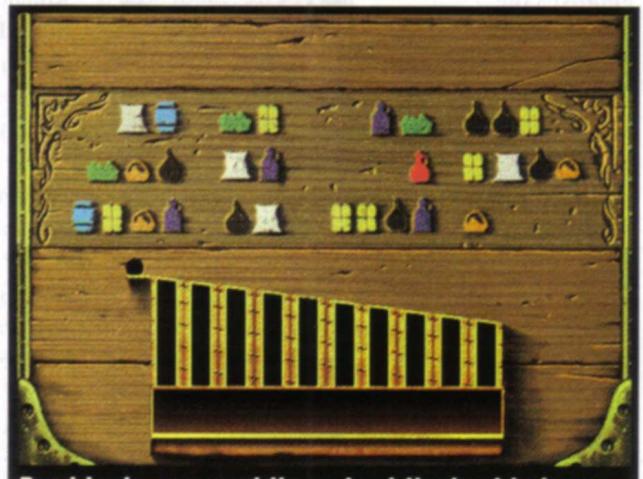
Temple of Jinnah



Much-needed healing and help can be found in the temples of *Antara*'s three-faced god.

Antara is compelling for the same reasons that it's compelling to turn the pages in a good book—you want to see what is going to happen next."

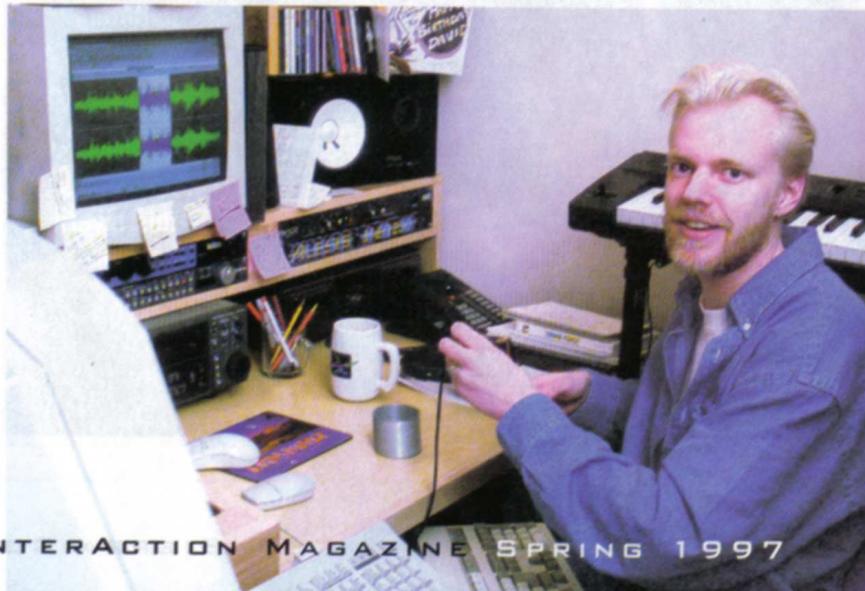
—Steve Miles



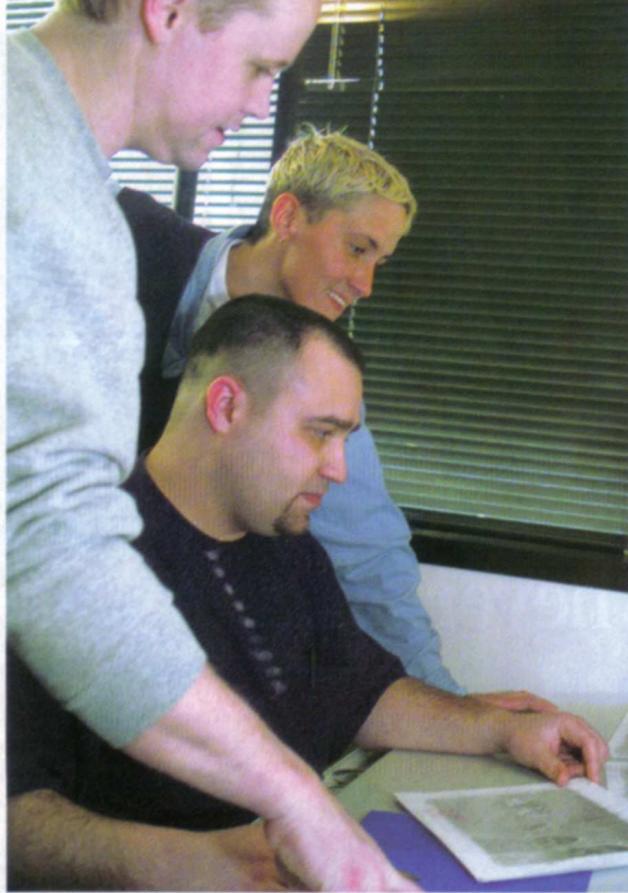
Bead Locks are used throughout the land to keep chests of valuables safe from thieves...and you.

compelling for the same reasons that it's compelling to turn the pages in a good book—you want to see what is going to happen next. It's motivated by curiosity, not by greed.

Sarrett: If you load up Chapter 1 of *Antara* versus Chapter 6, you're going to know that's where you are. You'll find that your goals and motivations at the beginning are completely different than what they will be at the end—and those goals are never just "go kill a monster and collect



This is David Henry, the Team *Antara* sound guy. All that great game music is his (and so's the snoring you'll hear when your characters are resting).



Art Director Jimmy Kowalski and team artists Rob Johnson and Tracy Boyd turn words into landscapes and ideas into characters.

gold." In fact, at the beginning of the game you don't even know your ultimate goals, and they change as the game progresses.

Q: Is Antara a true FRP? Or is it something else?

Sarrett: With *Antara*, we are going to say "Here are these characters and they have history and personality. Get

involved with these people and become them." From there, you control how they advance. For instance, we give you a magic user, but if you want to, you can boost his fighting abilities and make him a much better fighter. You can take a fighter and really focus on his lock-picking skills. You do have real control over how each character evolves. But, ultimately, it's a story with a beginning and an end.

Q: It sounds like a product that—at its heart—is going to attract more of the core adventure gamers?

Sarrett: That's absolutely correct. Traditionally, role-playing games are skewed more towards the adventure game audience because they tell a story. The only difference is that adventure games tend to avoid combat and player stats. In the last few years, it seems that FRP games have tended to take those two elements seriously at the expense of the story. With *Antara*, we're trying to reverse that and put the story back in front.

Miles: We want to bring back people into the FRP audience that don't want the stats and the character details, yet



we want to keep those things there for the people that want them. *Antara* is a story-focused role-playing

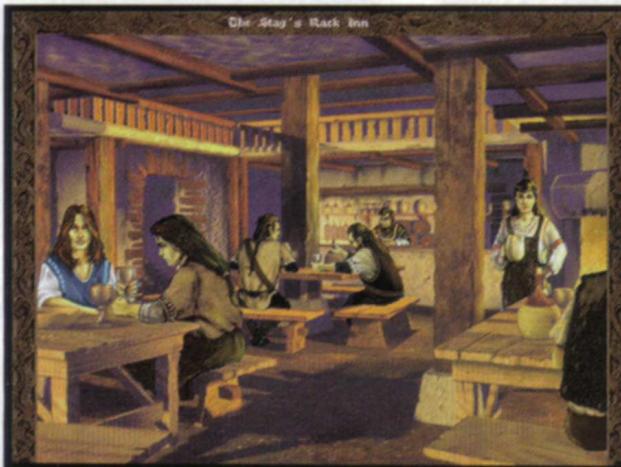
game—as opposed to the combat-focused role-playing games that have dominated the market. I think that being story-based was what made *Krondor* so special when it was released. And there's never been anything like it since.

Q: So when will we finally be able to play *Betrayal in Antara*?

Sarrett: Given where we are and the level of testing that we still have ahead of us, any guess on when this product will be done would be entirely too optimistic.

There's no reason to even begin that process until we have at least a first chapter of the game that we're happy with. We aren't quite there yet, though we are very close.

Miles: We've got a sign-up sheet active on the website now, so we can get players that have played not just *Krondor* but also the other games out there. When the beta testers have played the game and all agree that *Betrayal in Antara* is better than everything else out there—we'll ship it.

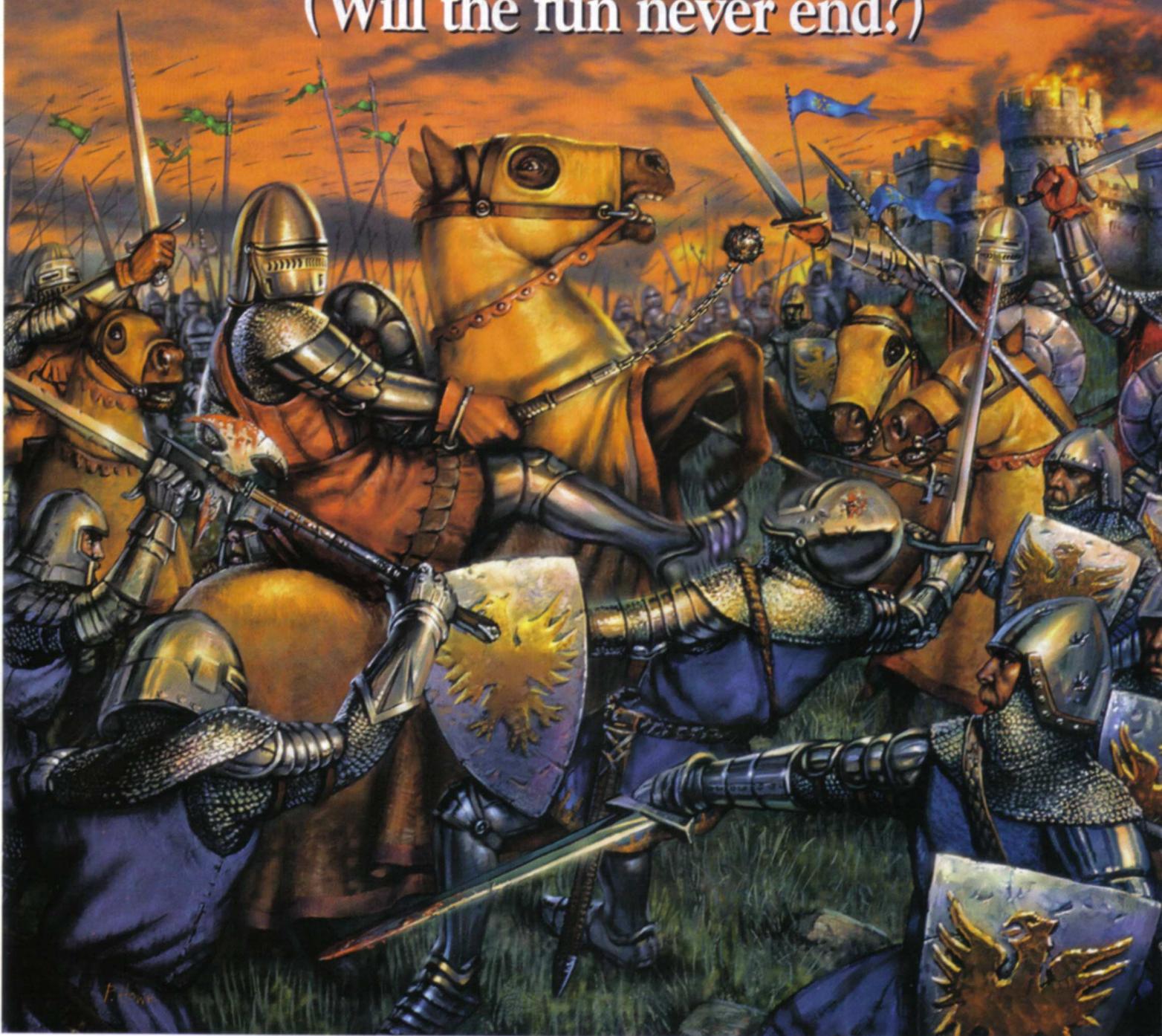


Weary characters can stop by one of *Antara's* inns for a good night's rest, a meal, and often a song by the local minstrel.



Maces in your back.
Boiling oil in your face.
Fire in your fields.

(Will the fun never end?)



F. Howar

Download your free demo and custom Lords II theme pack from our Web site at
<http://www.sierra.com/games/lords2>. Order your copy today by calling (800) 757-7707.

Douse the enemy with **boiling oil**
— but beware of flaming arrows!

Catapults are excellent for
creating "backdoor" attacks and
catching your rivals by surprise.

Storm the castle using
siege towers.

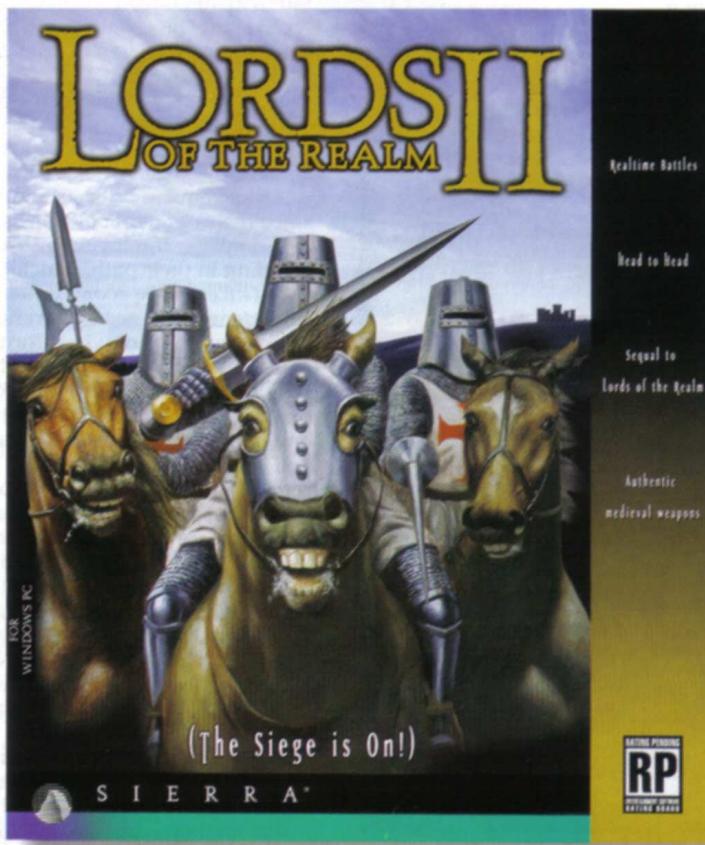
Break down castle
walls using the
mighty **catapult**.

Use the
mini-map to
plan troop
positioning.

When victory
is imminent,
use the
"Mop-Up"
tool to finish
off the enemy.



Build your own medieval weapons including swords, maces, pikes, crossbows, longbows, knight armor and pitchforks — hey, the peasants gotta have something to fight with.



**Buy 1 Get 1
FREE!**
see p.56 for details

All herald the arrival
of Lords of the Realm II.

A sequel to the award-winning *Lords of the Realm*, this medieval strategy/action game separates the men from the boys. With challenging new tactics. Armor-piercing weaponry. And real-time battles that are frighteningly authentic. Clash via modem, or 4 lords can lay siege via network. In the end, you're either King — or you're dead.

For information, see article on page 70.



92% "Impressions gets medieval on your ass with a substantial revision of its strongest game yet."

-PC Gamer

Impressions Designed by Impressions Software



S I E R R A®

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RAMA

Adventure

PC GAMER REVIEW

We were working on the Rama article when we saw this review in PC Gamer. Frankly, we couldn't have said it better ourselves.
- Editor

Required We Recommend

486DX/66; Triple-speed CD-ROM drive; 8MB RAM; MS-DOS 5 or higher; Local-bus video card; Mouse

Pentium; Quad-speed CD-ROM drive; 16MB RAM

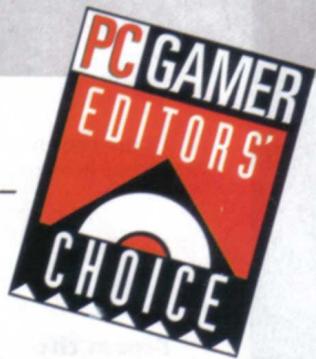


In 1972, Arthur C. Clarke published *Rendezvous with Rama*, one of the greatest "first contact" stories in the annals of science fiction. Since then, three more Rama novels have appeared, building on the concepts of the original to reveal an expanded view of the Raman universe, a place of marvels and mysteries, of technological splendor and philosophical subtleties that, at its best, achieves a kind of mythic grandeur.

Clarke's collaborator in the last three Rama books is Gentry Lee, himself a talented writer and a scientist of great accomplishment. Lee was chief NASA engineer for the Galileo Jupiter mission, director of mission planning for the Viking mission to Mars, and worked closely with Carl Sagan on the landmark TV series, *Cosmos*.

Rama

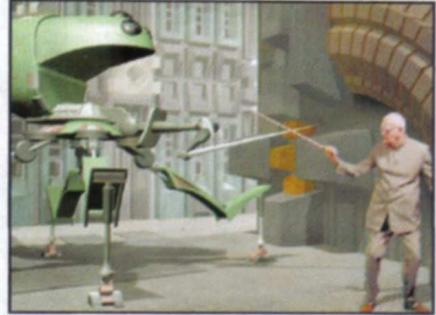
A seminal sci-fi classic comes to the PC with all its wonder and challenge intact.



It was Lee who first conceived of turning the Rama books into an interactive PC adventure, and who approached a skeptical Clarke with the idea. He also approached Sierra with the game proposal, and, to the company's credit, Sierra threw all its corporate resources behind the project. Once Clarke saw the preliminary artwork for the game ("Those animations were almost as good as those in *Jurassic Park*!" he exclaims in part of the interview that comes with the game), he became enthusiastic about the idea and cooperated fully.

Rama, the game, introduces characters and concepts from the first two novels, and does so with supreme confidence, spinning a story line that seamlessly meshes traditional puzzle-and-conundrum situations with the broader cultural and technological issues raised in the novels.

The player assumes the role of an astronaut being sent to Rama to replace an original member of the crew who died under curious circumstances. When you arrive on Rama, the vast alien cylinder is still dark, except for a small base camp, and largely unexplored. One of the first things you'll discover, after checking your vid mail and checking out your locker, is an atomic bomb — clearly, the human authorities are taking no chances, despite the seemingly peaceful



Clarke fences with a Spider biot, a deadly critter. You can deactivate it by finding a nearby laser device that operates a crane.

intent of the alien vessel.

Your explorations begin on the cylinder's huge Central Plain. This opening segment of the game is non-linear (although it helps to be methodical in your travels): you see the sights, pick up puzzle pieces, have encounters with other crew members who supply information or message cubes that further the plot, and have your first run-ins with the Raman "biots," the bio-mechanical "maintenance crews" of the spaceship. You should definitely seek out the Centipede biots (which show up as long, segmented radar blips); some of them will be carrying important puzzle pieces. But avoid the garbage-collecting Crab Biots (triangular, bowling-pin blips), since their definition of "garbage" is a broad one — and if you find yourself standing in their path, it includes you.

Once you've scoured the plains, you can attempt to enter the strange alien structures, some of which form veritable cities unto themselves. I went first to the region called "London" in the game. It's guarded by a force field, which makes it one of the first places in the game where you can be killed, but the field pulses at regular intervals — a quick mouse-click should get you through the barrier unharmed, after which you can easily find the switch that disables the field.

Enter into the Raman "cities" and their interior levels is accomplished by solving matrix puzzles, some fairly straightforward, some rather subtle. As is the case throughout the game, the first puzzle in a given area establishes a pattern for subsequent puzzles in that area (always remember that the Ramans do everything by threes, since they have, among other characteristics, three eyes). Inside London, you must explore a trash pit (watch how the Centipede biot oper-



The still mechanism in the Wheel Region is useful for washing gunk off of puzzle pieces.

ates the elevator, then explore your inventory for a combination of objects that lets you replicate its actions), and survive a close encounter with a dangerous Spider Biot.

Rama is a relatively nonviolent game, just as the Ramans themselves are a relatively benign species. But failure to scope out a situation completely—or failure to correctly interpret the technology you're suddenly confronted with—can be fatal. The game is fairly forgiving in this regard: if you die, Arthur C. Clarke appears on the screen, gives you a lecture on what you did wrong, and gives you repeated chances to "replay" the scene until you get it right.

When you exit London, the plot suddenly thickens: a "Ramaquake" shakes up the place, and urgent vid-mail messages inform you that the giant craft has just made a trajectory correction that puts it on a collision course with Earth. The nuclear bomb you've already discovered (and two more you haven't found yet) are now armed, and you have about six hours to finish your explorations, solve the remaining puzzles, and disarm the bombs.

The more deeply you probe into *Rama*'s levels, the more fabulous and exotic things you discover, including two resident life-forms, the Avians and the Octospiders—and the more difficult the puzzles become.

And I do mean *difficult*. To explore the three-tiered city of "Bangkok," for example, you must pass three "math test" puzzles, put there by the Ramans so that the human explorers can prove their numerical literacy and thus their worthiness to gain access. The first test is easy, since it consists of repetition, recognition, and manipulation exercises based on human mathematics.

But the second and third "entrance exams" aren't nearly so simple. These require you to solve problems using the Avians' base-sixteen math system, and the Octospiders' (naturally) base-eight system. The Octospiders' tests are especially fiendish, since you must not only calculate in base-eight numbers, but also translate colors into numerals. Mathematically-challenged players (or those old enough to have passed through elementary school at a time when such things as "base-eight" were never even mentioned in the classroom), will find these interludes truly exasperating.

My suggestion: Borrow a sci-



The Octospider math manipulation device — be prepared to have your brain stretched when you try to solve this one!

entific calculator. Or just fudge a little: the first two tests can eventually be passed if you use a regular calculator to divide by 16 and 8, respectively, and factor the remainders according to the alien system. The third test, "manipulation," throws actual equations at you, and may well be beyond many players' abilities. Fortunately, you can finish the game successfully if you simply bypass these tests, although you'll miss acquiring a useful bonus item if you do.

Once you make the critical journey across the Ice Sea and gain entry into the fabulous city called "New York," the game kicks into overdrive. In just one of the New York segments, the "Octospider Lair," you'll encounter enough puzzles, mazes, traps, and brain-twisters to fill many an ordinary adventure game. But, oh, the rewards...stunning graphic images, fascinating alien cultures, mind-boggling technological wonders! Great care has gone into the game's design to create the Mt. Everest of adventure challenges and still maintain a profound sense of wonder. At its best, *Rama* truly does give you the sensation of great discoveries and an adventure of the spirit,

of what it might actually be like to explore a huge, alien world. In a very real sense, you shoulder the awesome responsibility of representing Humanity before emissaries from other worlds. If you succeed, a great new age of enlightenment awaits; blow it, pal, and *Rama*, with all its priceless marvels and

inhabitants, turns into radioactive dust.

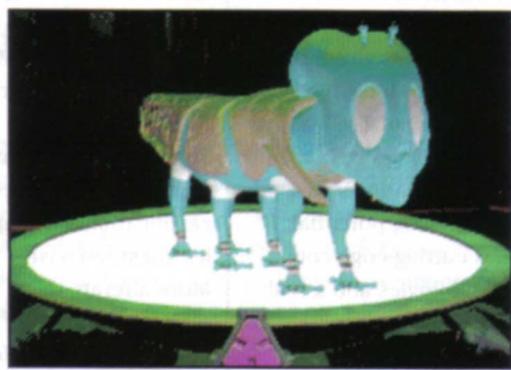
Gentry Lee's script crackles right along; the actors are convincing (although the real "star" of the story is *Rama* itself); the graphics are often jaw-droppingly beautiful; and the whole adventure is supported by a fine, moody soundtrack (composed by Charles Barth).

Still, the game's extraordinary level of challenge does raise a question: I am not sure any gamer, no matter how patient and experienced, can crack *Rama* without resorting to help. (Okay, boys and girls, can you spell "strategy guide"?). The manual is too short and too basic to be of any real use in solving the puzzles—but then, honestly, I'm not sure how you would design a manual that did offer significant advice without also being the size of, well, a strategy guide. I got lots of help, especially from the game's Producer, Kate Kloos, and its Director, Mark Hood; even so, it was all I could do to reach the endgame before deadline.

But in the final analysis, *Rama* is worth every minute of frustration and mental sweat. Like the real adventure would, it stretches your mind, even as it richly rewards your senses.

This is one of the best sci-fi games ever to appear in the PC format, period. But if you buy it, be prepared for the workout of your life.

— William R. Trotter



The Myrmicats exhibit a curious symbiosis. Just remember the old song, "Come to Me, My Melon-Colored Baby."

PC GAMER

FINAL VERDICT

92%

HIGHS: A rich, faithful adaptation of the novels; lovely interface; gorgeous visuals.

LOWS: The most complicated, convoluted puzzles you've ever wrestled with.

BOTTOM LINE: A monumental achievement; a landmark game that raises the bar several notches.

Earn Your Wings...

...with Sierra Pro Pilot

SubLOGIC, Dynamix, and Sierra are doing more than merely clamoring for Microsoft's throne; the Sierra team stands a damn good chance of seizing it away before Microsoft knows what hits them.

-Happy Puppy

Available Late Spring

WIN95 CD

Order Direct: 1-800-757-7707

www.sierra.com/propilot/

\$54.95 (Order #83461)



Preferred System Requirements

Win 95 CD: Pentium 60, Win 95, 16MB RAM, 4x CD-ROM



by John Sauer

Between the visceral, combat feel of *Red Baron II* and the simple vector graphics of most hard-core flight replicators is a flight simulator that offers the realism of true-to-life flight. Coupled with 3D graphics and enhanced features, it brings a virtual sky to life on your computer. Play a title like this and you're experiencing flight as real as it can be—short of actually going to your local airport and jumping into an aircraft. Few titles offer such a flight experience and none do it as well as the new *Sierra Pro Pilot*.

Developed by some of the nation's leading flight sim designers (from the newly merged Sierra divisions of

Dynamix and SubLOGIC), *Sierra Pro Pilot* is designed to take full advantage of Windows 95's advanced gaming potential. It combines cutting-edge computer technologies and a realistic environment. Gamers and the press alike claim it's the most comprehensive personal flight trainer ever developed.

Fly a range of aircraft with *Sierra Pro Pilot*, including the popular Cessna 172 Skyhawk, Beechcraft V35 Bonanza, Beechcraft

B58 Baron, Beechcraft KingAir B200, and the Cessna 525 CitationJet. It takes you from solo

flight to private license certification, single and twin engine, and even includes training to qualify for a commercial pilot's license. And it does it with ultra-realistic 3D graphics, sounds, and flight models.

In fact, *Sierra Pro Pilot* is taking on every other flight sim in the market and beating them—hands down in every category. Sheer realism. Private and commercial flight level certification. 3D graphics coast-to-coast. More aircraft. No other flight product combines as many features so well. *Sierra Pro Pilot* doesn't just soar above other flight sims—it's





It's the real thing with fully operational control panels. Every button, switch, and control feature is live and operative.



Your online flight instructor patiently guides you along, every step of the way.

a flight experience. This flight software will teach you how to fly.

Getting with the Program

From the first time you start the engines in a Cessna trainer to your first cross-country flight, *Sierra Pro*

Pilot guides you. If you've never put your hands on a flight yoke before, don't panic. This title has a virtual instructor who can (through animated visuals that you can refer to as often as necessary) show you how to start the engines,

maneuver the flaps, and get airborne. This instructor becomes your constant companion, always available to give you pointers and guidance on becoming a better pilot. Listen and learn and before you know it, you'll be a better pilot and earn certification for bigger and better aircraft.

And if you are a seasoned aviator, *Sierra Pro Pilot* gives you the power to take control of any of the aircraft. You can engage in virtually an unlimited number of scenarios, from touch-and-go landings to cross-country flights. You can even micro-detail your flight conditions, including ATC (Air Traffic Control) and the weather.

27 Million Reasons Why It's Better

Anyone who has spent time on a flight sim has an appreciation for just how much time must go into creating those





The textured map terrain with 27 million height references from coast to coast shows every major mountain, lake, and other significant visual reference.

Sierra Pro Pilot at a Glance

- True-life ambient sound and visuals - you'll hear other pilots talking to the control tower as you watch planes preparing to land.
- Incredible texture-mapped terrain-27 million elevation points make it as real as possible.
- Fly a Cessna 172 Skyhawk, Beechcraft V35 Bonanza, Beechcraft B58 Baron, Beechcraft KingAir B200, and the Cessna 525 CitationJet.
- Fly cross-country to over 2,500 airports.



.AVI tutorials have you start with a Cessna 172 Skyhawk Trainer. Earn your wings and the sky is yours.

virtual cities you can fly around. *Sierra Pro Pilot* features 29 major cities across the U.S. and Canada, each rendered in stunning 3D detail. But *Sierra Pro Pilot* goes one giant step further by bringing that same level of detail to the entire United States. Fly a trip from San Diego to New York and you'll not only see

GPS (Global Positioning System) navigation, the airspace and terrain you interact with in *Sierra Pro Pilot* is more realistic than anything ever offered in a civilian flight simulation.

But it's not enough that both cities and terrain are this accurate and life-like. Plan a trip and you find that over

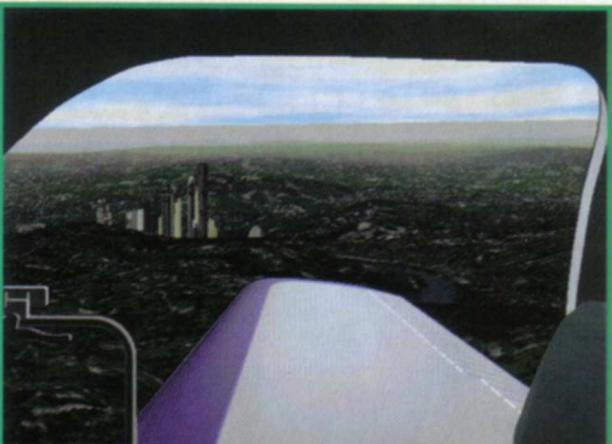
every large city along your route, but also every major mountain, lake, and other significant visual reference.

That's because lead game designer Mark Pechnick gathered detailed U.S. geographical data for more than 27 million height references coast-to-coast for *Sierra Pro Pilot*.

Coupled with SubLOGIC's extensive flight sims experience and Dynamix' graphic expertise, *Sierra Pro Pilot* offers a texture-mapped, molded appearance that reinforces its superiority as an advanced flight experience.

And when you add to this level of micro-detail features such as





Enhanced 3D graphics offer an extra dimension to the *Pro Pilot* flight experience and expansive views add to the realism.

2,500 featured airport facilities actually exist. Try this experiment: Pick an airport in the program that is close to your home. Look up the number in the phone book and ask them about their facilities. Then compare your notes to *Sierra Pro Pilot*. You can't help but be impressed with how accurate *Sierra Pro Pilot* truly is.

remains to be seen. Complete with a VCR function, overhead GPS map, select-range horizon shading, and very detailed terrain resolution, *Sierra Pro Pilot* takes flight sims to 30,000 feet—and beyond. ■



Designer Focus

Mark Pechnick is the lead designer and driving force behind *Sierra Pro Pilot*. He's been very busy lately but took the time to share his thoughts on the past, present, and future of PC flight sims...

Air Traffic Control

One of the most exciting features of *Sierra Pro Pilot* (something most other flight sims offer only as an extra-purchase add-on), is ATC or Air Traffic Control. This built-in situation awareness adds even more to the authenticity of the in-the-cockpit feel of the flight as your instructor and/or your copilot interacts with the Tower and other aircraft. Enter the airspace around a major airport during the busy afternoon hours and you'll gain a new appreciation for what pilots go through to maintain safe airspace.

The virtual sky is filled with computer-controlled aircraft, although the extent of interaction between the player and these aircraft

Q: How long have you been developing flight sims and what was your first product? Which products are you most proud of?

A: My first product was *Flight Assignment: ATP*, which came out in 1990. We were first to introduce ATC (air traffic control) as part of a PC-based flight sim in a subsequent release of this product. I would have to say this was my proudest moment as a flight sim designer.

Q: Can you share some thoughts on where you think flight sims are headed?

A: As of late, we are seeing trends toward a demand for greater realism in the flight models, photo-realistic panels, as well as picturesque textured scenery. To be viable in the flight sim market of today, all these issues must be successfully addressed.

Q: What feature—or features—are you most excited about? What's going to set *Sierra Pro Pilot* apart from the competition?

A: There's really not one, but many. We've emphasized realism from the start. This includes flight-training maneuvers, accuracy of flight models and panels, the completeness of airport and navaid facilities, geographic recognition of scenery areas, as well as photo-realistic texture schemes. The quality of *Pro Pilot*'s engine and aircraft sounds, ATC, onboard flight instructor, and surrounding air traffic should astound the flight enthusiast.

The goal-directedness of *Pro Pilot* best distinguishes it from its competition. The user will be able to work on or review maneuvers and cross-country flights necessary for the private, instrument, and commercial licenses and rating. A flight planning wizard also exists to aid the user in planning cross-country flights, as well as feeding ATC along the actual route. If you wish to learn how to fly, *Pro Pilot* will train you. If you wish to exercise your competence as a pilot, *Pro Pilot* will challenge you. And finally, if you wish to simply go sightseeing across the country, *Pro Pilot* will entertain you.





NASCAR Racing Online Series: Pro Online Racing

Racing against real people makes NROS very unpredictable. You need to have complete concentration.

-Nim Cross, NROS Beta Tester

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WIN95 CD, DOS CD

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www.sierra.com/nascar

\$49.95 (Order # 83553)



Preferred System Requirements

PENTIUM 75+, 16MB RAM, 4X CD-ROM, modem and TEN subscription required for NASCAR Racing Online



By David Senan

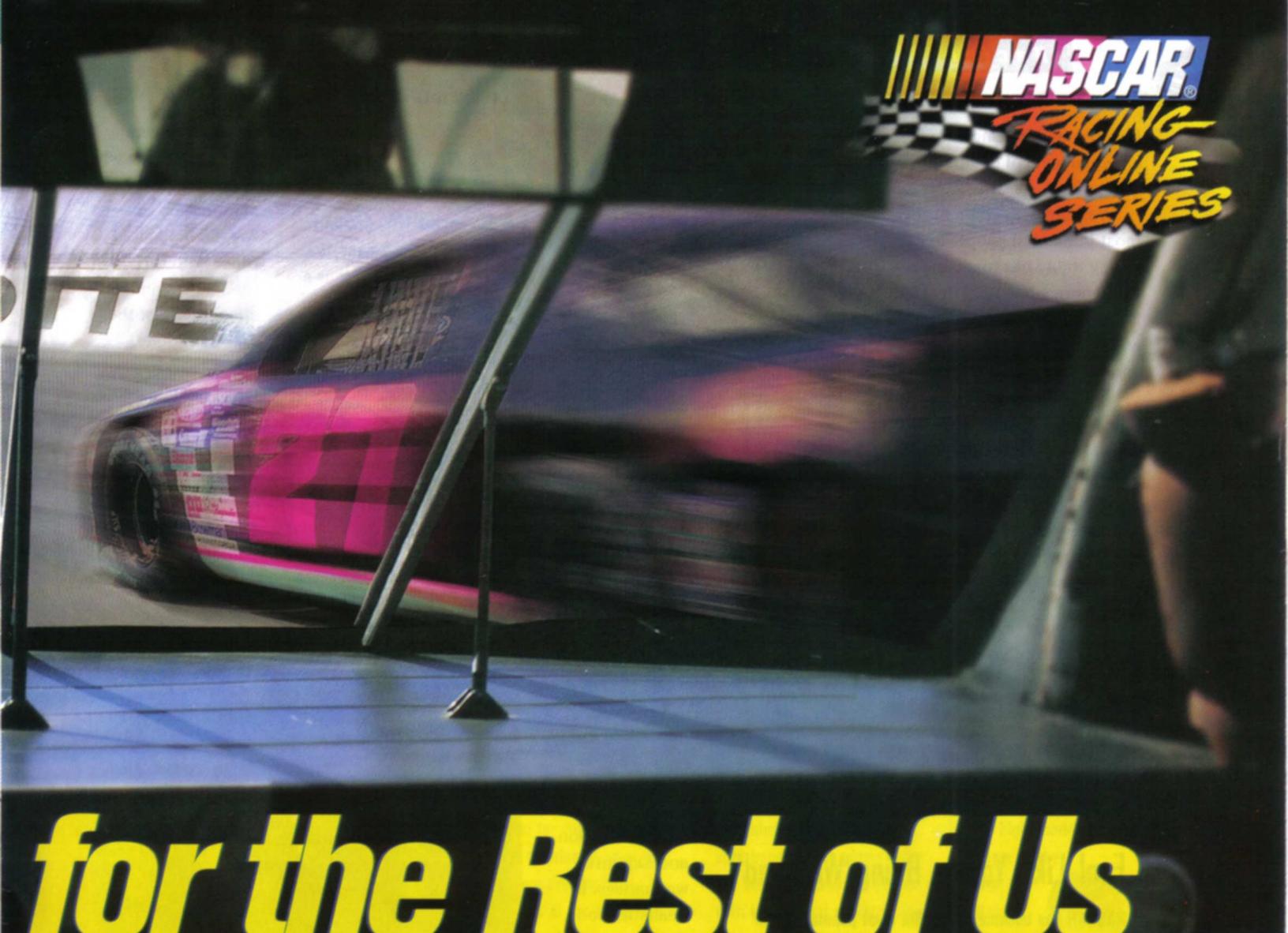
Imagine you're Terry Labonte. You've just completed the final race of the NASCAR Winston Cup season and earned enough total points to guarantee yourself the overall series championship. You're celebrating your success by taking a victory lap with your brother, Bobby, who just earned the right to hoist the checkered flag at the Atlanta Motor Speedway. The fans are cheering and chanting your name, knowing they are witnessing one of the most memorable moments in NASCAR's history. Victory is sweet because it's yours.

Quit dreaming, because now any computer owner can take a shot at victory in a NASCAR-sanctioned race.

The newly formed NASCAR Racing Online Series (NROS) is the first professional sport ever created in the online world. The only thing not professional about it is that you don't get paid—sorry. It does, however, give ANYONE the chance to test their simulation driving skills against the best in NASCAR's newest, fully sanctioned racing league—NASCAR Racing Online Series.

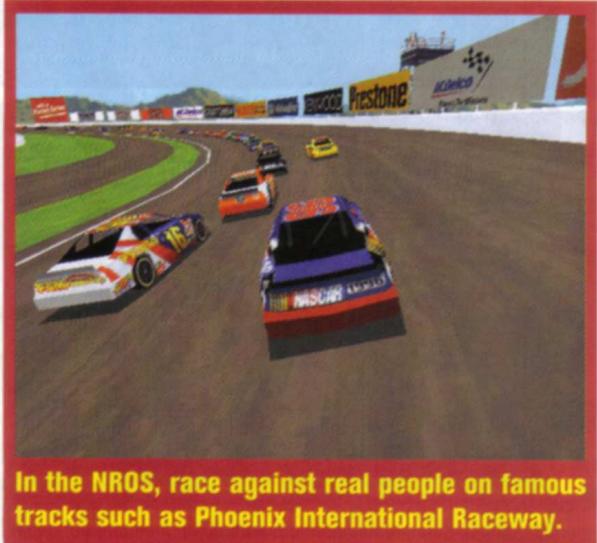
This is real racing against real opponents for high stakes. It isn't just a game. The NROS is the 13th racing series completely sanctioned and governed by the same group that organizes the NASCAR Winston Cup Series,





for the Rest of Us

SOURCE PHOTOS: DON GRASSMANN/CIA STOCK PHOTO



In the NROS, race against real people on famous tracks such as Phoenix International Raceway.

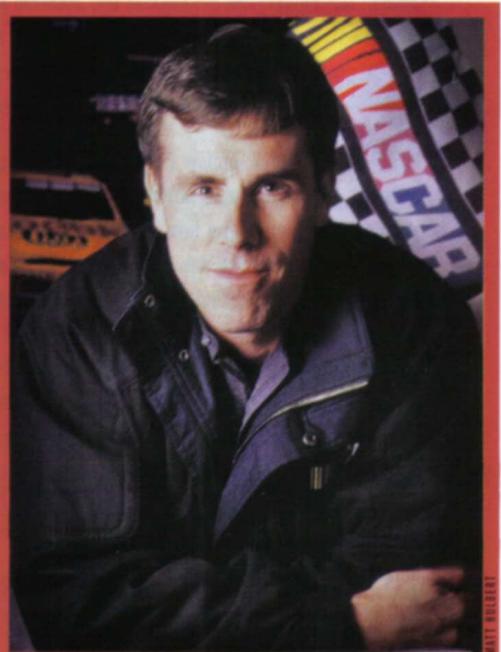
the NASCAR® Busch Series and the other NASCAR races you've seen on TV. When you compete online in the NROS, you become a real competitive driver just like Jeff Gordon and the Labonte

brothers. You compete in a professional sport that is not just for professionals anymore.

Vision & Power

Papyrus' Ed Martin is the man who brought the NASCAR Racing Online Series to life. He has spent the better part of the last three years plotting and planning with legends of NASCAR like Bill France Jr., NASCAR VP of Marketing and Communications Brian

France—the man who dreamed up the NROS—and VP of Competition Mike Helton. Martin serves as NROS Director and will be in charge of assessing penalties, passing judgment on close



Ed Martin: The most feared man in the NROS. Be very nice to him.

MATT BULLENT



finishes, and making sure there's an equal level of competition in every race.

"Working with some of the most influential people in car racing today has made me realize even more what a big deal NROS is," says Martin about creating an altogether new professional sport. "We are giving *NASCAR 2* users a chance to race in a genuine NASCAR-sanctioned series," says Martin. Suddenly people have the chance to live out their dreams of owning, managing, and driving for their very own NASCAR team.

How Does NROS Work?

To begin your "career" as an online NASCAR driver, you must first have *NASCAR Racing 2*, Papyrus' critically acclaimed stock car racing sim. There are two modes in *NASCAR Racing 2*—Arcade Mode and Realistic Mode. The Arcade Mode is a great way for new users of the game to get up to speed.

Feel Like You're Being Watched?

NASCAR has become one of the most popular sports in the world for one reason: it's thrilling to watch. The speed, the power, the courage of the athletes behind the wheel, make spectators of all ages dream about designing their own stock car and racing it straight to the winner's circle. Well, NROS is no different.

The game *NASCAR Racing 2* has a feature called "Watch a Race." Using the same button you push in the game, you can physically jump into any race that is currently going on in NROS. You can jump into any one of the many camera angles that the game boasts, right down to hopping into somebody's car. You can do all of this without disrupting any of the drivers in the race. Using the same technology that drives the "Replay" feature, spectators can jump from car to car and camera to camera.

"Ultimately it'll be possible for hundreds of people to be 'in a race,'" says Ed Martin. "Each race will accommodate up to 44 racers and hundreds spectators. People might think that because anyone can race in this professional series that it is no longer a spectator sport. Fact is, they're wrong. We're happy for people to watch races, we're just pushing harder for people to participate."

Jeff Gordon

Jeff Gordon, the 1995 NASCAR Winston Cup champion and 1993 NASCAR Rookie of the Year, is a huge fan of computer games. See him racing against other NROS drivers over the Internet on his website at www.jeffgordon.com.

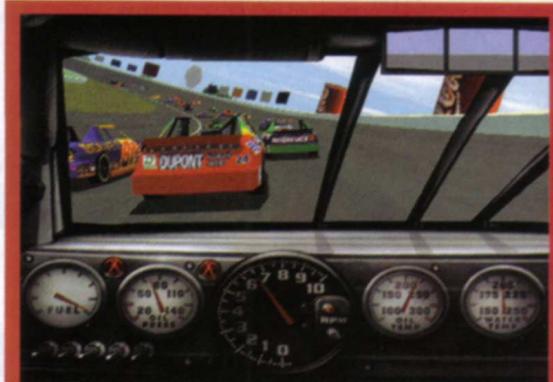
It creates a level playing field for all of the racers on the track. Racers aren't affected in the same way as real drivers in terms of track conditions and wear and tear on their car. Arcade Mode makes it really hard to blow the competition away.

It's the Realistic mode that draws all the hard-core race fanatics. Here you'll

find the Gordon and Labonte wannabees. In Realistic mode, if your shock settings and weight balance aren't correctly distributed, you won't whip through turns and leave the competition behind. It's accelerating through the turns that separates the victors from the also-rans. Let's face it, anyone can drive fast on the straightaways; the heroes of NASCAR dominate the turns. Why should anything be different in the game?

NROS takes into account that there are all different

levels of drivers. There are those who prefer the consistent competition of Arcade Mode and those who thrive on the realism and spontaneity of the Realistic mode. Every driver is rated somewhere between skill levels 0-15. This ensures that you're always driving against other drivers with relatively the same level of skill. On the Arcade side, there are three divisions



Use the "Watch a Race" feature in *NASCAR Racing 2* to jump from camera angle to camera angle and car to car.



SET IT UP: Race Options allow you to configure the race itself. You can adjust things all the way down to the weather.

based totally on skill level: Rookie, Amateur, and Pro. The distinction between the three is small because of

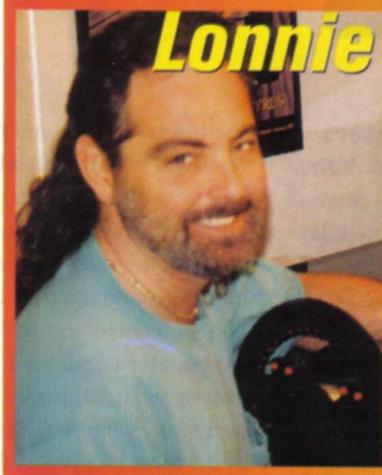
the nature of the Arcade mode, a level playing field for all drivers.

The Realistic mode is different in many ways. If you think you're good, you'll find out quickly in Realistic mode

just how good. If you stink, there's no hiding it. The Realistic side is divided into five divisions depending on skill level: Professional, Semi-Pro, Intermediate, Amateur, and Rookie. The powers that be at NROS continuously watch your performance. As you improve, so does your competition.

Basically, the people who race on the Realistic side of the NROS are the true "professionals" of this newly created online sport. The competition structure set up by NROS officials reflects that professionalism. The entire season is broken up into quarterly series in which you race for 12 weeks. During each series, there are nine opportunities each week for each of the divisions (Pro, Semi-Pro, Intermediate, Amateur, and Rookie) to race. Figuring that most racers in the NROS have other lives to lead, you are only required to race once a week.

At the end of the 12 weeks, your two worst point totals are dropped—there has to be some flexibility involved. The drops minimize the agony of lost connections, being run off the track by



Lonnie Larkan

NROS Beta Tester Lonnie Larkan, has been racing online for over two years. Currently he's racing in two professional series and two practice series. A typical week for Lonnie includes racing online four to five nights a week—anywhere from three to five hours a night.

some kamikaze amateur, or just needing to miss a week of racing (you know, for vacations, hot dates, or just leading a somewhat normal life). NROS then takes your 10 point totals and divides by 10, yielding your overall score for the quarter.

After 12 weeks, the top 24 point winners (NROS uses the *real* NASCAR Winston Cup point system...what'd ya expect?) move on to race each other in week 13—a one-time-only race that eliminates ties. The winner of that race gets the additional points added to his or her total score and is crowned the quarterly series champion.

After the four quarterly series are completed and four champions are crowned, a five-week annual championship is held. The top three finishers in each of the quarterly series gain a berth in the annual championship series. Of thousands of racers who join the

NROS Is a Perfect TEN

Ed Martin has also been working very closely with an interactive online network called Total Entertainment Network (TEN). TEN is a company that provides the infrastructure that makes gaming against multiple players over the Internet possible. The creation of NROS encompasses two main development projects.

"There are really two things going on to make NROS work," explains Martin. "The first part of the project was of course for Papyrus to develop the game (*NASCAR 2*). Then we had to add in all the necessary API's to make it run smoothly across TEN's online network. TEN's part of the project was to create a unique interface to our specs," says Martin. The end result of TEN's efforts is that the NROS interface will look and feel completely unique from the rest of TEN's site on the Internet.

"The NROS is unique both technically and from an entertainment standpoint," says TEN's Content Partners Manager Leissa Jackmauh.

"The ability to race head-to-head in real-time via the Internet makes this the ultimate multiplayer racing simulation. As a fully sanctioned professional sport that's open to anyone with an Internet-ready PC, *NASCAR Racing 2* software, and a TEN membership, the NROS is the most accessible pro sport on the planet."





Nim Cross

Nim Cross has been an NROS Beta Tester for just about two years. Nim cites the "unpredictability" of racing against real people that makes the NROS so fun. "NROS is for people who have the ambition but not the bankbook to drive on their own stock car team," explains Nim.

NROS, it'll come down to a field of 24 finalists participating in each round of the championship series. To fill out the

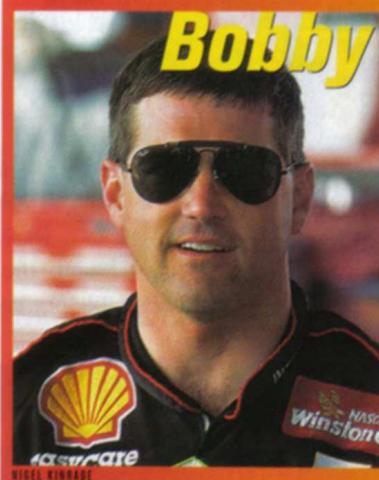
best? Think about it; with the right how-to books, anyone could go in and program a car whose tires don't wear down or that doesn't run out of gas.

"There are already plenty of sim racing leagues...but so far, none come close to what NROS intends to offer."

field, NROS officials will take everyone's point totals during all four quarterly series, divide by the number of races the individual competed in, and the top 20 point totals qualify for the championship.

During the five weeks of the championship series, races will be held every Saturday. All 24 racers in the field must participate in the scheduled races—no drops—winner take all. At the end of the five-week championship series, an NROS Series champion will be crowned. Just like other NASCAR-sanctioned series, there will be an NROS series banquet held to honor the champion as well as all of the people who participated in the online sport.

A sure bet for the championship? Nope, a sure catch for Ed Martin and the officials at NROS.



Bobby Labonte
Bobby Labonte, the 1996 NAPA 500 champion, can't get enough of racing in the NROS series. He's been known to come home from races on Sunday nights and race online for hours against other NROS beta racers.



NROS officials are going to do the exact same things that NASCAR officials do to ensure that everyone follows all of the rules. At the end of each race,

Cheaters Never Win

Face it, there are some folks out there with too much technical know-how. So how is NROS going to regulate and terminate cheaters—people who go in and hack the system to make their car the

the top three cars and two random ones will be immediately impounded and torn down, just to make sure that nothing funny's going on.

When it comes to cheating, the NROS has an advantage over NASCAR: it's completely electronic. For each race, a computer compiles a baseline for exactly what happened every nanosecond of the race. That baseline comes in the form of a replay file that resides on the race server. Technobabble for some of you—a stern warning for others—and peace of mind for all racers. Once NROS impounds the replay files for those five cars in each race, officials have a way to check your fuel levels, tire wear, car weight, and many other controls that should change during the course of a race.

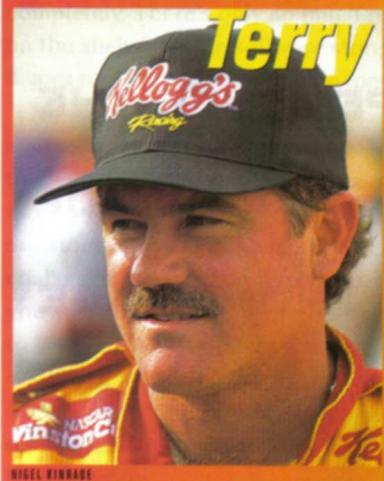
NASCAR truly is one of the most pop-

ular sports these days. These drivers have become celebrities and heroes to millions of race fans worldwide. But what every young racer needs is the right training and a big enough bank account to live out their dream of roaring past the checkered flag at Charlotte.

That's all changed with the creation of the NASCAR Racing Online Series. Now there's a completely sanctioned professional sport that anyone can be a part of online. Results of NROS will be covered by popular magazines and webzines such as NASCAR Online and results will of course be posted by NROS officials as data logs. TEN's Datasphere site on the Internet will feature a user-written newsletter and information

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Terry Labonte



His 1996 NASCAR Winston Cup championship was his second since Terry Labonte debuted in the NASCAR Winston Cup series in 1978. "NROS gives everybody the chance to experience the feeling of winning the checkered flag," Terry says.

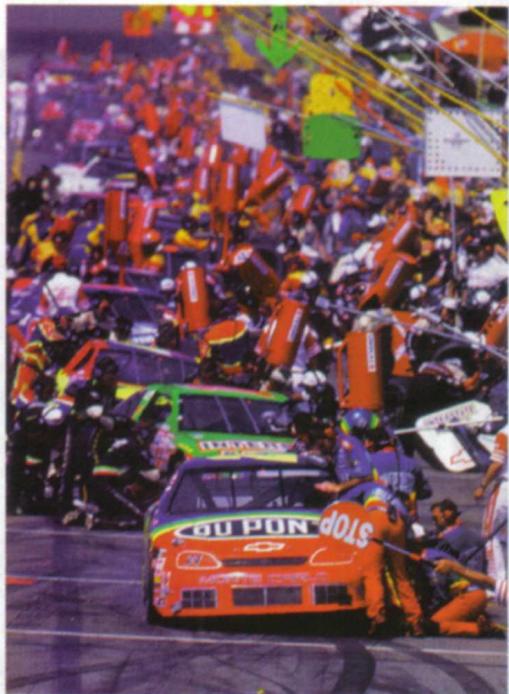
about pick-up races that you won't find anywhere else. NROS is a very, very, very big deal. A few years ago, this was something that the guys at Papyrus never dreamed of and the folks at NASCAR didn't know was possible.

The marriage of two has brought



designing, building, and racing a stock car in a NASCAR series, then hold on tight and get ready for the ride of your life. NASCAR Racing Online Series is about to make your dreams reality. ■

about the most realistic racing sim ever and now the most exciting possible use for it. If you've ever dreamed of



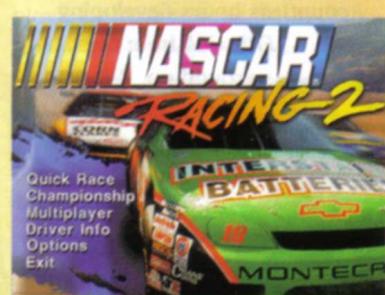
NIKE KIRKLAND

"It's the small tweaks to your car that make the difference..."

Your ticket to competitive online stock car driving is *NASCAR Racing 2*, the latest racing sim from the braintrust at Papyrus. *NASCAR 2* improves on all of the coolest features of the critically acclaimed *NASCAR Racing* game. New to the game are many of the drivers,

tracks, and statistics from the 1996 NASCAR season, and network capability so you can race against up to eight friends over a network. But the coolest new feature in the game, according to NROS Beta Test Driver Lonnie Larkan, is the addition of a spotter and a crew chief who provide updates on track and car conditions.

"You get completely absorbed in the reality of driving a stock car



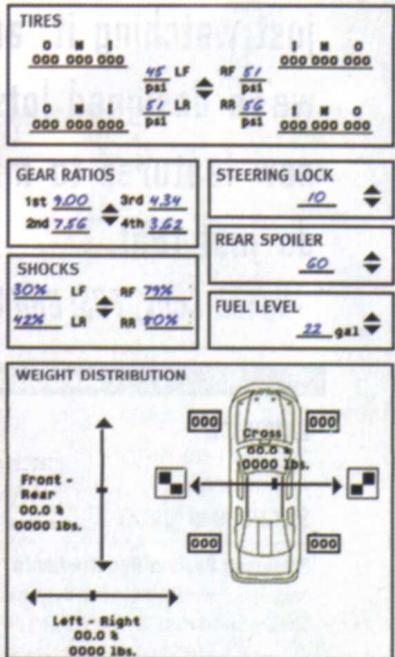
against the best drivers around," Larkan says. "While all of Papyrus' racing sims are right on, *NASCAR 2* is hands down the most realistic because of the spotter. He gives you so

much instant information you need during a race to succeed."

In addition to spotter and crew chief audio updates, *NASCAR Racing 2* also features accurate driving physics and maintenance requirements. "What most people don't realize is that each race is won and lost in the garage area," Larkan explains. "It's the small tweaks to your car that make the difference. Winning reflects how well prepared you are for a race."

Races are decided by who blows through the turns fastest. Some critical settings to check before each race:

- Tire pressure & balance
- Shock settings
- Weight distribution



**EXPERIENCE THE
ELEGANCE OF
FRONT PAGE
SPORTS: GOLF'S
VISUAL AND
TECHNICAL
DESIGN—A
FUSION OF ART
AND SCIENCE**

ON THE RIGHT COURSE

"We want players to feel like they're actually playing the game, not just watching it, and we've designed lots of new features to make it do just that."

-Vance Cook, FPS: Golf Designer

Available Late Spring

WIN95 CD

Order Direct: 1-800-757-7707
www.sierra.com/golf/

\$54.95 (Order #83606)



Preferred System Requirements

Pentium 90+, 16MB RAM, 4X CD-ROM, 16-Bit Windows-Compatible Soundcard with DAC, 22MB Free HD



**Buy 1 Get 1
FREE!**
see p.28 for details

By Ann M. Marcus

If golf is your passion, chances are you've played dozens of computer golf games. Another one could just take up space on your hard drive, or it could change your perception of computer golf forever. What sets *Front Page Sports: Golf* apart from other golf simulation games on the market is the elegance of its visual and technical design—

fusion of art and science.



Strokes of Genius

Vance Cook, the Designer of *Links 386* is the man responsible for Sierra's *FPS: Golf*. An avid golfer, he's trained in electrical engineering and physics.

Instead of being content with using the established computer golf technology, Cook upped the stakes by introducing a whole new way to play. He spent countless hours developing *FPS: Golf* from the ground up. "We want players to feel like they're actually playing the game, not just watching it, and we've designed lots of new features to make it do just that," Cook explains proudly. This compelling game and sporting

experience combines the choreography of the game of golf, the breathtaking beauty of several world-renowned American golf courses (flawlessly replicated in 3D graphics), lifelike ambient sound, and realistic human gaming behavior and interaction. What it adds

up to is a virtual experience that's truly on par with the real thing.

The Art of the Swing

"The standard way of executing a swing in other golf simulation games is with a tri-click technique," Cook explains. This method involves three mouse clicks (hence its name) in rapid succession: a first click starts the swing, the second click selects the power, and a third click sets the accuracy and snap. The video image of the golfer who represents you on-screen actually takes the swing after you've finished your three clicks. "By contrast," he emphasizes, "*FPS: Golf* uses a revolutionary new interface called TrueSwing™, which makes for more interactivity in the game. You'll feel really

TrueSwing™ Technology

New Interactive TrueSwing allows the most realistic swing control. How you glide your mouse determines your shot direction. The traditional tri-click swing is also available.

involved...not that you'll work up a sweat or break a wrist, of course," he jests, "but you will have more fun."

TrueSwing makes for better playabil-

ity," says Cook. "The game gives you the option to use the tri-click method if you want to...but why would you want to?" he quips.

"It has a tendency to make you feel more like a spectator than a player." *FPS: Golf*'s technique actually captures the mechanics of the game itself by letting you use the mouse to control the club in real-time, making it an extension of your arm. You experience it more viscerally, and the game reacts immediately—to both bold and subtle changes in your stroke.

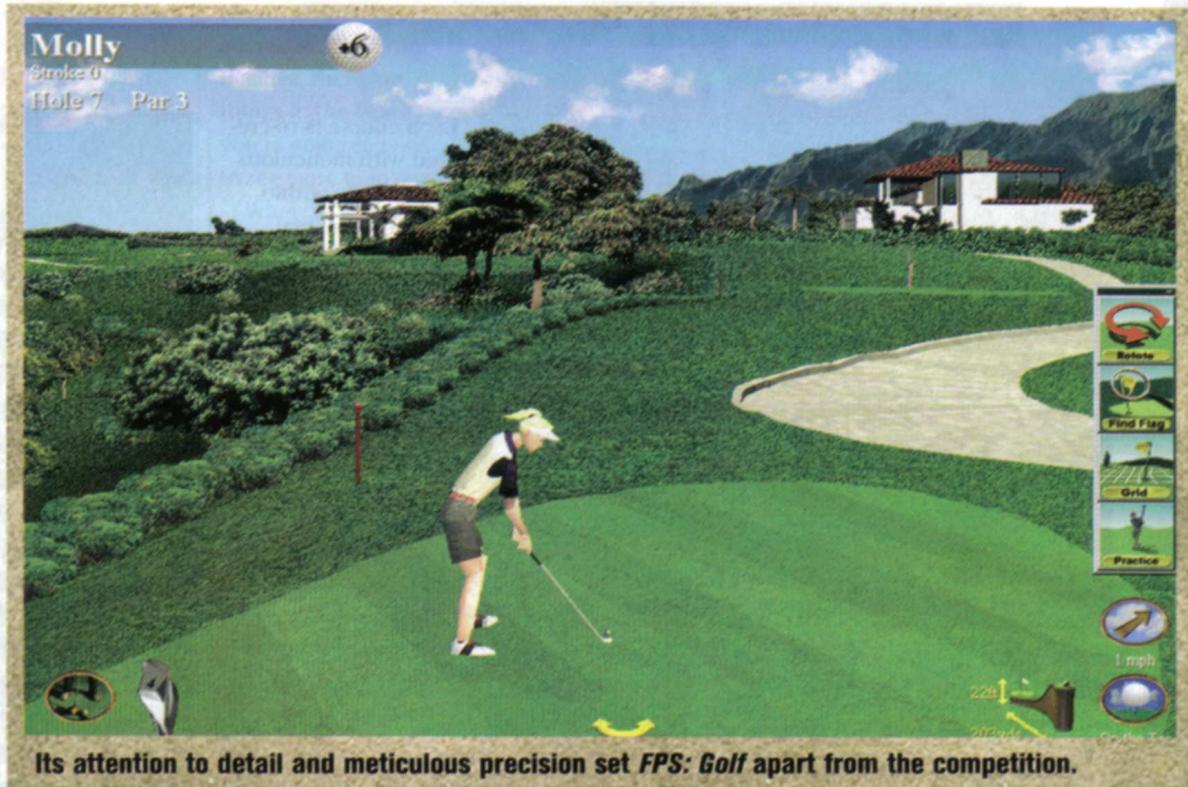
To execute the interactive TrueSwing in *FPS: Golf*, you first pull back the mouse to pull the club back—there is a direct, visible relationship between the movements. To initiate and complete the swing, you push the mouse forward at a rate of speed

consistent with the power you want the shot to have. By finessing the mouse with a lateral sweep, you can draw (mild left curve), fade (mild right curve), hook (dramatic left curve), or slice (dramatic right curve) the shot. "What this means," observes Cook, "is that you can form your

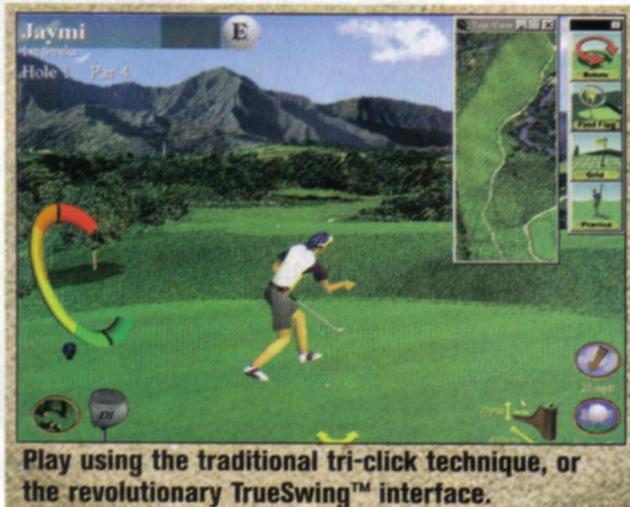


...If It Ain't Got That Swing

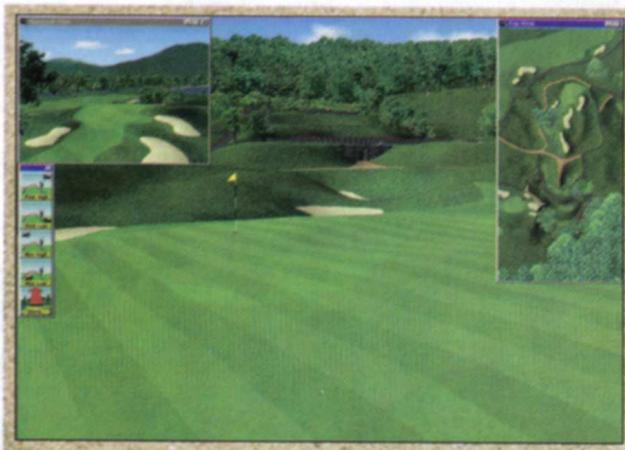
Sierra On-line has all the right moves. It incorporates TrueSwing, a cool new technique that makes your golf swing as smooth and easy as zigzagging your mouse. Draw the mouse toward you for the back swing, and then let 'er rip or tap 'er home. You decide exactly how much finesse is required...how much English it'll take to clear the trees and keep your shot right on the pin. Forget the click-click-click method you have to use in other golf simulation games. It only keeps you from experiencing the feel of the sport. Step up and tee off with the most authentic golf game out there: *FPS: Golf*.



Its attention to detail and meticulous precision set *FPS: Golf* apart from the competition.



Play using the traditional tri-click technique, or the revolutionary TrueSwing™ interface.



A number of various camera angles let you size up your shot from many different perspectives.

shots on the fly—the same way you would when you really play golf. And when you get to the green, you'll find

Courses include such four-star favorites as

The Prince of Kauai in

that TrueSwing really lets you fine-tune your chips and putts down to the tiniest nuance."

Being There

Load up one of *FPS: Golf's* world-famous courses, and you'll swear you're smelling newly mowed grass. The courses include four-star favorites like The Prince in Kauai, Hawaii, the Pete Dye Golf Club in Bridgeport, West Virginia, as well as the immediately available add-on course, Coeur d'Alene Resort Golf Course in Idaho, and the soon-to-be-released Black Diamond Ranch in Lecanto, Florida.

Hawaii and the Coeur d'Alene Resort in Idaho.

and other structures—like trees and mountains—are fully rendered in 3D, so they change according to the player's orientation and don't appear flat or one-sided. This gives a much more authentic feel to being on each course. The male and female golfers are also rendered in 3D rather than being standard video clips. "I'm convinced that 3D is definitely the way to go, especially as multimedia technology gets better," Cook explains. "3D characters let players have real control over the golfer's movements rather than relying on prerecorded

It's Got to be Real...

Load up one of *Front Page Sports: Golf* amazingly real golf courses and you'll swear you're on vacation. All of the game's courses are modeled with precision on the most exquisite courses America has to offer. Experience the vicarious thrill of teeing off at a world-renowned resort from the comfort of your own computer. Stroll the manicured fairways, luxuriate in the breathtaking natural beauty of each course's abundant flora, relax with realistic sound effects, enjoy the playful camaraderie of real or virtual competitors. But best of all, count on the challenge of world-class golfing. Just don't yell "FORE!" too loudly—you'll scare the cat.

Each course is re-created with meticulous accuracy to within inches of the real thing. And each lets you choose from 12 challenging game types including Stroke, Match, Skins, Four-Ball, Greensome, Bloodsome, Ryder Cup, Stableford, and several types of Scramble. "The courses included with most other golf

games come in files of around 12MB. You can imagine the difference you'll see in modeling detail of *FPS: Golf's* top courses," challenges Cook. "Files average 70MB for each of our courses...they're just full of accurate details."

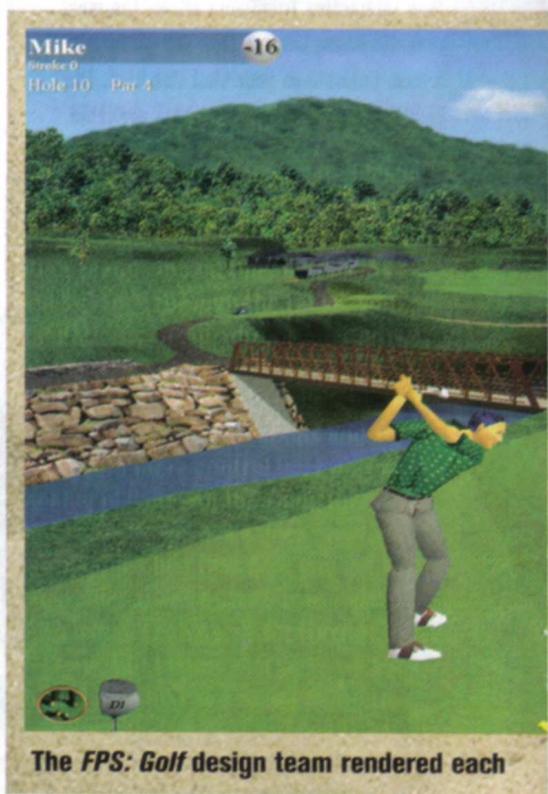
Each course's clubhouse, bridges,

Wherever you go, there you are. And to make sure you get the right perspective when you get there, *Front Page Sports: Golf* brings it all into focus, thanks to the wonders of 3D animation. Unlike games that use video sequences and limit your vista to a small number of fixed perspectives, *Front Page Sports: Golf* gives you full freedom of movement and the vision to go with it. 3D rendering means you can rotate a player in any direction to make sure you hit the perfect shot or you can walk around any of the game's hazards and watch the scene adjust automatically to your point of view. And isn't it better to see the world your way?

swings and moves."

The advantages of the 3D golfer are numerous. You control every movement of the golfer. You also have more control of directing the ball on certain kinds of shots. In every sense, you are the golfer.

Ball and Chain



The *FPS: Golf* design team rendered each



One way that *FPS: Golf* is realistic is in its detail and the number of options it offers.

Vance Cook's physics background certainly came in handy in developing the ball dynamics that make *FPS: Golf* stand apart from the competition. Because of his agreement with Access when he left, Cook could no longer use the technology he developed for the *Links* products. So he engineered Sierra's program from scratch. "Many things were changed," says Cook. "For example, the collision model is so sophisticated, when you hit the ball off a tree or other structure by mistake, the ball bounces and spins realistically. Also, the ball rolling model is now based on precession and rigidity, so you can actually see the ball roll back at the pin on approach shots. That is, if

tournament that spans any local area network (LAN). Or hook up with a golf buddy across town—or across the country.

When it comes to options, *FPS: Golf* offers you a full spectrum. *FPS: Golf*'s sophisticated technology not only gives you all the excitement of the sport you love, but complete control over when and how you play, and a choice of some of the most beautiful courses in America on which to play. You even control the subtlest elements of the game: from the length and dew content of the greens; to wind conditions; to the skin, hair, and outfit colors of the player; to the nature of the challenges you'll encounter. You can choose TrueSwing or the tri-click method and calibrate your swing. Set your own and your computer opponent's skill level, select from a full array of clubs (if you don't like the built-in caddy's choice), and decide just how you'll finesse the shot. *FPS: Golf* has a full handicap system and will keep track of your scores so you can gauge your progress throughout your career. The sophistication of the game's technology lets you create just the kind of gaming experience you want.

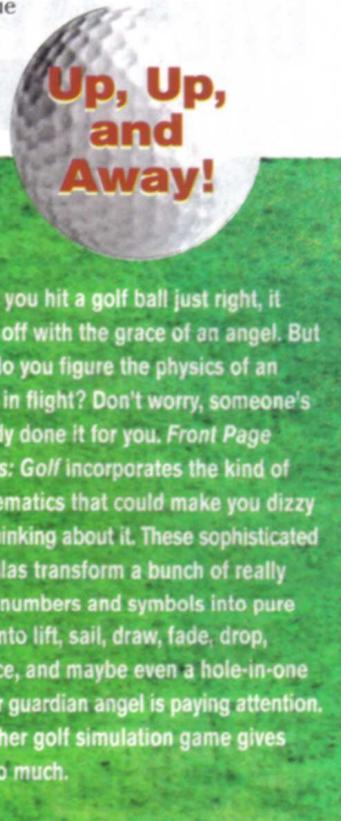
"If you've played other PC golf games, you may find your scores higher than you'd expect when you first play *FPS: Golf*. That's because it's a more challenging game than the competition," cautions

you hit it right," he says. "You'll appreciate these changes when you see how similarly the ball behaves in our game as compared to real life."

Another element that can enhance your gaming experience is network and modem play. You can compete with a large group of your friends or co-workers in a

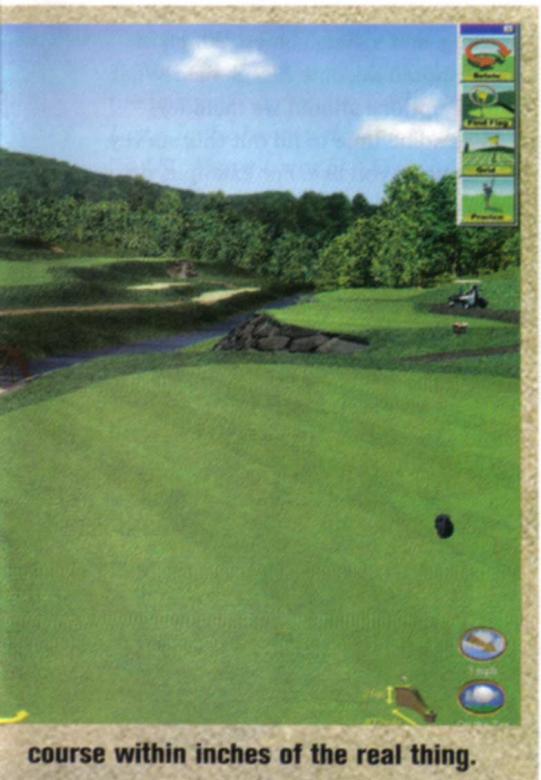
Cook. "But once you've played with TrueSwing, and mastered the initial challenges, you're in for some really outstanding golf."

With *Front Page Sports: Golf*, you get the most realistic ball dynamics ever programmed into a golf sim. You get TrueSwing, a mouse-driven swing technique



When you hit a golf ball just right, it takes off with the grace of an angel. But how do you figure the physics of an angel in flight? Don't worry, someone's already done it for you. *Front Page Sports: Golf* incorporates the kind of mathematics that could make you dizzy just thinking about it. These sophisticated formulas transform a bunch of really scary numbers and symbols into pure art...into lift, sail, draw, fade, drop, bounce, and maybe even a hole-in-one if your guardian angel is paying attention. No other golf simulation game gives you so much.

that, like in the real game, makes the club an extension of your hands. And finally, you get the latest chapter in golf innovation from an industry legend. What's it going to take, a 3-iron in the back of the head? Do yourself a favor and check out *Front Page Sports: Golf*. ■



course within inches of the real thing.



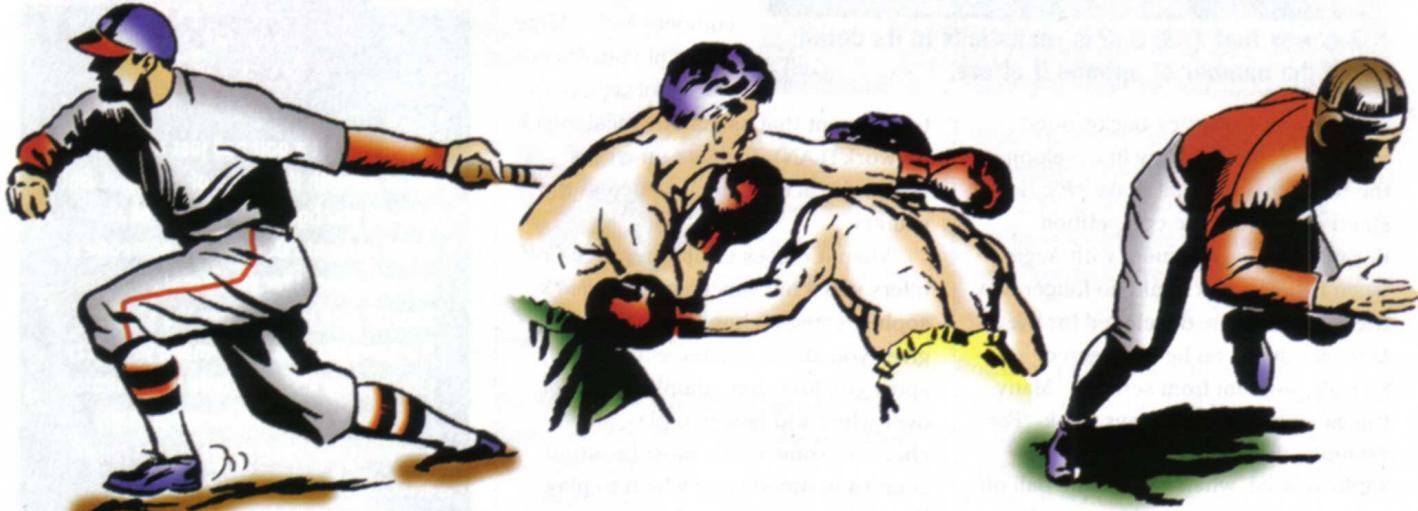
Accurate Ball Dynamics: Apply your desired spin to a shot and the ball flies and bounces accordingly.



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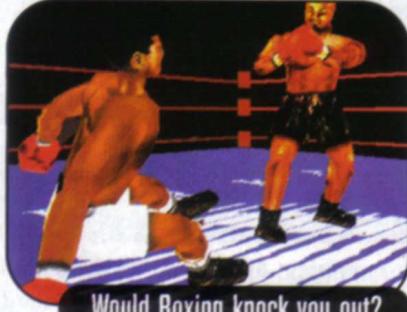
SPORTS SURVEY



Help Design the Future of Interactive Sports Games

Hey sports fans, we need your help. It's that time again for us to decide what types of games to focus on next year. We have put together a survey to find out what kinds of sports games you are looking for and what features you'd like to see in them.

As you know, Sierra's *Front Page Sports* line is constantly evolving. With titles including *Baseball Pro '96*, *Football Pro '97*, *Trophy Bass 2*, and *Golf*, FPS has



Would Boxing knock you out?

How about Downhill Ski Racing?



stayed at the top of the sports simulation world for years by bringing you great technology, cool graphics and the most comprehensive gameplay available. We've always tried to give our fans exactly what they want.

Well, we want to keep up that tradition. And to do that, we need your input on our upcoming game ideas. We are asking for your opinion on baseball, golf, boxing, bass fishing, fly fishing, saltwater fishing, skiing, snowboarding, football, basketball, soccer, hockey,

bowling, and sailing games. Which of these should become *FPS* games? What kind of options should we include?

Take some time to fill out this survey. Tell us what you like. For example, do you like arcade style games? Would you like to see a river fishing simulation? We ask you to take it seriously, because we do. So, don't ask for an underwater floor hockey game unless you really want to see one, 'cause you just may get what you wish for.

Thanks for the help!



SPORTS SURVEY

1. From the list below, choose five features which you feel are the most important in your purchasing decision of a **BASEBALL** simulation game. (Check five)

- | | |
|---|--|
| <input type="checkbox"/> Manager profiles | <input type="checkbox"/> Divisional 1-game tie-breaker |
| <input type="checkbox"/> Full 3D graphics | <input type="checkbox"/> Schedule making utility |
| <input type="checkbox"/> Home run derby | <input type="checkbox"/> Season/team/career record books |
| <input type="checkbox"/> Play-by-play announcer | <input type="checkbox"/> Stadium announcer |
| <input type="checkbox"/> Contracts/salary caps | <input type="checkbox"/> MLB license (team names/logos) |
| <input type="checkbox"/> Fast Sim | <input type="checkbox"/> Modem, Network & Internet play |

2. On a scale of 1 to 5, with one being not at all important and five being very important, how important is each of the following when purchasing a **BASEBALL** simulation game?

- a. Realistic simulation (takes into account environmental influences as well as ball and bat physics)

1 2 3 4 5

- b. Arcade fun (easy interface to pitch and hit ball)

1 2 3 4 5

- c. Statistical handling (lots of stats and plenty of easy ways to review them)

1 2 3 4 5

- d. Team management (throughout the season)

1 2 3 4 5

- e. Television style graphical features (lots of video, announcers/commentators)

1 2 3 4 5

3. From the list below, choose five features which you feel are the most important in your purchasing decision of a **GOLF** simulation game. (Check five)

- | | |
|--|--|
| <input type="checkbox"/> Graphics quality | <input type="checkbox"/> Number of add-on golf courses |
| <input type="checkbox"/> PGA professionals | <input type="checkbox"/> Accurate ball physics |
| <input type="checkbox"/> 3D golfers | <input type="checkbox"/> Video of course/resort |
| <input type="checkbox"/> Career play | <input type="checkbox"/> Multiple camera angles |
| <input type="checkbox"/> On-line play | <input type="checkbox"/> Aerial fly-by hole previews |

4. How many of each of the following types of add-on **GOLF** courses would you most likely buy per year?

None 1-2 3-4 5+

- | | | | | |
|----------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Famous courses | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Exotic courses | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Resort courses | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

5. How many add-on **GOLF** courses would you buy per year at the following prices?

None 1-2 3-4 5+

- | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| \$24 for a single course | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| \$39 for a 2-pack | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| \$49 for a 3-pack | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

6. Have you ever heard of Front Page Sports **GOLF'S** Interactive TrueSwing™ method of playing PC golf? Yes No

7. Thinking about **BOXING**, which one of the following personalities do you feel personifies the sport of Heavyweight Boxing? (Check one)

- | | | |
|--|---|---------------------------------------|
| <input type="checkbox"/> Joe Fraiser | <input type="checkbox"/> Riddick Bowe | <input type="checkbox"/> Larry Holmes |
| <input type="checkbox"/> Evander Holyfield | <input type="checkbox"/> George Foreman | <input type="checkbox"/> Other _____ |

8. From the list below, choose five features which you feel are the most important in your purchasing decision of a **BOXING** simulation. (Check five)

- | | |
|--|---|
| <input type="checkbox"/> Heavyweight boxing | <input type="checkbox"/> Professional tips |
| <input type="checkbox"/> Middleweight boxing | <input type="checkbox"/> Real venues |
| <input type="checkbox"/> Welterweight boxing | <input type="checkbox"/> Prize money |
| <input type="checkbox"/> Lightweight boxing | <input type="checkbox"/> Simulating historical-boxer fights |
| <input type="checkbox"/> Career mode | <input type="checkbox"/> Simulating different boxing styles |
| <input type="checkbox"/> Statistical depth | <input type="checkbox"/> Historical video of boxing bouts |

9. Now, thinking about fishing simulation games for your PC. Using a scale of 1 to 5, with one being definitely would not buy it and five being definitely would buy it, how likely would you be to purchase each of the following **FISHING** simulations?

Bass fishing/general lake fishing	1	2	3	4	5	20
Fly fishing/river fishing	1	2	3	4	5	21
Saltwater/big game fishing	1	2	3	4	5	22

10. From the list below, choose five features which you feel are the most important in your purchasing decision of a **FLY FISHING** simulation. (Check five)

- | |
|---|
| <input type="checkbox"/> Detailed simulation of whitewater boating |
| <input type="checkbox"/> Brand name equipment/sponsors |
| <input type="checkbox"/> 1st person, 3D perspective (e.g. Quake) |
| <input type="checkbox"/> Full simulation of line snags, tangles, backlash, etc. |
| <input type="checkbox"/> Regional add-on packs (Alaska, New Zealand) |
| <input type="checkbox"/> Actual fishery regulations |
| <input type="checkbox"/> A fly-tying "How To" section |
| <input type="checkbox"/> Ability to design/tie flies and use them in the game |
| <input type="checkbox"/> Professional tips |
| <input type="checkbox"/> Seasonal changes/factors |

11. What method of casting would you most prefer in a **FISHING** simulation? (Check one)

- | |
|---|
| <input type="checkbox"/> Interactive TrueCast with the mouse (pull mouse back and push forward to launch) |
| <input type="checkbox"/> Casting meter to click at timed intervals (similar to traditional PC golf simulations) |
| <input type="checkbox"/> Point and click to location for lure to hit water |

12. Thinking about snow **SKIING** simulations, of the following resorts, which five would you like to ski the most? (Check five)

- | | |
|--|---|
| <input type="checkbox"/> Whistler, Canada | <input type="checkbox"/> Squaw Valley, California |
| <input type="checkbox"/> Aspen, Colorado | <input type="checkbox"/> Breckinridge, Colorado |
| <input type="checkbox"/> Vail, Colorado | <input type="checkbox"/> Lauberhorn-Rennen, Switzerland |
| <input type="checkbox"/> Park City, Utah | <input type="checkbox"/> Hahnenkamm-Rennen, Austria |
| <input type="checkbox"/> Steamboat, Colorado | <input type="checkbox"/> Kandahar-Abfahrt, Germany |
| <input type="checkbox"/> Jackson Hole, Wyoming | <input type="checkbox"/> Piste Olympique, France |

13. Using a scale of 1 to 5, with one being definitely would not buy and five being definitely would buy, how interested would you be in buying each of the following 3D **SKIING** simulations?

Olympic ski racing	1	2	3	4	5	26
Snowboarding	1	2	3	4	5	27
Extreme skiing	1	2	3	4	5	28
Downhill ski racing	1	2	3	4	5	29

SPORTS SURVEY



14. Which one of the following skiing personalities do you feel personifies the sport of **SKIING** or **SKI RACING**? (Check one) 30

- | | |
|--|--------------------------------------|
| <input type="checkbox"/> Alberto Tomba | <input type="checkbox"/> Tommy Moe |
| <input type="checkbox"/> Picabo Street | <input type="checkbox"/> AJ Kitt |
| <input type="checkbox"/> Jean Claude Killy | <input type="checkbox"/> Other _____ |

15. From the list below, choose five features which you feel are the most important in your purchasing decision of a **SKI RACING** or **SNOWBOARDING** simulation. (Check five) 31

- | | |
|---|--|
| <input type="checkbox"/> Accurate course layout | <input type="checkbox"/> Regional expansion packs |
| <input type="checkbox"/> Professional tips | <input type="checkbox"/> Ability to wander off course |
| <input type="checkbox"/> Instant replay feature | <input type="checkbox"/> Brand name equipment/sponsors |
| <input type="checkbox"/> U.S. Ski Team license | <input type="checkbox"/> Video tours of the resorts |
| <input type="checkbox"/> Internet play | <input type="checkbox"/> Ability to perform trick moves (aerials, flips) |

16. Using a scale of 1 to 5, with one being not at all important and five being extremely important, how important is a modem/network/internet playable game to your purchasing decision? 32

1 2 3 4 5

17. Thinking about **FOOTBALL**. Would you be interested in an interactive, live NFL game play-guessing feature that would allow you to compete against others on the Internet? (i.e. QB1®) Yes No 33

18. Using a scale of 1 to 5, with one being not at all important and five being extremely important, how important is each of the following when purchasing a **Football** game?

Real NFL playbooks	1	2	3	4	5	34
College stats downloading utility	1	2	3	4	5	35
High school stats downloading utility	1	2	3	4	5	36

19. Now thinking about basketball. Using a scale of 1 to 5, with one being not at all important and five being extremely important, how important is each of the following when purchasing a **BASKETBALL** simulation game? 37

Play-by-play announcer	1	2	3	4	5	37
Color Commentator	1	2	3	4	5	38
Realistic dunks	1	2	3	4	5	39
Exaggerated dunks	1	2	3	4	5	40
NBA license—real teams/players/logos	1	2	3	4	5	41
All-Star Weekend	1	2	3	4	5	42
Realistic statistical simulation	1	2	3	4	5	43
Arcade fun	1	2	3	4	5	44
Play editor	1	2	3	4	5	45
Career play	1	2	3	4	5	46
Download players stats over the Internet	1	2	3	4	5	47
College teams and players	1	2	3	4	5	48

20. Thinking about **SOCCER** Using a scale of 1 to 5, with one being not at all important and five being extremely important, how important is each of the following when purchasing a **SOCCER** simulation game? 49

Realistic statistical simulation	1	2	3	4	5	49
Arcade fun	1	2	3	4	5	50
Career play	1	2	3	4	5	51
MLS license - real teams/players/logos	1	2	3	4	5	52
World Cup teams and players	1	2	3	4	5	53
Television style graphical/audio features	1	2	3	4	5	54

21. Please provide us the following information about a variety of sports games/simulations for your PC. Which of the following have you purchased in the past three years or are you considering purchasing in the near future? 50

Own	May buy	Own	May buy				
Football	<input type="checkbox"/>	<input type="checkbox"/>	55	Golf	<input type="checkbox"/>	<input type="checkbox"/>	51
Baseball	<input type="checkbox"/>	<input type="checkbox"/>	56	Golf add-on	<input type="checkbox"/>	<input type="checkbox"/>	52
Basketball	<input type="checkbox"/>	<input type="checkbox"/>	57	Fishing	<input type="checkbox"/>	<input type="checkbox"/>	53
Hockey	<input type="checkbox"/>	<input type="checkbox"/>	58	Soccer	<input type="checkbox"/>	<input type="checkbox"/>	54
Boxing	<input type="checkbox"/>	<input type="checkbox"/>	59	Bowling	<input type="checkbox"/>	<input type="checkbox"/>	55
Skiing	<input type="checkbox"/>	<input type="checkbox"/>	60	Sailing	<input type="checkbox"/>	<input type="checkbox"/>	56

22. Using a scale of 1 to 5, with one being not at all confident and five being extremely confident, how confident would you be in a brand new sports title from each of the following? 57

Access	1	2	3	4	5	57
EA Sports	1	2	3	4	5	58
Front Page Sports (Sierra)	1	2	3	4	5	59
Microsoft	1	2	3	4	5	60
Sport Accolade	1	2	3	4	5	61

23. Which three of the following sources do you consider to be the best for learning about software games titles you might buy for your PC? (Check three) 62

- | | |
|--|--|
| <input type="checkbox"/> Web sites | <input type="checkbox"/> AOL/CompuServe/Prodigy |
| <input type="checkbox"/> Internet boards | <input type="checkbox"/> Friends recommendations |
| <input type="checkbox"/> Advertisements | <input type="checkbox"/> Magazine reviews |
| <input type="checkbox"/> Game demos | <input type="checkbox"/> Packaging |
| <input type="checkbox"/> Store clerks | <input type="checkbox"/> InterAction Magazine |

24. Please indicate your gender. Male Female 63

25. Which of the following ranges best describes your age? 64

- | | | |
|-----------------------------------|----------------------------------|----------------------------------|
| <input type="checkbox"/> Under 13 | <input type="checkbox"/> 13 - 19 | <input type="checkbox"/> 20 - 35 |
| <input type="checkbox"/> 36 - 56 | <input type="checkbox"/> Over 56 | |

26. Do you have any additional questions or comments? 65

Optional

Name _____

Address _____

City _____ State _____ Zip _____

Phone: _____

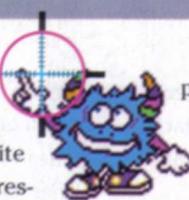
What type of computer do you have? 80

- | | | | |
|------------------------------|----------------------------------|------------------------------|--------------------------------|
| <input type="checkbox"/> 486 | <input type="checkbox"/> Pentium | <input type="checkbox"/> Mac | <input type="checkbox"/> Other |
|------------------------------|----------------------------------|------------------------------|--------------------------------|

JEFF TUNNELL

PUSHING THE LIMITS

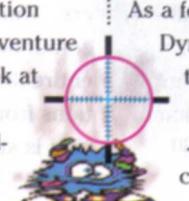
In the legions of game designers, no career has developed with quite the schizophrenic progression as that of Jeff Tunnell. His steady advancement through the pioneering phase of computer game development has included everything from sophisticated flight sims to slightly cornball screensavers, with award-winning learning games, cutting-edge action games, and even off-the-wall adventure games to his credit. A quick look at the bestsellers list even reveals his name attached to a best-selling Bass Fishing simulation. His



pinball games shoot lasers and launch rockets. His action games match bazookas and bombs with a quest for car parts for a



'73 Grand Torino sedan, and his educational games assemble caged rats and dropping anvils into learning machines just crazy enough to work. It seems he can magically make anything into multimedia fun if he puts his mind to it.



As a founder of software developer Dynamix, head of the JTP production company, and respected member of the Sierra braintrust, Jeff has been instrumental in the creation of the computer gaming



Jeff Tunnell and Tim Gift hash out the details of the EarthSiege 3 engine.

industry and is fashioning the future of interactive entertainment even as you read this. We caught up with Jeff Tunnell recently at his Eugene, Oregon, offices to get an update on his current

3-D Ultra Series

"Many people don't know this, but our Ultra Pinball series has become Dynamix's most successful product line to date..." —Jeff Tunnell

Late in 1995, Sierra released *3-D Ultra Pinball*, a quirky pinball game based on the *Outpost* title that quickly grabbed the attention of pinball gamers worldwide. It was a perfect combination of superior 3D graphics and animation with addicting gameplay. Thus was launched one of the most successful computer pinball titles to date. Jeff Tunnell and the folks at Dynamix

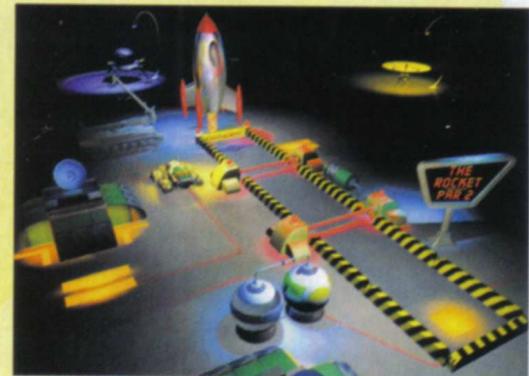
were on to something.

They followed this success with the scary, frighteningly good sequel *3-D Ultra Pinball: Creep Night*. Whoever would have guessed that a pinball game could scare the living daylights out of you?

Well, now the most successful product line to date in the history of Dynamix is launching two more *3-D Ultra* titles. Coming next month, *3-D Ultra MiniGolf* puts a whole new spin on putt-putt golf. In addition to the usual windmills and castles found on most courses, you'll also encounter flying spaceships, pterodactyls, and volcanoes.

With two courses, optional club swing control, and four-player LAN and modem play this is definitely not the minigolf you played as a kid. and his friends as they brave vicious dinosaur attacks, cross treacherous terrain, and outwit cunningly laid booby traps. The ultimate goal will be to overcome the challenges of

Then this fall, look for *3-D Ultra Pinball: The Lost Continent*. Action/adventure is the theme this time and it's based on the adventure-driven life of Rex Hunter, a bush pilot and part-time hero-for-hire whose plane crash lands in an unexplored jungle. The game, which will include over 20 tables with fully rendered 3D characters, follows Rex

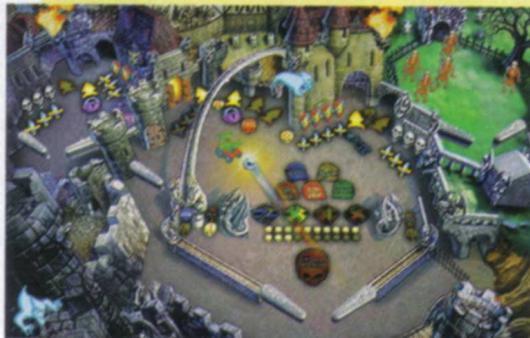


3-D Ultra MiniGolf launches rockets into the stratosphere.

the wild and help Rex repair his plane so he and his friends can return home. *The Lost Continent* takes pinball in treacherous, adventure-filled directions.



3-D Ultra MiniGolf: Be very careful when you enter the Haunted Mansion.



Are you brave enough to master the evil that lurks within 3-D Ultra Pinball: Creep Night?

projects and to catch a glimpse at his view of the future.

Q. You've done a lot of things in your decade-plus tenure in the industry. What have you learned about gaming? Are there certain elements that all great games have in common, or is each one different? Of all your creations, which do you consider to be your favorites?

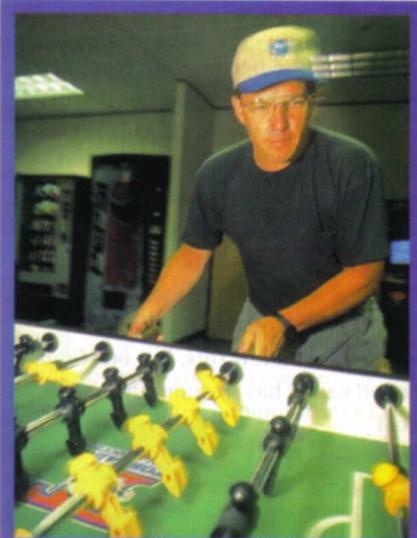
A. It continues to amaze me that the same things that were fun 12 years ago are still fun today. We add better graphics, incredible sounds, multiple players, and yet the same themes con-

tinute to dominate the charts. Players like to blow things up (especially each other), explore, improve their characters, strategize, build things, work through great stories, and basically experience things they can't do in the real world. Once in a while a great game will be viewed as a revolutionary breakthrough, but I have yet to see one that doesn't follow one of these themes.

Dynamix has created a lot of products during the past 13 years that utilize one or more of these themes to make a fun and successful game. I'm extremely proud to walk into our demo room and see framed boxes of all 60

original titles Dynamix has produced from inception to now. Some of these games I have had a lot to do with as either the designer or director, and many others I have guided as producer, but in some small way, my influence is in all of them.

Choosing favorites from these titles is about as impossible as choosing your favorite child, but some product lines do have more fond memories than others. Working with Damon Slye, the cofounder of Dynamix, to produce the entire line of historical flight simulations from *Red Baron* to the *Aces* products is still one of my career highlights.



Jeff Tunnell in his daily match of foosball with Dynamix General Manager Randy Dershaw.

Damon is an incredible designer, and his influence is still heavily felt in my designs and product ideas.

For example, Damon had the original idea for my favorite product, *The Incredible Machine (TIM)*. It was an idea we bounced around for 10 years before I finally went ahead and had it developed. *TIM* is my favorite because I think it is the most innovative title Dynamix ever developed and is close to being a new genre. In addition, the programmer and co-designer, Kevin Ryan, was a partner in Dynamix in the early days, and working with him through the years has been a pure joy.

Q. When you design a game, or work with others on designs, what do you think you bring to the table that makes the games better? What do you look for, or put into the design, that will make it more fun and more interesting to play?

A. I bring a huge knowledge of what has and hasn't worked over the years—providing a big picture of where the product needs to go when the designer gets stuck. Some of my best work comes from acting as a sounding board for creative people. During those meetings, I'm always an advocate of pure fun as well as accessibility. Mostly we focus on the fun aspects, but if the interface isn't intuitive, then the fun may go unnoticed.

Probably my biggest strength is my

EarthSiege 3



"EarthSiege 3 will bring squad-level combat to the futuristic battle simulation..."

—Jeff Tunnell

It's been 200 years since the defeat and destruction of the Cybrid invasion forces. What does that mean for you? *EarthSiege* is back! The talented team of designers at Dynamix are working on *Future Wars*, the third installment in the *EarthSiege* series.

ES3 continues the *EarthSiege* storyline, but with some very distinct differences. What once was a battle for survival between man and machine is

a network, modem, and the Internet, one of the greatest new features will be the amazing replayability of the game. New randomly generated and plot-oriented missions are going to be available. Although a player progresses through a story, the game can be replayed endlessly, due to the virtually infinite number of missions. Play underground, city, and



underwater scenarios that will challenge players with everything from exploration to all-out combat.

Along with a variety of configurable vehicles, including Hercs, Hovercraft, Tanks, and various Aircraft, you will also have an arsenal of weapons. Using everything from Autocannons to Thermal Diffusers, *ES3* will allow you to issue the challenge and blow away all takers.



The art team works out the new interface.

now a conflict over valuable planetary resources. *ES3* will also feature an edgier attitude, magnified by a grittier style of art, not to mention a completely revised game engine. With seamless 3D movement in multilevel environments, this new engine allows for combat to take place underground and inside structures, as well as on open terrain. However, don't despair, traditionalists—*ES3* will utilize many elements from the previous games.

Along with the ability to play over



willingness to take chances with different products. Sometimes this flops, but usually the rewards outweigh the risks. *Trophy Bass* was the last time that I championed a product that many people did not understand. The director, Randy Dersham, and I took a lot of flack from a lot of people during the development process, but the sales results have proven to be extremely positive.

Currently, *Driver's Education* is another product that is not exactly a game in a proven genre. However, I think it has the potential to be one of Sierra's most successful titles ever.

Q. What are you working on now? What will we see in the near future and what are you most excited about?

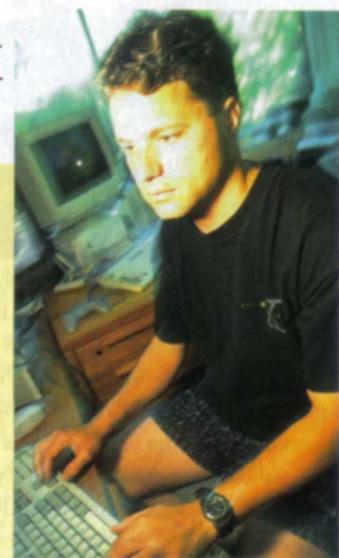
A. Right now I have five titles in development, with a bunch more on the drawing board.

3-D Ultra MiniGolf (Spring '97) extends the *3-D Ultra* series, and is shaping up to be one of the most fun titles Dynamix has ever produced.

Driver's Education (Fall '97) uses our latest simulation technology to teach people the rules of the road and how to react in driving situations. I'm excited

about this title because my daughter, Heidi, is just about to get her driver's permit. I figure that if all dads are as worried about this event as I am, then *Driver's Education* will be a huge seller.

3-D Ultra Pinball 3: The Lost Continent (Fall '97) brings an action/adventure theme as well as some incredible innovations to the pinball market. Many people don't know this, but our *Ultra Pinball* series has become Dynamix' most successful product line.



Randy Thompson brought new energy to the genre with *CyberGladiators*.

captured technology has you kicking, punching, and back flipping like a master martial artist. Knock off your enemy's head and watch the life-force sparks ooze out.

Let the carnage begin.



Take your pick: Firepower or strength.

Hunter/Hunted

"A whole new perspective on sidescrolling shooters...the split-screen multiplayer looks mighty addictive." —Bernard Yee, NYC

"*Hunter Hunted* has the raw, frenetic feel of a suspenseful action game. (It) takes you prisoner with ravishing 3D SGI graphics. It looks absolutely spectacular and plays just as well, if not better." —GameSlice Weekly

Hunter Hunted, the adrenaline-packed weapon fest from Dynamix, continues to receive raves from both hard-core gamers and the gaming press. People just can't seem to get enough of the intense speed of the

game, or that gripping feeling of knowing that death could be hiding around the next corner.

Imagine a world in the 21st century where death and destruction are everyday

occurrences. Your chances for survival are slim.

Welcome to *Hunter Hunted*.

Two-player gameplay lets you choose the role of the human street warrior Jake (equipped with an arsenal of weapons), or the sewer-crawling beast named Garathe Den (who fights with a spiked club, fangs, and electric whip). Either way, you're both the hunter and the hunted. One false move and you're facing the afterlife. Play it right and you just might get out of this hellhole.

CyberGladiators

CyberGladiators, another

k.a.a. creation out of Dynamix, is making its own mark as the ultimate PC fighting game. Reviewers and hard-core gamers are finding *CyberGladiators* takes fighting to the extremes.

A new mutant life form—metal warriors known as CyberGladiators—pits eight fighters (plus two bosses) against one another as they battle to the death in ten fighting arenas. Pick your warrior and let the death match begin. Engage in combat against the computer or battle head to head with your friends.

Motivated by hatred and revenge, you'll slam, smash, and thrash your way to victory or face certain annihilation.

Realistic 3D motion-



CyberGladiators delivers hyper-fast 3D fighting action.

to date, outselling huge titles such as *Aces of the Pacific*.

Lastly, I'm most excited about *EarthSiege 3* and *FEAR* because I think these products will really wake up the action genre here at Sierra/Dynamix. Tim Gift, Rick Overman, Mark Frohnmyer, Paul Bowman, and many others have been working on Dynamix's new Simulation Engine for over a year now, and it is the most incredible 3D technology I have ever seen. It is the same technology that will be in the upcoming *King's Quest VIII* and many other Sierra titles.

EarthSiege 3 (Fall '97) will bring squad-level combat to the futuristic battle simulation. Many people may not know that Dynamix created this genre of products by developing the first *Mechwarrior* game for Activision back in 1989. After Sierra acquired us in 1990, we moved forward with the *EarthSiege* product line, and we continue to be absolutely committed to making this a line of the richest futuristic combat products on the market. Look for books, comics, board games, and miniatures in the near future. Dave Selle, a veteran designer of all the *EarthSiege* products, is the director. Some of the *ES3* features Dave has come up with will be Internet play via local servers, the ability to switch between different vehicles during combat, over 50 different vehicle types in four different classes, and the ability to play from three different sides.

FEAR (Spring '98) will be Dynamix' first effort in the growing first/third person 3D action genre. Chris Cole, the past director of *Hunter Hunted*, is designing hot innovations to this product. *FEAR* uses the new Dynamix Sim Engine, which is definitely next generation to anything that is out there.

Q. A lot of our readers have expressed an interest in working

as game designers in the future. Is there any advice you can give them?

A. Step one is admitting that you want to be a designer. Strong desire to achieve a goal is more important than anything else. Next, you need to play lots of games, think about why they are fun, and write up your own ideas. On

another front, attending college is imperative. Take computer programming so you can understand technical issues, but make sure you can communicate and write, as well.

After you've done all of that, getting through to big companies like Sierra or Electronic Arts is the hardest part. It will take a lot of effort on your part,

Ultimate Fear



"FEAR uses the new Dynamix Sim Engine which is definitely the next generation to anything that is out there..." —Jeff Tunnell

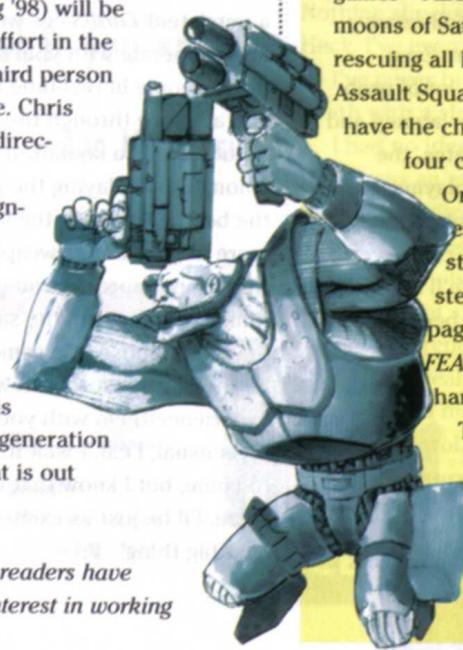
Jeff Tunnell and his cohorts (the cybrids and bioderms of Dynamix) are working on what will be the ultimate in first-person shoot-'em-up adventure games—*FEAR*. Set on Titan, one of the moons of Saturn, *FEAR* will focus on rescuing all human survivors of an Assault Squadron attack. You will have the choice of playing one of four characters—Hom, Phaezia, Orpheus, and Jinx, who embody the four different styles of gameplay: speed, stealth, endurance, and rampage.

FEAR will allow you to switch characters at any of the Transporters scattered throughout the game. On the down side, changing characters takes a significant amount of energy.

Since energy is in desperate shortage, you can't afford to switch very often. Although the entire game can be completed without ever changing characters, different fighters have different advantages in each situation or environment. For example, Phaezia or Hom may reach a secret room by crawling through an air duct, while Jinx would simply smash through a wall.

Since *FEAR* will offer many types of gameplay, you will be able to choose whether you want to play solo (you vs. the computer), war game (net play), or squad force (networked cooperative team play vs. the computer).

As well as having standard tools, defenses, and energy cells, each chapter of your mission will offer a new character-specific weapon and a new power upgrade. You will be able to visibly outfit your characters as you unfold a terrifying mystery set in a world of true 3D enemies and deep-space environments.



Training Wheels

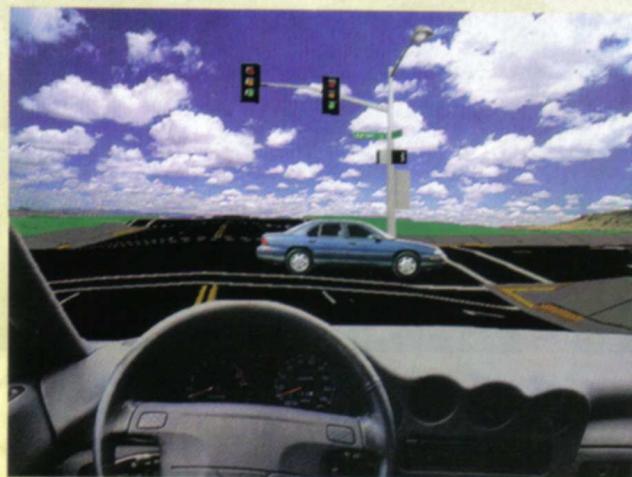
"Driver's Education uses our latest simulation technology to teach people the rules of the road and how to react to driving situations..."

—Jeff Tunnell.

Getting your driver's license. The rite of passage your 15-year-old sees as a

major step toward independence. You, on the other hand, keep having nightmares about freeways, cops, and "a ticket for doing 65 in a 25." Don't sweat it.

Coming soon from Dynamix is *Driver's Education*, a comprehensive, real-time driving instructional simulator.



Keep 'em off the sidewalk: Driver's Education uses advanced technology to teach people to drive safely.

but keep trying. Start by taking a job testing games in Quality Assurance. You will learn a lot from being around established designers and looking for bugs in their products.

We are always looking for talented and creative people, so if you want to be a designer, please keep trying!

Q. Where do you think games will be in two, five, and 10 years down the road? What advances are you most excited about?

A. It is obvious that the hot

areas of development for games over the next couple of years will revolve around 3D and multiplayer. Even though the Internet has a lot of problems such as latency and transfer rates, the impact of playing with real people is such that you can never go back. We'll solve the problems because the

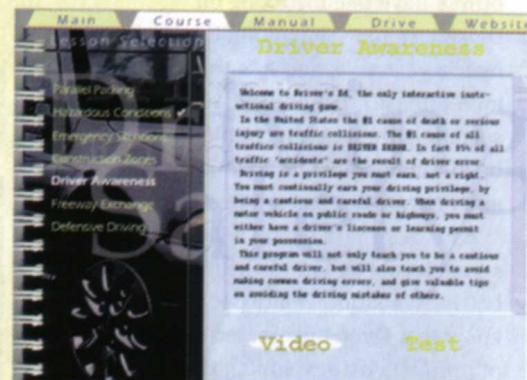


Driver"Ed" the video instructor will guide your young driver through the Driving Academy. In this virtual classroom setting, Driver"Ed"

will give your teen the straight facts about driving; teaching everything from the rules of the road for each of the 50 states to reading street signs.

From there it's on to The Virtual City, where a driver's permit will get your child behind the wheel of a virtual car. He or she will encounter real driving conditions, such as heavy traffic, other cars, careless drivers,

freeways, and how to deal with them. Reacting to these real-life driving situations will give your teen driver crucial experience before he or she actually hits the road. So whether your child will drive the crowded streets of New York City or the expansive Montana "autobahn," he or she should hop into *Driver's Education* first and take it for a spin.



rewards for doing so are great. Imagine a persistent *EarthSiege* world where you can cooperate with your friends against other people in real-time battles. As you advance through the ranks, your reputation as a squadron leader grows among those playing the game. You are the best. Along with the fame comes more money, better weapons and Heros, and more control over lower-ranking players. All the same themes that made those '80s games great will be there. It's just that now you get to experience them with your friends!

As usual, I can't wait for the future to come, but I know that once we get there, I'll be just as excited about the next big thing! ■■■

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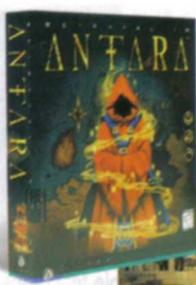
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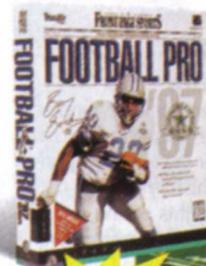
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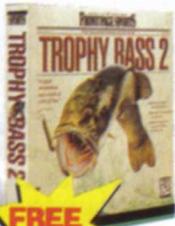


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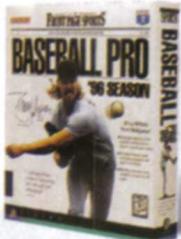
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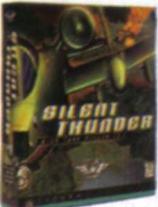
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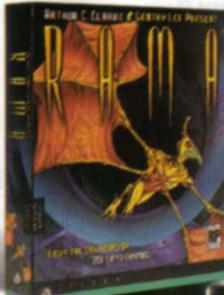
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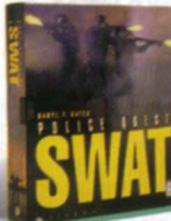
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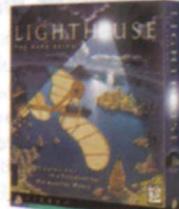
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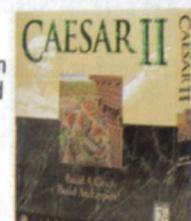
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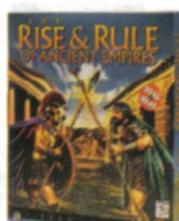
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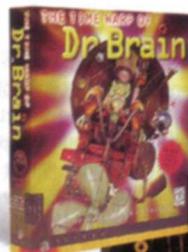


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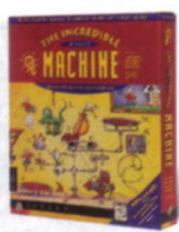


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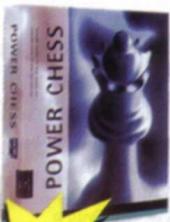
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By Ann M. Marcus

If you're like me, you'll find yourself attracted and repelled simultaneously by what you see.

—Ann M. Marcus

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Preferred Requirements

Win 95; Pentium, 500, 16MB RAM, 4x CD-ROM, Windows-compatible Soundcard with DAC, 16MB free HD space.



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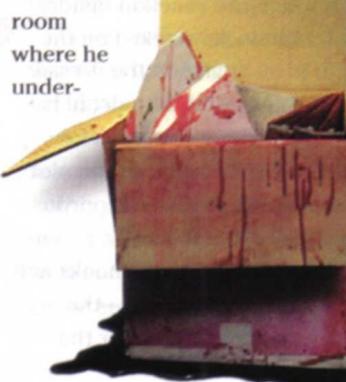
I was told before I loaded up Sierra On-Line's CD-ROM thriller that I might find it shocking. There'll be blood, gore, abuse, kinky sex, humiliation...you get the idea. Well, I thought, you can't scare me, I grew up around San Francisco—the ultimate den of iniquity. Nothing shocks me. I've seen it all. Heck, I've even done some of it! (Okay, so I've never bludgeoned anyone to death with a sledgehammer.)

I had no idea what to expect. What I found was an amazing story, a compelling soundtrack, and sensational acting. This, together with image technology—terrific integration of still and video clips and rendered 3D animation—really made it all seem like a movie I was able to control. But controlling it—and surviving—takes patience, perseverance, curiosity, a good memory for details, and a strong stomach.

There are puzzles to solve, objects to find and use appropriately, relationships to manage, murders to solve, and maybe even the opportunity to vicariously live out a few fantasies. If you're like me, you'll find yourself attracted and repelled simultaneously by what you see. It may be a bumpy ride, but if you stay the course, you're in for a serious thrill.

Curtis Craig: Then & Now

The opening video sequence shows a patient tied to a gurney that's being frantically wheeled into a medical treatment room





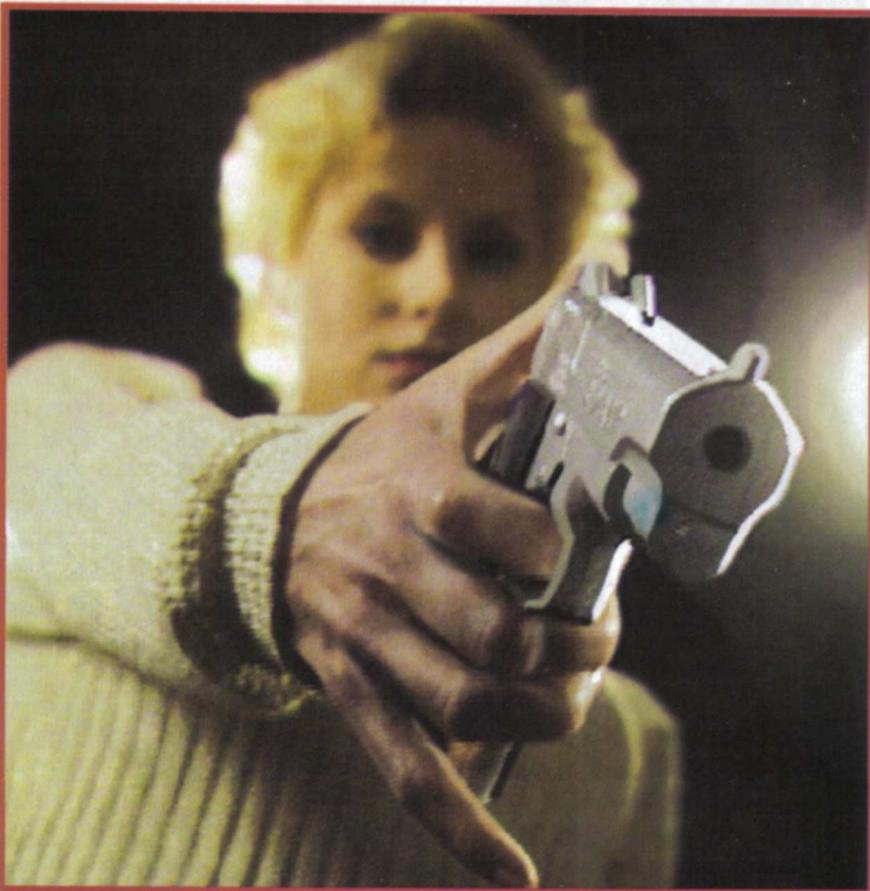
goes electro-convulsive therapy. The patient is Curtis Craig and according to his doctor, the creepy Dr. Merek, he's having a psychotic episode. They're just trying to help him, they say, but why do I get the sense that maybe there's something fishy going on? Something about Dr. Merek spells trouble.

The next time we see Curtis, it's been a year since his hospitalization. He wakes up in his own apartment, showers, dresses, and gets ready for work. He seems like your basic nice guy—maybe a bit awkward, not exactly a snappy dresser, perhaps a little forlorn. But I guess I wouldn't exactly be "normal" if I'd lost both my parents to acts of desperation and violence and I'd spent time in a mental institution. Soon extraordinary things begin to happen to Curtis and the people around him. To understand what's occurring involves delving deeply into Curtis' twisted life—enduring scenes of betrayal and torment from his past, suffering the growing confusion and horror of his present, and stemming the uncertainty of his future. You have to take Curtis' life apart, piece by piece, in order to assemble *A Puzzle of Flesh*.

But I'm getting ahead of myself....

Picture Perfect

Curtis' apartment has a simple bachelor charm. And looking around the place, I became aware of the richness of the background details—the way the light



As the story progresses, Curtis begins to think that the people closest to him are turning on him—even his sweet, loyal girlfriend Jocilyn.

couch—for all kinds of objects that you will need throughout the game—photographs of his parents and his friends, sexy letters, his wallet. Many of the objects you'll use over and over. Often you pick up an object from inventory and then use it to click on a character or another object to get results. For

technical writer. However, his involvement with Wyntech is a lot more complicated. We discover that Curtis' father was also a Wyntech employee and his violent death is tied somehow to the company's activities. Nevertheless, Curtis shows up to work diligently, and tries to be a good employee in the face

"THE PATIENT HAVING A PSYCHOTIC EPISODE"

filters in through the venetian blinds, the titles of the books stacked on the nightstand, the cologne on the dresser. This remarkable attention to detail is consistent throughout the game for both the objects important to the plot and those present only for the purpose of creating realistic ambiance.

It's important to check the nooks and crannies of Curtis' apartment—the drawers, the mail basket, under the

example, selecting the psychiatrist's business card, then clicking on the phone, makes Curtis call for an appointment with his shrink—and this guy can use all the help he can get.

What's Up With Wyntech?

From Curtis' apartment, it's off to his place of business. Wyntech is a pharmaceuticals company of questionable ethics and reputation where Curtis is a

of growing weirdness.

The suite of cubicles is the center of much of Curtis' (and the game's) activities. It's where Curtis comes to make phone calls, to check and respond to e-mail, to ferret out important information in his and the others' computer files, and to interact regularly with his coworkers. You control the phone calls using the clever telephone interface to dial from the list of extension numbers

on the pad on Curtis' desk (with all the phone calls, cubicle visits, and sneaking around in the computer files, no one seems to be getting any real work done).

Curtis' past by presenting the Doc with many of the objects that Curtis accumulates in his inventory: a sexy postcard, a picture from last year's compa-

the murders. He delves deeply into the files. He resorts to sneakiness and searches the office of his boss, Paul Warner. It pays to look around

HIS MOTHER OFTEN DRESSED HIM UP AS A GIRL

It's here at work that Curtis first begins to experience creepy voices emanating from his computer and hallucinations so real he bleeds when they hit him. He thinks he's going mad again. One by one, Curtis' circle of colleagues begins dying...in truly gruesome ways. The first to go is Curtis' workplace nemesis, Bob. But since we all abhor him by the time of his demise, it doesn't seem as much a tragedy as karma.

Nevertheless, I wasn't quite prepared for just how brutal his demise would be. Graphic snippets appear in Curtis' now incessant hallucinations—the impaling, the crushing, and the slicing. Yechhh!

What's Up With Doctors?

In order to uncover what's going on deep in Curtis' psyche, I decided to have Curtis draw on the expertise of a professional psychiatrist recommended by Dr. Merek in a flashback video sequence. During a number of visits to Dr. Rikki Harburg's office, it was possible to uncover a great deal about

ny Christmas party, and a letter from Jonas Craig that Curtis finds in the toolbox hidden behind the boxes in the network room at Wyntech (use the key from Curtis' mysterious, shifty boss' desk

drawer to open the little door).

Some of the deep-seated stuff that Curtis reveals to Dr. Rikki seems to come a bit out of left field: A piece of lace Curtis offers to Dr. Rikki inspires a flashback of Curtis' mother doing her best impression of Joan Crawford in *Mommie Dearest*. His mother often dressed him up as a girl. She also subjected him to electrical torture, which you don't exactly see, but hear her practicing on sweet, young Curtis—at times it's very hard to take. It doesn't take Freud to figure some of this stuff out. It's amazing this boy is still able to put sentences together at all.

Death at the Hands of...

Curtis begins to suspect there's something going on at Wyntech that's causing the hauntings and

closely, observe the plaques on the walls, check out his desktop and draw-

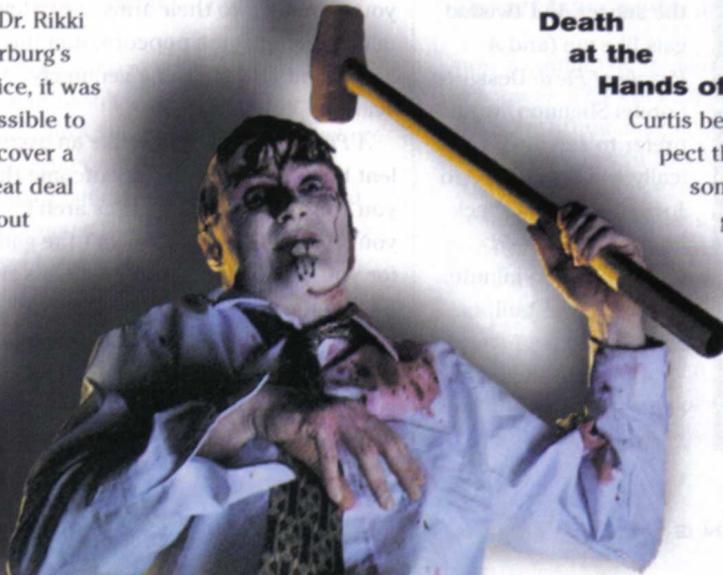


Curtis just wants this date to end. He's got other things on his mind—like Therese.



Therese is not your typical Friday night date; she has her own agenda.

ers, take whatever objects are available to you. Much of the story's detail unfolds in flashbacks—of Curtis as an adorable wide-eyed child; of his insane mother who regularly tortures him and eventually hangs herself; and of Jonas Craig, Curtis' kind but spineless father who toiled under duress on Wyntech's top-secret and nefarious Threshold project. And of course, there's Paul Warner, the man in charge of the Threshold project (going on in



Wyntech's basement) then and now. With the cops investigating the murders at Wyntech, everyone seems a little edgy...especially Paul Warner.

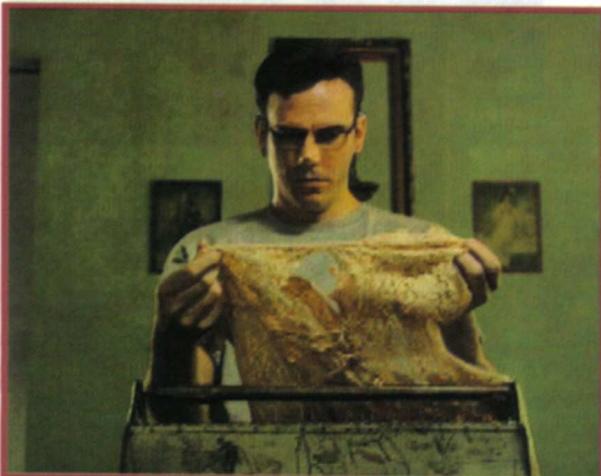
SUDDENLY, REALITY IS TRANSFORMED

Curtis' lifeline throughout this ordeal is his best friend, Trevor. He has been Curtis' main support since his psyche began to unravel like a cheap sweater. Trevor's life is threatened because of his own investigation into secret files on the company's network computer. He implores

Curtis to beware. We still don't know who's killing these people, or why. Is it Curtis himself? Is he possessed by evil forces?



A window to the soul or a path to hell—Curtis better learn the difference soon.



After all these years, his mother's lace dress still evokes terrifying memories. Can Curtis' doctor help him get past this?

The Big Ending—Or Is It a Beginning?

When Curtis finally enters the inner-sanctum of the Threshold project, it seems that the story will take a wild, unexpected turn. Curtis jumps into some sort of energy field to escape an attack by the dubious Paul Warner.

Suddenly, reality is transformed. Curtis is the only familiar being in this strange, surreal, rendered alien dimension. I found interacting with the unusual objects and creatures a bit confusing, but their unusual beauty and behavior had a magnetic draw.

By the time I got to the elaborate circuit-board puzzle, I was worn out. Once solved, Curtis could choose from two "happy" endings. I suppose if you're "normal," you'd choose a romantic ending where he and his girlfriend, Jocelyn, reconnect and ride off into the sunset. But twisted gals like me (and *A Puzzle of Flesh* Designer Lorelei Shannon) would prefer to see Curtis stoically wave good-bye to Jocelyn and jump back into the Threshold where....Wait a minute, I almost gave it all away!

All in all, when it comes to playing *Phantasmagoria: A*

Tips for Success:

Phantasmagoria: *A Puzzle of Flesh* is not a hard game. Oh it'll mess with your mind, but you don't need an engineering degree to solve the game's puzzles. What you need is a profound sense of curiosity, controlled perseverance, and above all else, a stomach of steel. Imagine you're a master detective trying to solve some horrific murders and the unmentionable secrets of a corporation that doesn't know the meaning of moral accountability. Here are a few pointers to help you through the game:

- Make sure you save the story as you go, so if you miss something important, or die accidentally, you can go back to a safe point in the game.
- It's a good idea to keep checking the mail. Curtis gets a lot of strange correspondence, which will help him out later.
- Dink with everything. There are clues and critical inventory items in the strangest places. If it can be taken—take it! You're going to need it.
- Visit the cage of Curtis' pet rat, Blob, often. In her own disgusting way, she provides a lot of clues about what makes Curtis tick. Oh yeah, her name is the password on Curtis' computer at work.
- Let go of your inhibitions. This is a game of mystery, deviance, and fantasy. To succeed in Curtis' world, you must try things you never thought you would.

Puzzle of Flesh, I'd have to agree with something that Sierra Co-founder Ken Williams said in a recent interview. The best way to enjoy this game is to sit down with someone who doesn't mind you jumping into their arms every few minutes, pop some popcorn, dim the lights, and prepare to be genuinely scared.

A Puzzle of Flesh plays like an excellent horror movie with an outcome that you control. If horror movies aren't your thing, this probably isn't the game for you. But if entertainment means sitting on the edge of your seat, arm in arm with someone you trust, solving the mysteries of a twisted mind—you're going to love every terrifying moment of *Phantasmagoria: A Puzzle of Flesh*. ■

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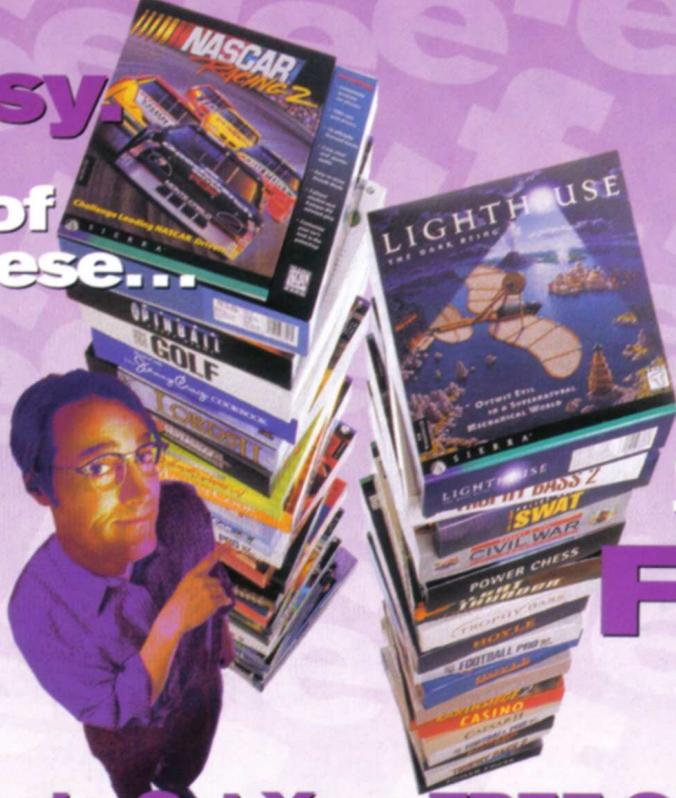
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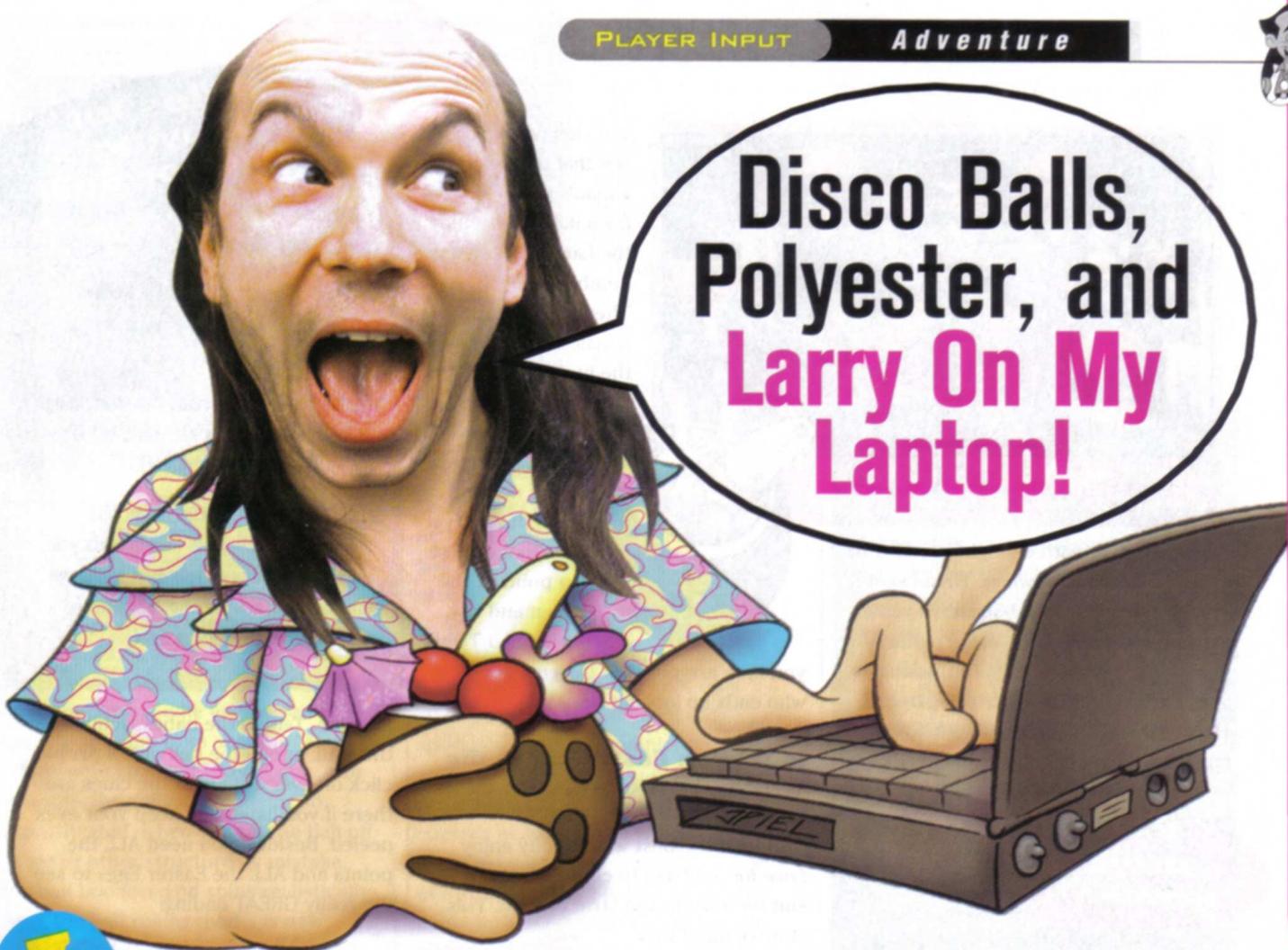
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Disco Balls, Polyester, and Larry On My Laptop!


I

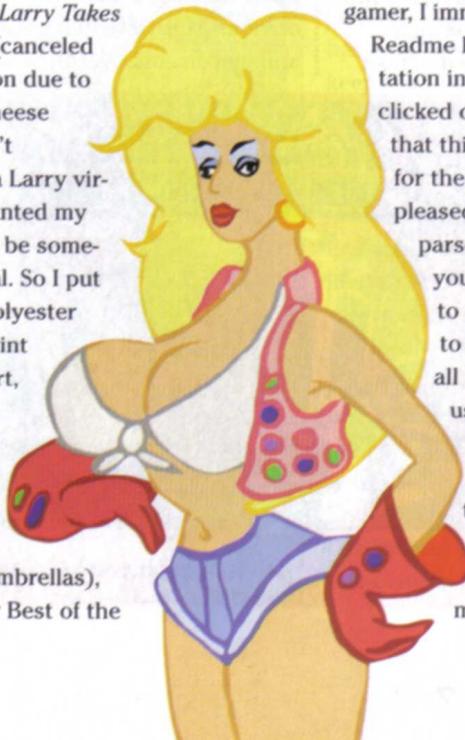
By Paul Quinn

It was around 8:00 in the evening and I was preparing to settle into my first *Leisure Suit Larry* game. I hadn't played any of the Larry games before. No *Leisure Suit Larry: In the Land of the Lounge Lizards*. No *LSL: Shape Up or Slip Out*. Not even *Leisure Suit Larry Takes on Tijuana* (canceled in production due to the "goat cheese scene." Don't ask). I was a Larry virgin and I wanted my first time to be something special. So I put on a blue polyester Hawaiian print bowling shirt, made a big pitcher of Piña Coladas (complete with little umbrellas), selected my Best of the

'70s K-Tel CD, hung a disco ball, and loaded *Leisure Suit Larry: Love for Sail!* on my laptop.

Setting Sail

So here I was, staring at the opening scene in La Costa Lotta without clue one as to what to do. Like any good gamer, I immediately consulted the Readme File and all game documentation including the Help file. I clicked on everything and found that this is an excellent tutorial for the game. I was particularly pleased with the addition of a parser interface, that bit where you can type in any command to give more flexibility to the game...and we all know that Larry can use all the flexibility he can get. Once on the ship, the first thing I did was turn off my stereo. The game's music is classic



I was a Larry virgin and I wanted my first time to be something special. So I put on a blue polyester Hawaiian print bowling shirt and made a big pitcher of Piña Coladas...

-Paul Quinn

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Pentium, 16MB RAM, 4X CD ROM, Windows-compatible Soundcard with DAC, 22MB free hard disk space



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see p.58 for details



The cabin boy is a good person to know. He's got the goods—and you'll need them.

lounge fodder with enough schmaltz to make a strong man weep. Then I sent that politically-correct-sensitive-yet-strong-man-of-the-'90s inside of me away and gave free reign to the single-guy-with-no-tact-or-taste-trying-to-get-lucky-under-any-circumstances. Every man alive has that single guy inside him

Playing It straight just doesn't work!

Here are a few things you can do to really weasel your way through the game, or just have a little more totally off-color fun.

- Try making a file called GET_HARD (any kind, even a blank text file) and put it in the *LSL* game directory. The game will become brutally difficult. Remove the file to restore the normal difficulty level.
- Having trouble beating Dewmi at Strip Liar's Dice? Press Control-C during the game to cheat.
- During the game, hit "Control-P" twice to enter/exit Psychedelic Mode.
- Try using the remote control on the right spike in the Sculpture Garden after you have completed the Horseshoe Competition (Use it from ground level).
- The toilet in your Cabin responds to "colorful" verbs.



you men are pigs." In the end, guess who ends up looking stupid.

Is That an Easter Egg in the Game...Or Are You Just Glad to See Me?

I found the best way to fully enjoy *Love for Sail!* was to climb into Larry's suit for a while and strut around. This state of mind was especially helpful when searching for the elusive goodies and Easter Eggs that Designer Al Lowe has laid away in the damnedest places. Like Larry, don't expect immediate gratification. Just because you found a goodie doesn't mean you get to see it right away. You'll have to wait, quivering with anticipation, for the special visuals associated with the Eggs. So don't get too excited too quickly (I wish I had a dollar for every time I heard THAT).

You can solve the puzzles and win the game, but a truly satisfying Larry experience is a slow, probing exploration of all possibilities and combinations, like a polyester-clad bungee jump into a big bowl of rampant testosterone and

and I am no exception. Not that this is strictly a man's game—far from it. Women enjoy the Larry series on a number of levels. There are strong female characters so the humor appeals to anyone who loves wonderfully bad puns and innuendo. If nothing else, it gives yet another excuse to point at the screen and say, "See, Madge, I TOLD

Rule number one: There are no rules.

Rule number two: Don't believe everything the announcer says. He's a smartass on a salary.

Rule number three: Use everything on everything. It may not work, but it could be a laugh (see rule 2).

Rule number four: If you find something in the game that offends your sensibilities, refer to rule 1, or exchange the game for *KQ7*. You got Al confused with Roberta. It happens a lot.

Rules for Playing Love for Sail!

Rogaine. Talk to the babes, schmooze the staff, annoy the hell out of people, click on everything. All the clues are there if you listen and keep your eyes peeled. Besides, you need ALL the points and ALL the Easter Eggs to see the really GREAT ending!

The game's music is classic lounge fodder with enough schmaltz to make a strong man weep.

In my case, it was the details that made me bust a 'nad laughing. The obvious gags were funny and I love the announcements over the loudspeaker.



Here's a great hint: You can cheat with Victoria in the Lovemaster 2000. The mind reels with the possibilities!

But what always gets me are the subtle bits: the look on Larry's face as he retrieves his Thygh's Man Score Card at the horseshoe contest, his banter with the narrator, the pickup lines he uses to find "Little Larry" a home for the night, the horrific puns. All the stuff that's there not to solve puzzles, but for the sheer fun of it.

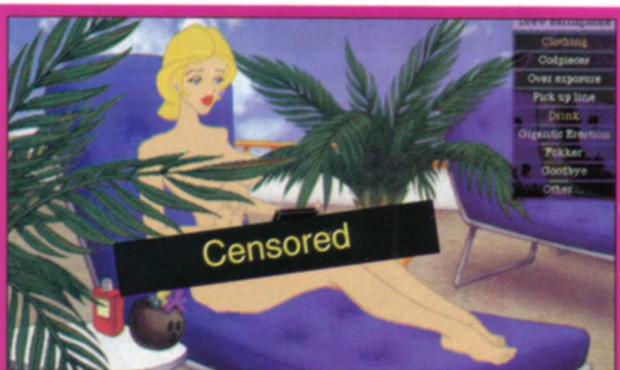
There are a few basics to follow when playing *Love for Sail!* The two biggies are 1) grab anything that isn't nailed/glued/welded down—if you can't, try to take it anyway AND 2) Save Early Save Often (SESO). The latter is not quite as important because you can't really die in this game. You can, however, bring an untimely demise to your dignity, self-respect, and sense of good taste. There are some points and goodies you can miss out on if things are done in the wrong order. So keep

saving games until someone stops you. Besides, there are things in the game you're going to need to see more than once.

When you get stuck, just ask yourself, "If I got MacGyver REALLY drunk, slapped him into a white suit that will outlast Twinkies™, and

shoved his brains into his briefs, what would he do in a situation like this?" That should put you on the right track. Would Larry actually hit on a woman with a peg leg? Fart in public? Milk a beaver?

How would a walking hormone get a gorgeous woman out of the show-



Sunbathing would be great if it weren't for this #\$@*% Censored sign! Luckily, it doesn't appear in the real game!

er? Would he gently persuade her with poetry and candlelight or simply flush the toilet? The answers come only to those who swing with Larry.

So here I am. Larry and Captain Thygh are sailing into the sunset. My Hawaiian shirt is rumpled, stained with bean dip. My ribs are sore from laughter. My dignity, taste, and self-respect lie lifeless on my living room floor. For some reason, I feel great.

Anyone gotta cigarette? ■■■

Getting to Know

Vic(ki)torian Principles

Once you're settled on board the PMS *Bouncy* and have received your Thygh's Man Trophy (TMT) entry card, the first possible conquest is the ship's highly prudish librarian, Victorian Principles. This begins with a run at the CyberLoveMaster 2000, one of the ship's uniquely erotic contraptions. You get a high score of...two. Don't worry...you'll do better.

Use the Map to go to the Clothing Optional Swimming Pool. Talk to Dick, the cabana steward, and get your suit. Continue to the pool deck and Talk to Drew Barrington about her book (*The Erotic Adventures of Hercules*). She'll let you borrow it. Talk to Drew about clothes, listening closely to what she

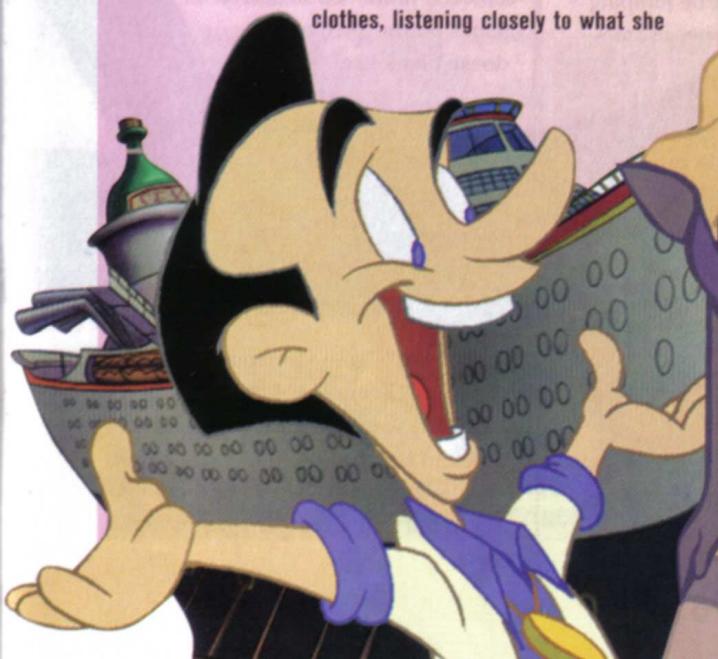
says. Remember the name of the drink Drew orders for later (Giant Erection). Take Drew's book to the Library.

Examine the books on the shelves, paying close attention to the ones on electromagnetism and Anton Fokker. Then Talk to

Victorian Principles, select Other, and type in any topic you want. While she's searching the computer, swipe the mucilage (paste—you'll need it later) and the top book from her desk. In the Inventory, click on the *Prudish and Proud* book and choose Remove Jacket. Click on *The Erotic Adventures of Hercules* and Use the *Prudish and Proud* cover. Now leave the

Library. Victorian will ask for the book before you leave. It's hers, after all. Exit the library, then return. Ask Victorian about the weather...and hang on.

After returning to your cabin, go to the library. Talk to Vicki about Sex, then choose Prove It and Lovemaster. Vicki does prove it and her record-breaking score goes on your TMT card, making you the winner of that portion of the contest. Of course, she won't have any more time for you, but isn't that the way it always goes?





Getting advance info on a new King's Quest

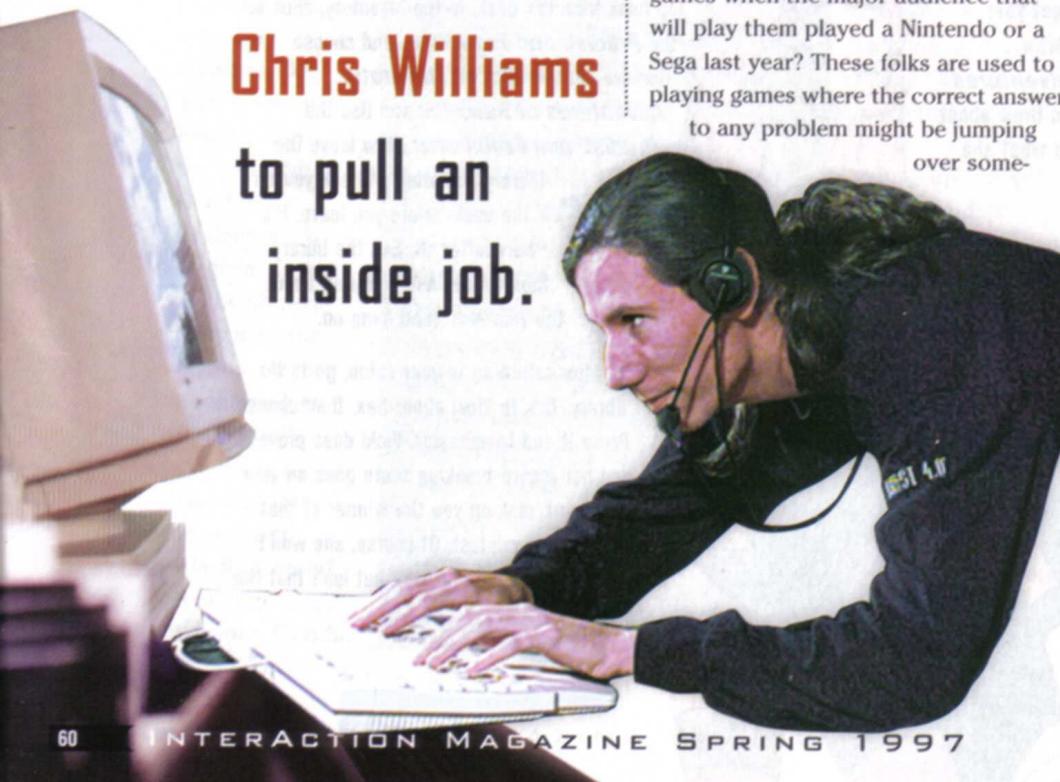
**is usually
"Mission
Impossible,"
so we hired
Chris Williams
to pull an
inside job.**

"The traditional adventure game is dead." At least, that's what my dad¹ says. He thinks it's time to change adventure games at least as much as the gamers themselves have changed over the last few years. It's time to make them "less pretentious, more open-ended, faster paced, and just more fun to play than they have been." After all, he's reasoned, "what's the use of creating these super-serious, overly literary, and downright studious games when the major audience that will play them played a Nintendo or a Sega last year? These folks are used to playing games where the correct answer to any problem might be jumping over some-



thing, hitting it with a hammer, or maybe even shooting it with a big bazooka. Why hassle through all the literary pretense when most of today's gamers just want to blow something up?"

Well, he's got a point. When you take a look at the bestseller lists, it's hard to miss names like *Quake*, *Diablo*, *Duke Nukem*, and *CyberGladiators*. These action-oriented games have replaced more sophisticated games on the shelf and it doesn't look like



that pattern is going to change any time soon. (Even RAMA isn't selling as well as these arcade games—and you gotta find that hard to believe if you know how good that adventure is.) It's easy to tell that adventure games are

going to have to evolve, or they'll die completely. There's only so much room on the shelves at the software store, and it goes to the games that sell the tonnage.

My mom² is aware of all this, of course, though she still prefers to think that adventure gamers appreciate the more intelligent puzzles, the more literary storytelling, and the more "mature" challenges of the adventure genre. But you don't have to hit her with a board to get her attention. She's a smart lady, and she wants to see adventure games survive into the next century, even if it does mean she needs to build them a little differently.

So for the last half year or so, Mom's been playing games like crazy. She was one of the first people I know who ever played *Mario 64*, and she's also played *Duke*, *Tomb Raider*, and all the other 3D action games. (Isn't life tough? Guess who gets to grab all those games when she's done with them?) Anyway, after

there, too. Mom's spending a solid bundle of bucks on this one and she's got a ton of people working on it, so it wouldn't surprise me. It still has all the plot and literary depth of her old adventure games, and she even has a whole new cast of characters and even a new hero who will take on the dangers of Daventry. The backstory concerns a group of priestly beings who guard a powerful object in a faraway land, and how one day, one of them gets greedy and decides to steal the object. It blows up in his face. The pieces of the object go everywhere, and the blast from the explosion turns every living creature in Daventry into

She was one of the first people I know who ever played Mario 64...

When my dad went to Japan he saw one of the first Nintendo 64s with *Mario 64* at a software store there. (This was several months before anyone even heard about it here.) It was just an early demo machine and not for sale, but my dad wanted it. Bad. So he managed to talk the clerk into selling it to him for only about \$2,000 US. (I thought he was crazy until I saw what some parents paid for "Tickle Me Elmo" this Christmas) He couldn't really play it very well since all the text was in Japanese. But I was still able to show it off and, after all, it's not my money, so life isn't all that bad.

mega-hours of playing and playing and playing, she finally sat down with a "team" of developers a few months ago and started work on what will probably be the most radical *King's Quest* adventure game since the series began. She calls it *The Mask of Eternity*.

I have to admit, I'm pretty impressed with Mom's design. The early game-play stuff I've toolled around with is very "*Mario 64*"ish with shades of *Tomb Raider*, *Quake*, and even a little *Diablo* thrown in. Mom says that the sim people at Dynamix are actually building the "engine" that makes the game run, so there may be some *Red Baron* and *EarthSiege* in

stone. Well, not everyone—it wouldn't be an interesting game if everyone were stone-prone, would it?

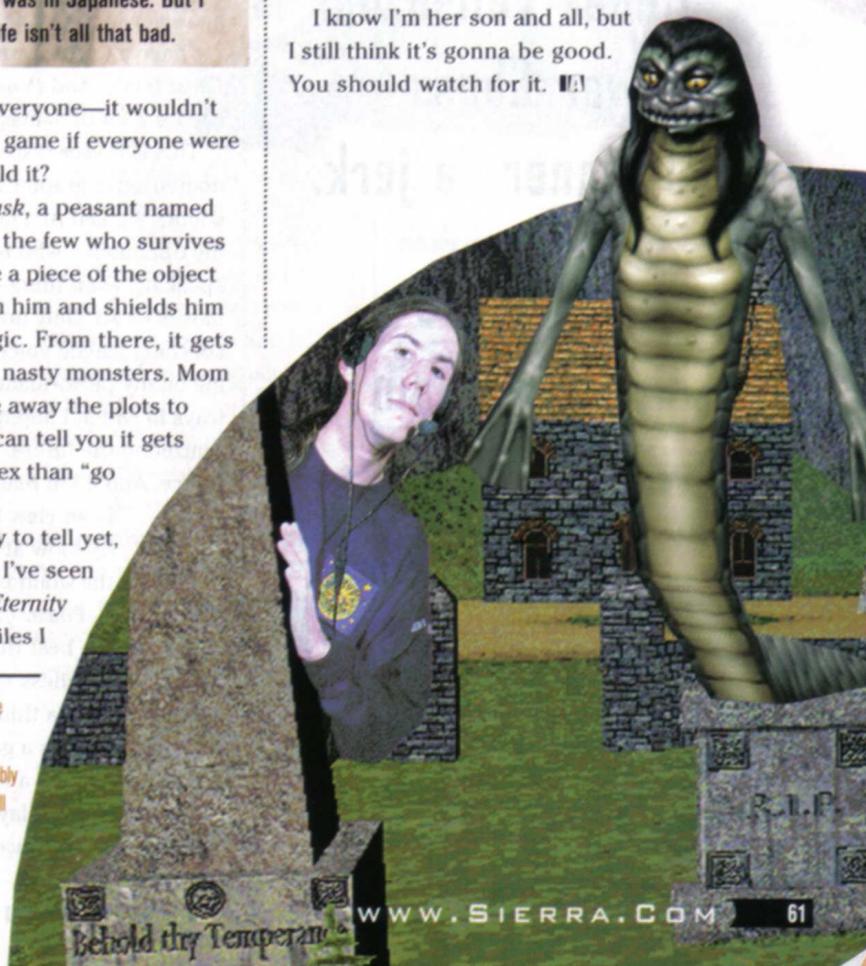
The star of *Mask*, a peasant named Connor, is one of the few who survives the blast because a piece of the object basically lands on him and shields him from the evil magic. From there, it gets crazy, all kind of nasty monsters. Mom hates when I give away the plots to her games, but I can tell you it gets a lot more complex than "go waste an alien."

It's a little early to tell yet, and a lot of what I've seen on *The Mask Of Eternity* comes from the files I



find on Mom's hard drive and the stacks of written notes she leaves all over the kitchen table, but this one looks pretty cool and it's actually a Mom game I really look forward to playing. (The last game of hers I played was *Phantas*—but I only played it because she absolutely forbade it.) It's really coming along very well now that everyone agrees on what the game will look like, so Mom expects to have this one in stores around September. (When she shuts her office door, all the programmers laugh and tell me that it will be November earliest, so we'll see.)

I know I'm her son and all, but I still think it's gonna be good. You should watch for it. ■■■



¹ My dad is Ken Williams. If you don't know who he is, turn to Page 6. He's pretty famous because he started Sierra and he gets to run his column right in the front of the magazine.

² My mom is Roberta Williams, the adventure game designer. If you don't know who she is, you probably haven't owned a computer game very long. She doesn't have her own InterAction column, but she's still a lot more famous than my dad.



By Chris Hudak

In the new *Wired* magazine, Chris Hudak called our Power Chess Designer "a jerk."

So we asked him to explain why...

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see p.58 for details

Strategy, Intellect, and a Whole Lotta

Now, I know that somebody's going to say it, so why don't we all say it together: "Hey! You're a multimedia critic! What are you doing writing for Sierra's mouthpiece magazine?" And the answer: Making software selection safe for people like you. Now listen:

I play a loud game of chess. What I lack in actual skill, I make up for in sheer volume, usually while I'm cursing my opponent's name and family line all the way back to the Reformation. I don't even think about it anymore. It's just a response that kicks in when the other guy picks off my Knight with impunity or skewers some other piece that's important to my King—all while causing damage elsewhere on the board.

I have a lot to say to *Power Chess* lately. And *Power Chess* causes a lot of damage.

This is *Power Chess*: Beautiful, no-nonsense graphics. Terrific sound. Wicked AI. I'm still cursing my opponent—who isn't, strictly speaking, even there—every three moves or so. Only now there's a soothing female voice commenting on my performance, suggesting ways in which I might avoid being victimized in the future. It's a surreal experience. And if I'm really a glutton for it,

I can view the printed blow-by-blow at a later date (when the wounds are healing).

Power Chess is probably the best thing to happen to PC chess since there was such a thing. It serves not only as a game, but as a tutorial and all-around power-player's utility program. *Power Chess* utilizes

the Wchess Artificial Intelligence Engine, which came out on top in the Fifth Harvard Cup Human Versus Computer Intel Chess Challenge. It also managed to wrestle the infamous Deep Blue—the Darth Vader of the chess



Power Chess offers a large selection of 2D and 3D rendered sets—from traditional to this "industrial" set.

universe—to a draw. So you know this thing's good (Obi-Wan has trained you well, Young Skywalker).

Whether you're a total beginner or a long-time veteran of the checkered field, *Power Chess* has something for you. The virtual "hostess" of *Power Chess*, the *Power Chess* Queen, is a clear-voiced presence that tutors and makes critical and plain-English commentary on your matches with the *Power Chess* King (more on this bastard later). She also offers reenactments of some of the "great games" of the past 150 years, including the almost

[attitude]

legendary Kasparov vs. Deep Blue confrontation.

She's a joy to listen to, even when she's detailing the abysmal weenie-roast your last opponent made of your forces. *Power Chess* doesn't futz around with splashy graphics, morphing chess pieces, or any of that kind of happy horsefeathers. It's just you, the board, the Queen, and the shadows. It's cozy.

Power Chess even gives you the option of choosing from a number of

"The game continually adjusts

elegantly rendered chess sets suitable for any monitor resolution up to 1280 x 1024. All the chess boards and pieces are texture-mapped 3D models, viewable from any angle. Select the Classic set, abstract sets of various ethnicities and—my personal favorite—a retro “industrial” set composed of polished nuts and bolts.

A variety of Artificial Intelligence opponents with different play styles help the beginner along. Your game culminates in the form of the *Power Chess* King, ever studying the player's habits and gambits and not falling for the same trick twice. He's software, but he's got all the ordinary, dirty habits of a human opponent. When he's winning, he'll practically gloat as he goes in for the mop-up. When he's losing, he gets desperate and takes chances on both offense and defense. He throws everything at you, trying to throw you off. More than anything, this ever-adapting monarch is the heart of *Power Chess*.

If you're an advanced player and start having the program for breakfast, it'll get smarter and meaner before you can say “Castle Queenside.” If you're not so advanced (and in fact getting righteous-

ly thrashed), the program will ease off just that critical bit, maybe showing you its exposed throat. The game continually adjusts, tests, observes, and corrects, keeping you in a level of competition just at the rim of your ability.

And last but not least, *Power Chess* is a serious tool. It's a companion program, allowing the “I'm-too-sexy” chess enthusiast (and believe me, they're out there) to create and save annotation and game-tree plans. Logical flowcharts of a game show who moved where, what took what, and what went wrong. They're full of opening gambits, variations, and the like for later perusal or addition to the inevitable Notebook that every real chess-freak keeps. And, of course, players seeking human opponents over the 'Net need only click on

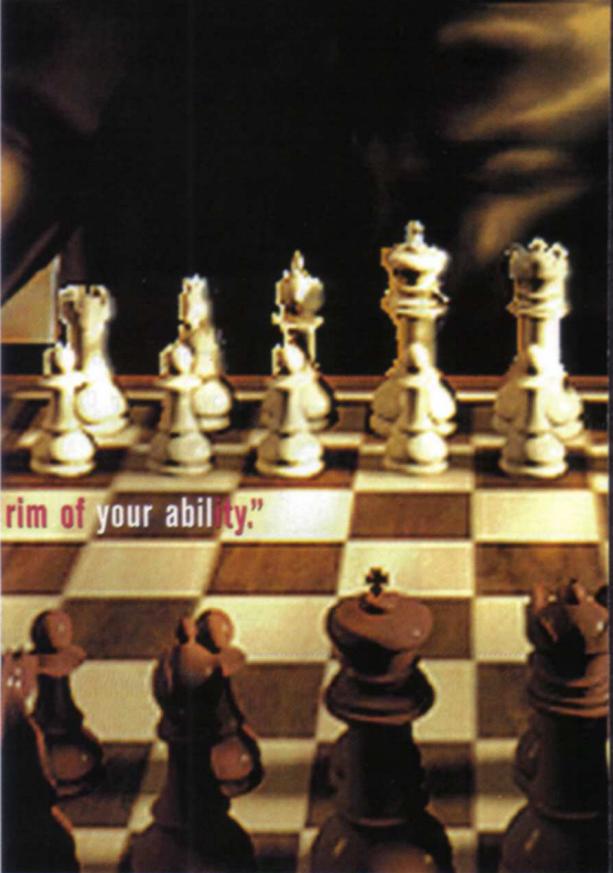
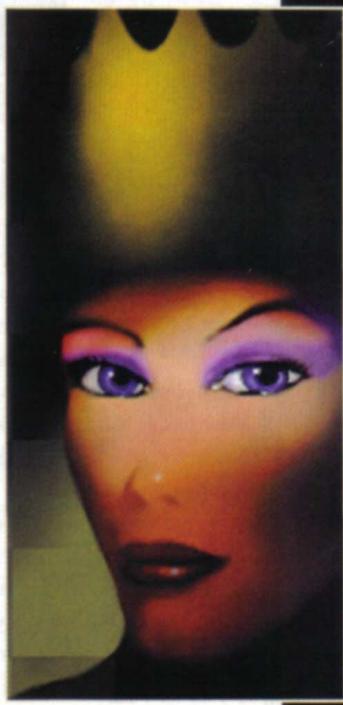
a level of competition just at the rim of your ability."

“Internet Play” to enter the *Power Chess* Internet Tournament Hall. This game is connection-ready, right from the box.

But serious tools aside, regardless of your ability—*Power Chess* is just plain fun. If you love chess, live chess, or simply want to get better, *Power Chess* is a must-have product. ■■■

Chris Hudak is a multimedia reviewer for *Wired*, *PC Gamer*, and *Playboy* magazines.

and tests, observes and corrects, keeping you in





Betcha 20 Bucks Hoyle Poker

By Nancy King

Hoyle Poker has plenty of attitude, multiple game variations and a depth of game play unmatched by any other card games.

—Steve Van Horn

HOYLE POKER PRODUCER

Y

eah, so maybe we are being a little cocky about *Hoyle Poker*, but just think about it. The computer card game you're probably most familiar with is the one that came with your operating system. Big deal. How many times can you play Solitaire before it gets boring? Face it, it's time to upgrade to Hoyle.

Sierra was determined to raise the standard associated with computer card games. So we did a little research to find out what you guys really wanted in a computer poker game. (We don't want to brag, but it was one really smart move.) You told us to forget the one-dimensional, pretty color cards that just sit there. Instead, you wanted real poker, and lots of it. Casino-style games were OK (so we added them), but when it came right down to it, you wanted Friday-night games like Criss-Cross, The Bitch, Cincinnati, Murder, Pass the Trash, Baseball, and High Chicago. We heard you and included the games above and more. In all, *Hoyle Poker* has over 20 game variations. Now that's poker.

What About Some Competition?

But we didn't stop there. Even if the poker games were authentic, it still takes playing partners to make up a game. Ask yourself, how often have you gotten together with friends in the last six months and played some cards? Odds are, you haven't. Trying to get three or four friends together these days is not easy. You demanded online competition and we gave it to you.

We created characters. Not just pictures of people, but actual players who play the games and talk to you. They also possess adjustable attitudes. You'll get an earful about the cards you deal if you don't tweak that meter just right. You can also select a tutorial mode, where you can hone your skills and learn your opponents' betting strategies.

Cyberspace Tournaments on the 'Net

Hoyle Poker has Internet play too and it's not a gimmick, it's the real thing. Real people, real time. So even though you can't get the old gang together over

Available in March

WIN 3.1/WIN 95 CD

Order Direct: 1-800-757-7707
www.sierra.com/hoyle

\$24.95 (Order #83741)

Preferred System Requirements

486 66, 8MB RAM, 2xCD-ROM



The diverse cast of characters in *Hoyle Poker* are ready to play some cards and aren't afraid to dish out some attitude.



Deals a Royal Flush

at your house to play cards and eat food that will probably kill you (do you pay attention to what the surgeon general has said about those artery-clogging sandwiches you love to eat?), you can still play a hand or two over the 'Net.



If you run out of money, visit this on-line ATM machine.

Tournament play adds another dimension. If you want to raise the level of competition and play with "the big boys," then hop on the 'Net and join a tournament session.

We Know You'll Love Hoyle Poker

So now you know Sierra's take on computer games, specifically *Hoyle Poker*. (The rest of the Hoyle line is just as good too.) Here's a product that you'll actually play more than once and you'll have fun playing it. If for some bizarre reason you don't like this game, don't lose any sleep over it. Sierra gives you an easy out with our Sierra Guarantee. Buy any of our games and if you don't absolutely love it, return it and get your money back. Period. ■■■

All Types of People Play Poker

And don't we know it. So the Hoyle team developed a diverse cast of characters ready to play poker and not afraid to give you some attitude. Instead of sterile, one-dimensional pictures in a game, the team has produced distinctive, interactive personalities that can give you a run for your money. To give you an idea of what we mean, here are the mini-bios of two of the Hoyle Poker characters.

Mel

This Chicago native has a standing Friday-night poker game at his apartment. A little rough around the edges, he's a lovable goof-off and, yes,



Mel

that is mustard on his sweatshirt. He spends most of his time following the Bulls, Cubs, Bears, and Blackhawks as a Tribune sportswriter. Playing

poker on Fridays lets Mel hang loose and eat some real junk food.

Mel's favorite feature in Hoyle Poker is the kitchen background mode. It fits right into his lifestyle—food. And he generally plays High Chicago or Baseball.

♣ HIGH CHICAGO is a seven-card stud game. The pot is split between the player with the best hand and the player with the highest spade in the hole, and if one player is holding them both, then he's the big winner.

♥ BASEBALL is an all-time favorite: 3s and 9s are wild and 4s mean a player gets an extra card. One winner, high-game wins.

Elayne

Hailing from Manhattan, this '90s woman is a New Yorker, through and through. She's an advertising executive who loves living life in the fast lane on Madison Avenue. New York is the only town for her and she's not shy about letting you know that. Poker's a passion and she knows how to deal.

Elayne's favorite feature is the attitude meter, naturally. She's in her real element when you maximize her attitude. Her games are Murder and Criss-Cross.

♠ MURDER is a combination of poker games. Like High Chicago, high spade splits the pot, but unlike High Chicago, the high spade can be anywhere in the hole. In Murder, the Queen



Elayne

of Spades resets the game if exposed and she's always wild in the hole.

♦ CRISS-CROSS. Each player is dealt four cards. And five community cards are placed faced down on the table in two intersecting rows, arranged in a cross. Individual hands consist of the four cards and the cards from one of the two 3-card rows. In all, seven cards make up every hand.



Contest Pages!

Let's Order Out Tonight

Sometimes cooking is pure culinary bliss (Oh Louise, this is wonderful—I have got to get the recipe!) and sometimes it is an exercise in creative excuses (It's supposed to look like that, honest!). We've all had our cooking fiascoes, and here's your chance to profit from that "Honey, how 'bout going out tonight?" dinner.

All you need to do to enter is send us a description, in 100 words or less, of your worst cooking disaster. We'll pick the best (or most awful?) ones for publication on our website, as well as award some excellent prizes to the winners.

First prize is three cooking classes from your favorite local cooking school (approx. retail value U.S. \$300). The second place entry gets a three-piece Chef Knife set from Lamson & Goodnow Mfg (approx. retail value U.S. \$150). Five third place winners receive a year's subscription to *Cooks Illustrated* (approx. retail value U.S. \$18). Ten fourth prize winners will

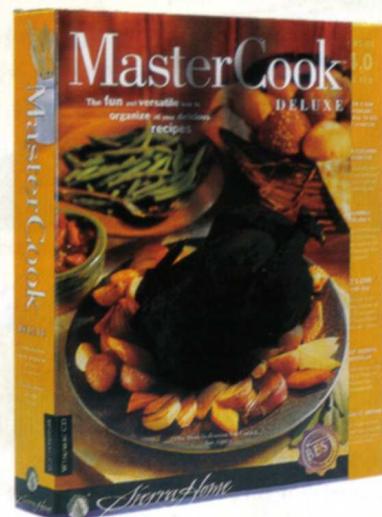
"After scraping
the charred
parts off the
fillets, I ..."

get a *MasterCook t-shirt* (approx. retail value U.S. \$10).

Contest deadline is March 31, 1997. Entries

may be submitted by e-mail or regular mail.

To enter by e-mail, go to the *MasterCook* site at www.sierra.com/mastercook/, and click on the "Enter Contest" link. Or send your entry to: **Worst Cooking Disaster Contest, Sierra On-Line, 3380 146th Pl. SE, Bellevue, WA 98037**. Full contest rules are available at the *MasterCook* site. No purchase necessary to win.



Do You See What I See? Sierra Sightings

Sierra Sightings are growing up. Most entries we receive are from people who catch one of our products or actors on TV reruns. Well, Justin and Jamie Liang had a really cool sighting in, of all things, a book. Not to mention, one of the funniest books available. While reading humorist Dave Barry's *Dave Barry in Cyberspace* (Crown Publishing, Inc. / \$22.00 / www.randomhouse.com), the Liangs noticed Barry's hysterical reference to *Trophy Bass Fishing*. "I discovered simulated fishing programs which I swear I am not making up. Mine is called *Trophy Bass...*" Barry's wit and attention to the mundane

are not lost on the computer "geeks" here at Sierra. Check it out—you won't be sorry.

We'll Even Pay Postage for This One

Talk about the easiest contest ever! When you get a Sierra game, just fill out and send in the registration card. You don't even need a stamp!

Once a month, a winner will be chosen, by random drawing, to receive 20 Sierra products of their choice. That's about \$1,000 in Sierra games! Contest deadline is July 20, 1997. Contest open to United States' residents only. No purchase is necessary (send a self-stamped 3X5 card with your name, address, and phone number to the **Sierra Registration Contest, P.O. Box 53008, Bellevue, WA 98015-3008**.



This month's \$1000 Sierra Product winners are Monica Farraj and Lee Schulz.

Show Us What'cha Got

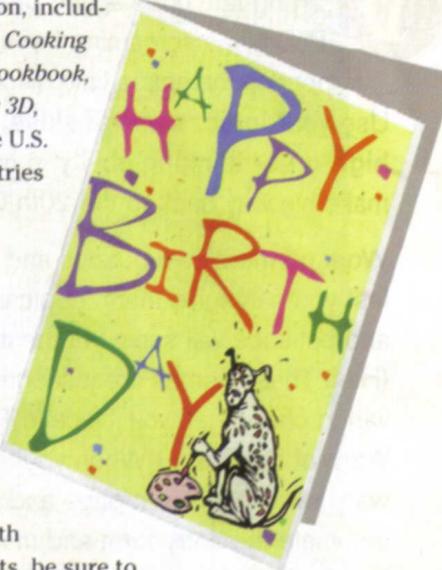


We're searching for the most unusual, original, custom *PrintArtist* layouts. Using any version of *PrintArtist*, create and submit your best, most interesting layouts (up to five) to us by March 31, 1997. The top 55 entries will be available for download on our website.

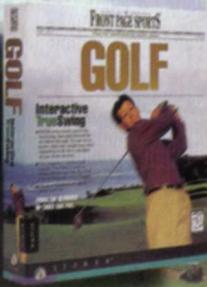
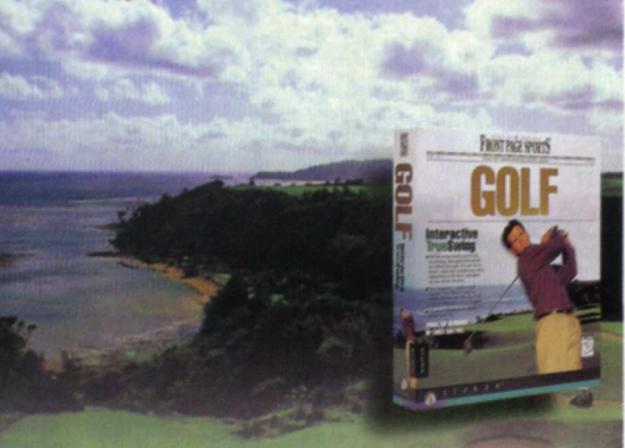
If having everyone "ooh" and "aah" at your designs isn't enough to start your creative juices flowing, we have some really cool prizes! Five first prize winners will be awarded the entire *Sierra Home Collection*, including, *MasterCook Deluxe 4.0*, *Cooking Light 4.0*, *The Jenny Craig Cookbook*, *CustomHome*, *LandDesigner 3D*, *PrintArtist 4.0* (approx value U.S. \$250). Ten second place entries will win a *PrintArtist* watch (approx. value U.S. \$25). Twenty third prize winners will get a *PrintArtist* t-shirt (approx. value U.S. \$10). Twenty fourth place winners will receive a *PrintArtist* mouse pad.

Kids, don't worry—we've got a category for you, too. If you come up with some great *PrintArtist* layouts, be sure to enter, because five kids (ages 12 and under) will win one copy of either *The Lost Mind of Dr. Brain* or *Torin's Passage* (approx. value U.S. \$60)!

Entries may be submitted by e-mail or regular mail. To enter by e-mail, go to the *PrintArtist* site at www.sierra.com/sierrahome/printart/contest/, and click on the "Enter Contest" link (full rule details are listed here). Or send your entry on floppy disk to: **PrintArtist Layout Contest, Sierra On-Line, 3380 146th Pl. SE, Bellevue, WA 98037**. No purchase necessary to win.



Play Princeville Free!



Sierra is giving one lucky gamer the ultimate golf vacation. You and a guest fly free to Hawaii where you'll spend five relaxing days and four exciting nights at the Princeville Resort Hotel. Also included are two free rounds of golf at The Prince Course and The Makai Course.

Look for specially marked *FPS: Golf* boxes at your favorite retailer and enter today! Or send a 3X5 card with your name, address, and phone number to **FPS: Golf Sweepstakes, PO Box 1301, Coarsegold, CA 93614**. Or register on-line at www.sierra.com/golf/ where full contest rules are listed. All entries must be received by June 30, 1997. No purchase necessary.

Design a Hole for the next 3D Ultra MiniGolf!

If you're a nice, normal, level-headed sort of person, skip this *3D Ultra MiniGolf* contest. However, if what makes you tick is truly zany and bizarre, keep reading! We want your best idea for a miniature golf hole. Let your imagination run wild, design the wackiest hole, and send it to us.

What's in it for you? If you are one of 25 runners up, you will win the

whole family of *Sierra 3D Ultra* products (*3D Ultra Pinball*, *3D Ultra Pinball: Creep Night*, and the upcoming *3D Ultra MiniGolf*,



approx. value U.S. \$135). But if you are the creator of the one weirdest, most twisted idea, your mini-golf hole may be featured in our sequel of *3D Ultra MiniGolf*. That's right, we'll bring your hole to life with multimedia!

Just send your entry to "Let Your Imagination Run Wild" Contest, c/o **3D Ultra MiniGolf, PO Box 53210, Bellevue, WA 98015-3210**. All entries must be postmarked by June 15, 1997. No purchase necessary. Full contest rules are listed at our website www.sierra.com/minigolf/.

Morph Your Way

with

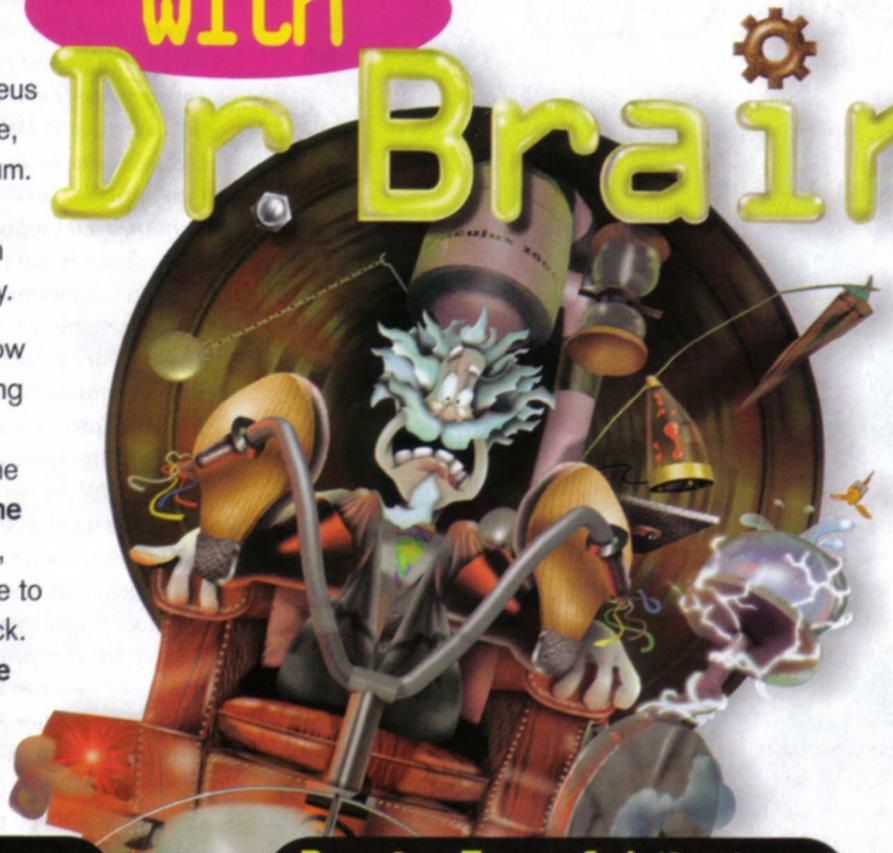
Dr. Brain

D

efying fate once again, Dr. Thaddeus P. Brain is screaming through time, trapped in the space time discontinuum. Use your logic, survival skills, and high-order thinking ability to help him make his way back to the 20th Century.

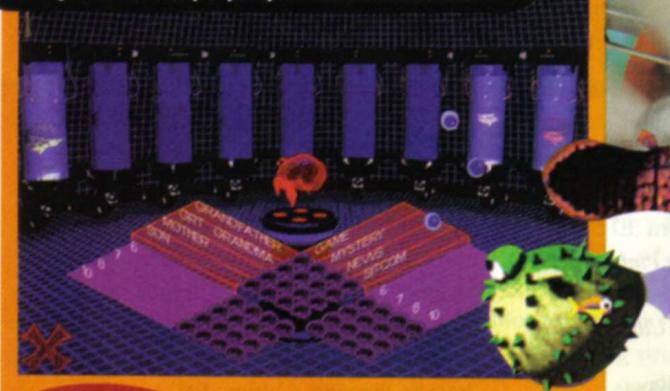
Work on these two puzzles and see how fast you can solve them. Logical thinking and patience will serve you best here.

(Hint: These games are just some of the varied challenges you'll face in **The Time Warp of Dr. Brain**.) When you're done, warp over to the next page and be sure to complete the entry form and mail it back. You just might win a family trip to the Kennedy Space Center in Cape Canaveral, Florida.



Puzzle One: Brainwaves

This puzzle challenges you to use your highest thinking skills. Your deductive reasoning will come in handy as you try to make the correct matches.



Problem: Four family members each want to tape a one-hour show. Match the person with the kind of show and the hour the program starts.

Clue 1: The mother's show starts three hours before the mystery.

Clue 2: The great-grandmother's show starts after the grandfather's show, but before the son's show.

Clue 3: The sitcom starts an hour after the news special ends.

Puzzle Two: Gridlock

With this puzzle you will gain experience with a simple programming system that is not unlike the basic elements of computer processors.



Object: Get the hovercraft back to the corresponding filling stations without same-color craft paths intersecting one another.

Clue 1: Use two different-colored pens when you're working on this.

Clue 2: Please note that the hovercraft can't travel straight through an intersection with a diamond in it. It must turn to the left or right.

If you do get stumped, don't sweat it. The solutions will be revealed in the next issue of *InterAction!*

Through Time!

and Win a Trip to the
Kennedy Space Center!



Set off on your own adventure through time. Experience the ultimate space odyssey with a **NASA Tour** and see the **Space Shuttle facilities**. Touch down at the **Kennedy Space Center Visitor Center**. Experience



how real life runs parallel with the good doctor's own zany escapades. Fast-forward to the future and check out a replica of the **Space Shuttle**. Or visit the adjacent **Wildlife Refuge** and travel back in



time when you see alligators sunning themselves near ponds just as their distant cousins, the dinosaurs, did millions of years ago. Don't delay, complete the entry form below and mail it back immediately for your chance to win!

Grand Prize

*A FREE family trip for four to the **Kennedy Space Center*** in Florida including airfare, 3 nights' accommodations, a day at the Visitor Center, and more! (approximate value \$2,500) And you're only 45 minutes away from Walt Disney World and Universal Studios.

Mail in your entry form today to: The Dr. Brain Trip Through Time Contest, c/o Sierra On-Line, P.O. Box 53008, Bellevue, WA 98015

Win "The Dr. Brain Trip Through Time" Contest!

Name _____

Address _____

City _____ State _____ Zip _____

Daytime Phone: _____

Signature: _____

* The trip must be taken by April 21, 1998

No purchase necessary to win. Limited one entry per person and two per household. All entries must be received by April 15, 1997. Sierra On-Line, Inc. is not responsible for late, lost or misdirected entries. Odds of winning depend on the number of legible entries received. One (1) grand prize will be awarded. The grand prize will include four (4) coach class round trip airline tickets from the closest major airport to Orlando, FL., three (3) nights accommodations at a location selected by Sierra, and one (1) day's entry passes for four (4) individuals to The Kennedy Space Center (approx. retail value U.S. \$2,500). Spending money is the responsibility of the winner. Winners will be selected in a random drawing to be held on April 30, 1997. Winners will be notified by U.S. mail. If a selected winner cannot be contacted within ten days after his/her name was drawn, the winner will be disqualified and another entry will be drawn. Prizes are not transferable, and may not be redeemed for cash. Taxes, if any, are the sole responsibility of the winner. No one under the age of majority in the state they reside is eligible for this contest. This contest is open to United States residents only. All material submitted, including entry forms, become the property of Sierra On-Line, Inc. Winners will be required to sign a Release Form authorizing use of Winner's name and likeness for promotional purposes. This contest is sponsored by Sierra On-Line, Inc. All decisions of the contest sponsor are final. Employees of Sierra On-Line, Inc. and CUC International, Inc. (including all subsidiaries thereof) and their immediate family members are not eligible. For the name of the Winners, send a self-addressed, stamped envelope to: The Dr. Brain's Trip Through Time Contest, Sierra On-Line, P.O. Box 53008, Bellevue, WA 98015 after April 15, 1997. This contest is void where prohibited by law.





LORDS II AND THE WAR OF THE FLEA

"The competition for the throne will be fierce. But this is your chance to make history and be the King of England."

— William Trotter

Available Now

WIN95/DOS CD

Order Direct: 1-800-757-7707
www.sierra.com/lords2

\$54.95 (Order #83710)



Preferred System Requirements

Pentium 75+ 4X CD-ROM 34MB Hard Drive, 8MB RAM, Windows-compatible Soundcard with DAC, Modem optional



Buy 1 Get 1
FREE!
see pg 10 for details

By William Trotter

The very concept of "guerrilla war" did not exist in the 13th Century. But, just as the designers of *Lords of the Realm II* have given medieval combat a tactical subtlety that it seldom displayed in real life, so too have they incorporated into the game's deep and fascinating texture the possibility of a weaker opponent wreaking havoc on the resources of a stronger by means of classic "guerrilla"-type operations. Of course, the crucial actions in almost any game, on almost any map, usually come down to a climactic siege or two, and sieges are fun (well, if you win them, they are...), but there are situations in which you may gain considerable advantage by practicing "the war of the flea."

For example: let's say you're playing a fictional, abstract map such as

"Jigsaw," one that is nicely balanced, at the start, for 2-4 players and one which quickly turns into cutthroat mayhem if you add a fifth player. Through careful planning and good timing, you have managed to win control over the three western counties.

You're cut off, by the sea, from further expansion on the west coast, so your logical next step is to strike hard for the center, control of which will open up many strategic options, give you a strong defensive base, and have the effect of splitting your

What's Your Target?

Choose your targets wisely to leverage your power more effectively. Crippling strategies should include attacking:

Villages

Blacksmiths

Lumber Mills

Supply Convoys

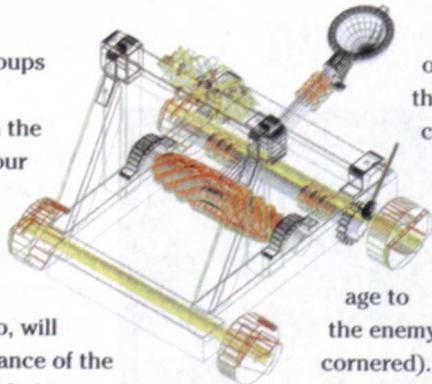
Crops and Cow Pastures.

enemies into noncontiguous groups of counties.

By this point in the game, however, your opponents should have considerable power and resources at their disposal. They, too, will realize the importance of the center and will probably concentrate forces there to oppose your expansionist intentions. Chances are, too, that your own military forces will be somewhat depleted from the battles that gave you control of that third county. Before undertaking a major offensive, you'll need to consolidate your new holdings, replenish your ranks, perhaps finish building a castle (assuming you did not conquer one in your last campaign), and raise the happiness level of your newly acquired serfs.

By adopting hit-and-run tactics, however, you can consolidate and continue to plague the enemy at the same time, keeping your foes off-balance and forcing them to disperse their forces rather than mass a huge army to counterattack your newest county. Here's one way to go about it:

After leaving a garrison, combine all remaining field troops into a single force and march it right up to, but not across, the border of the central region you intend to pillage. Computer-controlled enemies will not respond to this



but I prefer units of 50 men so that they have some capacity to defend themselves or at least do some damage to

the enemy if they are cornered). Then send them across the border—using roads if convenient, passes and open terrain if not—and disperse them widely throughout enemy territory.

Once your "guerrillas" are committed to the plan, send each detachment out to pillage, slaughter, and burn all the strategic objectives within reach. No special tactics or commands are required: simply march to a square adjacent to the target and the computer will ask: "Slaughter this village?" or "Destroy this iron mine?". Click on the thumbs-up icon and the target will vanish in a gratifying puff of smoke, leaving nothing but charred ruins.

Some targets are better than others. Here's my list of priorities:

High-Priority Targets:

VILLAGES: by laying waste to an enemy village, you accomplish two things: a reduction in population and a drop in happiness. Serfs tend to feel insecure when their neighbors are massacred. You provoke discontent in your opponent's county at the same time you reduce his pool of manpower substantially, thus making it harder for him to

"War cannot for one moment be separated from politics."

-Mao Tse-Tung

move unless and until you actually cross the border; human opponents will—so scout the neighboring countryside before doing it and make sure there is not an equal-sized or larger enemy force within a season's march of your army.

On the next turn, divide your force into a number of smaller detachments (the manual recommends units of ten,

assemble an offensive force.

BLACKSMITHS: destroy the forge and the smithies, and you automatically cut off the enemy's source of indigenous weaponry, forcing him either to buy arms from a merchant, or redeploy his forces until the blacksmith facility can be repaired.

LUMBER MILLS: their loss means

RAVES

"Impressions gets medieval on your ass with a substantial revision of its strongest game yet."

-PC Gamer



the loss of raw materials needed to make bows, pike staffs, and crossbows. These are the very weapons you'll need to worry about the most when you undertake a siege.

SUPPLY CONVOYS: these are targets of opportunity, since they show up only occasionally. But their very appearance means that at least one of your opponent's counties is in dire need of supplies and by denying those supplies, you'll deepen the enemy's economic woes and give him one more thing to worry about.

Siege!



SIEGE THY NEIGHBOR: Every crucial action comes down to a climactic siege or two. Whether dodging a deluge of burning oil, or filling a moat, successful sieges are the differences between heroics and hell.



Division of Labor: Hardcore strategy gamers can allocate their resources down to assigning peasants specific tasks. Combat-action fanatics can leave the micromanaging to the game so they can focus on waging war.

CROPS AND COWPASTURES: burn the wheat, roast the cows, strike at the enemy's most basic source of economic strength and turn his well-fed serfs into starving, rebellious mobs.

Low Priority Targets:

STONE QUARRIES: stone is only good for castle-building and unless your opponent is in the midst of a construction or expansion project, stopping the flow of stone will only have a marginal impact.

Ideally, these raiding activities should produce such a level of hardship and insecurity that a peasant revolt flares up. Such uprisings are not random events: any time a population's happiness rating falls below 25 for four consecutive seasons, it will revolt. The ruler

counties, carrying the contagion of discontent and lowering your peoples' happiness, in which case you should send the nearest garrison forth to crush them. Revolt-quashing engagements play out just like ordinary battles, although they do tend to be rather, um, one-sided.

Eventually, of course, the enemy can track down and eliminate all of your raiding parties, but if you have, say, five detachments burning and pillaging, eliminating all of them will take several seasons. Thus, you have not only crippled your enemies' infra-



The steady hands of your archers are a formidable first line of defense.

Again, this tactic forestalls an even deeper and more threatening invasion and more or less forces your opponent to stop his aggression and spend time getting his newly acquired county in order.

Yes, fellow gamers, there does come a

moment of regret the first time you answer "yes" to the question: "Slaughter these villagers?" But in the world of *Lords of the Realm II*, a delicate conscience is no asset. And besides,

...in the world of *Lords of the Realm II*, a delicate conscience is no asset.

ing lord will be thrown out and roving bands of brigands (shown on the screen by means of a burning torch icon) will fan out over the countryside. They may even spill over into your own

structure, but you've also bought precious time to consolidate your own holdings, fine-tune their economies, and beef up your main army in preparation for a renewed advance.

Of course, there are risks involved in such a strategy, especially when playing against other humans. Chief among them is the possibility that, when you do conquer your next county, it'll be in such a state of ruin that it's scarcely worth acquiring.

For that reason, I would suggest waiting a few seasons before attempting to conquer a province you've thoroughly pillaged. Let your enemy do the work of reclaiming the fields and bolstering the peasants' morale. THEN attack. Yes, the timing can be a matter of some delicacy—you want to wait until basic repairs have been made and fields reclaimed, but not so long that the county recovers most of its original strength.

These same tactics work in reverse, by the way. If you find yourself too weak in troops to pick a stand-up fight against an invader, you can use the same split-the-army maneuver to conduct "scorched earth" operations as you retreat to a more secure defensive position. Leave nothing of value for the invader, whether it's iron mines or defenseless villagers. Let him take control not of a thriving province, but an economic basket-case.

they're only serfs. You can make it up to them when you seize the throne. Or not.

Part 2: And speaking of peasants...

Okay, so they're only armed with pitchforks and grain-scythes and it takes seven or eight of them to overpower a good swordsman, but peasant units do have certain advantages and you *can* make good tactical use of them. For one thing, they're cheap. And numerous. And, given enough food, they're easily replaced. For another, you may need to raise a mostly peasant army when you're caught without enough better-armed troops to make a stand. Peasant-based armies are most useful, of course, in the early stages of a game,

hand troops and both his flanks protected by obstacles. If the sizes of the armies are roughly comparable, those enemy archers can be the decisive factor—you must neutralize them as quickly as possible.

If the pre-battle statistics reveal that you have a slight disadvantage in swordsmen, archers, pikes, and maces, but a considerably larger force of peasants, you can still win this battle.

First, search the map carefully. Although the enemy's immediate flanks are secure, there are usually longer, unguarded routes available to his rear. Split your peasant forces into one-third and two-thirds and position the smaller force in front of your best troops, then methodically advance on the



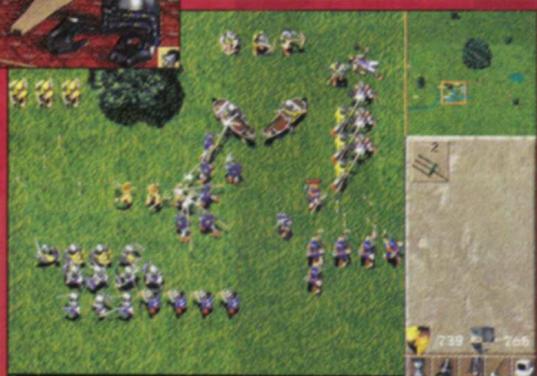
Boiling Oil: Dousing advancing enemy troops gives new meaning to the term "warm welcome."

bowmen as best you can).

Now, while the enemy's archers are concentrating their attention on your sacrificial peasants, quickly march the second, larger, body of serfs in a wide flanking maneuver that brings them into the enemy's rear—i.e., behind his ranks of archers. Now hurl your mass of peasants straight into those bowmen. Remember, an archer who is fighting for his life with only a dagger cannot fire his arrows. And it takes a much smaller number of peasants to overwhelm archers than it does any other kind of soldier on the field.

Once your serfs and the enemy's archers are meleeing, you can do maximum damage with your own bowmen. Have them maintain a steady fire until you judge that your attacking serfs are starting to falter, then quickly order your hand-to-hand troops to close with the enemy.

Hemmed in from two sides, the defenders will fight at a disadvantage and cannot extricate



Success on the battlefield is paramount to your quest for the throne.

when target counties are not heavily defended by fortifications. Just make sure you attack with a larger army than the defender has. But peasant units can be very useful in later stages of the game as well. And in certain tactical situations, they can be the key to victory.

Say you're placed on a battlefield which is dominated, as so many in the game are, by a number of terrain features that form "choke-points"—i.e., narrow channels of open land bounded by water obstacles, dense forests, or rocky outcroppings. Your opponent has adopted a strong defensive position with archers massed behind hand-to-

enemy position until you come within bow-shot. His archers will fire first at the peasants in front, and you should have enough of them to withstand the missiles for a minute or two before the enemy can shift fire to your more valuable troops. (Meanwhile, naturally, you should return fire with your own

themselves because of the obstacles on their flanks. You should win this kind of engagement, although you probably won't have many serfs left when the body-count comes on the screen.

Not to worry; there's plenty more where those came from. ■



WebTrek

By Beth Demetrescu



If you haven't heard of the World Wide Web, let us be the first to welcome you back to Planet Earth. Most likely, however, you're familiar with the Internet, since Web-related discussions are impossible to avoid. You've been told how to improve your communications or run your business via the Web. What you haven't been told

is how the Web can be fun! 1 So we will. Sierra's Webmonkeys have put together an award-winning site, with something for anyone. We polled several of our Web visitors to see what brings them back to our site and compiled a list of reasons to visit SierraWeb. 1

ONLINE COMMUNITY: First and foremost, we have a great online community. Sometimes it's easy to forget the Web is about people, not just information. Our site offers people the opportunity to meet new friends. It provides a forum to share everything from game hints to gardening stories. It's a chance to use technology to create a fun place to get together with people who share your interests. 1

Antara Ale

Welcome to The Spitting Lion, an Antaran tavern. An interactive point-and-click trip through Antara is just one of the many goodies available on the *Betrayal In Antara* website. Check out the latest screen shots and download some intriguing snippets of the musical score created solely for this fantasy role-playing game. Once inside the Lion, you can listen to an olde drinking song, meet some fellow adventurers in the Common Room, and scroll through an Antaran tavern tale. So, pull up a stool, order some ale, and visit Antara at www.sierra.com/antara.



Are You Ready, Human?

"Yes, Human. Dream of escape. Dream of survival. Then awaken to the nightmare!"

That is one of many soundbites you can download when you visit the *Hunter Hunted* website. Along with audio files, you will find biographies of the lead characters, Jake and the Beast, and important non-player foes. After scrolling through descriptions of weapons, health aids, and hazards, you can download demos, 20 additional "Beast" missions, and even a Mission Editor which allows you to create your own missions to torment you and your friends. So, visit www.sierra.com/hunt/, and prepare to battle for life—a battle to the death.



Kickin' Bass and Takin' Names

ATTENTION: Lunker-lovin', lake-fishin', lure-baitin', bona-fide bubbas, we've got a couple of super fishin' holes to tell you about.

Internet Waterway (IWOL)

www.iwol.com/fishtourney dedicated to water, boats, and fishing. Starting in April 1997, IWOL's *Trophy Bass 2*

online tournaments will primarily consist of a five tourney series, with two divisions—Amateur and Masters. A circuit championship will be played for both divisions, with entry based on points for place of finish and poundage of fish caught during each tournament.

Amateurs don't pay entry fees for tournaments and could win magazine subscriptions and IWOL t-shirts and hats.

Masters have a fee of \$10 per tournament, with a chance at cash and prizes worth up to \$300!

FISH-ON!

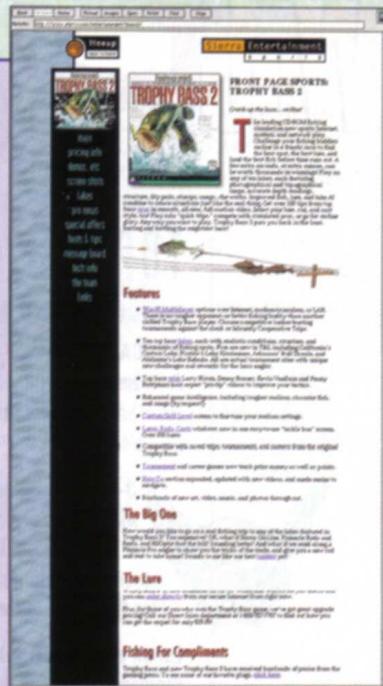


Crankin' Ken's Trophy Bass 2 Club
<http://208.140.168.154/clubpages/>.

Crankin' Ken's site revolves solely around Sierra's *Trophy Bass 2* with a membership of 300 and growing daily.

Equipped with rules and schedules, each angler is assigned a level—novice, intermediate, advanced, and guru. After a set of tourneys, the top #1 player in each division moves up the next level of competition.

No matter what kind of tournaments you're looking for, if you own *Trophy Bass 2*, you have excellent places online to fish for that elusive lunker. Feel free to visit our *Trophy Bass 2* website at www.sierra.com/tb2/.



The screenshot shows the homepage of the Trophy Bass 2 website. It features a sidebar with links like "Home," "About Us," "FAQs," "Downloads," "Tournaments," "Lures," "Press Room," "Special Offers," "Links," "Contact Us," and "Feedback." The main content area has a large image of a fish, a title "TROPHY BASS 2", and a section titled "FRONT PAGE SPORTS: TROPHY BASS 2". Below that is a "Crankin' Ken's Column" with an article about the game. There are also sections for "Features" (with bullet points), "The Big One" (with a link to "www.sierra.com/tb2/bigone.htm"), and "The Lure" (with a link to "www.sierra.com/tb2/lure.htm"). At the bottom, there's a "Fishing For Compliments" section.

On our website, you'll find a variety of community message boards, devoted to getting the most out of your favorite Sierra titles. Each board is full of hints, tips, and general information answering any question you might have about sneaking past the brigands in *Quest for Glory* or avoiding the were-wolf in *The Beast Within*. Many visitors said they found their favorite recipe in the *MasterCook*

forum, while others swapped seeds and advice on the *LandDesigner* board. **1 ONLINE GAMES:** Do

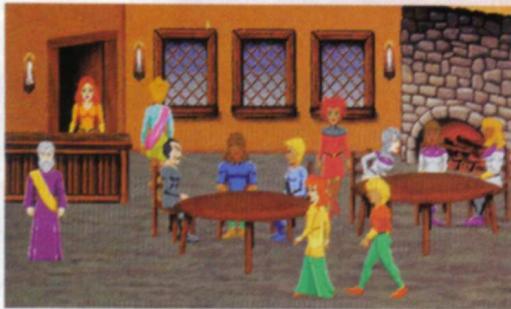
you prefer action to words? At our site, you can play games online. The Sierra Internet Gaming System (SIGS) is fired up and ready to host multiplayer versions of quite a few of

our latest games. **1** If you have ever wanted to join the ultimate online adventure game, take a look at

The Realm. It's a constantly-evolving fantasy role-playing game, where you create your character's identity—from appearance to biography. With swords, sorcery, and monsters galore, *The Realm* introduces you to a whole new, action-packed world.

DISCOVER THE REALM

Experience this open-ended, medieval fantasy game played in an online environment. Set in real-time, it combines the best of adventure, role-playing, simulation, and interaction in an one-of-a-kind multiplayer experience.



Create your own character. Pick a name, and write a biography of your new online persona.

The Realm gives you the options of exploring, fighting, questing, and just chatting with other adventurers. Unlike the average fantasy role-playing game, *The Realm* has no linear path or predetermined story which decides the gameplay. You get to make up your own stories and games by living them as a member of a online community. So, get ready to enter the amazing world of *The Realm* at www.realmserver.com.



WebTrek

TOP PLAYABLE DOWNLOADS

These files are available at www.sierra.com/demos/

NASCAR RACING 2 PLAYABLE DEMO

Requirements: Intel Pentium processor, 16 MB RAM.

Learn why *NASCAR 2* has become such a popular product with this fully playable, downloadable demo.



3-D ULTRA PINBALL 2: CREEP NIGHT PLAYABLE DEMO

Windows version requirements: Windows 3.1 with Win32s and WinG, or Windows '95, 486/66, 8 MB RAM.

Macintosh version requirements: 68040/33, 8 MB RAM.

Play the sequel to the best-selling pinball game of all time.

LORDS OF THE REALM II PLAYABLE DEMO

Requirements: Microsoft DirectX, Windows '95, 486/66, 8 MB RAM.

Play a strategy game of castles, knights and sieges.

FRONT PAGE SPORTS: TROPHY BASS 2 PLAYABLE DEMO

Windows 3.1x requirements: Windows 3.1, WinG, Win32s, 486/66, 8 MB RAM.

Windows '95 requirements: Microsoft DirectX, Windows '95, 486/66, 8 MB RAM.

Trophy Bass 2 brings new features, and if you have Windows '95, it also gives you modem, network, and Internet play.

INDYCAR RACING II PLAYABLE DEMO

DOS version requirements: 486/33, 8 MB RAM.

Win95 version requirements: Windows '95, 486/33, 8 MB RAM.

Macintosh version requirements: Power Mac, 16 MB RAM.

Winner of two Codie awards from the Software Publishers Association, *IndyCar Racing II* offers a stunning recreation of what it's like to be in the fast lane with this incredibly realistic simulation.

LIGHTHOUSE PLAYABLE DEMO

Requirements: 486/66, Windows and 8 MB RAM, or Windows '95 and 12 MB RAM.

This gives a glimpse into one of the most intriguing new adventure games released by Sierra in years!

HUNTER HUNTED PLAYABLE DEMO

Requirements: Microsoft DirectX, Windows '95, Pentium, 16 MB RAM.

Are you the Hunter, or the Hunted? Jump feet-first and guns a-blazing into the 3D action of this hot new game. The demo is available in three flavors: Jake (the human), the Beast and two-player head-to-head.

THE INCREDIBLE MACHINE 3.0 PLAYABLE DEMO

Requirements: Windows or Windows '95, 486/33, 8 MB RAM.

Construct machines using everything from caged rodents to rubber bands—turn them on and watch them go.

HOYLE BLACKJACK/HOYLE POKER PLAYABLE INTERNET DEMO

Requirements: Windows '95, 486/33, 8 MB RAM, Internet connection.

Play *Hoyle Blackjack/Poker*, not just against the computer, but against real-life pros from around the world!

MISSIONFORCE: CYBERSTORM PLAYABLE DEMO

Requirements: Windows '95, DirectX, 486/66, 8 MB RAM.

MissionForce: CyberStorm provides the chance to command a force of mechanized HERCs in battle, scouting, salvage, and more battle.

DEMOS: With lots of downloadable demo games,

SierraWeb allows you to "play before you pay." Reduce an opposing Herc in *MissionForce: CyberStorm* to a bucket of bolts. Press the pedal to the metal in a *NASCAR* vehicle.

Don your toga in *Caesar II* and build a Roman civilization. Build an army, and win the crown in *Lords of the Realm II*. No matter what you like—action, adventure, fantasy, or strategy, we've got it.

PATCHES, TECHNICAL, AND

CUSTOMER INFO:

Before you spend time (and money) calling a technician to get help with a product, visit our [Technical Support section](#). Our technicians answer messages on the board M-F and post documents offering instructions on getting the best performance out of our products.

We also provide the latest software updates and patches. Our online Customer Service department is happy to help with questions, too. Several of our product development teams also post their

A popular section of SierraWeb is the Tech Support Documents, www.sierra.com/support/tsdocs/. Here, find answers about our games and how they interact with your computer system. You will also find hints and tips for several games, as well as trouble shooting guides for virtually every Sierra product.



TOP TECHNICAL FILES AND PATCHES

Front Page Sports: Football Pro '97 Update

www.sierra.com/support/patches/#newfbpatches/

This update corrects several technical issues with *FPS: Football '97*. It also adds features and functionality to play.

Microsoft's DirectX for Windows '95

www.microsoft.com/games/downloads/DXEXTRACT.EXE

If you haven't updated DirectX on your system lately, you should download this file before running any of our Windows '95 demos.

Microsoft's WinG for Windows 3.1x

[ftp://ftp.sierra.com/pub/sierra/demo/wing.exe](http://ftp.sierra.com/pub/sierra/demo/wing.exe)

This Windows 3.1x driver allows you to run many of our recent Windows demos.

Microsoft's Win32s (v1.3) for Windows 3.1x

[ftp://ftp.sierra.com/pub/sierra/demo/ole32s13.exe](http://ftp.sierra.com/pub/sierra/demo/ole32s13.exe)

Note: Unpack this file by typing OLE32S13 -D to recreate the necessary directory structure. Then run SETUP.EXE from within Windows to install.

Like WinG, this driver is necessary to run many of our Windows 3.1x demos. If you have Windows 3.1x and haven't installed Win32s, download a copy of this file.



Back to School

Famous Adventurer's Correspondence School: *The Quest for Glory: Dragon Fire* website www.sierra.com/qg5/ is a complete online design forum. In addition to a number of cool things you'll find on the *Dragon Fire* website—like evolving character sketches, a "behind-the-scenes" look at the development process, and message boards, so you can chat with other *Quest* fans. You can now enroll in the Famous Adventurer's Correspondence School.

Once enrolled in the School, you'll receive a free electronic newsletter that gives development updates from the team. You can also submit your creative input directly to designers Lori Cole and Terry Robinson and will be periodically asked for ideas and designs for features you'd like to see in the game. Who knows? One of your ideas could end up in the finished game. Whether you plan to be a warrior, thief, magic user, or paladin, the Famous Adventurer's Correspondence School will help you in your quest to become a hero.



e-mail addresses on their web pages, so let them know what you'd like to see in their upcoming products. 1 **BEHIND-THE-SCENES PEEKS:**

Our website is a virtual window into the heart of our operations. Here you can check out entire games, from prototype to final testing. Catch up on the latest happenings with the Betrayal in Antara team in their production diaries. Sign up for the Famous Adventurer's Correspondence School newsletter, or the Shivers Info Club. Download the new "Making of The Mask of Eternity" movie file from our Demos page. We even have audio and video "bloopers" from our upcoming mystery adventure, *Shivers: Harvest of Souls*.

1 **FREE STUFF:** We have tons of freebies for you to download—from add-on levels for some of your favorite games to thousands of recipes and gardening advice. With Windows wallpaper, theme packs, screensavers, and sound files—everything you could want is available on our site.

We'll even let you download a copy of our original, wildly popular Red Baron game—FREE! 1 Have you created a great theme pack, game utility, or other Sierra-related goodie you would like us to host on our site? If so, drop our Web gurus a line at webmaster@sierra.com and tell them what it is. If we think it's

Shivers: Harvest of Souls

Not only are there many screen shots and sound bites, there are also video outtakes from the making of the game. One of the key features of the website is an invitation for you to sign up for the free *Harvest of Souls* Info Club! Members will receive e-mail newsletter updates on the game's progress, written by the development team. Check it out at www.sierra.com/shivers2/.

The Price is Right

SIERRA DIVING ADVENTURE SCREEN SAVER

<ftp://ftp.sierra.com/pub/sierra/demo/shark.exe>

File size: 1011k

Requirements: Windows '95, DirectX, 8 megs RAM.

This screensaver features a stunningly beautiful and almost hypnotic "sharks-eye" view of the flora and fauna of the ocean floor.

LEISURE SUIT LARRY POPS UP!

<ftp://ftp.sierra.com/pub/sierra/demo/larryspk.exe>

File size: 1560k

Requirements: Windows or Windows '95

Larry's back in this oddball "useless utility" and screensaver which features Larry popping up at the most embarrassing and inopportune moments throughout your workday. *Larry Pops Up!* also sports five downloadable "speech packs," each with pithy quotes and silly statements.

THE MAKING OF THE MASK OF ETERNITY

<ftp://ftp.sierra.com/pub/sierra/funstuff/mask.avi>

File size: 35000k

Requirements: AVI player (Windows '95 has one built-in).

The Making of *The Mask of Eternity* is a behind-the-scenes look at Roberta Williams' new project.



Packers, Pigskins, and Patches



The *Front Page Sports: Football Pro '97* development team has just released a patch with additional, true-to-the-game features that will add intensity to your *Football Pro '97* experience.

Patch features:

- Full screen arcade play. Automatically stretches the on-field display to fit the current window's resolution.
- Dual joysticks in a head-to-head game. Use two joysticks on a single computer.
- Selected play highlighted. In the single-player game mode, a highlight box will appear around a chosen diagram on the play-call screen.
- Enhanced printing. Print Pro Bowl rosters, Hall of Fame and arcade screens, play diagrams, and coaching profiles.
- Changing field goal range. Edit and save the field goal ranges in the coaching profiles.
- Quick Plan. Create game plans with custom plays in subdirectories in the main Custom directory.
- Play Editor. Easily create game plans and coaching profiles. Double click on game plan mini-diagram to bring up the load play window.



really cool, we'll post it on our site, tell the world who created it, and send you the Sierra software title of your choice as a "thank you." (Approximate retail U.S. value, \$20.00 to \$60.00, depending on product line.) **1 CONTESTS AND**

TOURNAMENTS: What do you have to lose? You should check our Contests page for a chance to win a variety of prizes—from free

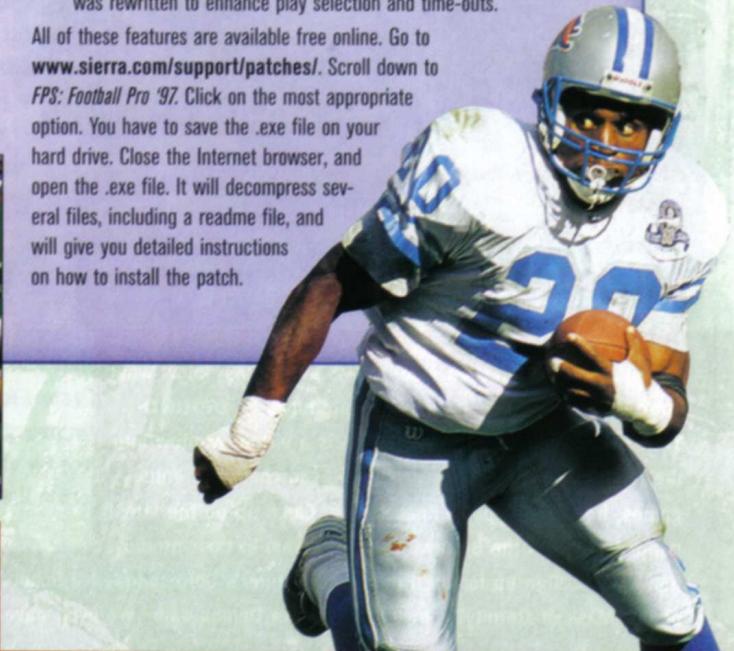
software to dream vacations, and cooking gear and classes. We post new contests on a regular basis, and this year we intend to hold as many possible, so keep an eye on the Contests page. **1** Or, sign up for one of our online game tournaments. We're proud to announce Ignac Jakovac of Charlottesville, Virginia captured the World CyberStorm Championship title,

Update your Screamin' 3D video card FREE.

Visit www.sierra.com/hardware/screamin3d/#bios, and click on "BIOS Patch!" to download your update. This 1,443K file contains both a BIOS update and a driver update for the 3D card. The BIOS update upgrades the BIOS to version 76, and the driver update upgrades the driver to version 1.12. For more information on applying the updates, and for a list of changes included with these updates, check the included README files.

- Player Trades. Tradable players are ranked from highest to lowest value. Multiple player trades are sorted by players' combined value.
- Substitutions. Play Editor creates substitution sets and now has arcade mode for modem and LAN play.
- Rules. Clock stops when an onside kick is recovered by the kicking team.
- Awards. "Player of the Week" award is determined after all the weekly games are played.
- Security enhancement. Game is saved after each play.
- Field conditions. Weather conditions and field displays correspond closely to the home team's stadium.
- Clocks. Clock routines were reworked to accommodate slower data transfer rates and low latency networks.
- SIGS. SIGS connection time and game play is faster, and the chat window is enabled while playing on SIGS. SIGS mouse interface was rewritten to enhance play selection and time-outs.

All of these features are available free online. Go to www.sierra.com/support/patches/. Scroll down to *FPS: Football Pro '97*. Click on the most appropriate option. You have to save the .exe file on your hard drive. Close the Internet browser, and open the .exe file. It will decompress several files, including a readme file, and will give you detailed instructions on how to install the patch.



Something for Nothing

If someone ever tells you that you can't get something for nothing, just fire up your web browser and take them to our [www.sierra.com/free!](http://www.sierra.com/free/). Prove that they're wrong! Show them all of the great PC and Mac demos, the screen savers and Windows '95 theme packs, the game utilities, add-on levels, and everything that we're giving away out there. Show them our latest offering—a free download of our *Johnny Castaway* screen saver! And once you show them our archive of thousands of free recipes, they'll probably even be willing to eat their words!



What I'd Do for Larry

No, really, it's not what you think. We're giving away signed original art! What's up for grabs? Eleven of the original drawings used to create animation cels for *Leisure Suit Larry: Love for Sail*, plus a Hayes 33.6 modem, and some great Larry t-shirts! You want? Then just stop by the Contests page of our website, at www.sierra.com/live/competition/ and tell us what you'd be willing to do to win them. Would you shave the Sierra logo into your hairdo? Would you wear a polyester leisure suit to work? Would you carve a bust of Al Lowe out of Spam? Think about it...



winning him a cool trophy and spot on the beta-testing team for the upcoming CyberStorm 2. We'll have more tournaments this year for our online games, so check

SierraWeb periodically for details. **THERE'S MORE?** This is only a small list of some of the features you'll find on our site. So, consider this an open invitation to drop by, and check out everything that our website has to offer. Just open up your Web browser and point it

at www.sierra.com/. See you there! ■A

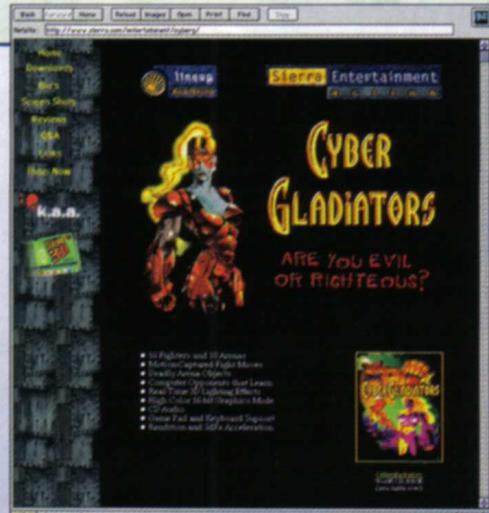
Free Gardening Help

No, we're not going to come out and help you plant your begonias, but we're going to do the next best thing. Do you have questions about gardening? Not sure when to prune those roses, or how to keep the deer out of the lettuce? All you have to do is Ask Annie! She's a long-time gardening expert, and the moderator of SierraWeb's "Weed Patch" message board. If you've got questions, she's got answers. What's the best fertilizer for maple trees? Can acanthus be successfully grown in full sunlight? If you want to know, just stop by www.sierra.com/messages/land, and drop Annie a line.



Cyber What?

k.a.a., the splinter group of designers from Dynamix, have created the *Cybergladiators* website at www.sierra.com/cyberg/. Here you will find downloads of deadly, interactive demos and audio themes, as well as biographies of both the members of the Gy Djin (the bad guys) and the Alliance (the good guys). With a collection of actual screen shots and frequently asked questions, you will find all you need to know about one of the most action-oriented games available.



SIERRA'S

THE REALM

MEDIEVAL ROLE-PLAYING GAME

\$49.95* buys a full year's worth of unlimited adventuring in Sierra's new fantasy adventure world of quests, magic, and battle. A world which is robust with colorful graphics and real-time animation.

*Requires SLIP/PPP connection. Internet access fees not included.



Meet people of all ages and backgrounds.



There are plenty of nasty beasts to challenge in *The Realm*.

Multiplayer



Choose from a variety of attributes and physical features to create a totally unique you in this new cyberworld.

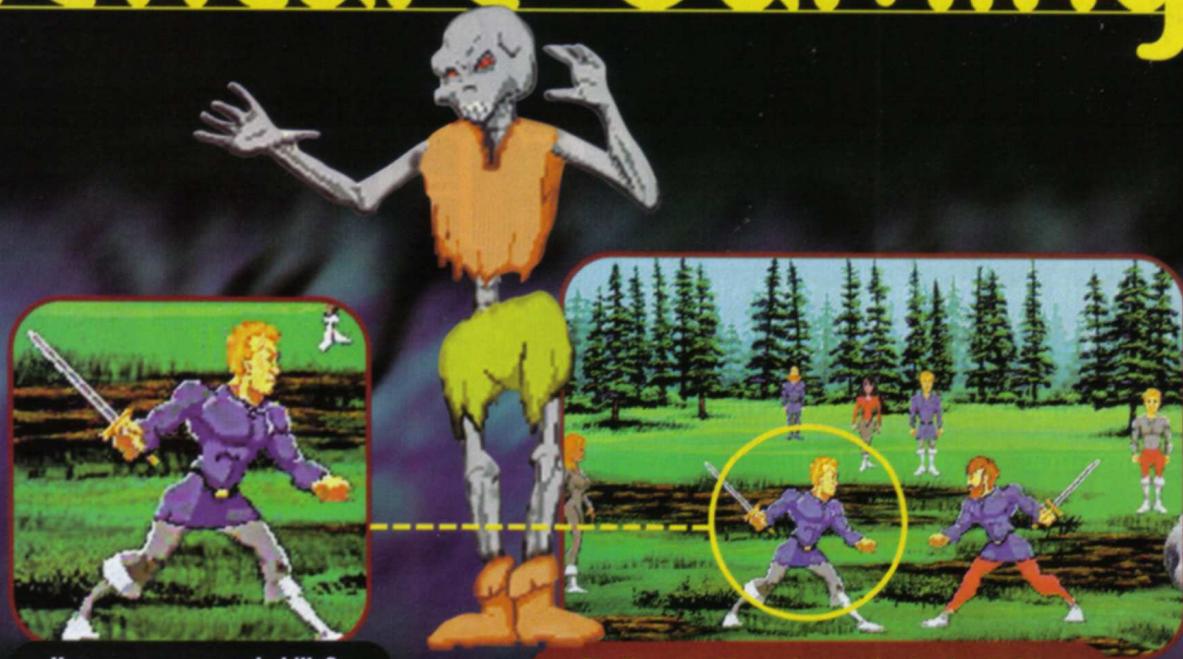


Meet and interact with thousands of other adventure seekers from all over the world.



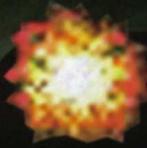
Join together in quests to fight monsters. Gain experience and gold to earn additional goods and armaments.

Adventure Gaming



How are your sword skills?

Challenge other players to duels, but be prepared to pay the price if you lose!



The Realm is an ever-evolving online world of monsters, magic, and medieval society.

Discover the future of interactive adventure games, and explore a new world of quests and companionship with thousands of players from across the world.

Experience

THE REALM

for **30 days**. If it doesn't capture your imagination, return it for a full refund.

\$49.95 + shipping

Order# 83210

CALL 1-800-757-7707

or visit us at <http://www.realmserver.com>



The world is fantastic.
The evil is real.

The game is

LIGHTHOUSE™

Cross into a parallel universe filled with alien technology, perilous risks, and a pervasive Dark Being. This is the challenge that awaits you as you enter the brilliantly inventive world of LIGHTHOUSE. A world where you're either the master of invention—or its victim.

Enter the fascinating world of LIGHTHOUSE at your local retailer, call us at 1-800-757-7707 or visit us at <http://www.sierra.com/lighthouse/>

Danger lurks everywhere in this strange, desolate world.

This box holds the key to destroying The Dark Being.

The Birdman. Automated servant or ruthless obstacle?

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S I E R R A®



Coming at You from The Coding Edge!

In the birth of every new game, there's a formation stage. A time of bold new thinking, when the rules change every day and the features are always in flux. It's a time of excitement and innovation, when every conversation begins with the question "Wouldn't it be cool if..." These are the games on the Coding Edge.

ON THE Coding Edge

Outpost 2 Strategy Meets Action

By Beth Demetrescu

www.sierra.com/outpost2/

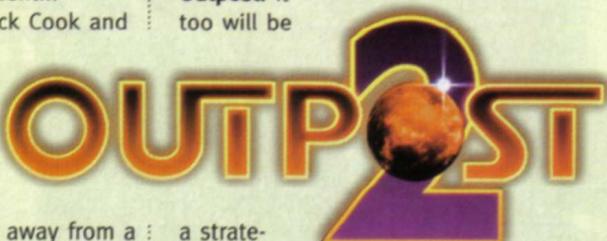
The colonists in Eden were annoyed when a potentially dangerous Hot Lab was built in their settlement, but when several benefits emerged from it, their protests subsided—until the accident...

Dynamix Director Patrick Cook and Designer Allen

McPheeters are bringing you **Outpost 2**, a game where you will have to lead your fellow colonists in establishing a new beginning, away from a deadly microbe. Resulting from a microbiological experiment gone awry, the tiny, waterborne microbes pass through skin contact, invading all forms of organic material and literally dissolving it—slowly at first, then

rapidly—from the inside out. The microbe spreads quickly, except at night, and soon everything is in peril.

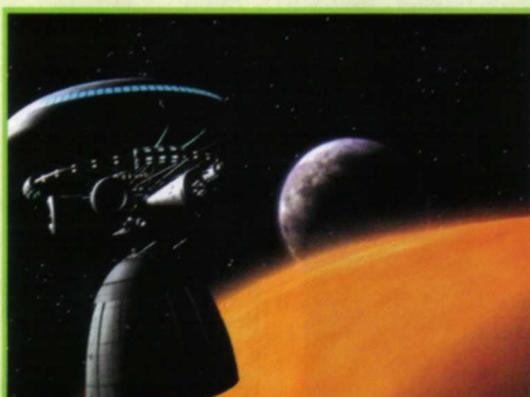
Outpost 2 is the carefully planned sequel to **Outpost**. It too will be



a strategy game based on using near-future technology to continue the presence of humans on an ominous, desolate planet. Picking up the time-line where the original left off, **Outpost 2** will challenge gamers to balance colony management, conduct research, manage resources, and resolve human conflict. It could be described as a combination of **Sim City**, **Masters of Orion**, **Civilization**, **Command & Conquer**, and **Warcraft 2**, all in one exciting game.

"We went through stacks of feedback from the customers of the first **Outpost** to see what they liked and didn't like about the game. We're incorporating a lot of that into **Outpost 2**," Cook explains.

In single-player mode, there are 24 possible chapters to play—12 from Eden's perspective and 12 from Plymouth's perspective. With multiplayer options for up to six players, **Outpost 2** will also let you play cooperatively or competitively. One of the key multiplayer features will let you determine how the game is



The **Outpost 2** universe is eight times larger than in any other action/strategy game.



Outpost 2 has everything from strategy to action. Oh yeah, and plenty of explosions.

CONTINUED ON PAGE 84

Outpost 2 Strategy Meets Action

www.sierra.com/outpost2/

CONTINUED FROM PAGE 83

played—what the exact mission should be. So, if your chosen objective is to put together a starship

before all humans are eliminated, the players might collectively decide only one of them can fulfill the goal, and focus their efforts accordingly.

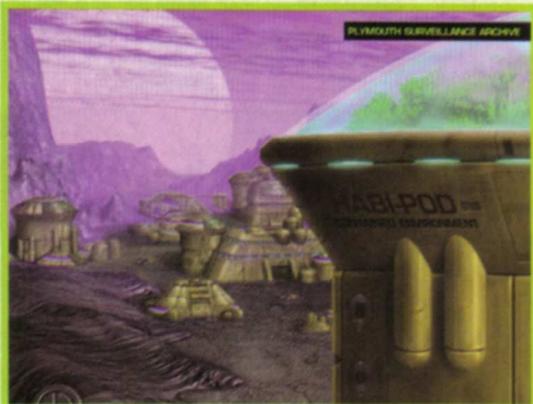
Outpost 2 will be heavily focused on researching, and then building and managing the colony—all in real-time. “Not only are there real problems to solve and challenges to overcome, but there’s an urgency about them that is not just ‘Decide!’ but ‘Hurry up! We’re dying here!’” says Cook.

The game takes place throughout the planet of New Terra—a world gamers will find to be eight times larger in those found in other strategy games. With choices like selecting between Eden (the main colony) and Plymouth (the splinter colony) and day and night play, **Outpost 2** will be a game designed for unlimited replayability. Day and night play is especially cool because your strategy has to be dif-

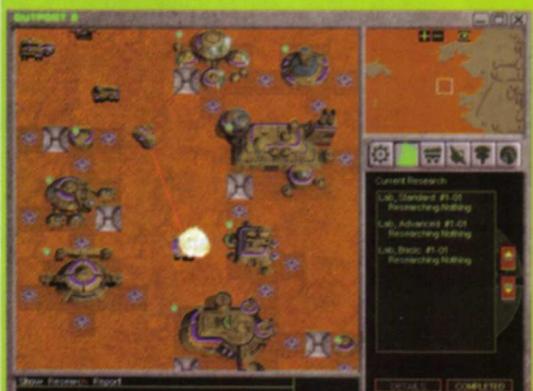
ferent during the day than it is at night—certain functions aren’t quite as effective in the dark of night. The universe of **Outpost 2** will be familiar to fans of the first game. It will also have a much more simplified interface, specific missions to guide you, and a tutorial to get you started. **Outpost 2**

will appeal to anyone who likes action, strategy, building colonies, and science fiction—from the casual gamer to the expert strategizer.

“Everything in the game happens in one screen without any dialogue



Day and night play calls for different strategies—every time you play.



Unlike the original *Outpost*, *Outpost 2* offers players head-to-head combat.



Lead your fellow colonists in establishing a new outpost.



Outpost 2 will appeal to anyone who likes action, strategy, and science fiction.

boxes popping up all over the place and getting in your way,” explains Cook. “This is really the kind of game that will take you five minutes to learn how to play it, and then hours to try different strategies.”

Cook and McPheeters have been operating under one primary objective handed down from Ken Williams himself—make this game fun! Well, they’re taking that to heart.

• Scheduled for release: Mid-1997

Aquarium (a-kwā' dē-ūm) n. 1. A recently discovered crystalline element which allows faster-than-light travel. Aquarium is frequently found in stagnant ponds... and has the potential to destroy life as we know it.

SeaWars will pit rebel forces, started by a small band of scientists, against the powerful and evil federation for control of a large planet rich in Aquarium. Except for a narrow band of ponds and tidal pools, the entire planet is submerged in deep water. Unlike most games which boast of only two levels of gameplay, **SeaWars** will feature three—subsurface, surface, and above surface. You'll get a whole new plane of gameplay.

Like the critically acclaimed *Warcraft II*, **SeaWars** will feature "real-time" play and the

riveting sense of urgency that comes with it. As well as hurrying to harvest aquarium, you, the noble rebel fighting to save the galaxy, will engage in missions to mine and refine ore for currency, construct strategically placed buildings, assault enemy bases, and bargain with aliens—all while trying to stay alive. **SeaWars** will focus on building and conquering rather than

wasting time figuring out the playing field and objective locations.

The ability to customize and upgrade units combined with non-linear missions will create realistic and unique campaign play. With a variety of levels of difficulty, **SeaWars** will offer intricate environments for anyone interested in action, adventure, and strategy.

- Scheduled for release: Mid 1997



Use your amphibious vehicle to venture above in search of aquarium.



Battle for control of the seas is a vital aspect of *SeaWars*.

Demon Isle

Cat Daddy's Big Debut

While at Microsoft, Ryan Haveson, Patrick Wilkinson, and Harley Howe played games, endlessly. After burning up many sleepless nights, they compiled a "wish list" of features they would include in an unprecedented cross-genre game. They felt really confident about their ideas, so what did they do?



Demon Isle will be an FRP combined with fast-paced, real time action.

They quit, formed their own company—Cat Daddy Games—and launched **Demon Isle** into full production.

One problem they saw in many 3D games is the scenery tends to be closed in (dungeons, caverns, hallways, etc.). **Demon Isle** will feature a new kind of 3D engine, similar to those in

flight sims, called fractal terrain. Among many other things, the new engine will allow continuous 3D outdoor action and will feature full 16-bit color.

Set in a dangerous medieval time, **Demon Isle** will be a fantasy role-playing game combined with fast-paced, real-time action. The game is being written to take full advantage of 3D cards and MMX technology. The

game will feature multiplayer options and its networking engine is designed to work over LAN, ISDN



and other digital Internet connections. So if you find the Maggot Queen's fetid stench overwhelming you, a fellow online adventurer could come to your aid. Oh, how misery loves company.

- Scheduled for release: Late 1997

Grand Prix Race the Classics

www.sierra.com/grandprix

Just when you think they can't get any better, the gearheads at Papyrus are outdoing themselves again. Led by Papyrus co-founder and the father of PC



racing simulation, David Kaemmer, the team behind **Grand Prix Legends** is taking the genre in a new direction—into the glory days of the past.

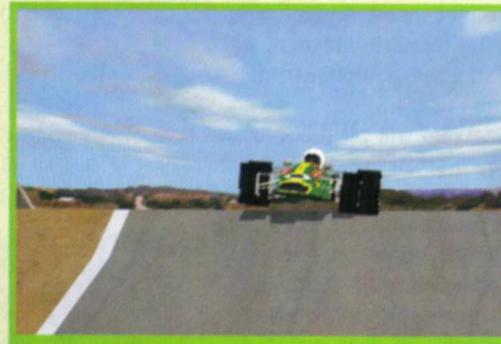
GPL will launch you back to 1967, to the days just before corporate sponsorship and high-tech aerodynamics invaded Grand Prix racing. This was real racing—no chicanery, plenty of high-speed corners, and drivers who constantly risked their lives in the pursuit of victory. Including the actual teams, drivers, and cars from the 1967 season (such as the world-beating Lotus 49), **GPL** will challenge you to tame the greatest and most dangerous race tracks of all time.

And to ensure that this challenge is complete, Kaemmer has crafted an entirely new, fully 3D physics engine which will redefine the limits of vehicle dynamics modeling on the PC. The stated objective was to "put a car in the computer," and that's exactly what he's doing.

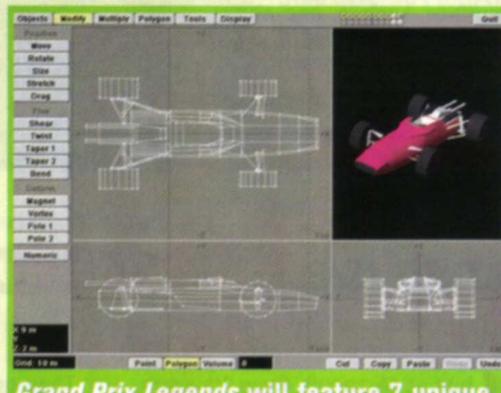
Highlighted by extremely accurate suspension and tire modeling—including wheelspin and locking brakes—this model will provide the most authentic simulated driving experience available.

The only thing more spectacular than driving these cars will be crashing them. **GPL** will make it possible for cars to be launched into the air, vault barriers, and tumble down hillsides. Disaster is never more than a few breaths away.

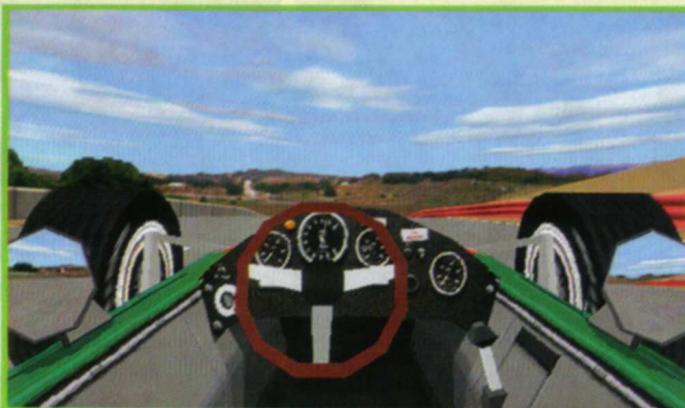
GPL will also feature the first full 3D cockpit in a racing simulation. Similar to the "virtual cockpits" found in flight simulators, this will allow you the most realistic perspective possible while also pro-



Centrifugal force might lift a single tire off the track during a sharp turn.



Grand Prix Legends will feature 7 unique cars (and their cockpits) in perfect detail.



What promises to be the most realistic view in racing sims—**GPL**'s 3D cockpit.

viding the ability to look left or right. And by modeling the forces acting on the player's "head," this view should communicate precisely what the car is doing at all times. Crest a hill and the cockpit drops down the screen, immediately telling you that the car is "light" and has less grip at that moment. Hit a wall and the effect leans more toward the dramatic than the informative.

To complete the experience, **GPL** is being designed for—though will not require—the latest generation of 3D accelerator cards, with native support for Rendition (Screamin' 3D) and 3Dfx chipsets. With this combination of features, **GPL** promises to immerse you in an experience more real than anything you've seen before.

• Scheduled for release: Late 1997

If you are one of the zillion people who demanded more of **MissionForce: CyberStorm**, then the creative team of designers at Dynamix is putting together a game you're gonna love.

CyberStorm 2 is going to retain the original title's look and feel, but will have numerous subtle enhancements to take it to the next level.

Set in a distant galaxy, **CyberStorm 2** will focus on a fierce competition to gain control of a single-star system that will contain mineral riches, ruins of ancient civilizations, and, most importantly, jump points. Jump points will allow you to hop to different locations, including the far side of the galaxy, creating a huge potential for expansion into new, unmarked territories.

From the beginning, **CyberStorm 2** has been designed for competitive and cooperative play via the Internet.



You will compete with seven other corporations, any or all of which may be human-controlled. You will also be able to play scenarios where you can team up with your friends to fight against computer opponents.

Unlike the original, **CyberStorm 2** will be a real-time game.

CyberStorm 2 will

also emphasize a smaller number of units in order to allow more detail for each unit. These features combined will streamline the game, allowing for smoother control and interface. You will be able to drive a limited number of units, giving them orders and modifying their status

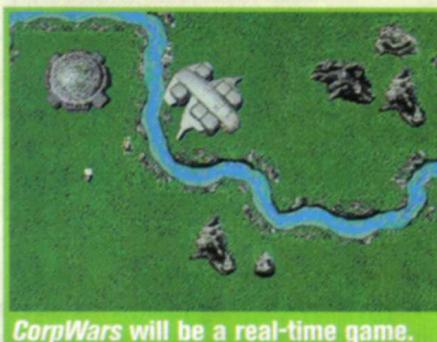
on the fly in a real-time environment.

CyberStorm 2 also will be changing from the hexagon grid system of the original game to a square-based terrain system. This will help introduce the many strategy aspects of the game, ranging from choosing and activating the best machinery for the terrain, to engineering your own bioterm pilots.

Don't think this is just another **Command & Conquer** or **Warcraft 2**, though. Unlike those games,

CyberStorm 2 will allow you to exercise far greater control over your units. Sure, if you leave them alone, they will do the best they can, but human direction will make them much more realistic and effective.

- Scheduled for release: Late 1997



CorpWars will be a real-time game.

Lords of Magic

A Medieval World of Magic



Lords of Magic will feature an innovative option called terraforming.

Set in a medieval world of magic, **Lords of Magic**, the upcoming game from Impressions (the designers who brought you **Lords of the Realm**), will be a game of alliance, conquest, and empire building. You will rule one of the Western clans—but you really want to rule the world. You'll have the option to ally yourself with another

clan to defeat Balkoth the Destroyer, make a pact with the despot himself to conquer the world, or you might just want to make a run at the throne on your own. With magical spells, artifacts of power, supernatural creatures and amazing heroes, **Lords of Magic** will draw you into a fantastic world of heroes and villains, elves and wizards, and sacrifice and illusion.

Lords of Magic will feature an innovative option called terraforming. This aspect will allow players the ability to modify the game map during play. So, when the minions of Balkoth are hot on your tail, you'll be able to turn the tables on them by creating a mountain out of a flat plain.

The designers of **Lords of Magic** even plan to throw a twist on winning the game.

When a single alliance



remains—be it good or evil—that alliance will be declared the winner. If more than one player is present on the winning alliance, **Lords of Magic** will provide the winners with the option to dissolve the alliance and fight to the bitter end.

- Scheduled for release: Late 1997

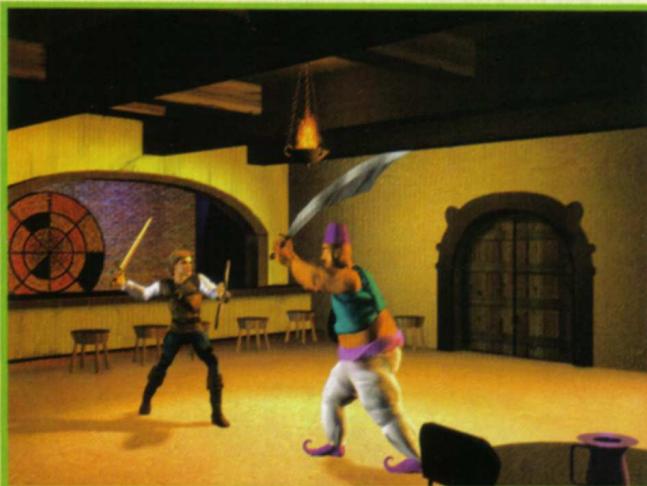
Quest For Glory 5

Dragon Fire

By David Senan



www.sierra.com/qg5



In Silmaria, even stopping in the local tavern for a drink can lead to fierce hand-to-hand combat.

It seems every time we open up the **InterAction** mailbox there are hundreds of letters asking about **Quest for Glory 5: Dragon Fire**. I can understand; **Quest for Glory** has traditionally been one of Sierra's most popular series—but so many letters? Lots of Sierra's games are cool, but there is something special about the **Quest** series—something almost cultish. I decided the best way to answer everyone's questions was to go down to Sierra Oakhurst and talk directly with Lori Cole and Terry Robinson, the designers charged with breathing life into the latest adventure in the **Quest** series...QFG5: **Dragon Fire**.

I was greeted at Sierra Oakhurst with a look that's common among all developers when they see a reporter holding a notebook—a

so many people have been asking for it. "The biggest reason this game is being made is because of the demand of our fans," explains Lori. "It's like coming to the final book in a popular book series, so it has to be more rich and more challenging than ever before—we've got our work cut out for us."

Harkening to the demands of their fans, the **Dragon Fire** website is an online game design forum. Fans of the **Quest** series now can share what they'd like to see in the series' latest

look that screams "Don't Give Away Our Secrets! It's Too Soon!" At the risk of doing just that, here are just some of the fascinating things I found....

First of all, **Dragon Fire**, slated for release later this year, is being created primarily because

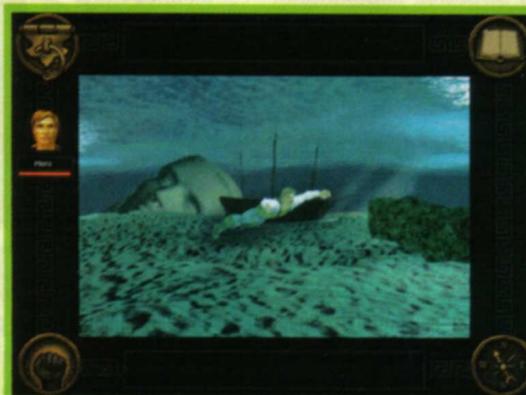
(and probably final) game. You also get timely updates directly from the development team. Update features include sketches of characters and puzzles, message boards for fans to share ideas with the team, and an online newsletter providing up-to-the-minute details about how **Dragon Fire** is progressing.

Dragon Fire will be very different from the other "books" in the series because of two new technologies that will make the look and feel of this game more fluid and ultimately

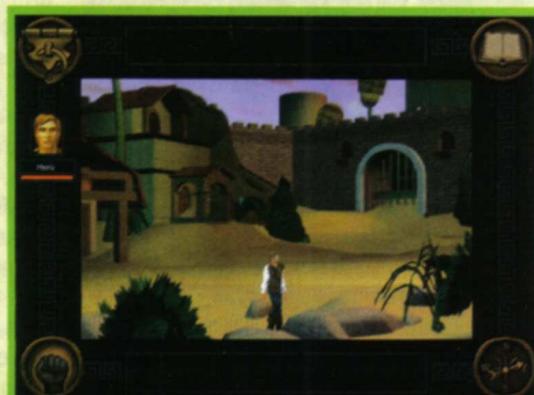
more realistic. The game will feature an unprecedented 3D panoramic world with multi-plane scrolling scenes,

thanks to a "highly secret" graphics display engine. The engine employs strategic multiple camera placement and dynamic scrolling. Also featured will be 3D characters rendered using a new technology called "voxels" or

"volume pixels." All you really need to know about voxels is that they will



Quest for Glory 5 will include underwater combat in the sunken city of Atlantis.



The Dock area is a launching point to wonders like the Silmarian Wilderness.

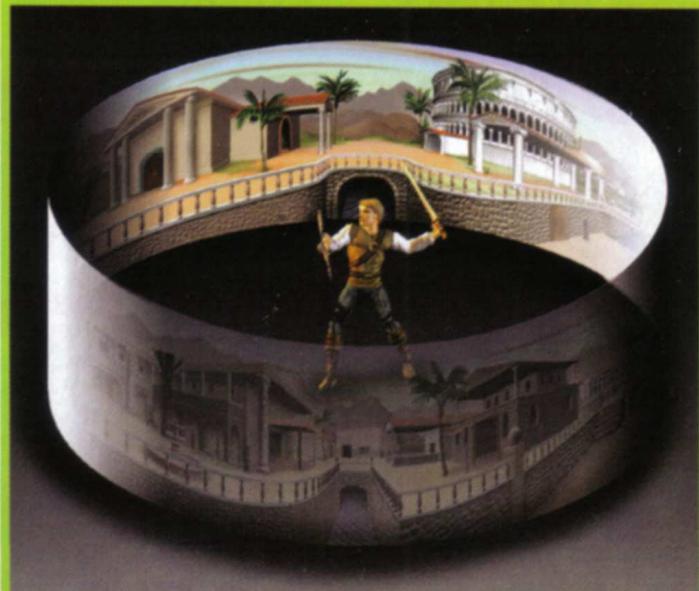
make the characters' movements smoother and more natural than you could ever imagine.

"The time is right for this game because of the new technology that's available," says Terry, art director and co-designer. "We can take this game—this entire series—to new levels."

Dragon Fire doesn't easily fit into any one game genre. It's a cross-genre game in many ways. In its soul, this is a fantasy role-playing game. The point of the game is to give players as much freedom as possible. At the onset, you'll be able to create your character any way you like. Throughout the game, your character will evolve any way you want, depending on who you ally with and who you choose to fight.

Dragon Fire is also very much an action-combat game. Success in hand-to-hand combat is determined by the type of character you are and the kind of character you're fighting against. Engaging in combat as a thief is very different from battling as a magic user or a fighter. Those char-

acters have very different abilities and limitations. One of the new features in **Dragon Fire** is multiplayer capabilities. Now you can go on a quest with friends whose characters all have all different skills and abilities.



3D panorama landscapes will make for expansive adventures and unlimited replayability.

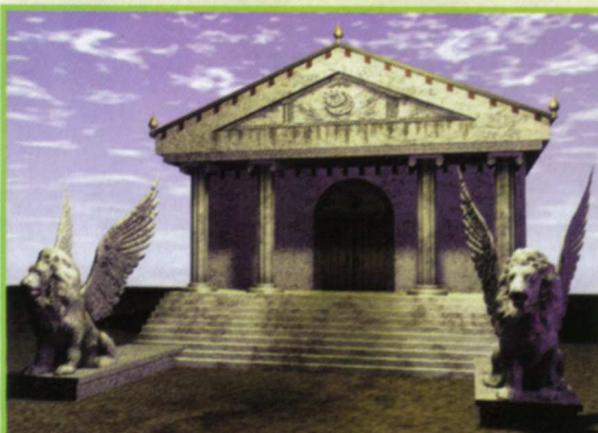
Again, the point of the game is to offer players freedom.

"You always get the freedom to be what you want to be," explains Lori. "You can be a fighter, a magic user, a thief, or some combination of the three. That makes for unlimited replayability because success solving different puzzles depends on the skills you have. Those skills will vary—making for a very different game every time you play."

What I found out about **Dragon Fire** was very refreshing. Yeah, there are plenty of cool new features which use the latest technologies. And yeah,

they'll guarantee this is the coolest-looking title in the **Quest** series. But how do you ensure the legions of fans will get exactly what they want from the game? You do exactly what the **Dragon Fire** development team is doing. You ask for user input and keep fans informed throughout the development process. But most importantly, you make sure to keep the biggest and best surprises to yourself. When **Quest for Glory 5: Dragon Fire** releases later this year...no one's going to be disappointed.

• Scheduled for release: Fall 1997



The Bank of Silmaria: Thieves can break in, leaving it to the magic users and paladins to solve the mystery.



Demands of loyal QFG fans literally sent co-designers Lori Cole and Terry Robinson back to the drawing board.

Aces: X-Fighters Find Out For Yourself What Could've Been

www.sierra.com/axf/



Watch out or you'll find yourself at the wrong end of your enemy's turrets.



Create your own squadrons and change the course of history.

In the final months of World War II, some of the world's greatest aeronautical engineers worked feverishly to give their nation's pilots the technological edge to tip the balance toward victory. Now, with Sierra's **Aces: X-Fighters**, take their masterful creations into battle and find out what might have been...

X-Fighters has aircraft rarely seen in a WWII sim, but everyone wants to fly. Sure, you know all about the Spitfires, the Me 109's, and the FW 190's, but what about the XP-77's? As well as using exotic, historically accurate planes, you will be able to design and fly your own custom-built x-planes. Using the actual engines, airframes, wings, weapons, and various other components, you can

create the optimum blend of power, maneuverability, and firepower. **X-Fighters** will bring together two fundamental needs—the need for competition, and the need to identify with a group.

You'll be able to create battles against real opponents directly on a LAN or through a server on the Internet. Players wanting to join your campaign must request, and be granted, access to your game. Players will be competing to stay alive, as well as for higher ranks and the privileges and glory that come with them.

With **X-Fighters**, you will also go head to head with other players. This feature will have several types of games including Furball, Scorched Earth, and The Swarm. In the Furball mode, it is every man for himself. This will be a fight to the finish, with the winner being the pilot who first reaches a set number of kills. The Scorched Earth mode will focus on killing everything you find on the ground in a set time limit. The

Swarm will be a daylight raid. Your goal will be to take out as many bombers as you can before they reach their target.

As well as competitive play, **X-Fighters** will offer you an in-depth campaign game.



You will live out the career of a squadron leader. Eventually, you will guide the future development of technologies and consult on the innovative designs of new aircraft—the first of which will be delivered to you.

X-Fighters will offer realistic gameplay environments and face you with challenging life-and-death choices that could have a profound and lasting effect on the course of the war—and history.

- Scheduled for release: Late 1997



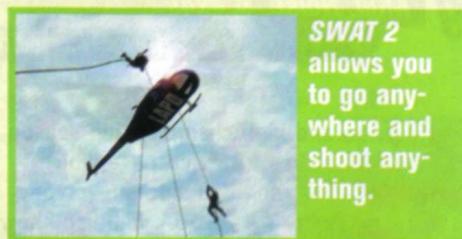
Aces: X-Fighters Aircraft Designer gives you the freedom to create the WWII plane that should've been.

SWAT 2 *Make the Calls of a SWAT Officer*

www.sierra.com/swat2/

Set in the dark and deadly world of the City of Angels, **Police Quest: SWAT 2** will charge you with leading a SWAT team in a series of life-and-death missions. The game will focus heavily on player freedom—freedom to send your men anywhere at any time; freedom to use any item in an expanded gear list that includes tear gas, bombs, and grenades; freedom to play either the police or the terrorists; and freedom to call in the crisis negotiation team (CNT), the SWAT helicopter or tank, or explosives experts.

Faced with unique operations laden with drama and urgency, you'll make on-the-spot decisions which could drastically alter the outcome of the game—and the lives of innocent people. You could storm in and blast everyone away, but in the process, you may destroy all the evidence and kill suspects who could have important information to share.



SWAT 2 allows you to go anywhere and shoot anything.



Use SWAT team tactics to infiltrate hideouts and rescue hostages.

Using fully rendered 3D graphics rather than full-motion video, **SWAT 2** designers plan to create a detailed,

textural atmosphere, emphasizing the grunge and glamour that is Los Angeles and providing much more in the way of unlimited gaming. With two primary player interfaces, the Chief and the Element Leader, your duties could range from recruiting officers, to positioning sniper teams, to rescuing hostages. Anything a SWAT officer might face only once during a 35-year career, you will experience multiple times. **SWAT 2** will be designed with multiplayer capabilities which would allow up to eight people to go head to head or create teams.

SWAT 2 will genuinely be a cross-genre game. It promises to combine the urgency of real-time play, the unbridled excitement of an action game, and the meticulous detail and intellect of a strategy game.

• Scheduled for release: Late 1997

Captives *Rescue in Deep Space*

www.sierra.com/captives/



In **Captives**, you will pilot sophisticated droids against hostile alien perpetrators.

What do you get when the developers of some of the most legendary strategy games of all time get a bad case of trigger finger? You get an arcade-strategy game that will challenge your mind and ease your jones for a fast-action fix. You get **Captives**—a high-intensity game from the folks at Impressions that will ask you to use your arsenal to

save lives—not terminate them.

Captives will be a fast-moving arcade-strategy game that takes place on a remote planet at the far reaches of the universe. The game will ask you to save an entire colony of humans imprisoned by an evil race of aliens. Your mission will be simple: traverse the entire landscape of the

planet, exploring every crater in your search to rescue all human captives from the bondage of their alien perpetrators—all as fast as you can!

This is an Impressions game, so you won't want to leave your brain behind. There are going

to be puzzles to solve and intricate strategies to devise and implement before you save the colonists and emerge victorious. Multiplayer capabilities will only make the game more compelling as you push yourself to outwit your friends and be the first to complete the rescue at the edge of the universe.

• Scheduled for release: Summer 1997



This is an Impressions game—so you know you're only as good as your strategy.

SODA Off-Road Racing

Mud, Noise, & 4x4s

www.sierra.com/trucks/



These trucks are tough, but too much abuse could cost you the race.

Looking for dynamic racing and driving action? Want to catch huge air off monster jumps? If this is up your alley, then the creative forces at Papyrus are designing the best truck racing simulation game to come your way. With **SODA Off-Road Racing**, you can learn to drive realistic racing sport trucks and dirt buggies on challenging tracks that provide 3D challenges such as spins, rolls, flips, and collisions!

Whether you choose to race your pickup or your buggy, **SODA** courses will feature drastic elevation changes, wicked turns, jumps, and rugged terrain designed to demolish your vehicles. You can venture anywhere within the 1/4-mile track complex, but watch out for collisions with competitors and obstacles as they take their toll on your buggy or truck. With visible cues ranging from billowing smoke when you lose power steering, to explosions when you blow your engines, you'll know when your vehicle is damaged. So don't be surprised if you don't finish the race due to severe vehicle abuse.

SODA designers also plan to include a feature called "Internet World-Wide Ranking system" (IWWR). A simple click of a button on the main screen will take you online and send your best lap times

and high championship season scores to a web page which will rank you among everyone who plays **SODA**. It'll also show lap times for all the tracks in the different skill levels.

With a series of 12-race championship seasons, **SODA** will allow novice drivers to graduate to more advanced racing classes. With each advancement comes the opportunity to retune and enhance your vehicle—to give you the edge needed to crush the competition.

Finally, there's one more important feature in **SODA**, but the developers aren't ready to reveal it. All they'll say is that it's awesome, so be sure to look for more information in upcoming issues of **InterAction** as well as on the **SODA** Website.

• Scheduled for release: Late 1997



You can go anywhere within the 1/4 mile complex.



Catch some monster air in your mud-splattered 4-by.

LATE BREAKING NEWS

■ Something new for Owners of Trophy

Bass 2: First, there was *Trophy Bass*. You wanted more. Then came *Trophy Bass 2*. You still weren't satisfied. So now the Dynamix' developers are readying a new release of *Trophy Bass 2* add-ons that offer more types of fish in six new lakes. The first five lakes—Winnebago, Dale Hollow, Oneida, St. Clair, and Mille Lacs—will be released as a CD ROM add-on package. The sixth, John Kerr Reservoir, will be offered as a free download on sierra.com. Featuring five new species of fish—Northern Pike, Muskie, Tiger Muskie, Walleye/Sauger, and Rock Bass—gives players the option to compete in tourneys revolving around fish other than Bass. The add-on should be available in April for just \$19.95 (plus shipping and handling) the download add-on will appear shortly after.

■ The South Shall Rise Again:

Citing high critical acclaim and demand for the original, Impressions Software has started building a sequel to their popular wargame *Robert E. Lee: Civil War General*. "This isn't going to be just a minor facelift," stated developer/designer Jeffrey Fiske. "*Civil War Generals* will get the all-star treatment." According to Impressions the scope of *Civil War Generals* will be larger than the original, with multiple campaigns covering the entire war. Impressions plans to include multiplayer support over LANs and the Internet in addition to current modem support, and will also include the much-asked-for editor that allows gamers to create their own battles and campaigns.

■ Bottom of the 9th on Baseball...

With Spring training underway and the new baseball season about to begin, many of you have been wondering about the *Front Page Sports: Baseball Pro* series. Well, at the last possible moment we got the scoop... there WILL be an '97 update. It will have new seasons stats and players, enhanced arcade play, hot keys for camera control and lots of other new features that will keep *FPS* baseball fans going for another season, but the developers will be the first to point out it's not a real rev of the game. The next major rewrite—complete with eagerly awaited modem and network play—will come with *Front Page Sports Baseball '98*. That's why the price for the upgrade will only be \$14.95 (plus shipping and handling) for current *Baseball Pro* owners and new customers will be able to get the game for just \$29.95.

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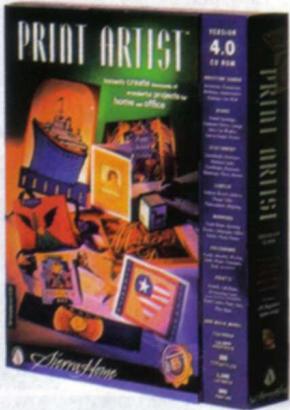
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“★★★★★”

(PC Magazine's highest rating)

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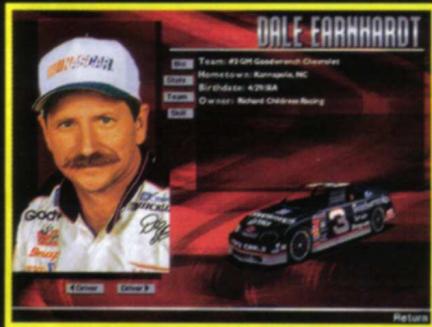


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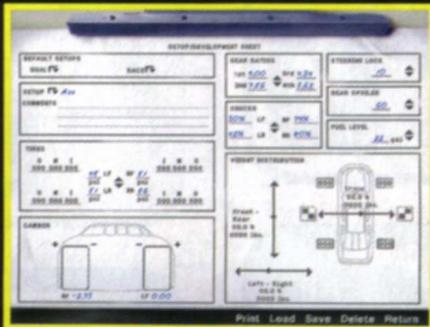
Racing and addedounding action.

PC Gamer called NASCAR® Racing "...simply the best racing sim ever created." Here's what makes NASCAR® Racing 2 even better:

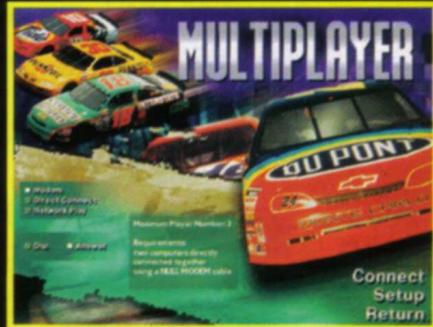
- Compete in the 1996 season with real NASCAR drivers and teams on 16 NASCAR tracks
 - Crew chief and spotter audio alert you to track conditions
 - Fast and easy Arcade Mode lets novices jump in and start driving immediately
 - Faster graphics in SVGA
 - Officially licensed by NASCAR®



Learn all about 7-time NASCAR Champion Dale Earnhardt, as well as your other favorite drivers.



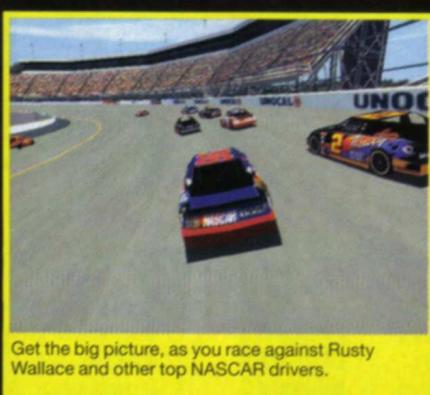
Change tires, suspension and more to customize your car to your driving style.



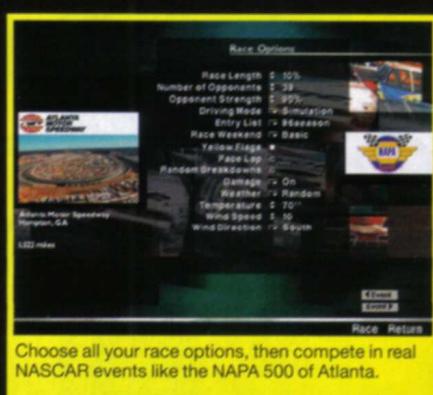
Network play lets you race door-to-door and head-to-head with up to 7 other players.



Now you can personalize your car by creating your own unique designs and sponsorships in the NASCAR 2 paintkit.



Get the big picture, as you race against Rusty Wallace and other top NASCAR drivers.



Choose all your race options, then compete in real NASCAR events like the NAPA 500 of Atlanta.

See your local software dealer or for a taste of the action, download our demo from <http://www.sierra.com/nascar2>

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Top Ten x2

1

NASCAR Racing 2

Best Simulation Game and Sports Game of 1995. -PC Gamer

★★★★★
-Computer Gaming World



2

Lords of the Realm II

PC Gamer Editors' Choice

"This is a wonderfully fun game, with all the ingredients that get true strategy players excited." -PC Gamer



3

Phantasmagoria 2

"...the most satisfying macabre software in years..."

-Ft. Worth Star Telegram

"gore, gore and more gore."
-PC Games



4

Print Artist 4.0

"Exquisite new graphics and an easier-to-use navigation interface give the new version a real edge over other graphics packages."

-Computer Life



5

3-D Ultra Pinball Creep Night

"Whether you love pinball or not, this game will grab your attention—and keep it!"

-PC Gamer



6

Leisure Suit Larry 7: Love for Sail

"Larry Laffer's greatest adventure yet. Rating 9/10"
-Online Gaming Review



7

FPS: Trophy Bass 2

"Trophy Bass 2 isn't just a good fishing game, it's a good game period."

-Games Magazine

"Trophy Bass 2 is nearly perfect."
-Happy Puppy



8

FPS: Football Pro '97

★★★★½ -Computer Gaming World

"The most powerful, sophisticated, accurate football simulator on the market"



9

Caesar II

"...by far the best thing Impressions has ever done, and is the best strategy game/builder since SimCity 2000."

-Strategy Plus



10

Hoyle Classic Games

"The name Hoyle (is)... synonymous with great card games enjoyed by generations of families."

-PCTV



11

IndyCar Racing II

"The best racing simulation on the market and a 'must-have for all gamers.'

-Computer Gaming World



12

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."



13

Lighthouse

"Is it better than *Myst*? Much better..."

-PC Gamer



14

Police Quest: SWAT

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

-PC Gamer



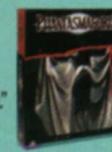
15

Phantasmagoria

"The leading horror-adventure game of the year." -Interactive Gaming

"Phantasmagoria ushers computer entertainment into the next millennium."

-Computer Life



16

LandDesigner 3D

"Editor's Choice" -Home PC

"If you love having a beautifully landscaped yard...this program will do everything for you—except dig the holes."



17

Hoyle Casino

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

-PC Magazine



18

Silent Thunder A-10 Tank Killer II

"Silent Thunder's visuals can be described using just three words: DROPOUT DEAD GORGEOUS."

-PC Multimedia and Entertainment



19

The Time Warp of Dr. Brain

"... weirdly hip (in its own, educational, nonviolent sort of way), and... caters to younger gamers without insulting their intelligence."

-Family PC



20

Rama

"This is one of the best sci-fi games ever to appear in the PC format."

Editors' Choice
-PC Gamer

★★★★½
-Computer Gaming World





From the best-selling 3-D Ultra Pinball Series!

IT'S GOT THE WINDMILL, THE
BIG SHOE AND THEN OUR iMAGiNATIONS
GOT THE BEST OF US.

3-D Ultra-Mini Golf™ is all the fun you'd expect from the game of mini golf with a little something extra.

A wild ride through the right side of the brain.

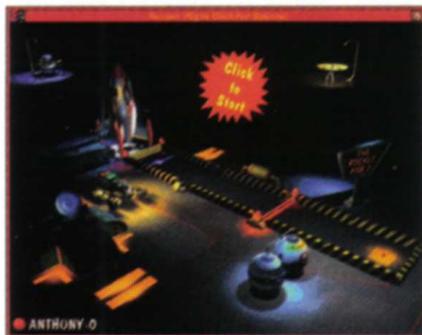
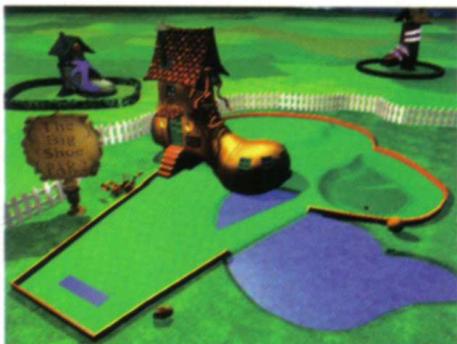
You get two, nine-hole courses. One with classic mini golf holes like the big shoe, the windmill. The other nine holes are totally nutty. There's the space port where you can putt on the moon, the volcano where your ball can be incinerated in molten lava and a

prehistoric jungle where the Tyrannosaurus Rex has developed a taste for golf balls.

It's weird, wild and more fun than a whoopee cushion.

3-D Ultra Mini Golf gives you incredibly realistic ball physics that make even the most radical bank-shots possible. You can play it alone or with as many as four players.

3-D Ultra Mini Golf. Call it cool. Call it amazing. Just don't call it normal.



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ULTRA
MINIGOLF



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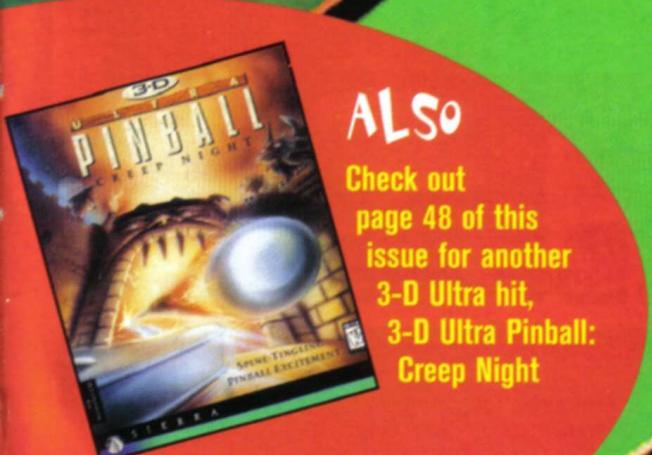
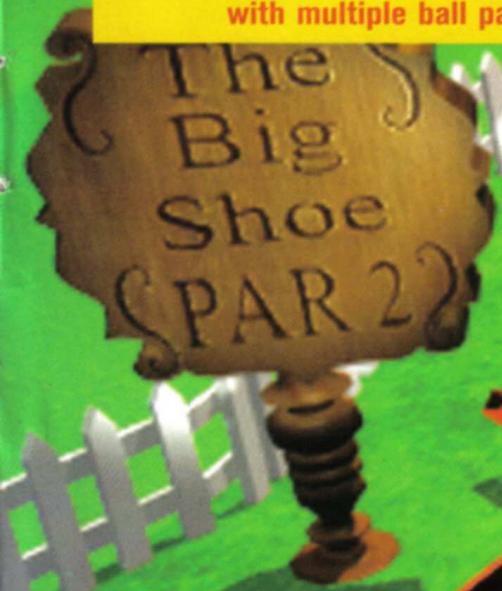
From the Best-Selling 3-D Ultra Pinball Game



Play it safe or take the riskier shots,
with multiple ball paths.

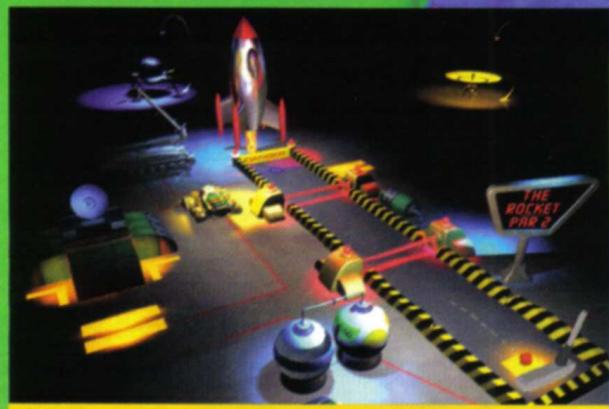


The most realistic
movement of any



ALSO

Check out
page 48 of this
issue for another
3-D Ultra hit,
3-D Ultra Pinball:
Creep Night



Use EasyPutt™ for one-click operation or
TruePutt™, which lets you control the force
and angle of your putt.

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JUST DON'T CALL IT NORMAL.

Pinball Series!

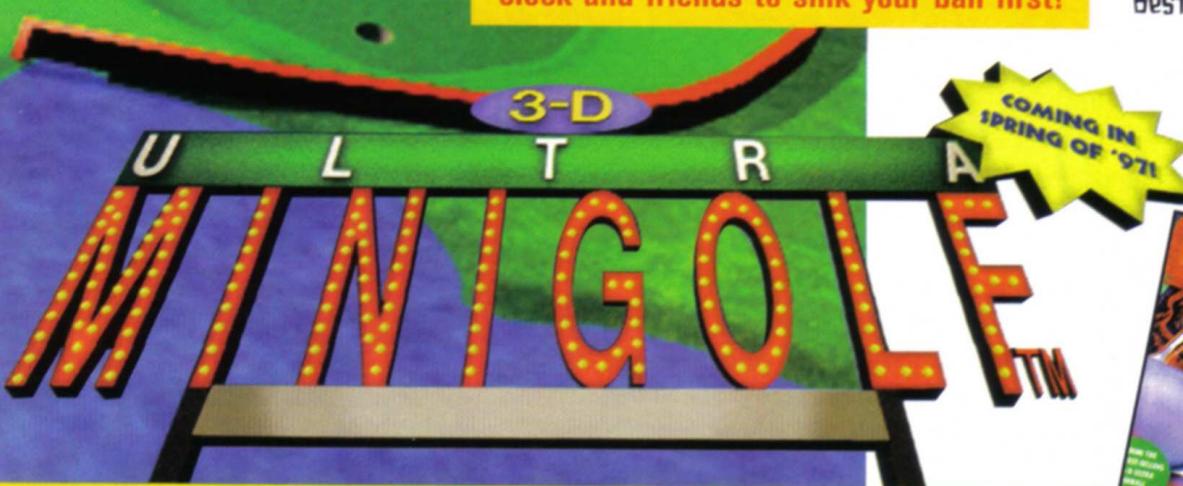


physics and accurate ball computer mini-golf game.

See page 67 for the
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Play match, medal—or race against the
clock and friends to sink your ball first!



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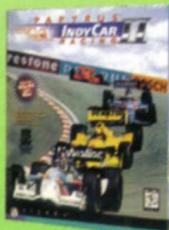
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