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INTERACTION

An Inside Look at the Products and People of the Sierra

Special Holiday Issue

Exclusive Sneak Peeks

Police Quest: SWAT

Gabriel Knight 2

Caesar II

Shivers

Great Gifts
under **\$15**

How to run your
programs under

Windows 95

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Fall Into the Magical Worlds of

TORIN'S PASSAGE



S I E R R A®



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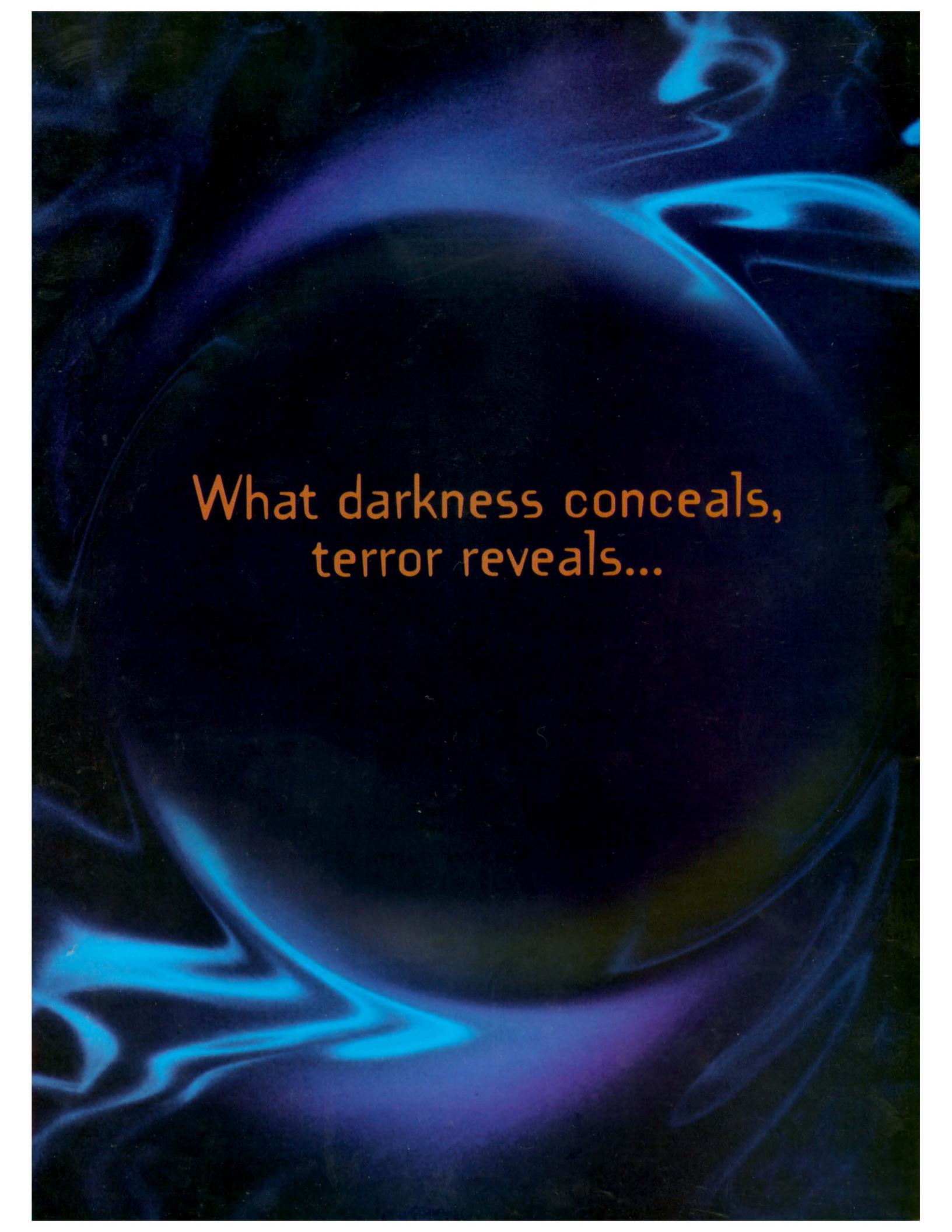
Money Saving
Discount Offers!

A GABRIEL KNIGHT MYSTERY

THE BEAST WITHIN

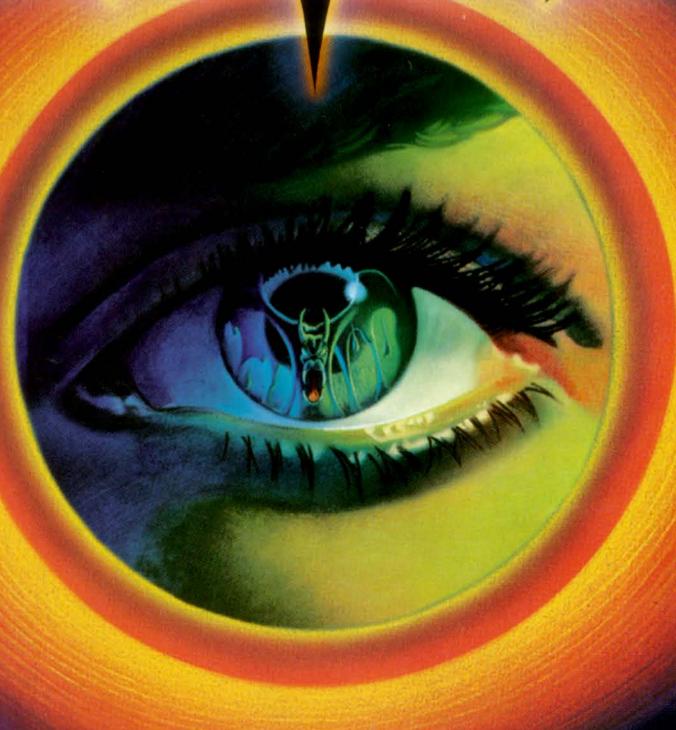


S I E R R A®

The background of the image is a dark, textured surface, possibly a wall or fabric, with dynamic, swirling patterns of blue, purple, and white light. These light streaks create a sense of motion and depth, resembling nebulae or liquid light. The overall mood is mysterious and dramatic.

What darkness conceals,
terror reveals...

SHIVERS™



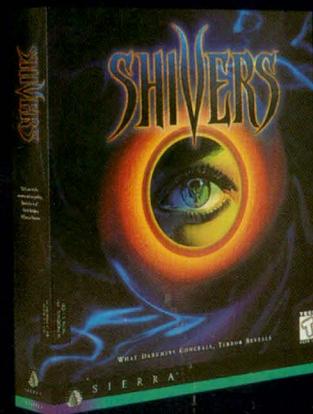
You enter, with nothing but your wits to help you survive.

Mystery sounds through the empty halls and rings from the rafters of a deserted museum.

Where is the museum's creator, and the other ill-fated visitors who disappeared so long ago?

From the shadows, wretched spirits watch for the innocent, the unwary, ready to steal your life's essence. Can you hear the shrieks now, the howls and moans and wails?

THEY'RE WAITING FOR YOU.



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Contents

ADVENTURE:
Al Lowe's
Torin's Passage
offers up some
serious laughs
and tough
puzzles.



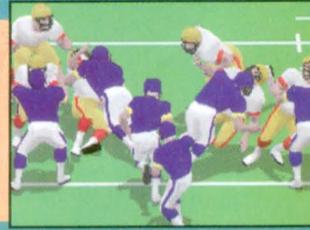
ACTION:
Forget reality!
*New 3-D Ultra
Pinball* shows
what happens
when pinball
meets
imagination.



**HOME/
EDUCATION:**
Experts adore
Adi and
Print Artist 3.0
delivers
colorful
computing.



SIMULATION:
Win a
Super Bowl
sized color
television
with *Front
Page Sports:
Football '96*



STRATEGY
Find out why
Rome wasn't
built in a day
when you dive
into *Caesar II*.



16
42

49

72

80

ADVENTURE GAMES

<i>Torin's Passage</i>	16
<i>The Beast Within</i>	20
<i>Phantasmagoria</i>	25
<i>Space Quest 6</i>	28
<i>King's Quest VII 2.0</i>	30

ACTION

<i>Last Dynasty</i>	33
<i>Lode Runner</i>	36
<i>Thexder</i>	37
<i>3-D Ultra Pinball</i>	42

HOME & EDUCATION

<i>The Incredible Machine 3.0</i>	46
<i>ADI</i>	49
<i>Print Artist 3.0</i>	52

SIMULATION

<i>Police Quest: SWAT</i>	65
<i>COMMAND: Aces of the Deep</i>	70
<i>Front Page Sports: Football '96</i>	72
<i>Trophy Bass</i>	77

STRATEGY

<i>Caesar II</i>	80
<i>Conqueror</i>	84
<i>Outpost 1.5</i>	86

DEPARTMENTS:

<i>Inside View</i>	4
<i>News Notes</i>	10
<i>Inquisition 2000</i>	14
<i>Customer Service</i>	88
<i>Top Ten</i>	96



Letters To the Editor

Disturbing Imagery

Dear *InterAction* Magazine,

When my 3-year-old daughter opened our issue of *InterAction* last week, she started to cry when she saw the picture of the bad man hurting the little doggie on page 16. I don't know what possessed you to allow such an image in a publication that you knew would be sent to homes with small children.

When a magazine has a cartoon image on the front and no obvious indication about the appropriate age range and comes from a company that produces the software my children use, I assumed I did not need to review every page before handing it to my child to look at.

Sincerely,
J. Schuster
Concord, CA

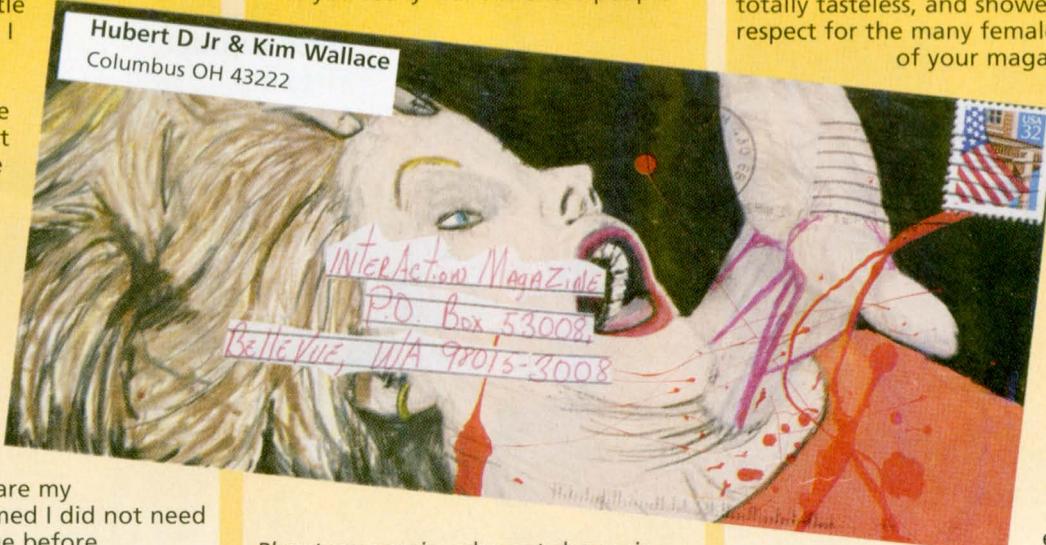
More Gore, Please!

Dear *InterAction* Magazine,

I just finished *Phantasmagoria*. It was great!

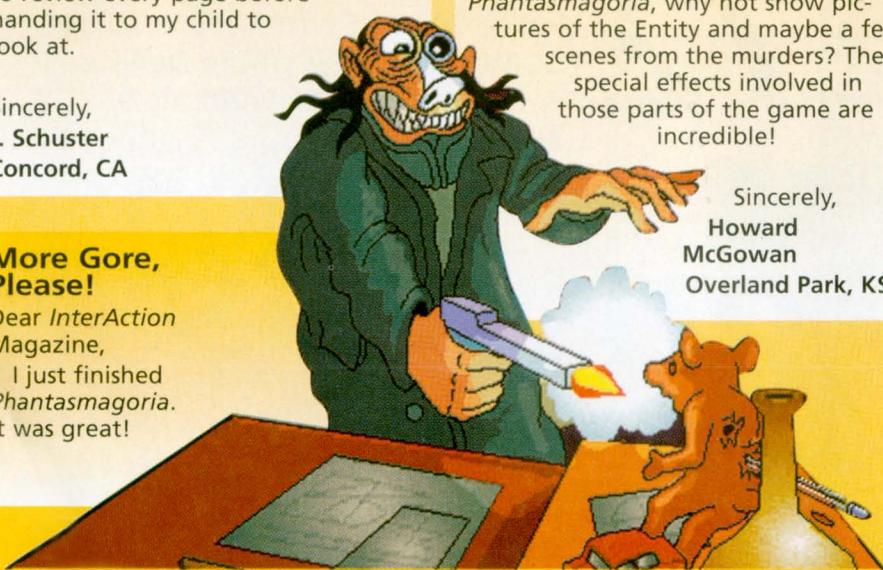
I can't say the same about your article devoted to this game, though. You guys really missed the boat. The pictures from the game that you used in the magazine aren't nearly as good as the ones you didn't show.

If you really want to show people



Phantasmagoria, why not show pictures of the Entity and maybe a few scenes from the murders? The special effects involved in those parts of the game are incredible!

Sincerely,
Howard
McGowan
Overland Park, KS



Tasteless in Space

Dear *InterAction* Magazine,

I want to object to the use of a spaceship that looks like a jockstrap in the pages of your recent magazine. This juvenile attempt at humor was totally tasteless, and showed a lack of respect for the many female readers

of your magazine. Even

my

12-year-old son had the sense to know that this offensive image doesn't belong in your publication. He found the page so embarrassing that he

tore it out of the magazine before he would let his little sister look at it.

Please show more respect for your readers in the future.

Sincerely,
Michelle Norman
Portland, TN



Hysterical SQ Humor

Dear *InterAction* Magazine,

The stuff you included on *Space Quest 6* is hysterical. If the game is half as funny as your article made it seem, I'll definitely get my money's worth from it. The giant spaceship that looks like a jockstrap and the headline below it, "Get ready for the next big thing," was truly inspired. Keep up the good work.

Sincerely,
Dan Martin
Winter Park, FL

As you can see from these letters, *InterAction* readers don't share a common standard on what belongs in our pages and what doesn't. While we try to keep the contents of our pages within the bounds of good taste and family values, be it *Phantasmagoria* horror or sophomore Space Quest humor, it seems that lately we've found a way to offend just about everyone. We apologize on all counts.

For the record, the "small animal" referred to in the first letter was actually a stuffed teddy bear. (The murder of a teddy bear was a major subplot of this summer's bizarre cult hit, *Woodruff and the Schnibble*.) We're sorry it upset anyone's child. The spaceship in question is the Deepship 86, an interstellar vehicle not recommended for wear during athletic activities.

For a look at other controversies surrounding *Phantasmagoria*, turn to page 25. To find even more stuff to be offended about, also check out our latest peek at the juvenile humor of *Space Quest 6* (page 28).

What gives on Flight Sim?

Dear *InterAction* Magazine,

I've been watching your magazine for over a year now and I still haven't seen any mention of a new flight sim from Dynamix. Since I discovered *Red Baron* years ago, I've been a fan of their work, and I even bought a new computer a few years ago just so I could play *Aces Over Europe*.

I've seen Dynamix's *Aces of the Deep* and *EarthSiege* games, but my passion is flying planes. I read something a while back about a new A-10 flight sim, but I never saw a mention of it again. What gives?

Sincerely,
David Lavin
Astoria, New York

This Issue's "Random Acts of Poetry" award goes to Mr. Mark Leibowitz of King O' Prussia, Pennsylvania, for this poignant homage to the "Random Acts of Poetry" section:

Down with Poetry

I really like this magazine you send to me.

Even though I know to get the paper you have to kill a tree.

But there is one thing I would really like to see.

Can you please not print the "Random Acts of Poetry."

Mark Leibowitz
King O' Prussia, PA

The people at Dynamix have been working on a total rewrite of their simulation development system, and it's taken more than two years to get it right. They are now preparing the first products to be launched based on this incredible new system. You'll find information on *Red Baron 2* and *A-10 2* on page 92. Happy landing!

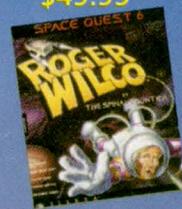


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6: The Spinal
Frontier**
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Collection: The 4
Most Wanted**
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Phantasmagoria
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**King's Quest VII:
The Princeless Bride**
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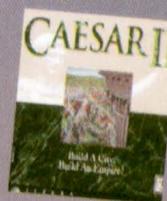
**Leisure Suit
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Hits and Misses**
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**Command:
Aces of the Deep**
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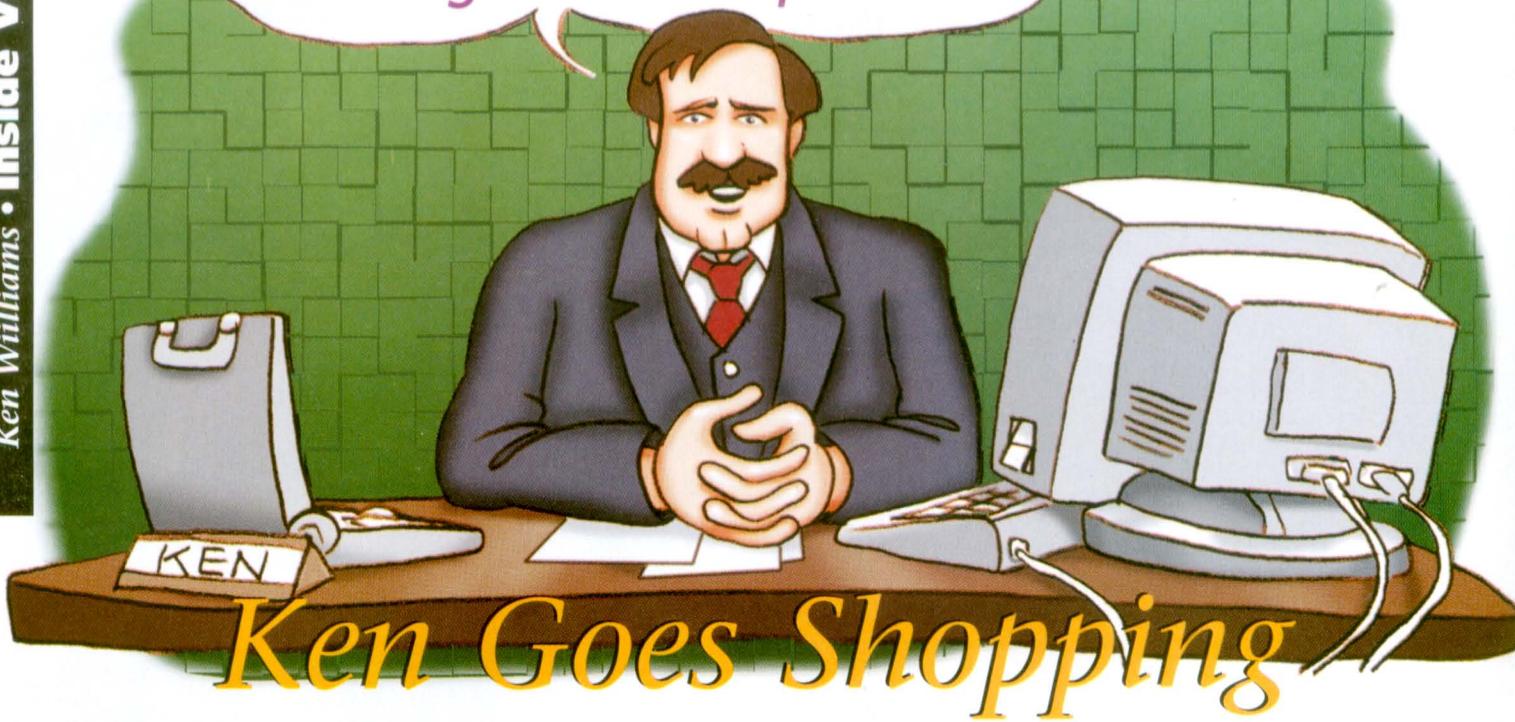


Caesar II
\$54.95



**To Order
Please Call:
1-800-757-7707**

*I liked 'em so much
I bought the companies!*



Ken Goes Shopping

Sierra has been extremely busy lately. Over the last four months, we've added four new members to our family of companies. This, plus all the effort going on in trying to get you some hot games to play for Christmas, has made for quite a challenge.

Why so many new companies? Why these companies? That's what I'd like to tell you about in this column. I want to share with you the vision

Pixellite

and enthusiasm I have for Sierra that comes from the combined strength of all these companies, and the great things you can expect from us in the months and years ahead.

Let me start with a basic vision we all share at Sierra. We want to produce the best games, education, and productivity products available. As a team, we are extremely product-focused and also extremely competitive. The people that run our development groups just can't imagine producing products that are anything less than the best.

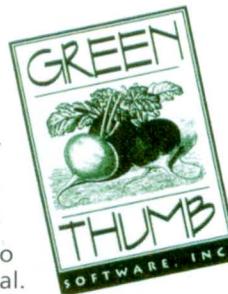
I admit it. From time to time, our competitors do produce software that I really like. When they do, it drives me crazy. I hate thinking that there was a way to make a better product and we



missed it. It makes all of us at Sierra work a little harder, think a little more innovatively, and attack problems more aggressively, and that's a benefit to you. I am very proud to say that you have made us the #1 entertainment software company in the world. For the third year in a row, Sierra's computer games outsold all of the competition's during 1994. We work hard to maintain this vote of confidence.

We do have a few gaps in our entertainment product line. The biggest has been our lack of strategy games. We did have, and continue to have, a hit with *Outpost*, but I see so much more potential. Not only has Sierra already started work on *Outpost 2.0*, but I also started a search for a company that "lives and breathes" strategy gaming that could be a major addition to the Sierra family. That company is Impressions, Inc.

Led by visionary David Lester, Impressions has earned an impressive reputation within the gaming community for products like



Caesar, *Lords of the Realm*, and *Air Bucks*. Impressions' first product release as part of the Sierra family is *Caesar II*, which is available now. This game is the epitome of everything players like about strategy games. Combining city-building, politics, resource management, and strategic warfare, *Caesar II* provides more challenge in one place than any game I've ever seen. Though the simulation is incredibly complex, *Caesar II* also meets Sierra's high standards for graphics, animation, audio, and ease-of-use. It is a masterpiece that I'm sure you'll hear plenty about in the months to come.

I have found in my travels that many strategy games fall woefully short in the areas of graphics, animation, and audio, and that their sheer complexity acts as a barrier to prevent new gamers from discovering how much fun they can be. You have my promise (and David Lester's) that the games of

Impressions

Impressions will not suffer from these faults. Future Impressions titles will all meet the quality standards that have been set by *Caesar II*.

In the area of home productivity, Sierra wasn't even considered to be in the race for the best product until this

**SHAKE IT,
TWIST IT,** with **WAKE UP YOUR BRAIN**

**THE LOST MIND OF
Dr. Brain™**

Ooooops! In a bizarre laboratory accident, Dr. Brain's mind got mixed up with his lab rat's, and the results are, well ... mind-boggling!

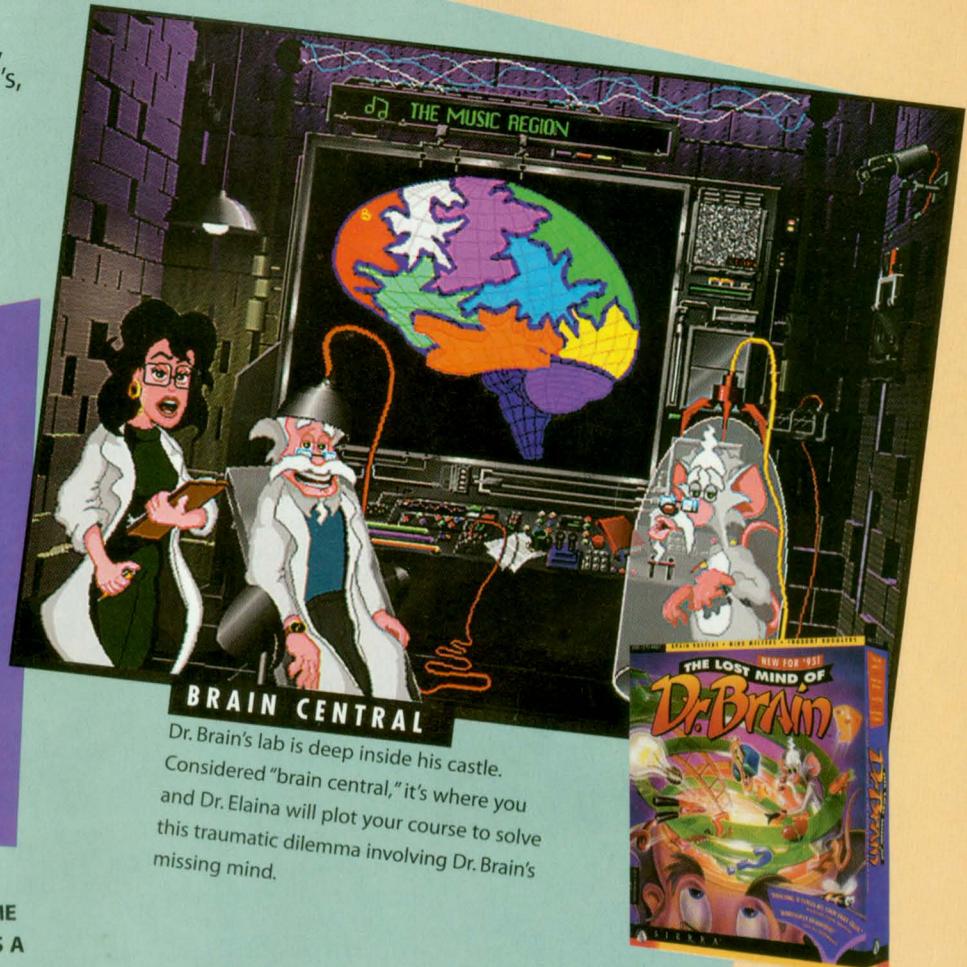
Now Dr. Brain's destiny is in your hands. Unlock the secrets hidden deep within his eccentric mind as you puzzle over the twists and turns packed into over a thousand wild, wacky brain-busting adventures!

"By far the best of a great series. The graphics, lip-synching and music are superb. Why are you calling it a kid's game? I'm not a kid and I love it."

Steve Bauman,
Strategy Plus

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Available for Windows CD and Macintosh CD

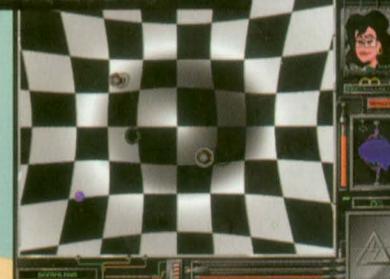


NEURAL MAZE



Definitely a new twist on the old rat-in-a-maze experiment.

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Collect Dr. Brain's lost marbles in Dreamland and he will wake up a new man.

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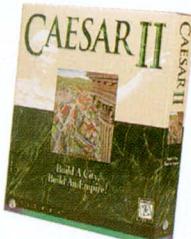


Impressions



summer. That changed with the additions of Pixellite, Green Thumb, and Arion Software to the Sierra family. Before I tell you about each of these companies, I'd like to give you a little history on this subject.

It's not well-known today that some of Sierra's earliest successes came from home productivity software. Sierra was the first publisher ever to write a home-based word processor for PCs. It was called HomeWord and it once led the market for home-based word processors. (It was even sold by IBM.) Sierra also produced graphics-development products that regularly made



best-seller lists, and even produced compilers, assemblers, and other programming tools that were the market leaders in their day. Though Sierra hasn't produced any of these types of products for over a decade now, I am no stranger to productivity products, and have been itching for quite some time to get back into this end of the software business. Through these recent additions to the Sierra family, I am happy to report that soon Sierra will again make its mark in home productivity.

Pixellite

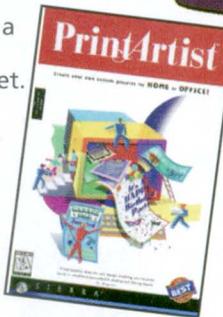
First on the list of new Sierra companies is The Pixellite Group. You may not know this name, but I bet you've heard of their products. Pixellite pioneered the concept of home-printing products way back in 1983 with *Print Shop*, which is still a market leader (it is now published by Broderbund Software). Since that time, Pixellite has been producing similar products and technologies for such varied companies as Maxis and Aldus. *Print Artist* is the current flagship personal publishing product of The Pixellite Group, and the newest upgrade to this product, *Print Artist 3.0*, is on retail shelves now. *Print Artist 3.0* represents a new direction in the home-printing market. If you were familiar with earlier versions, you will be pleased to know that the new product is greatly improved. *Print Artist* has also been enhanced to make it compatible with graphics

formats like JPEG and GIF, which greatly improves the choices that users have when creating posters, greeting cards, banners, and the like. The interface has been streamlined to make it even more convenient to use, and in general the rough edges have been removed from a real diamond of a product. It's a winner.

Next on the list is Green Thumb, which has made its reputation as the premier developer of gardening and landscaping software. While the idea of using a computer for gardening may sound funny to some of you, I am as serious about this area of software development as I am about Sierra's next adventure game. The number of serious home gardeners in the U.S. numbers in the tens of millions, and a recent study done by Sierra shows that over 173,000 homes currently receiving *InterAction Magazine* either have purchased gardening supplies by mail or subscribe to gardening magazines. Anyone who takes gardening seriously knows that there is some complexity involved. Be it planning your irrigation system for your home landscaping, making decisions on what to plant where, or keeping track of winter plant maintenance to assure healthy plants in the spring, the use of a computer can help make the process more fun and fruitful. (So to speak.)

For many years, my father-in-law wrote the "Garden Doctor" column in the *Los Angeles Times*. Since he retired from his position with the Agriculture Department, he has run an apple farm and even tried life as a software entrepreneur, by creating a computer database of vegetables and common pests. Watching his work on this, and seeing how useful something like this could be, was a big part of my motivation to say, "Who makes the best gardening software and how do we get them on our team?"

Green Thumb products are leaders in the emerging market for gardening and landscaping software, and they are impressive in both their scope and their ease of use. *Green Thumbs Land Designer* is in stores now. It is available



A Curse.

A Mad King.

A Killer On The Loose.

A Mystery That Spans Centuries Is About To Unfold.

Gabriel Knight must find the killer.

Before it finds him.

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THE BEAST WITHIN™

Jane Jensen, creator of the Gabriel Knight® Mystery: *Sins of The Fathers* has created another masterpiece of suspense and intrigue. *Gabriel Knight* is commissioned to Munich to investigate a series of mutilation murders thought to be the work of werewolves. The story unfolds over multiple CD's, more than a 1000 hyper-realistic backgrounds and several centuries. It features two separate story lines, a hauntingly beautiful score and a terrifying supernatural twist. For more information, call 1-800-757-7707 or see your local software dealer. Rest well before you call. It may be the last good night sleep you get.



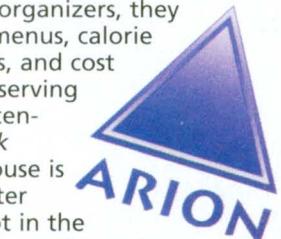
S I E R R A®



in the major warehouse superstores and software retailers. It will be much appreciated by anyone who takes gardening seriously.

While I'm on the combined subjects of the Sierra family and my own, I'd also like to mention my oldest son, DJ, and Sierra's newest family company, Arion Software. For those who haven't heard me brag about my son yet, DJ is a graduate of the New York Culinary Institute and he works at Hawthorne Lane, a hot new restaurant in San Francisco. He's given me an appreciation for good cooking, and also an insight into the complexities of what it takes to put even the simplest meal on the table. This insight also gave me an appreciation for the products of Arion Software.

You may already know Arion products, such as *MasterCook* and the *Silver Platter Cookbook*. They are widely available. Arion is the market leader in sales of cooking software. In fact, if you've ever tried to download a recipe on the Internet or CompuServe, chances are that the recipe has been formatted as a *MasterCook* file — *MasterCook* has that strong of a following. If you aren't familiar with *MasterCook*, and you do any cooking at all, you may want to look into these products. More than just recipe organizers, they offer complete menus, calorie counts on menus, and cost calculations per serving on meals. An often-used *MasterCook* feature in my house is the ability to enter the items I've got in the fridge into the computer and see what recipes I can make without first going out shopping. DJ tells me that the big feature most home chefs will appreciate is the way the program helps to increment recipes. For instance, if you have a recipe for a dessert that feeds four people and you



want to double it, you shouldn't automatically double the amount of sugar in the recipe. You should use much less. (I'm



not sure why, but doubling the sugar would make the final product too sweet.) My favorite feature is how easy it is to create your own personal cookbooks. The program has a complete database of ingredients and can give you a full nutritional breakdown of all your favorite recipes.

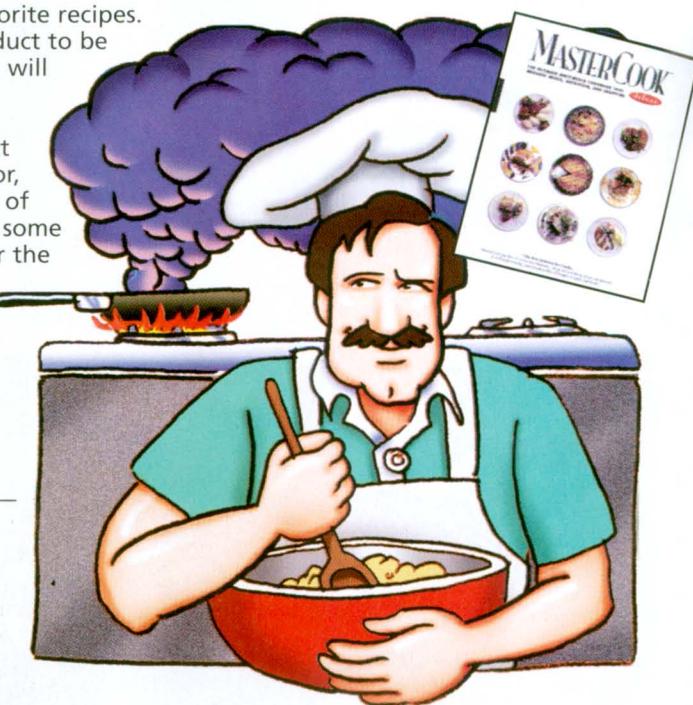
The first new Arion product to be sold under the Sierra label will be *Cooking Light*. As you might tell by my photos, eating light is not a subject I've had an appreciation for, but it sounds like the kind of thing that I (and probably some of you) could use. Look for the *MasterCook* products on shelves now.

That about covers the new additions to Sierra's lineup. At least in the near-term. I have bigger plans for all of these companies — which I will write about in the future — but I wanted to leave myself with room to talk about education.

It's not very well known here in the U.S., but Sierra is the #1 provider of

educational software in Europe. Our large presence in the French, German, and (increasingly) English Ed software markets comes from an educational system named ADI developed by a Sierra company called CoktelVision. ADI isn't just one product, it's a whole series of products, each designed to teach two school years' worth of one subject (i.e., math for first and second graders or English for third and fourth graders). In each country where ADI has been successful, the product has had to be completely redesigned to match the educational system of the host country, and it has taken us over two years to redesign the product for the U.S. software market. ADI was only recently released in the United States.

There are two major things that I really like about the ADI system. First, it's easy for parents to understand. If your second-grade child is having trouble in his or her math classes, there's really no confusion about which ADI product is appropriate. ADI contains all the information and all the concepts the child needs to learn to excel in the classroom, and the system quickly adjusts itself to begin work wherever the child's skills need the most help. It's very comprehensive (a common shortcoming in many U.S. educational products), and it really works as a supplement to your child's

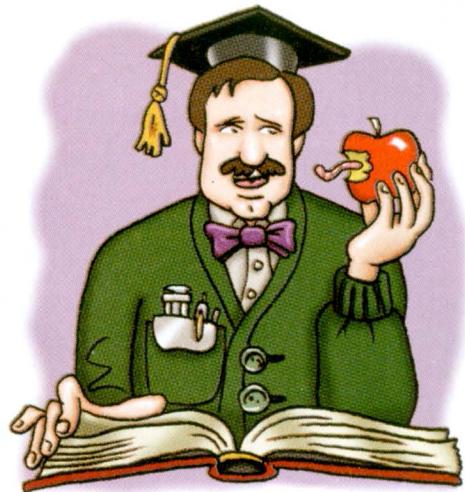


classroom development. ADI's first- and second-grade math, for example, contains almost 50 different subject areas. The second thing I like about the ADI products is that kids really seem to like and use them. In addition to the lessons, integrated reference materials are always within reach. There are built-in tools, such as a calculator and a notebook. New subjects are introduced with clever animated tutorials. Creativity tools like a paint program and an animation editor, are included so kids can build their own multimedia projects. We even include lots of games that can only be accessed if serious time is being spent on coursework.

Every time we add a company, it allows us to produce even better software. Each of Sierra's products stands on the shoulders of all the products that have gone before. Sierra's teaming up with Dynamix is a perfect example. Dynamix was in business for several years before joining Sierra. Those who've played Dynamix's games before and after the merger can tell you that the difference is like night and day. Both Sierra and Dynamix profited from access to each other's code, and both were able to divert more resources to the actual games through being able to share a

common business organization.

One small, but important, example of how Sierra's size is important to you is evidenced by our install program. Through sharing the cost between all of our games, we were able to fund the development of an install program that is as complex as any of our games. Install programs are simple when everything goes right. But, as any of you who have owned your computer more than a few months know, things don't always go right. Occasionally, your computer seems to be running fine, but then suddenly crashes when trying to run a game. In many cases you have no idea why the machine crashed, and whether the crash was caused by the game, the operating system, or the hardware. Sierra's latest install contains a full set of diagnostic software for your computer. We test your CD-ROM drive, memory, joystick, sound card, graphics card, etc., to help you identify and cure any problems that might occur. We also provide a simple way to remove our products from your hard drive, register your product immediately through your modem, and even provide the tech support numbers for much of the hardware you might have. These sorts of little touches are part of our strategy of producing great products.



In summary, my goal is to create the best games, educational and home-productivity products. We are trying to accomplish this by bringing great companies together to form a single company. I hope that this sharing of our strategy gives you a better understanding of how we hope to build even better products in the years ahead.

Happy Holidays from the Sierra Family to yours!

Ken Williams

Sierra is looking for talented, ambitious and energetic people for the following positions:

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



Illustrator/Animator: Have you ever dreamed of being a background painter or animator? Sierra believes interactive entertainment is about to explode into the mainstream; Sierra is establishing a leadership position in animated games. If you are the best, or have the dedication to become the best, you owe it to yourself to apply. At least two years of related experience or a college degree required.

Game Designer: Are you creative? Are you a published writer? Are you a "gamer" who understands plot, character development, and interactivity? Sierra is looking for writers who are experienced gamers to help continue to push the edge of the envelope in flight simulation, sports, adventure games, and fantasy role-playing, and to invent new categories. For legal reasons, please do not send unsolicited game designs or manuscripts.

PUT YOURSELF IN THE GAME

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



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Bellevue, WA 98007

Please indicate which development location(s) you would consider for relocation.

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Late
Breaking
News

Print Artist (PAL) Conference

At the second national Print Artist Lovers conference in September, Sierra Vice President Al Higginson pledged that *Print Artist* will be "the bow of the boat" of Sierra's new line of productivity software. Sierra acquired *Print Artist* from Pixellite this past summer, a move that pleased the hundred *Print Artist* fans attending the Seattle-area confab.

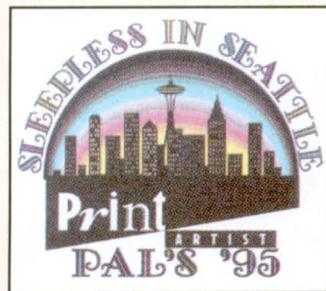
Sierra has moved aggressively into productivity software this year, acquiring gardening programs from Green Thumb and cooking titles from Arion. *Print Artist* gives you the ability to design and produce your own letterhead, greeting cards, banners, and signs (see page 52).

Roars of approval greeted Higginson's announcements that a starter version of *Print Artist*, a sort of "*Print Artist Lite*," would eventually be pre-loaded on some new computers, and that there would soon be a *Print Artist* section on SierraWeb, Sierra's Internet address (www.sierra.com).

Anne LeBlanc, one of the many conference speakers (which included Sierra execs welcoming the PALs



Leslie Olerich (above) is the tireless organizer of the PAL conference. Jeff Bianco (right) is the president of the Print Artist Users Club.



into the fold, graphics vendors, and the PALs themselves), is a typical convert to *Print Artist*. Five years ago she was using Brand X (*Print Shop*) and thought she was happy with it, but grew curious about *Print Artist* when she saw all the praise people were lavishing on it in on-line chat rooms. She asked Pixellite for a demo copy and was sent a full copy with a one-word note: "Enjoy." She liked it so much that she became a *Print Artist* beta tester, produced some layouts for the product, and now regularly evangelizes for *Print Artist* on-line. She and George Woolfson, another PAL who has done much to spread the gospel, were crowned Queen and King of the conference.

Print Artist's versatility was on display at the conference Art Show, which included everything from certificates to 3D art. Gary Goldsberry won "Best of Show" for two birth announcements disguised as candy-bar wrappers ("Hereheis" and "Heresheis" parodies of a famous chocolate bar). He was awarded an Epson Stylus Color IIs printer donated by Epson specifically for this event. A second Epson printer went to Jamie Schnirch in the Grand Door Prize drawing. Other Art Show winners:

Standard Greeting Cards: Danna Atkins

Oversized Card:

Barbara Williams

Embellished Card:

Laura Johnson

Signage/Posters: Terri Czechowski

Letterhead: Diane Abraham

Banners & Calendars:

Judy Filkins

Craft: Elaine Brugnone

Other Ideas: Patty McNichols



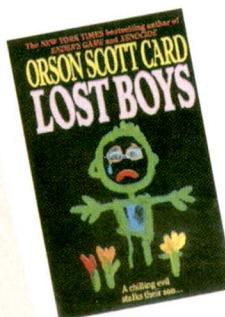
Print Artist users who couldn't attend the conference can still take a shot at winning an Epson Stylus Color IIs. The Epson produces photo-quality color and sharp black text. It's fast (four pages per minute in black), uses plain and glossy paper, envelopes, and transparencies, and is compatible with Win 3.1, Win 95, and with the Mac (System 7.1 or later).

Send us your best effort: a banner, a poster, whatever. We'll award one printer for Best of Show and one for 25 second-prize winners will

Original Use (interpret that as you wish!). Send to: Your entry must be postmarked by June 1.

Print Artist Contest
InterAction Magazine
P.O. Box 53008
Bellevue, WA 98015-3008

All entries become the property of Sierra On-Line. One entry per household, please. Good luck!



Have we ever started something! Since introducing the Cultural Reference Contest, we've received hundreds of Sierra

Sightings from all over the world. While some of the sightings have turned out to NOT be about us (sorry, folks, but the Sierra Mountains are not named after Sierra the software company, it's the other way around), many more have been right on the money and from the most unlikely of sources.

Walter Kulpaba from Winnipeg sent us this reference from *Spectacular Spider-Man* (Aug.

1995). Since the character playing Leisure Suit Larry in the comic is a bad guy, we can't interpret this reference as an endorsement from the Webbed One himself, but we appreciate the mention anyhow. Tony Luebert from Charleston, Illinois, sent this

Mad Magazine reference to Sierra's popular *King's Quest* and *Leisure Suit Larry* games. (Depicted within the pages as *Paternity Suit Larry* and *King's Digest: Perils of Mozzarella*.)

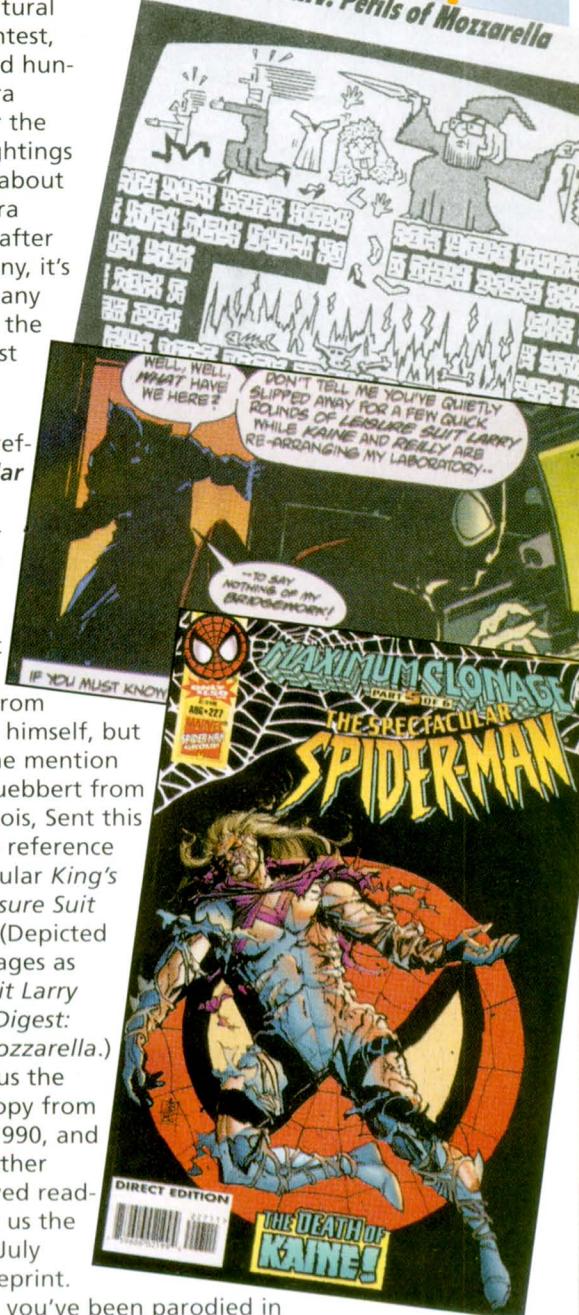
Tony sent us the original copy from January 1990, and several other sharp-eyed readers sent us the recent July 1995 reprint.

When you've been parodied in *Mad Magazine*, you know you've made the big time. Last but not least, Walter Kahres from Evans, Georgia, let us know that in the book *Lost Boys* by Orson Scott Card, the main character buys a copy of *Lode Runner* for his son.

Send your Cultural References to: **InterAction Magazine, ATTN: Cultural Reference Contest, P.O. Box 53008 Bellevue, WA 98015-3008.** A gift certificate for a Sierra game goes to the winning references with the earliest postmarks.

Sierra Sightings

King's Digest XIV: Perils of Mozzarella



Send to: Your entry must be postmarked by June 1.

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Awards

Roger Wilco nabs the "Golden Triad" from Computer Game Review

Roger Wilco's Clean Sweep at CGR

Frank, Ted, and Tasos are the big critical guns at *Computer Game Review*, and if there's one thing they all agree on, it's that they rarely agree on anything. So it was particularly noteworthy when all three declared *Space Quest 6: The Spinal Frontier* a winner. "For adventure games, this is the best thing going," they concluded. In recognition of this once-in-a-blue-moon event, CGR has bestowed the Golden Triad Award on Roger Wilco's latest adventure.

"Having played the last three *Space Quest* games, I have come to expect the same quality entertainment from Sierra," wrote Frank, who gave *Space Quest* particularly high marks for sound quality, graphics, and playability. "*Space Quest 6* surpasses my expectations."

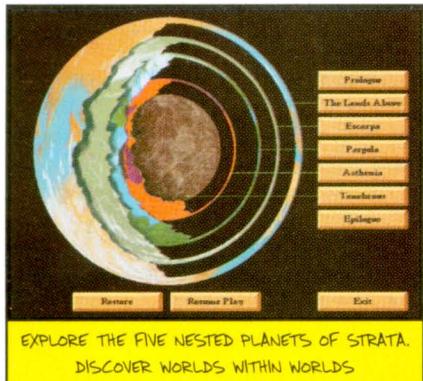


The jokes alone are worth the price of the game."

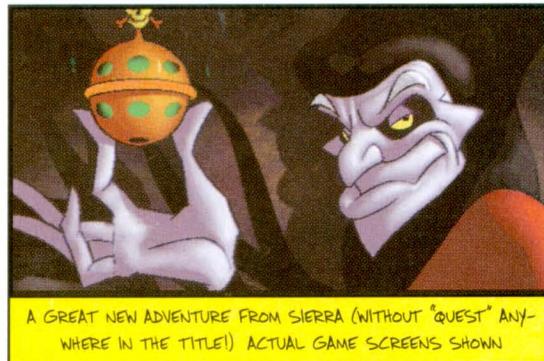
Ted, who was most impressed by the game's playability, was not shy about saying what he really thought. "*Space Quest 6* is one of the more masterful adventure games I've come across in some time," he declared.

Tasos was the third thumb up. "*Space Quest 6* has that great dialogue, script writing, tongue-in-cheek humor, and depth of play that is hard to come by and achieve." He loved the sound quality and graphics above all else. "If I could, I would lock myself in a room until I got all the way through this one. Nice job, Sierra."

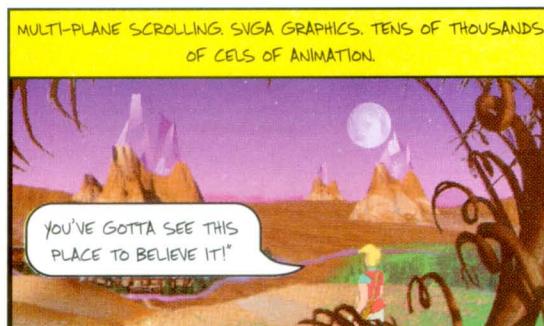
TORIN'S PASSAGE



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Awards

Technology & Learning Magazine bestows honors on Dr. Brain

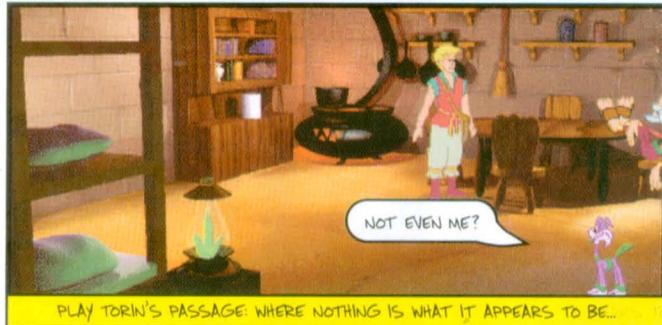
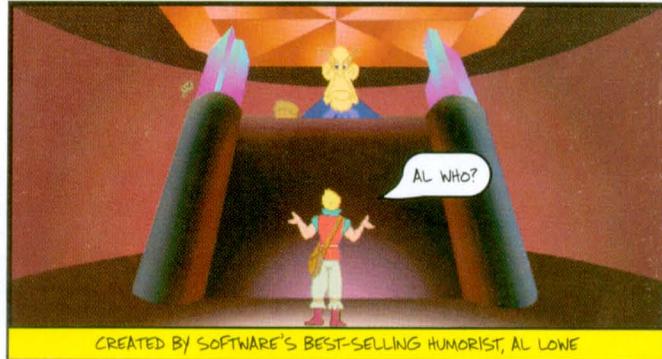
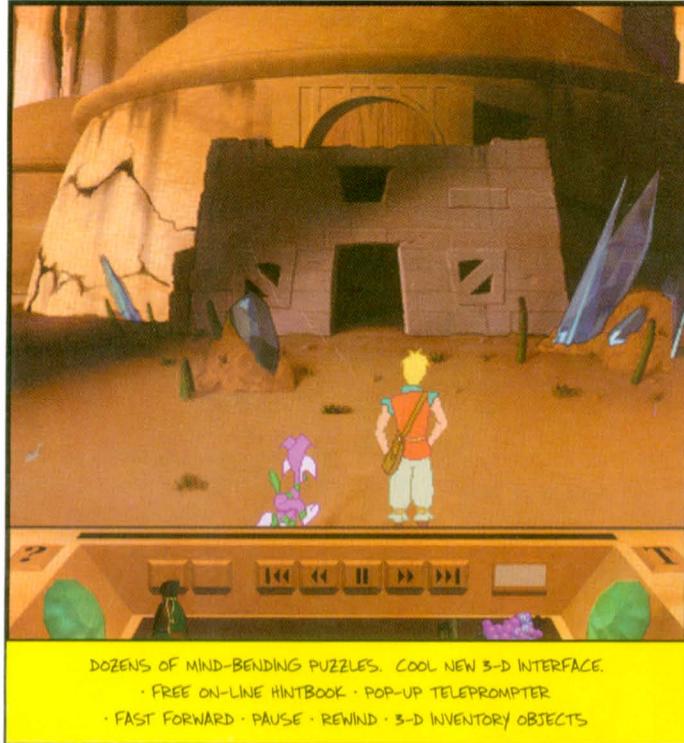
Home Learning and Software Award

Technology & Learning, an educational magazine aimed at teachers and school principals, picked *The Lost Mind of Dr. Brain* for its 1995-1996 Home Learning Software Award. *Technology & Learning* bestows this award annually on the cream of the crop. This year the award ceremony was held in Boston in early October. Accepting for Sierra, and everyone on the *Dr. Brain* development team at Bright Star, was Kathy Gilmore, Sierra's Vice President for Corporate Communications.

The current issue of *Technology & Learning* (dated November/December) contains profiles of all the winners. *Technology & Learning* is published 8 times a year and is available by subscription only.



The Lost Mind of Dr. Brain was chosen by *Technology & Learning* Magazine for its 1995-1996 Home Learning Software Award. Way to go, Dr. B!



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THE VOICE OF GENERATION Y



Regular readers of this column know that I am the son of *Phantasmagoria* and *King's Quest* designer Roberta Williams, but don't think that means I'm going to write about those games, because I'm not. Yet again I go against the tempest that is my mother. I make a break for my room to write this review of a game that even competes with Mom's *Phantas* as the "Scariest Game of the Year." (Sorry Mom, but you aren't the only great Sierra writer.)

The product I'm talking about is a new game called *Shivers*. I think you're really going to like it. It's a little like

Phantas, but it has less horror and more suspense. It's a small difference, but it's important.

Perhaps the best way to explain the difference between *Phantas* and *Shivers* is by explaining the way each game is played. In *Phantas* you move your character around on the screen and see what happens as your character interacts with things. You always worry about what's going to happen "to" your character. In *Shivers*, the action is all in the first person. There are no character's eyes and ears to see and hear things through. You have to use your own. Whatever is happening is happening to you. I really felt like I was a part of what was going on.

But I get ahead of myself. Let's start with the basics.

SHIVERS

The Story in a Nutshell

Professor Windlenot had some rather odd beliefs. He had a promising career as an archaeologist until he let it be known that he seriously believed all kinds of theories that other scientists thought to be ridiculous.

When his travels brought him into contact with unbelievable things, he always went in search of proof of their existence. He found it, too, but none of the other scientists would believe him.

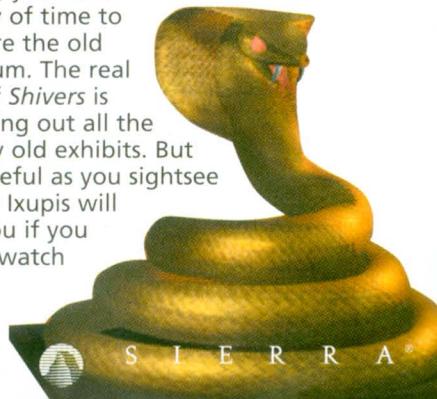
Finally, after a lifetime of finding unicorn bones, evidence of alien visits, and other unnatural items, and continually having his findings



ignored, Windlenot decided to build his own museum. Not a "Ripley's Believe It Or Not" kind of place, either, but a real serious museum. He began collecting odd and mysterious items from everywhere. The old saying is,

"Be careful what you look for or you'll surely find it," and he did — in the form of 13 clay pots from South America. The legend was that each of these clay pots had an evil entity, an Ixupi, in it. Shortly after the pots arrived, Windlenot disappeared. The museum, which had never opened to the public, was abandoned.

As the game opens, your friends have just locked you into the museum. They'll see you in the morning — if you don't get scared to death overnight, that is. (That'll teach you to take a dare, won't it.) After the opening sequence, the goal becomes surviving the night and imprisoning all the Ixupis. Since you have a whole night to spend, you have plenty of time to explore the old museum. The real fun of *Shivers* is checking out all the creepy old exhibits. But be careful as you sightsee — the Ixupis will get you if you don't watch out...

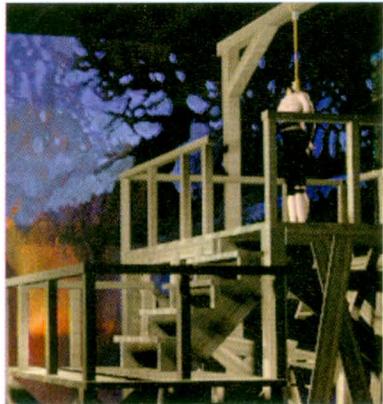




Explore Exhibits Galore

From the moment you enter the museum, it feels like the place is closing in on you. The museum is a total freak show. The atmosphere is so dark and creepy, it gets very spooky very fast. (Especially if you like playing the computer in a dark room like I do.) The whole place gives you a sense that there's something creeping up behind you.

The attractions in the museum add to the sense that "anything can happen." There are shrunken heads, mummies, etc., and all the other stuff you'd find in a museum, but also very interesting exhibits on places like Atlantis and on the network of caves that lead into the hollow center of the Earth. (Don't laugh! As you find out in



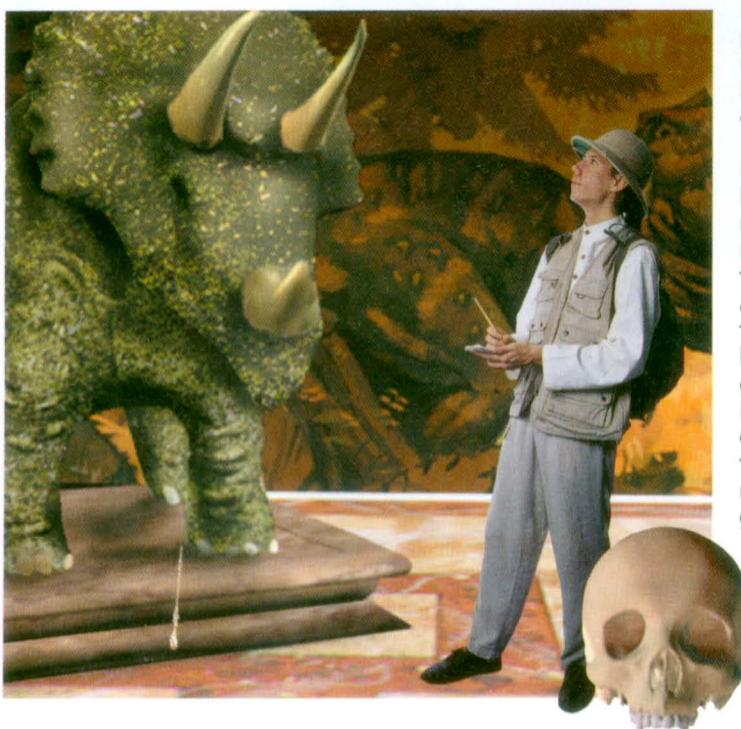
this game, Sir Edmund Haley, who discovered the comet named after him, took the "hollow Earth" theory very seriously.)

The exhibits are indeed twisted, and if you aren't careful you'll even learn something from them (though this absolutely isn't an educational game). For instance, did you know that the Celts believed that your head is the source of your power and where your soul resides? That's why the Celts had a two-headed god. They wanted one that was twice as powerful as everyone else's. It's also why they kept the heads of their enemies as souvenirs after their battles, and why they displayed the heads of their criminals on the gates of their cities. (Gruesome, huh?) Since my ancestors are mostly Irish and Welsh (Celts), I thought this was really interesting trivia.

If you like puzzles, consider this an art museum because the puzzles are some of the most artfully designed I've seen in a computer game lately. The puzzles are part of the museum, built right into the structure of the place, and they get harder as you explore. Some are recurring puzzles that get more complex throughout the game, while others are unique one-time puzzles that really make you think.

Don't worry, none of them are stupid inventory puzzles like "find the key hidden in the maze," either. Expect to have to think. The answers to all the puzzles can be found in the game if you look hard enough, but that doesn't mean that the game is easy. (It's not, believe me.)

There's some inventive new stuff, too. The game is so very complex that



Photographs © 1995 Robert Randall

you could take notes on everything. There are clues everywhere and you never know what information you're going to need to have at your fingertips at any time. For this reason, the *Shivers* developers created a new feature they call "Flashback." You can "flashback" to remember things in the game once you've seen them, so you won't have to write everything down. This is a handy feature, but don't think that this will help you cheat. You still

have to figure out what's important and what's there just

A Chris Tip

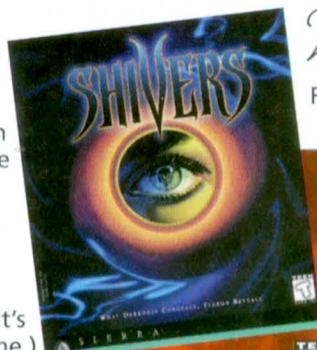
Every puzzle is accompanied by a clue, but the clues aren't nearby and they aren't obvious. Pay attention to the little things!

to confuse you. But hey, if the game were too easy, what would be the point in playing?

Anyway, with apologies in advance to my Mom, Al Lowe, and everyone else at Sierra who makes adventure games, I have to admit that *Shivers* is my choice as the hit adventure game for this Christmas season. It's just one of those games you want to keep playing once you start it up. It's always interesting, always entertaining, and you never know when the Ixupis will get you. I like that.

See you next issue.

Chris Williams
Resident Ixupi Hunter



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55-64



"The Game That Could"

Al Lowe Brings a Humorous Twist to the Animated Epic with New *Torin's Passage*

At first glance, it might be easy to confuse new *Torin's Passage* with *King's Quest VIII*. Within the pages of the *Torin's* design can be found mentions of princesses, kingdoms, and magic, and the characters and backgrounds of the presentation carry that lavish, animated look that people have come to expect from a *King's Quest*. The difference becomes obvious only when you play the game.

The difference, though sometimes subtle, comes from the narrative voice of the storyteller, in this case veteran Sierra designer Al Lowe. Unlike Roberta Williams, whose magical stories of the land of Daventry have become synonymous with the term "interactive epic," Al Lowe's prose carries with it an unmistakable hint of worldliness and wit that could only come from the man who has spent the past decade of his life creating slightly askew fictional heroes like the terminally tacky Leisure Suit Larry and the funny frontier pharmacist, Freddy Pharkas.

It's that dash of irreverence — that small spark of silliness — that Al adds to his new adventure epic that sets it apart from the classic *King's Quest* games. It's what makes *Torin's Passage* so much fun to play. At times within the adventure, you get the feeling that Al Lowe lurks behind the scenes, laughing along with you. At other times (especially during the most complex puzzle sequences) you get the feeling he's laughing at you. His presence is always there.

This isn't to say that Al doesn't take the story seriously. He does. From the opening scene to the climactic closing, the story of *Torin's Passage* is well-structured and easy to get involved in. The concept behind the layered worlds of Strata has fascinating implications, and the variety to be found when moving from world to world keeps the adventure fresh. In fact, there's a kind of mastery of the art of interactive adventure gaming that makes *Torin's Passage* magical on a totally different level than other software on the market this holiday season.

If you can imagine an adventure game with the magic of *King's Quest*, the size of a J.R.R. Tolkien novel, and the on-edge kind of humor that has made *Rocky and Bullwinkle* and *The Simpsons* cartoons so funny to both adults and kids, you've imagined *Torin's Passage*. It's one of those difficult to describe, but easy to enjoy kinds of games you simply have to experience to understand.

"A new vehicle for Al Lowe's twisted humor. People will love these puzzles!"

— Questbusters

The Story of *Torin's Passage*

If you can imagine peeling a planet-sized onion and finding a new and different world waiting for you within each layer, you have the basic idea behind *Torin's* home world of Strata. Over the course of play, Torin and his sidekick, Boogle, will travel between these worlds, from The Lands Above, through the vertical worlds of Escarpa, the wet forest world of Pergola, the molten lava landscapes of Asthenia, to the dark zone of Tenebrous at the core of the planet. It's quite a journey.



Chapter One
The Lands Above



Chapter Two
Escarpa



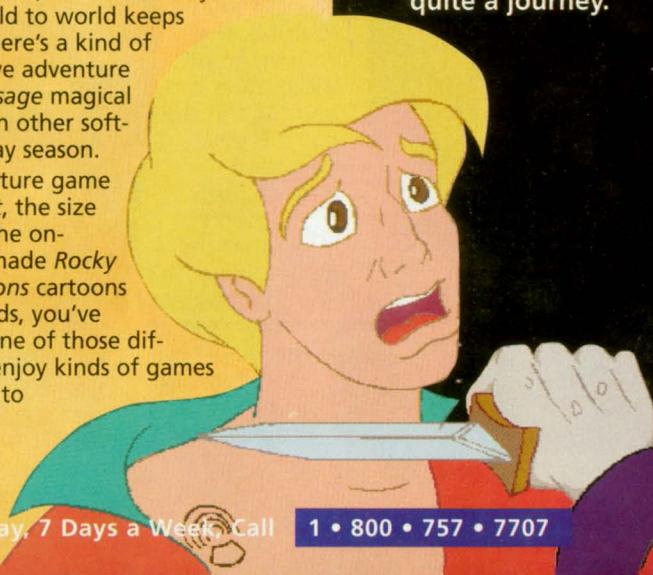
Chapter Three
Pergola



Chapter Four
Asthenia



Chapter Five
Tenebrous



Be King's Quest?"



Torin will need to summon all his strength and ingenuity in order to complete his journey through the forests of The Lands Above.



It's a good thing Torin's been working out. Only an 18-year-old hero would attempt a leap like this.



The tiny Pergolans live in houses clustered around the roots of trees.

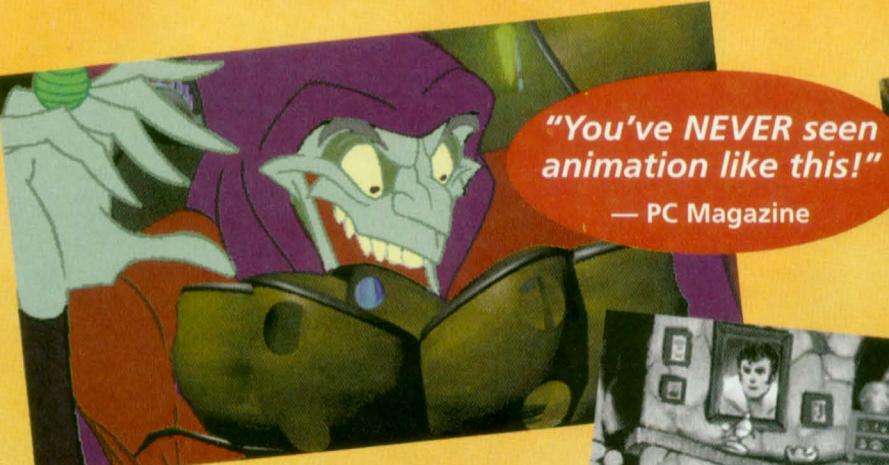


This volcanic landscape is presently unoccupied, but the former residents — whoever they were — have left some interesting toys behind.



Don't make a wrong move in Tenebrous. This judge will lock you up and throw away the key!





"You've NEVER seen animation like this!"

— PC Magazine

Powerful Animation

The scrolling backgrounds, pans, close-ups, simulated camera movements, and other animations of *Torin's Passage* are (pardon the expression) state-of-the-art, and therefore demand the power of a really good computer system. If you have one, you'll be treated to the most fantastic animation ever found in a game, and also to the incredible soundtrack developed by Michel Legrand, a three-time Oscar-winning composer. If you don't have a powerful PC, you're just out of luck.

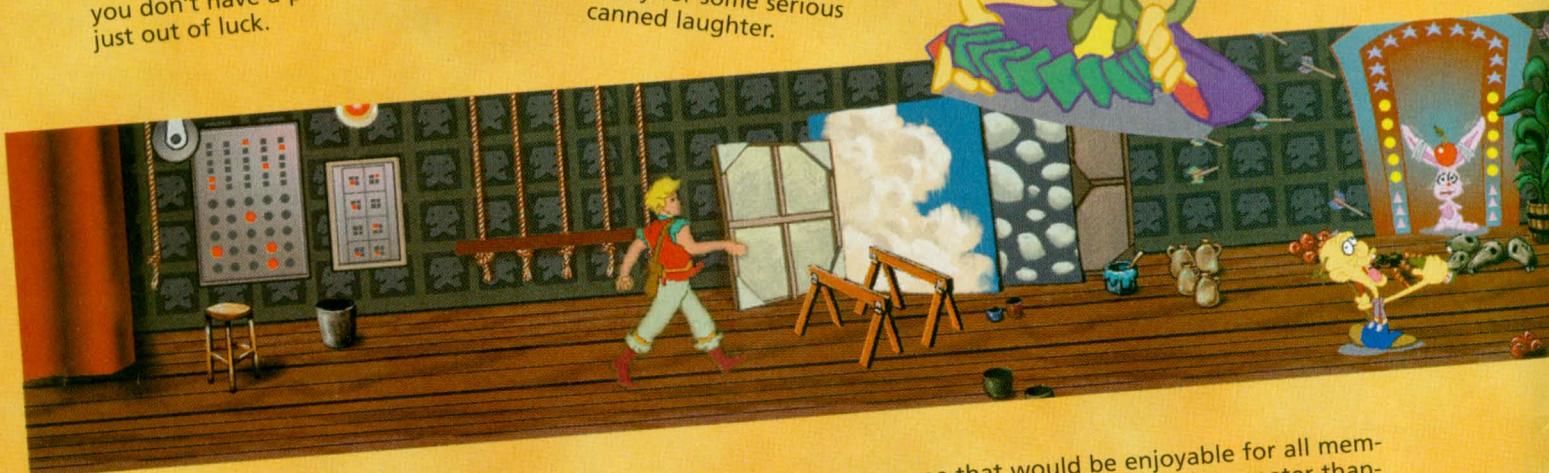


Trip and Viscera, the two-headed vulture, is like the original Odd Couple sharing a body instead of an apartment.

Another in Al Lowe's long line of hints to PR that he'd really like to be on David Letterman?

You make the call!

Torin finds himself in the '50s sitcom world of *The Bitternauts*. ("They're not just bitter! They're NUTS!"). Get ready for some serious canned laughter.



The "Family Thing"

With *Torin's Passage*, Al Lowe was bound and determined to create a game that would be enjoyable for all members of the family. But that doesn't mean you can look forward to easy puzzles, baby stories, and a sweeter-than-saccharine, heart-warming experience. Nah, that's not Al's way. Instead, look forward to humor that kids and adults will find different reasons to laugh at, and puzzles that gamers will find challenging but that children can ignore completely. He's also built in a "Can't cheat but we'll nudge you along" style of hint system.

Puzzles with a "Safety Valve"

There are two kinds of frustration that gamers experience these days. One kind is when the puzzles in an adventure are too hard, too complex, or just too esoteric to be solved. The second problem comes when a game features puzzles too obviously made "for the mass market" (AKA "brain dead"). *Torin's Passage* avoids both problems with two built-in "safety valves" to prevent frustration. The puzzles of *Torin's Passage* are complex ones built to appeal to hard-core

gamers. To make sure that this doesn't discourage novices, the game features a "Hint Button" that will periodically allow the gamer to receive a hint. This will help most people along. For those that still can't figure out a particular puzzle, the player can choose to bypass it completely. The only penalty to this is that the player will not get any points or reward animations, though they will get past the puzzle and be able to continue playing the game.



"Wickedly difficult puzzles!"

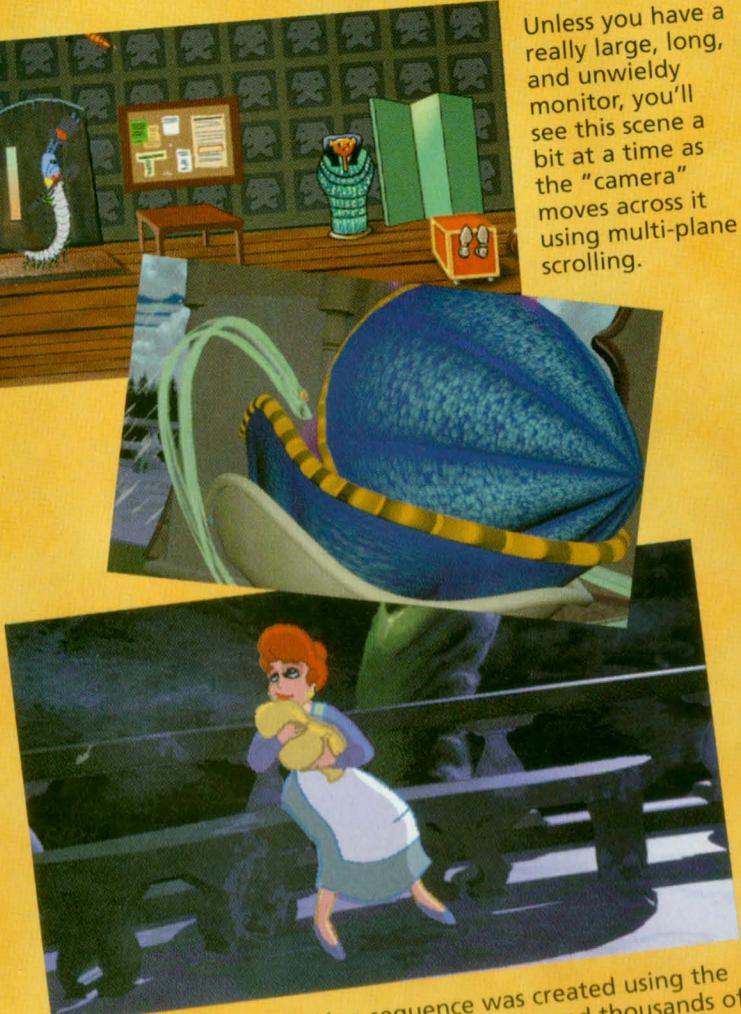
— PC Gamer



THE NEW "COCKPIT" INTERFACE

Designed to pull in that big market of flight-sim players, this new interface comes complete with two separate inventories (one for Torin and one for his shape-shifting sidekick), a rewind button to review one-time-only animations you may have missed, an optional TelePrompTer to display game dialogue, a built-in digital mixer to adjust relative volume on speech, sound effects, and music, and more. You can also save and restore any time. (Al thinks that's important.)

Unless you have a really large, long, and unwieldy monitor, you'll see this scene a bit at a time as the "camera" moves across it using multi-plane scrolling.



This beautiful introduction sequence was created using the very latest 3-D Silicon Graphics technology and thousands of cells of individual, hand-painted animation and backgrounds. (So watch it at least once. You won't be sorry).

Behind the Curtain

The pedigree of *Torin's Passage* is easily determined when you look at the caliber of talent that has been assembled to produce the product.

Designer Al Lowe is best known for his work on the best-selling and multi-award-winning *Leisure Suit Larry* series, which has sold millions of copies. His works also include *Freddy Pharkas*, *Frontier Pharmacist*, and development credits on many Walt Disney software products. Al has also had his hand in the development of the *Police Quest* and *King's Quest* adventure games for Sierra.

Producer Mark Seibert has a long string of successes to his credit, including the producer's credit on *King's Quest VII* and *Phantasmagoria*. Mark was also a composer for Sierra. His work can be heard on games ranging from *Police Quest* to *Quest for Glory* and even *Pepper's Adventures in Time*.

Composer Michel Legrand holds two Academy Awards for best film score, and another for best song from a movie. He has worked with such legendary recording artists as Frank Sinatra, Ella Fitzgerald, and Ray Charles. Legrand's work is brought to you in an all-digital format, not via MIDI. We can't really explain why this is important, but it is.

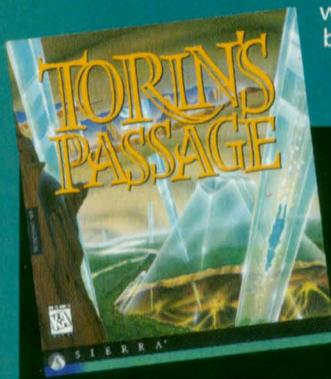
Background Director Bruce Sharp was invited to join Al Lowe's design team when Al heard that Bruce had helped to hang a politician. He was disappointed to learn that what actually occurred was that Bruce had painted the official governor's portrait that is hanging in the state capital in Olympia, Washington. Bruce's work has also been seen in *Omni*, *The Atlantic*, and *Psychology Today*.

Lead Animator Jim Murphy did the Jockey underwear ad campaigns, which alone was reason enough to put him on any Al Lowe team. He also animated the Trix Rabbit and Little Caesar TV commercials, which only added to his credibility with us.

Our 3-D Silicon Graphics Guru for *Torin's* is Kim White. Kim borrows *InterAction* press passes so she can sneak into Siggraph conferences for free, but that's about all we know about her. She has a really great smile, though. Is that important?

Finally, Lead Programmer Rob Kenny is best known for the numerous inflatable animals that adorn his office, so we'll talk about programmer Mark Engelberg instead. He came from NASA, where he was a programmer on the Hubble Space Telescope Project. (Due to Mark's past record, we intend to play-test this project extra hard.)

Last but not least is Programmer Don Munsil. Don was a theater major in college. What else could he do but write computer games? It's better than a real job.



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A GABRIEL KNIGHT MYSTERY

THE BEAST WITHIN

Where Shadows End, the Hunt Begins

After the horror of solving the Voodoo Murders in *Sins of the Fathers*, all Gabriel Knight wants is a little rest and relaxation. But there is to be no respite for the *Schattenjager* ("Shadow Hunter"), as troubled times have come to Rittersberg, and the villagers are pleading for Gabriel's help. A little girl has been murdered while playing near her home, and was last seen being dragged off in the jaws of a vicious wolf! The local police claim the culprit to be an escaped wolf from the Munich Zoo, but the girl's grieving parents believe it to be something else — something much more ancient and terrible: a werewolf.

Now Gabriel must set aside his fears and step once again into the very heart of evil. His investigation will lead him all over Munich and the surrounding countryside as the murders continue. Can Gabriel solve these murders and bring the brutality to an end? Or will he fall into temptation and become that which he fights against?

The Beast Within, the latest *Gabriel Knight* mystery from Jane Jensen, mixes the live-action technology of *Phantasmagoria* with the multi-layered plot line and suspense that made *Sins of the Fathers* so acclaimed by both critics and gamers. An adventure that's been two years in the making, *The Beast Within* is sure to amaze and intrigue as it pulls you down into a world where man and beast become indistinguishable.

Gabriel's sabbatical at Schloss Ritter is interrupted by a group of villagers and a challenge: they've come for the *Schattenjager*.



The case involves a series of mutilated bodies found in the countryside near Munich. The newspapers accuse a pair of wolves that escaped from the Munich zoo. The villagers have a different theory: Werewolf! Gabriel, with Gerde, agrees to take the case.



Von Glower is the charming leader of the Munich Hunt Club, a group of men who devote themselves to the various pleasures the world has to offer. Hunting is just one of them.



In the library of Schloss Ritter, Gabriel follows a paper trail going back centuries in order to catch a murderer.



Gabriel is finding himself quite receptive to the Hunt Club's "naturalistic" philosophies.



The family talisman may not be enough to protect Gabriel this time. Battling a centuries-old beast requires the latest in firearms.



The Lycanthrope: Myth and Mystery

The Big Bad Wolf has been with us since childhood. Mom and Dad read us bedtime stories about meetings between wolves and sheep, little pigs and red-clothed girls. These tales were designed to scare us into telling the truth, working hard, and obeying our parents.

In the same way, stories of werewolves — humans that metamorphize into wolves and cause mayhem and bloodshed — were used to scare adults into conforming to the customs of society. In other words, a werewolf is what you get when a nice, normal man or woman gives in to the animal side of their nature — the aggressive and sexual side.

The idea of the werewolf goes back as far as history does. Herodotus, an early Greek historian, reported that the members of the Neuroi people in Scythia were changed into wolves once a year, and then returned to human form. Genghis Khan, everyone's favorite barbarian, claimed to be descended from a blue-gray "chosen wolf."

In the Middle Ages, werewolves were considered a subdivision of witchcraft, and man-wolves were seen as being in league with the devil. It was said that Satan would give people a salve or article of clothing that would allow them to become wolves, and once they had been transformed they would roam the countryside, looking for infants on which to snack.



A German man named Stubbe Peeter was tried and executed in 1590 for murder, rape, incest, and cannibalism, all activities he indulged in while believing himself to be a wolf.

Later, in 1603, a 13-year-old French boy named Jean Grenier claimed to become a werewolf by putting on a wolf-skin given to him by the devil. He confessed to having eaten a baby and various parts of young children, and to having bitten many young girls. He was sentenced to life in a monastery.

There have been many medically documented cases in which people believed themselves to be werewolves, and would exhibit "typical" werewolf behavior such as howling at the moon, lurking in graveyards, and dining on raw meat. Medical professionals call this delusion "lycanthropy," a rare symptom of schizophrenia.

Even today, the werewolf myth persists. Besides the films, books, and games of modern Western society dealing with the legend of the lycanthrope, there are peoples in parts of India, Asia, and Haiti who are still steeped in magic and superstition and who believe that the power of the full moon can bring werewolves out to search for victims.

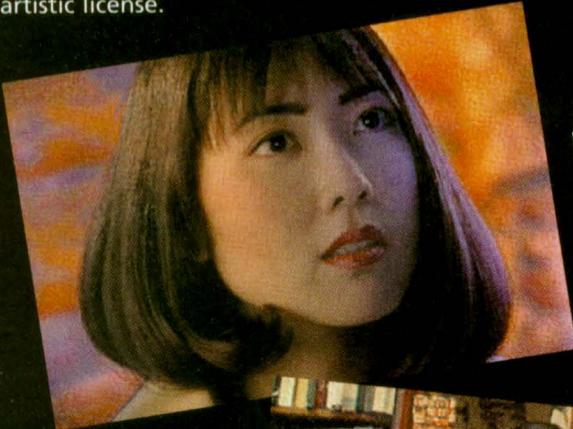
Welcome to the Nightmare, Grace

Ever since Gabriel went to Germany, Grace has been holding the fort at St. George's Bookshop in New Orleans. When she gets his letter saying he's on the trail of a new case, and that the lovely Gerde will do his research, Grace hops the next flight to Munich.

In the dusty library at Schloss Ritter, she digs into the legend of the werewolf, and comes across letters that link one of Gabriel's Schattenjager ancestors to the Mad King, Ludwig II of Bavaria. What is the connection between Ludwig, opera composer Richard Wagner, and the mysterious "Black Wolf"? What does it have to do with Gabriel's murder investigation?

Grace will search castles, museums, and chapels looking for answers, a lost opera, and the way to release a tortured soul. Strange dreams haunt her nights, and her research begins to take on a special urgency as she seeks the answers that may save Gabriel from himself.

Months of research went into *The Beast Within*, which shows up in the rich historical detail throughout the game. Jensen took the real letters and diary of King Ludwig and gave them a slight twist to fit the storyline. The result is a fascinating and compelling mixture of historical fact and artistic license.



While Grace Nakimura played backup in *Sins of the Fathers*, she is a major player in *The Beast Within*.



Grace has been holding the fort at St. George's Bookshop in New Orleans. She receives a letter from Gabriel explaining that he's on a new case, but that Gerde can handle any research he might need. Grace is not amused.



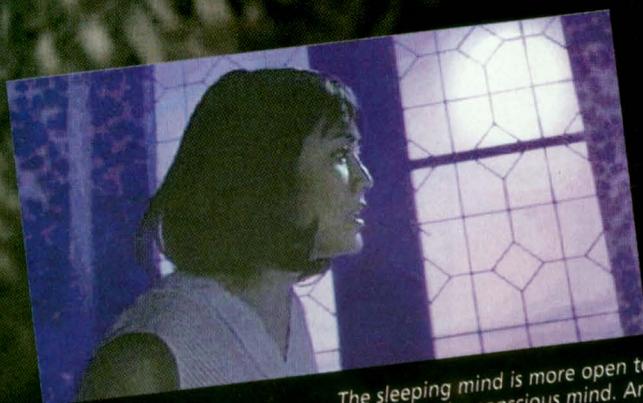
Mr. and Mrs. Smith are born-again demonologists come to "talk shop" with the Schattenjager. Before Grace and Gerde can get rid of them, Mrs. Smith goes into a trance and gives Grace a message for Gabriel about the Black Wolf.



As Grace discovers, Ludwig was loved by his people, but ministers of state thought he spent too much time dreaming and building his castles.



The dreams of the Mad King seem to hold a message — an urgent plea for help from the beyond.



The sleeping mind is more open to messages than the conscious mind. Are Grace's dreams trying to tell her something?



**BUY 2
GET 1
FREE!**
See pages
55-64

MATURE
AGES 17+

Available Soon

\$59.95 WIN 95 CD WIN CD DOS CD

King Ludwig II of Bavaria: Portrait of a Mad Monarch



Prince Ludwig Friedrich Wilhelm Wittelsbach of Bavaria became King Ludwig II in 1864, at the age of 19. Contemporaries saw him as a romantic hero, tall and handsome with curly black hair and a sensitive nature. Having been a fan of the operas of Richard Wagner since childhood, one of the first things Ludwig did upon ascending the throne was to lift the poverty-stricken Wagner from debt and become his patron, showering the composer with riches from the royal treasury. The young Ludwig's support enabled Wagner to stage the operas that had previously been considered unstageable. It has been said that without Ludwig's encouragement and generosity, some of Wagner's greatest works, including *The Ring*, would never have been created.

But there was a troubled side to Ludwig, and it began to show itself when he broke off his engagement to his cousin Sophie, disappointing Bavarian hopes for an heir. Ludwig began a slow descent into the eccentric behavior that would later mark him as "The Mad King." (Mental illness ran in his family - his brother, Prince Otto, was institutionalized at the age of 22.)

After his broken engagement, Ludwig began to build. He built three castles in Bavaria — Neuschwanstein, Linderhof, and Herrenchiemsee — which, though beautiful, put the Central European kingdom 14 million marks in debt. Ludwig shirked affairs of state as his passion for building grew into an obsession that occupied all of his time.

Ludwig began to live during the night. He went to bed in the late afternoon and left orders to be woken at midnight, when he would often take rides in his golden rococo sleigh. Sometimes he would make everyone in his party dress up in the style of Louis XIV, the "Sun King" of 17th-century France.

In 1886, Bavarian ministers of state decided that Ludwig was not fit to rule and began to gather evidence from servants and lackeys to support their theory. On June 8, a medical report was issued declaring the king insane, and a State Commission arrived to take him away. The next day, Ludwig persuaded his keepers to allow him to take a walk with only one attendant. The two men were later found drowned in shallow waters. Historians speculate that Ludwig drowned the attendant so that he could take his own life.



"I'LL SEE YOUR FIVE AND RAISE YA TWENTY..."
"OOH, HIGH ROLLER."
"SAY, ARE YOU PLAYING OR JUST TALKING?"



BRIDGE

POKER

HEARTS

CRIBBAGE

BACKGAMMON

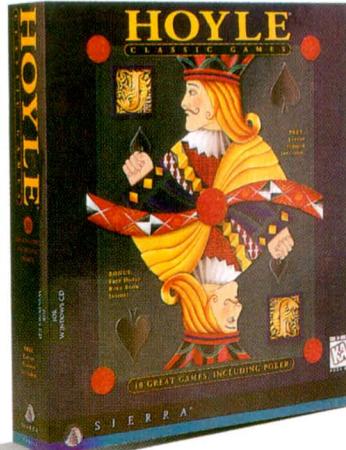
CHECKERS

OLD MAID

CRAZY EIGHTS

GIN

SOLITAIRE



Enjoy a lively card or board game. If the interactive characters get too rowdy, tone them down with the exclusive "attitude meter."

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Hoyle® Classic Games is a great title for players of all ages. Adults and kids alike will enjoy learning new games and honing their skills with this entertaining collection.



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PHANTASMAGORIA



Unprecedented Success...And Controversy

Never before in Sierra's long history, perhaps in computer gaming history, has a new product jumped to #1 on the charts so quickly or been so controversial, as the new horror game *Phantasmagoria*.

As this magazine goes to print, *Phantasmagoria* is topping best-seller lists solidly in the #1 position, and retailers stocking the game report that it is selling at an unprecedented rate. Numerous reviewers at magazines and newspapers have heralded *Phantasmagoria* as "massive," "hot," and "a bulging bag of Halloween candy." (Turn the page to see more.)

That doesn't mean that every retailer in the nation is offering *Phantasmagoria*, or that it has gained the blessing of everyone out there. Leading national retailer CompUSA

quickly announced it would not stock the product, and other, smaller retailers have followed suit.

Phantasmagoria has been banned from most retailers in Australia by decree of



the government. *The New York Post* called the game "SICK" in its headline, and there is even talk that the product could re-ignite the debate in Congress on

whether there should be federally mandated ratings on computer software that stores would be required to enforce.

We aren't surprised at some of the knee-jerk negativity that has come with the release of *Phantasmagoria*. We've known for quite some time that this product would rattle the status quo out there and have been making proper arrangements.

We're even less surprised at the success that *Phantasmagoria* has had. With over \$4 million invested in the project and the stewardship of best-selling author Roberta Williams, we were confident that we had a winner on our hands. Rather than try to tell you all the reasons why, and tell you all the reasons people are upset, we've included the information on the following pages so that you could make your own decision as to the relative worth of *Phantasmagoria*.

What The Press Is Saying

#1 Bestseller
Industry Wide

San Francisco Chronicle

"More like a good mystery novel than a twitch game, *Phantasmagoria*, with its seven disks, is an addictive tale that can wind up eating several days. Just when the player begins to think it's cheesy, something unpredictable happens. Hands appear out of nowhere to grab Adrienne as she rests on a canopied bed, paintings move, and even Adrienne's hubby begins to act a little strange. . . . A modicum of sex and a good dose of violence make this game appropriate for adults only."



★★★½

'Phantasmagoria' Scares Up a Thrill

"From the opening nightmare fantasy to the final dispensation, *Phantasmagoria* will keep you perched at the edge of your keyboard. This \$4 million epic brings the horror genre to PCs in frighteningly real fashion. . . . The seven-CD packet is well-organized . . . with CD-swapping kept to a minimum. Not for the faint of heart, *Phantasmagoria* has a password-protected "censor" mode to let parents restrict viewing of the more graphically violent scenes. . . . This is disturbing stuff. *Phantasmagoria* claims to be one of the most elaborate games ever. But it doesn't sacrifice quality for quantity. . . . Provides a creepy sojourn for those brave enough to look behind the next door."



COMPUTER GAMING WORLD

★★★★

"Finally, the wait has ended. The eagerly awaited foray of Roberta Williams into the horror genre, *Phantasmagoria*, appears to deliver on its ambitious promises. The tale, which evolves over seven chapters, becomes progressively creepier as our plucky heroine, Adrienne, uncovers the horror that dwells at the Carnovasch estate. . . . Simple puzzle-cracking is only half the game. *Phantasmagoria* draws you into Adrienne's nightmare by giving you full reign of a house that would have even the folks in Amityville making tracks. It keeps the plot moving. Be warned — some of the screens can be disturbing. . . . Best played with the lights out and the speakers cranked, *Phantasmagoria* is a bulging bag of Halloween candy."

Entertainment WEEKLY

The Thrill of the Haunt

"One of the surest signs yet of computer games approaching the quality level of movies. . . . *Phantasmagoria* unfolds as you wander through sharply detailed, 3D-rendered environments. . . . The game's difficulty peaks on Disk 7, when you must destroy a ghastly specter before it kills you. Expect no mercy. . . . Manages some suspenseful moments, and a few novel twists."

Billboard

"Definitely not for kids, this seven-disk set is not for anyone of any age who is inclined to cover his or her eyes during the 'juicy bits' of horror flicks. That is not a criticism: This multimillion-dollar, live-action adventure game, rated M for mature audiences, aims to unnerve and succeeds gruesomely with bloody special effects interspersed in trusty scare-flick fashion. . . . *Phantasmagoria* unscrews like a digital nightmare, in which things that at first seem normal quickly turn ominous and then deadly. . . . Hotly awaited and, well, just hot, *Phantasmagoria* lives up to the advance billing."

Electronic Entertainment

Games Grow Up

Sierra On-Line's *Phantasmagoria*, one of 1995's most anticipated game releases, contains a scene that the company warns has "a sexually adult nature." The game's creator...was looking to create a realistic horror drama for mature audiences, and she "chose not to candy-coat the story's suspense and violence" — nor, apparently, its tidbit of adult sexuality.



What the Gamers are saying:



"Simply the best. Might knock *Myst* off as my favorite! . . . I can't believe it. I'll probably be up all night playing it." — PAULST

"Very few games have given me the 'willies' while playing them (at least as a desired response). Fewer still have ever caused the hair on the back of my neck to stand up. This game did that. . . . I found the ending chase of Chapter 7 to be quite intense. I was taken in by the frenzy of the situation. It is nice to play a game where adults in adult situations make adult choices that carry adult consequences." — Mark W K



"I have just finished *Phantasmagoria*!!! IT IS THE BEST GAME I HAVE EVER PLAYED. I'm waiting for *Phantasmagoria II*." — Keith K.

"Very good looking. The 3D rendered backgrounds look spectacular. Whomever rendered them should be congratulated. . . . The game's music was very eerie . . . [it] became more mysterious as the game progressed. The storyline was fantastic. The game actually made me jump out of my seat." — H. Leukart



Snail Mail

"No game has had as much of an affect on me as *Phantasmagoria*. . . . It was so visually stunning. After only about 5 seconds, I was hooked. . . . You've written a tale that is as powerful and intriguing as 'The Tell-Tale Heart' and as mysterious as a Sherlock Holmes novel. . . . I was happy to see your references to *Leisure Suit Larry* (the poster from the calendar in the real estate office) and the use of 'Cell Block of Love' [love theme from *Police Quest*] in the hardware store. . . . Keep up the good work."

— G. Spies, New Windsor, NY

"Congratulations to Roberta on her new, fascinating game, *Phantasmagoria*! Everyone involved should be very proud of their efforts. The technical and artistic talents are awesome. Morsell and Homb have created great characters. The real characters are so much better!"

— J. Pickett, McAlester, OK

Sierra Responds to the Phantasmagoria Controversy

Fact: Most Computer Gamers Are Adults

Unlike video-game players, most computer gamers are closer to 30 than they are to puberty. Industry research pegs the number of under-18-year-old gamers at somewhere between 17% and 25%. (Of the 800,000+ households currently receiving *InterAction Magazine*, 53% have no children in the home.)

With this in mind, Sierra asks, "Isn't it about time that computer games grew up?" It's a fair question. After all, if not for books and movies meant for adults, our libraries, bookstores, and movie theaters would be practically empty. Doesn't the adult population of the world that watches *Pulp Fiction* at the theaters and reads Anne Rice novels at home deserve mature interactive entertainment as well? We think it does.

As the top entertainment provider in the computer-software industry, and as parents ourselves, we recognize not just the opportunities, but also the responsibilities involved in marketing mature-themed software. That's why Sierra recently joined scores of major software companies in its support of the Entertainment Software Ratings Board. The ESRB has created a simple, concise system of software ratings that parents and adults can use to make informed decisions about their software purchases.

As part of this effort, Sierra voluntarily took the following steps to assure that no one would purchase *Phantasmagoria* without full knowledge of the contents inside the box.

These steps included:

The front cover of the *Phantasmagoria* box prominently displays the ESRB rating of "M" for mature, and the clear labeling "17+ to Adult."

The back panel contains a prominent warning that this game contains adult subject matter that is not appropriate for children.

In addition, Sierra has included a special "Password Protect" feature for *Phantasmagoria* that allows parents to control access to the more explicit scenes of the game.

Finally, we would like to make the point that while we believe the violence and mature themes of *Phantasmagoria* are far tamer than those often found in other forms of popular entertainment, we encourage all parents to review this material before providing it to their children and ask retailers not to sell these items to minors. We also discourage anyone who has an aversion to violence and mature themes from purchasing *Phantasmagoria*.

Sierra provides a full line of home, educational, and entertainment software for your children, your family, and now for adults. We appreciate your support in our effort to responsibly market software and hope you will encourage other software makers to join the ESRB in its efforts.



Warning:
This game
contains
adult subject
matter, parental
guidance is suggested.
Not appropriate for
children. A Password Protect
option is included which
allows you to control access to
explicit scenes.

"Game of the Month".

***** ... the sixth try is by far the best Space Quest adventure to date. It stays true to the series' guiding principle of wacky humor while adding enhanced graphics and voice-overs, challenging game play, and an amusing story."

— Electronic Entertainment Magazine

SPACE QUESTTM 6

ROGER WILCO



"A little like Mad Magazine...a guilty pleasure...very silly....You can count on a fairly funny gag every few scenes....The look of the game is the best of any in the Space Quest series."

— Computer Gaming World

— Windows Magazine

WINNER,
GOLDEN TRIAD AWARD

"Simply put, there hasn't been a graphic adventure as funny and entertaining as Space Quest 6 since LucasArts released the CD-ROM version of Sam and Max Hit the Road. . . . SQ 6 has that great dialogue, script writing, tongue-in-cheek humor, and depth of play that is hard to come by. SQ 6 is one of the more masterful adventure games I've come across in some time."

— Computer Game Review

"The adventures of Roger Wilco continue with the unlikely hero in a sticky jam, surrounded by aliens and numerous unhelpful half-wits....Particularly painful slapstick humor and groan-worthy one-liners....Cleaner graphics [and] a more detailed puzzle structure. The story is amusing. The individual puzzles interlink well, so there's plenty of challenge to offer. Quest fans will be in their element."

— CD-ROM Today

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GET 1
FREE!

See pages
55-64

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WIN 95 CD DOS CD MAC CD



New for 1996

KING'S QUEST

Who Says You Can't Improve on a Classic?

When the original *King's Quest VII* was released, it was heralded as a landmark computer game.

With its classic story, amazing animation, great game play, and stirring soundtrack featuring over 100 original compositions, the game was endlessly compared to the best of Disney's animated features. More than one magazine declared *King's Quest VII* "an instant classic."

Now, Sierra introduces a new version of *King's Quest VII* for 1996. The internals to the game have been rebuilt so that it makes better use of today's computers. With improvements throughout that make the game more fun to play, *King's Quest VII* version 2.0 looks and sounds better, plays faster, and even saves in a manner that's superior to the original.

VII

Improved Character Control

In the original *King's Quest VII*, the speed of the characters' movements on-screen was a problem for some players. Players wanted the ability to quickly move their character from place to place when they wanted to get from point "A" to point "B" in a hurry, or to slow their character down a bit if they were traversing treacherous terrain. In *King's Quest VII* version 2.0, you can now do both.

Better Animation

Perhaps the biggest and best new feature of the new *King's Quest VII* is its improved programming that speeds up the already impressive animation of the game. Though gamers with slower machines will appreciate this improvement the most, owners of even the fastest Pentiums will notice that the movements on-screen are more fluid and lifelike.

"Best installment of the classic computer game series."

— Billboard Magazine

"A visual marvel from beginning to end . . . one of the landmark titles in the field."

— Computer Gaming World

More Save-Game Options
In the original release of *King's Quest VII*, Sierra pioneered a new style of "Book Mark" save-game feature that proved to be too confining to some players. The first comments we heard from the start were, "Where's the save games?" The new *King's Quest VII* contains a better interface that allows more freedom for gamers to dictate when and where they want to save.

Streamlined for Win 95

King's Quest VII now supports the new functions of Windows 95 including new Plug & Play features. Just drop the CD in and your computer does all the installing and loading with less hassle and less risk of hardware compatibility issues. (DOS and Windows 3.1 versions are also included.)

"...makes a great Christmas gift."

If you haven't played *King's Quest VII*, or even if you have, you'll find that this is a great game to play alone or with your family. It's the perfect gift for the computer owners on your shopping list this holiday season.



**BUY 2
GET 1
FREE!**

See pages
55-56

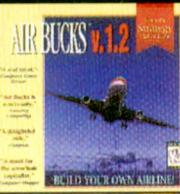
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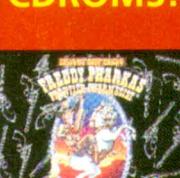
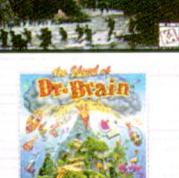
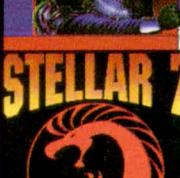
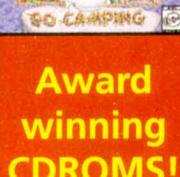
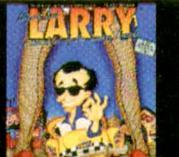
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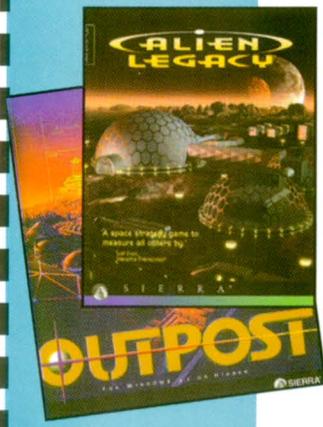
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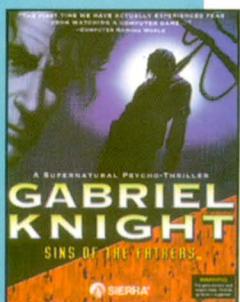
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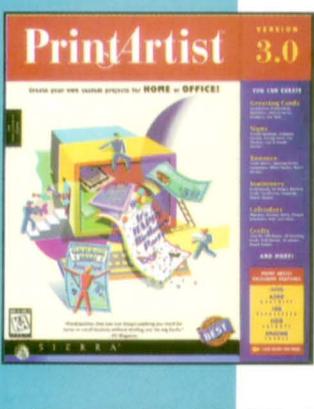
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THE LAST DYNASTY

When the Action Ends, the Adventure Is Just Beginning

By Geoff M. Keighley

Blasting spaceships out of the air, exploding them like popcorn kernels, is fun — for a while. Then you'll probably reach a threshold where it almost feels like you've drained all you can from a game.

Of course, that would be the scenario in your regular game. Leave it to Sierra to bring us the futuristic simulation *The Last Dynasty*, because when the action ends, the adventure is just beginning. Besides jet-fuel-burning space combat, in *The Last Dynasty* you'll embark on a voyage through an actual space station, the largest ever created on CD-ROM. This adrenaline-pumping action-adventure spans the universe (as well as two CDs).

This tale of a family dynasty leaves John Forsythe and Linda Evans out in the cold, as we follow the escapades of a naive young adventurer, Mel Rauq, who always believed that his destiny lay in the galaxies far beyond Earth. Lots of people believe that, but Mel was right! He soon finds himself locked in an intergalactic standoff, and discovers that within his soul lies the final shard of Ultimate Knowledge. The sinister Lord Iron wants to take control of the galaxy, but he must first obtain the

Ultimate Knowledge from Mel. Our fearless adventurer isn't a pushover — he wants to keep his soul. You really can't blame the guy.

The curtain rises on what seems like just another couple of guys hanging out in a small town on Earth — except that these guys, Mel and his friend Dok, have received a shocking message on their computer, telling them to meet an alien spaceship at the top of Mount Baldy that evening. When they do they

"...over two years in the making, *Last Dynasty* has lots of multimedia pizzazz..."



Mel's destiny lies on Planet Symest 4, a trackless waste in the middle of an intergalactic standoff.

are transported to the planet Symest 4, where they meet Mel's father (whom they are surprised to find is a member of the family dynasty) and are briefed by him on the situation. Mel has quite a load on his shoulders, but what else would you expect of someone important enough to be picked up by aliens?

Get Ready to Rumble

The first series of levels in the game revolve around Mel and Dok gaining acceptance from their allies and planning how they will infiltrate Lord Iron's base. To truly solve the dynasty's problems, however, you must engage in serious space combat, and Iron's fleet is ready to pounce with its fearsome Wasp, Bomber, Warrior, and Albatross fighters. Iron's weapons aren't just limited to warships, either, as there are also satellites and freighters floating through the vacuum of space. Those satellites, for instance, act as intergalactic trip wires; blow them apart and you'll trigger an alarm.

Throughout the game, lasers, remote-controlled missiles, rockets, and space mine weapons will become available to you. They are limited in quantity so use your resources wisely. Look out for improvements on

"Full-screen, high-resolution, 3D-rendered graphics, fractal landscapes, digitized photographs, and video-captured actors — tell me more!"

PC Zone



Iron's side, too. His ships get "smarter" as time goes on!

Eventually, allies from other planets will join your cause and wingmen will become available. In addition, the combat sequences are segmented so that they gradually become more involved as you progress, leading up to the final battle, an explosion of firepower and cunning fighter pilots.

High Tech, *Last Dynasty* Style

The actual cockpit in *The Last Dynasty*'s fight-

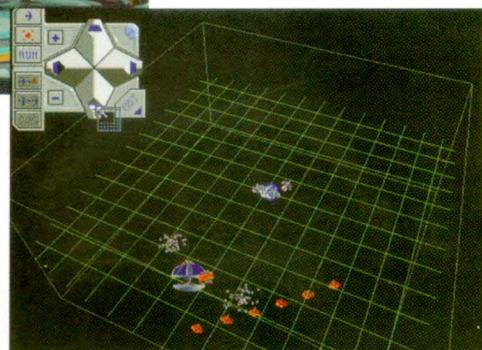
"the excellent ship controls allow you to follow targets with precision..."



Move through Iron's mammoth space station in first-person perspective.

er craft is completely customizable and easy to use. Players can actually choose which gauges they want to read and where they are placed on the screen. The cockpit control panel is as complicated or as clean as you want it to be. This gives the game's flight sequences an extremely personal feeling.

Although the game offers an option that will automatically control the



The 3D overhead map caters to that craving for space coordinates. Manipulate it any way you want!

speed of the ship, mastering the arcade element gives you more time to think about the strategic side of *The Last Dynasty*. As the game progresses, you'll find yourself fighting an ever-larger army of enemies, but you'll also have a greater number of allies at your side. The most effective way to coordinate all this firepower is through using the 3D map system that is actually a key to winning the game. Over the course of play, you will use it to create and execute a strategic battle plan, commanding allies to attack or to defend key positions. With one keystroke, you can view the entire battle as it unfolds.

I was really impressed with how easily the spaceship controlled with the mouse, alleviating the need for a joystick, partially due to an incredible radar and tracking system. This is one of those rare space simulators

that allows you to follow targets with precision and keep on their tails.

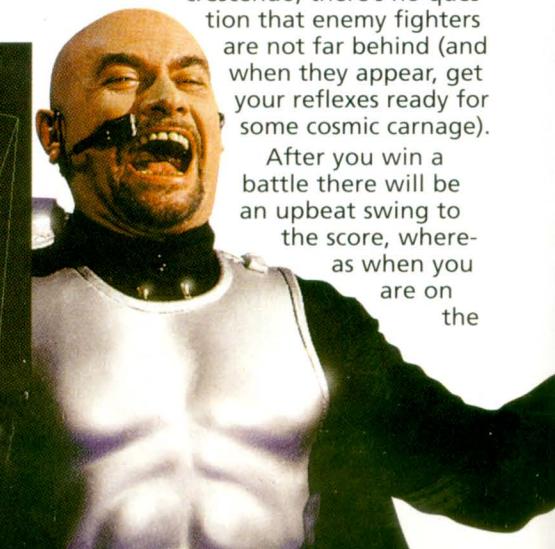
One of the most annoying aspects to most simulations is the need to constantly refer to the manual for information on specific keys to use when flying the ship. *The Last Dynasty* solves that problem by providing on-line help, which is presented with a multimedia splash of full speech. The help is quite extensive and answers many specific queries about gameplay. This makes *The Last Dynasty* more approachable for novice gamers, without taking away the range of features that core gamers appreciate.

Cue the Music

The graphic flair of the game is evident in screen shots, but the aspects that are hard to convey in a magazine are the music and sound effects. The sweeping score to this game is simply extraordinary, featuring "interactive music" that changes according to your predicament. As the music reaches a

crescendo, there's no question that enemy fighters are not far behind (and when they appear, get your reflexes ready for some cosmic carnage).

After you win a battle there will be an upbeat swing to the score, whereas when you are on the





brink of death the music will be slow and somber. The breathtaking score adds realism and atmosphere to the production.

Double Your Pleasure

While the graphics, action, and music of the sim portion of *The Last Dynasty* already make it a great game, talking about these points alone only tells half the story. Besides the space combat, the whipped cream and cherry on top of this title is the adventure portion, which is really a game within itself. It deals with the exploration of Lord Iron's space station, probably the largest 3D environment ever created for a game. The adventure spans a large number of levels on the station, and the player moves through this area in seamless 3D motion.

The Last Dynasty uses an array of 3D animation and video scenes to enhance the overall mood. Inventory objects can be obtained from your surroundings and used in other parts of the station, creating an even more interactive environment. With over 100 locations on the space station, you must be alert at all times, as there are cameras and other traps that can tip off guards to your presence.

Yet another innovative feature revolves around switching between the adventure and action segments. As is common with puzzle-oriented adventures, players can often be stuck on a cer-

tain clue, and need some time to find a solution. If that's the case, it's no sweat here, due to an option that switches between the space station and combat. If you want to take a breather from exploring, click on the option to switch scenarios, and return when you're ready to face more mind-boggling puzzles.

To combine these elements, Sierra employed professional cinematographers to produce cinematic quality sequences and

full-motion video. The actors were filmed against a blue screen, then projected into the game in a realistic way. (This is the same process used in Sierra's *Phantasmagoria*). The result is a more realistic and personal feeling to



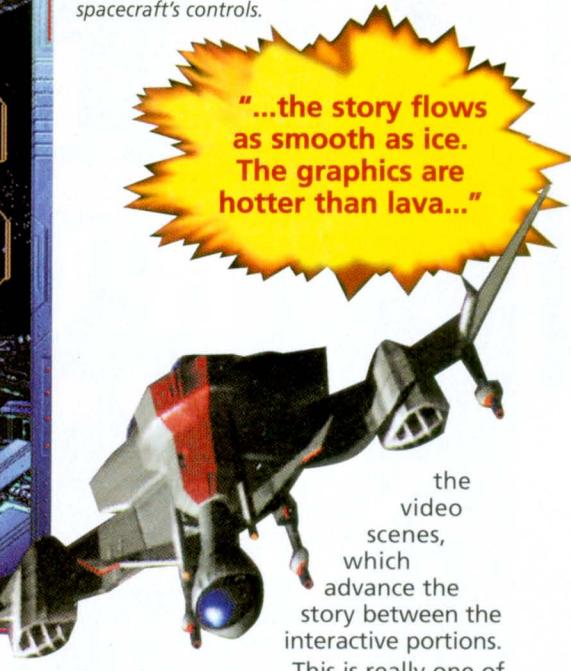
Live actors were used throughout *The Last Dynasty* to give the game a truly cinematic

"...one of those rare '2-for-1' products that offers two gaming styles that really work together..."



Jump into the action in your space fighter. Completely customize your spacecraft's controls.

"...the story flows as smooth as ice. The graphics are hotter than lava..."



the video scenes, which advance the story between the interactive portions.

This is really one of those "2-for-1" products, offering different game styles that are integrated into one intriguing storyline. The 3D cinematic space sequences are wonderful segues between the different levels, and there's the incentive of playing through the combat so you can reach the first-person adventure.

Two years and \$2 million in the making, *The Last Dynasty* has much more multimedia pizzazz than your average computer title. It will immerse fans of action and

adventure in an exciting, original story that's as smooth as flowing water, but also features multimedia video that's hotter than molten lava.

THE LAST DYNASTY

Sierra

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See pages 55-64

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"Best new arcade game"
— Games Magazine



LODE

THE MAD MONKS' REVENGE

RUNNER

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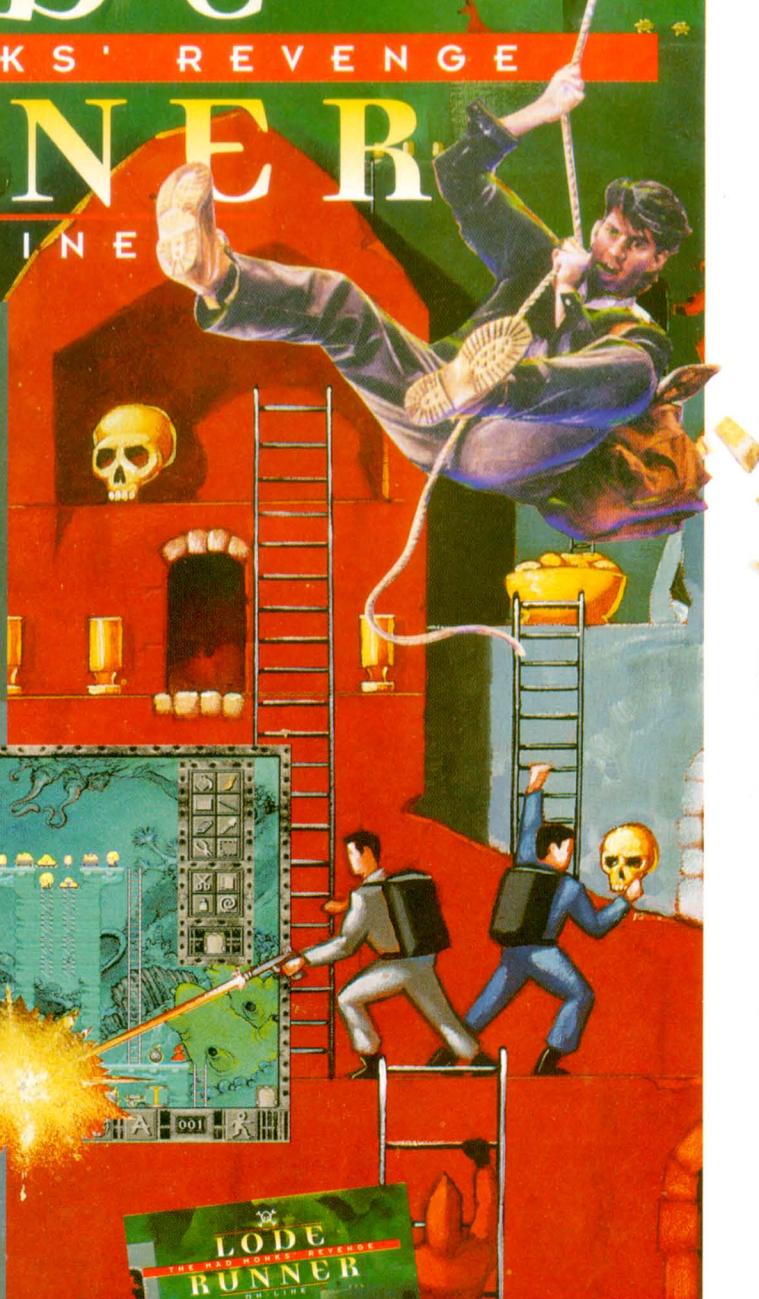
Not many remakes can stand up to the originals. When the folks at Presage decided to come out with a new version of *Lode Runner*, the 1983 cult classic that sold 2.5 million copies, they knew they were going to have a tough time doing justice to the original. They have done an admirable job on *Lode Runner: The Mad Monks' Revenge*. The game has been completely overhauled with 130 new levels added to the original game, options for two-person and network play, high-quality graphics, captivating sound effects, and beautiful artwork, all the while preserving the best aspects of the original.

The core game remains the same: You are Jake Peril, treasure-hunter, running endlessly through the lairs of evil monks, stealing their hoards of gold and gems with those red-cloaked devils in hot pursuit. You set traps, hurl oil, and run, run, run your way through ten worlds, each with 15 levels of increasing difficulty.

The new *Lode Runner*, like the old, has a level editor that allows you to create your own levels, and gives you the ability to play two-person games — now via network or modem. There are 150 new levels for two-person play and 30 new levels for individuals. Two players can choose to cooperate against the mad monks and split the gold, or slug it out with each other. And because anyone can develop their own levels, you can exchange challenging new mazes on the Net ad infinitum.

Features

- New network options allows players to challenge anyone, anywhere to play *Lode Runner*. Players can play at separate computers either on a local area network or by modem! Player-specific treasures and items usable by only one player at a time will aid in the creation of puzzles that encourage cooperative or competitive play.
- Two new worlds with new animations.
- New "liquid tiles" trap that kills any character that comes into contact with it.
- Additional puzzles! Thirty more single-player and 150 more two-player puzzles than the original version.



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Thexder • Arcade

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A cop's job is never done. After piloting a Thexder for the Interplanetary Security Force, you are all set to retire when your replacement, the fully automated, next-generation security fighter called Primus Tech, suddenly goes nuts. Primus rampages through the galaxy, reprogramming droids and biologicals to do its nasty business. Now you have to fight off these techies and hunt down Primus, knowing that when you finally do catch up to it, it's so technologically advanced that you'll probably get mangled.

That's your mission in *Thexder*, Sierra's new space-adventure game written exclusively for the 32-bit processing of Windows 95. Based on the wildly popular 1980s computer game, new *Thexder* takes full

Modem Ready

Network Playable

advantage of the 32-bit throughput to deliver super-fast video, multi-layered direct sound, instant-response motion controls, and five simultaneously running control windows. *Thexder* also offers a network option in which up to nine players can duel in real time, with no loss in speed or response.

To survive, you must learn the secrets of fighting in 50 locations: five levels on 10 planets. The weapons and equipment you accumulate on one level are necessary to succeed on the next. To navigate, you must always be morphing between *Thexder*'s walking, crawling, and flying forms. Two hints: conserve your ammunition, and don't leave anything behind!

Thexder

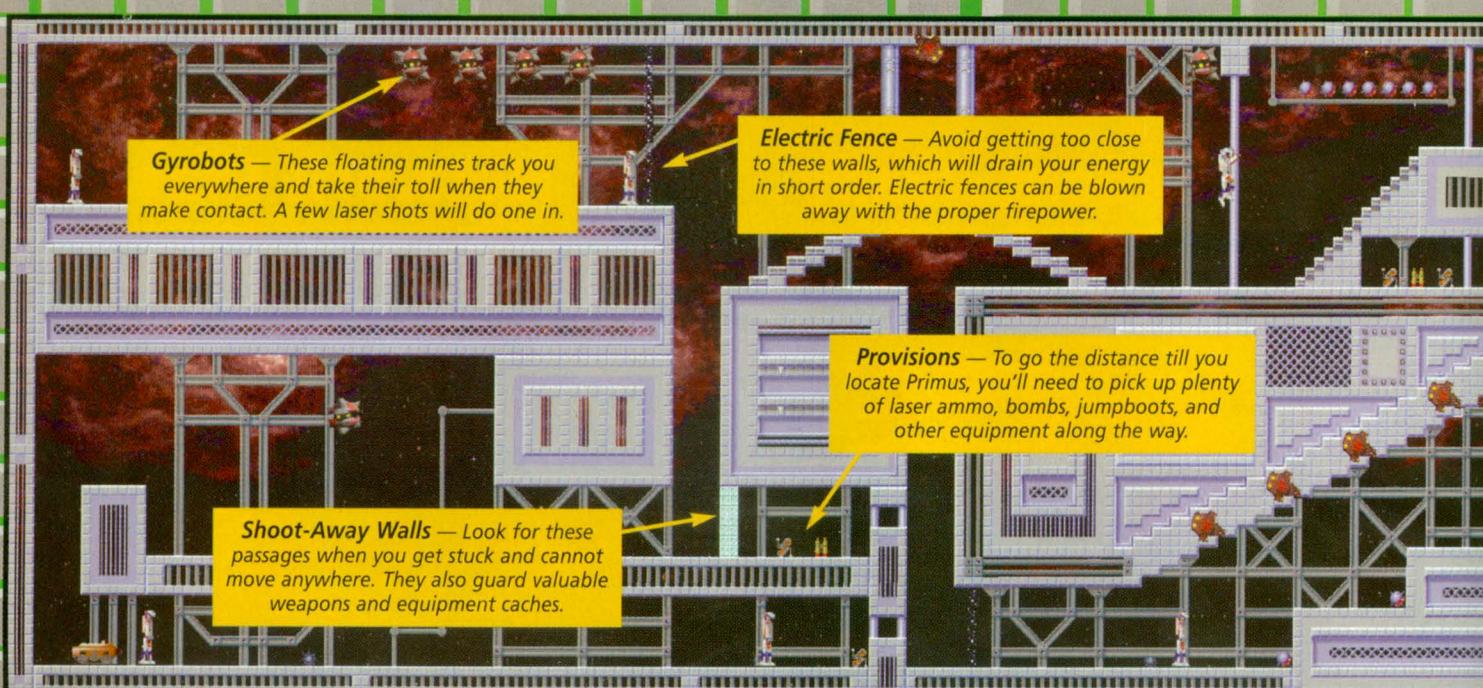
As a Thexder pilot, you can morph between flying, crawling, and walking forms, and you'll need every one to navigate through the catacombs and escape annihilation. You'll also need to change weapons frequently to match your enemies.

**Trooper**

Once members of the Interplanetary Security Force's Elite Guard, Troopers were hijacked by Primus and outfitted with a computer brain. Highly trained and unwavering, Troopers wield deadly lasers. Kill them as soon as possible.

**Weapons panel**

This is one of five on-screen command panels that *Thexder* keeps active simultaneously. You can also monitor your equipment inventory, enemies list, level map, and the main playing field.



Hop Crusher

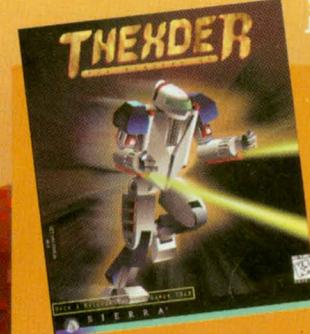
This techie rules Terra Nova. A former biological, Hop Crusher was reconfigured by Primus with super-tough armor and the ability to crush its opponents. You can evade his hopping attacks by moving quickly.

Arachnobellum

Primus may be deadly, but he hasn't lost his sense of humor. He created this ghastly techie by fusing the head of an ISF guard to the body of a large spider. Found mainly on the Fourth World, the Arachnobellum is not particularly deadly, but it moves very quickly and shouldn't be overlooked.

Jackaloid

This ancient alien race first appeared in the galaxy 5,000 years ago. Once fairly innocuous, the Jackaloid was retrofitted by Primus to be deadly with knives. It's best to keep your distance and use missiles or grenades with the Jackaloid.



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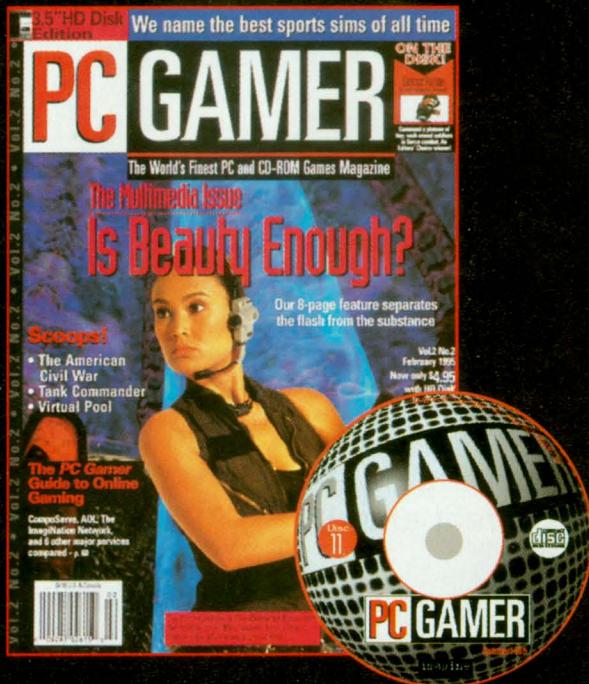
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3-D

Ultra Pinball

By now you may have tried the pinball game bundled with Windows 95 Plus. It has the smooth ball motion, flashing lights, and ringing bells of the real arcade game. But that's all it has.

What it doesn't have is exploding spacecraft and hidden chambers. Or renegade robodozers. Or multiple playing tables. Or constantly changing targets. What it doesn't have is all the unique variations that make *3-D Ultra Pinball* more than just a pinball simulation.

New *3-D Ultra Pinball* starts with the basic game mechanics that make pinball fun, but then adds on new features and challenges that bring the game to a whole new realm. Play not just for points, but to build deep space colonies and launch starships. Aim for not just bumpers and static targets, but also dozers, comets and other intersteller objects that you won't find elsewhere.

3-D Ultra Pinball takes pinball out of reality and plants it firmly in cyberspace. It's out of this world!



One of the many things that sets *3-D Ultra Pinball* apart from other pinball games is your ability to plan strategies like picking your own bonuses. Ultimate Goal: Build a deep space colony then launch a starship.



"Terrific Pinball: One step beyond what you get in an arcade."

- Entertainment Weekly

3-D Ultra Pinball takes pinball into a whole new realm without physical limits!

"3D Pinball uses technology to go real pinball one better!"

- Electronic Entertainment



COMMAND

The target rich environment of the Mine level offers you the chance to build ramps, fire lasers, and ride the rails.

You won't find this kind of challenge in the real world.



MINE

3D Ultra Pinball
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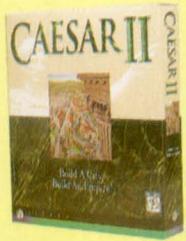
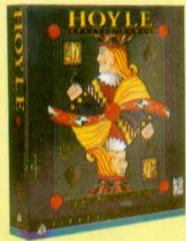
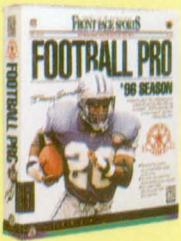
WIN 95 CD
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The reward sequences for superior play are nothing short of incredible.

The Command level is just one of the additional challenges you won't find in real world pinball. (Real world pinball games can't change their table layout for additional challenge like 3-D Ultra Pinball can).

For the first time in this issue, it's every Sierra product in one place!



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 Symbol identifies our Sierra educational products.

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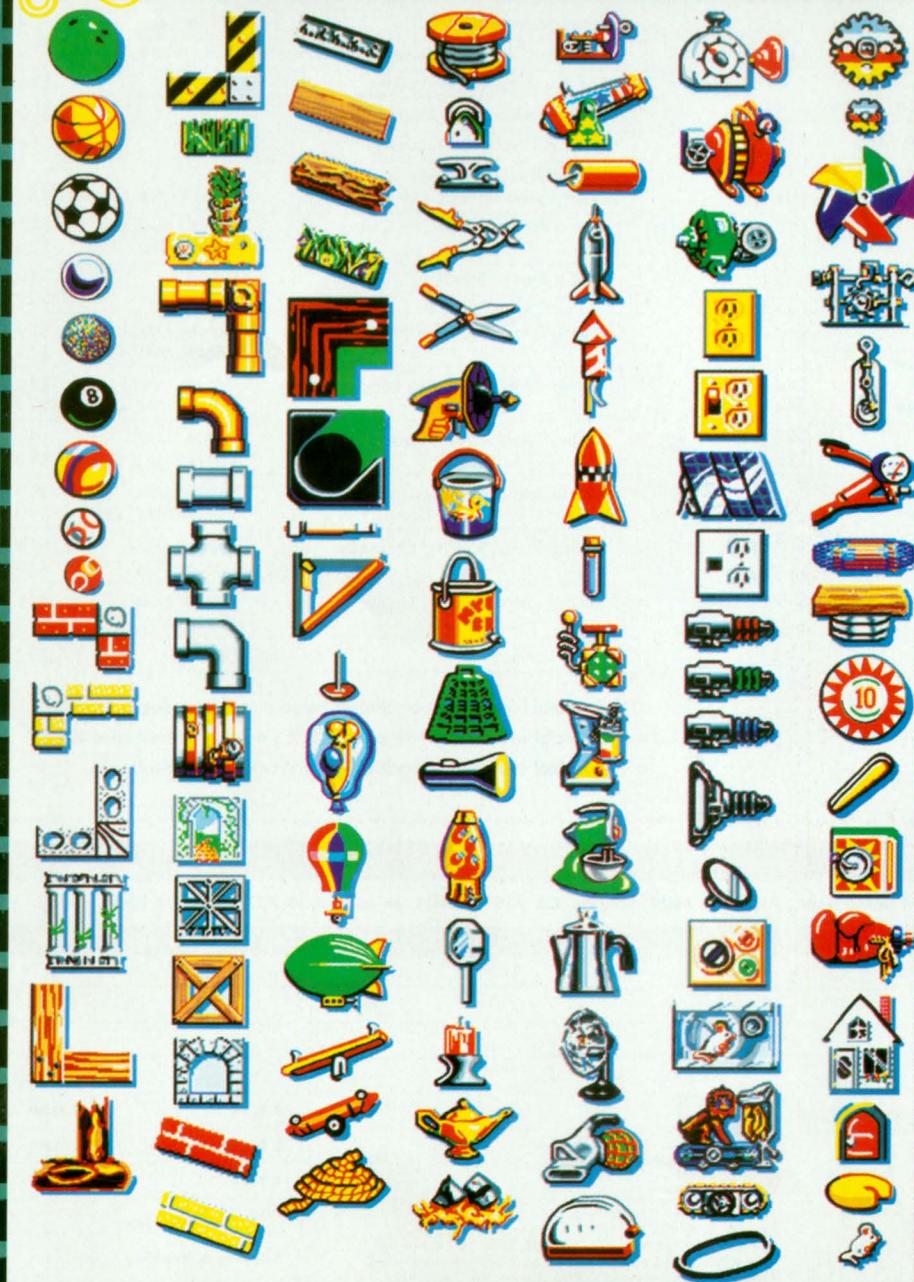
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THE INCREDIBLE CREATIVE CONTEST

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Sierra
Games!**



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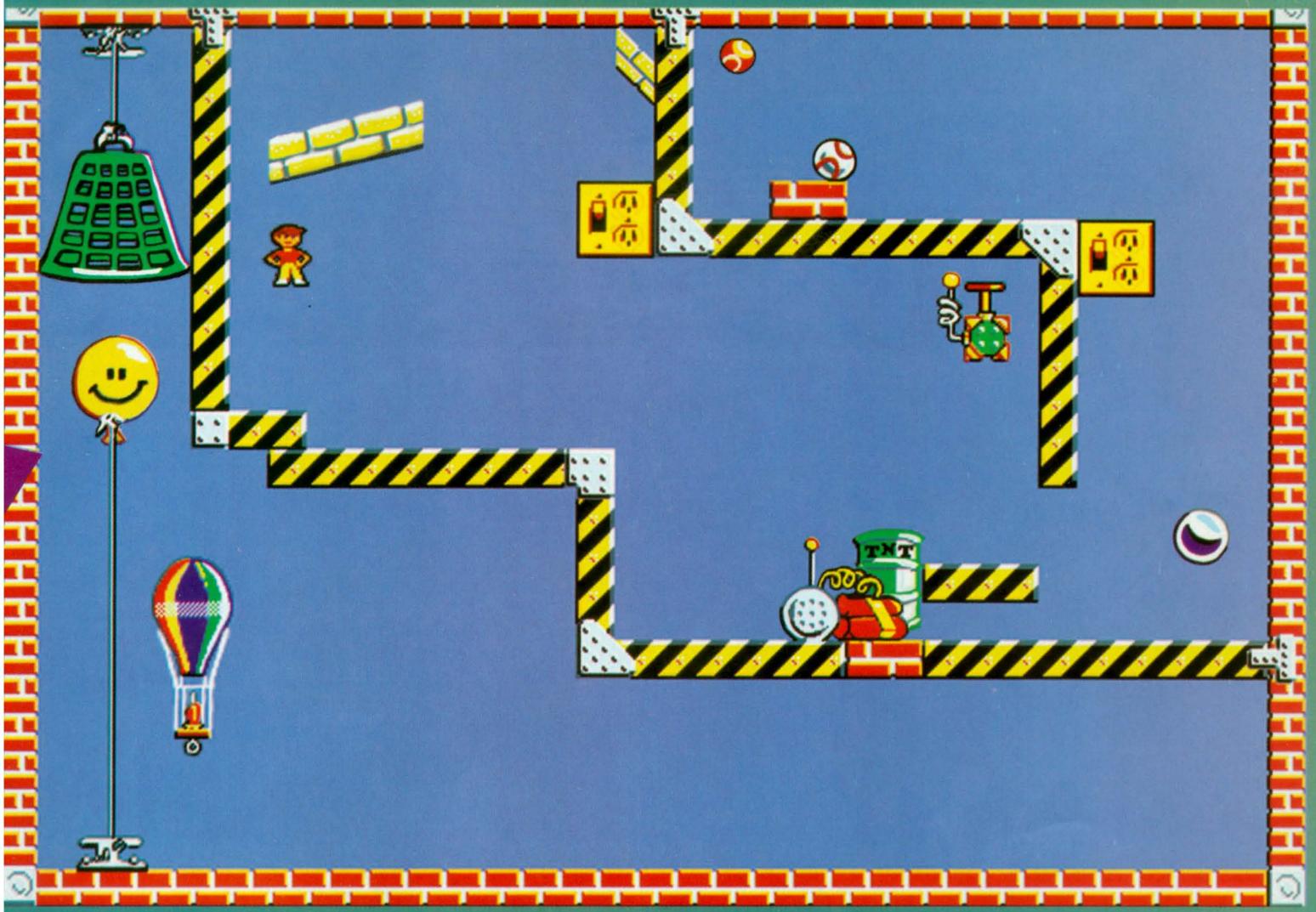
Win the Sierra game of your choice when you enter the **Incredible Contest!** To celebrate our latest, greatest **Incredible Machine** game, we are offering this unique opportunity to play and win! Mind-boggling puzzles abound in this innovative, sometimes infuriating, but always fun game.

If you can figure out a way to get the balloon to float up into the laundry basket in this puzzle from the new *Incredible Machine*, you could win the Sierra game of your choice! Ten *InterAction* readers will receive a gift certificate good for any Sierra game they choose.

How? Dazzle us with your creative solution to this tricky balloon-in-the-basket problem. Cut out the objects at left and paste the ones you need onto the page to complete the puzzle.

Send the completed puzzle, a brief description of how it all works, and your name, age, address, and phone number to:

The Incredible Contest
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P.O. Box 53008
Bellevue, WA 98015-3008



THE INCREDIBLE Version 3.0



MACHINE®

In the process of winning more than 15 awards, *The Incredible Machine* games (which include *The Incredible Machine*, *The Even More Incredible Machine*, *The Incredible Machine 2**, and *The Incredible Toon Machine*) have fascinated, frustrated, and delighted gamers of all ages. Now, Sierra is proud to introduce the definitive game in the series, *The Incredible Machine 3.0*. This puzzling tour de force makes full use of Windows 95 architecture, offers 256 colors, and contains 150 brain-busting puzzles! (You can even create your own puzzles.) Also new is a Mac version! If you love to solve and create wonderfully wacky puzzles, *The Incredible Machine 3.0* will keep you entertained for hours.

*The puzzles in *IM 3.0* will look familiar to owners of *IM 2* — 'cause they're the same! Look for a special *IM 2* owners' rebate offer in the *IM 3.0* box!



★★★★
"...you'll love this latest addition to the Incredible Machine series."

Shane Mooney
PC Magazine,
August 1995

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See pages
55-64

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WIN 95 CD WIN CD MAC CD



Ages 3 to 6

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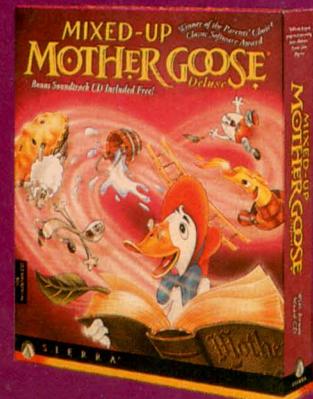
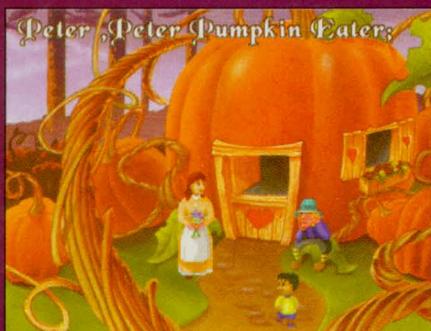
Best in Classic Computer Programs
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- Space Quest IV:
Roger Wilco and the
Time Rippers
- Stellar 7
- The Island of Dr. Brain



Red Baron/A10



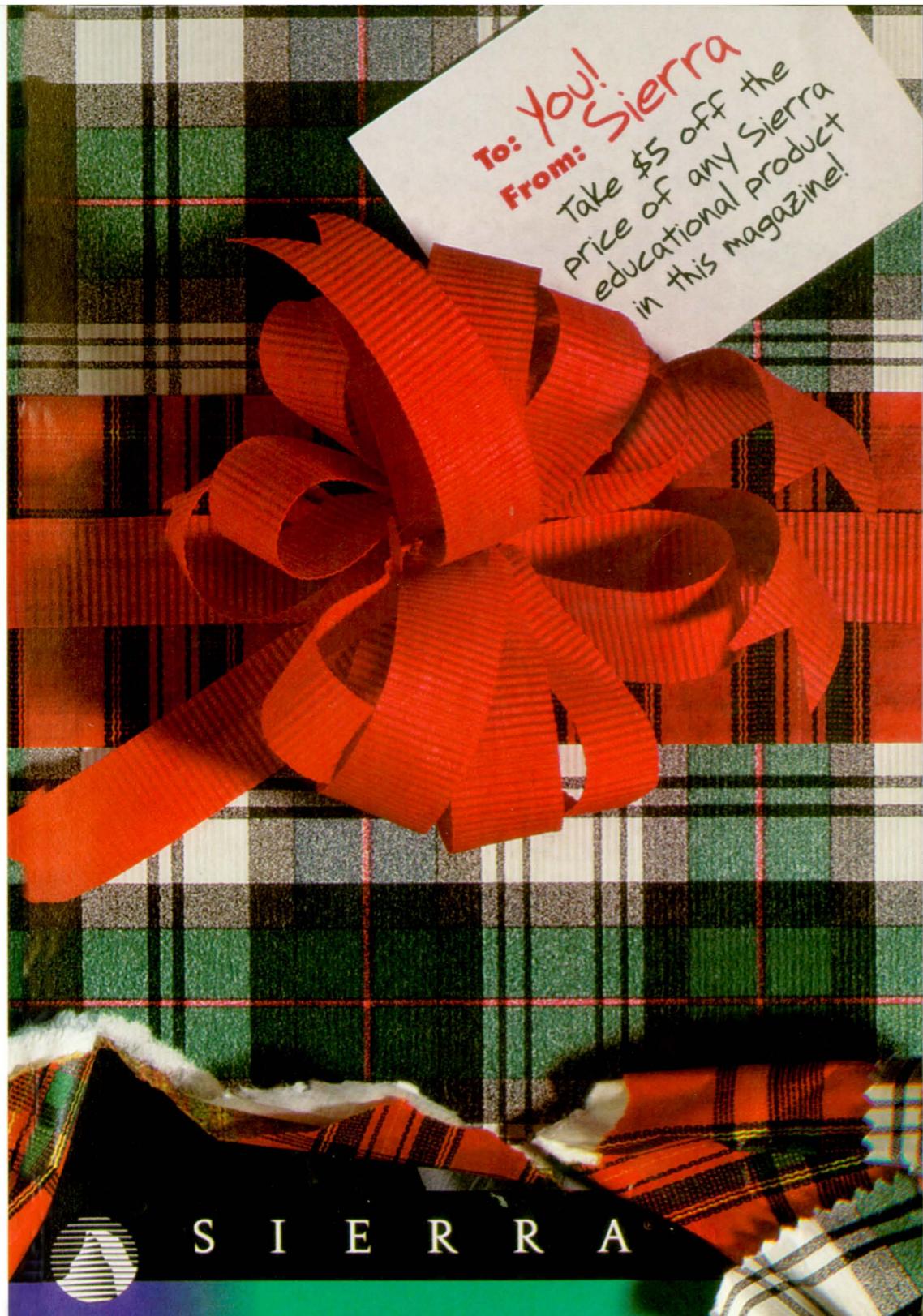
Leisure Suit Larry 1



EcoQuest 1

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'Tis the season, right?

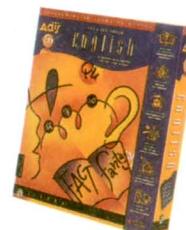


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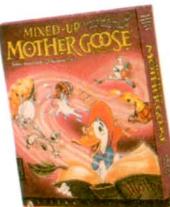
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And **happy holidays** from all of us at Sierra.



* Look for the  symbol that identifies our educational products on pages 44 & 45.

EXPERTS ADORE Adi



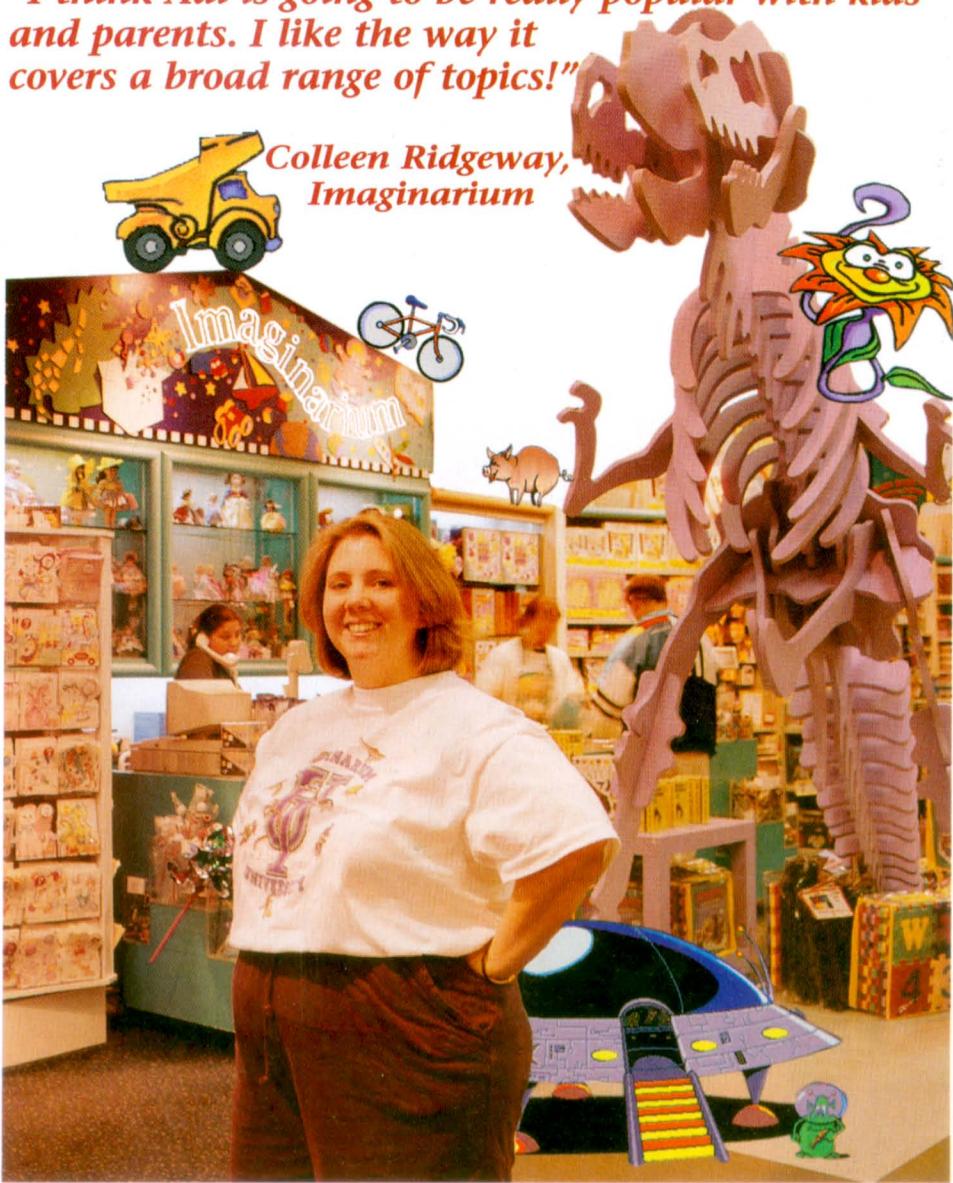
In late September, Sierra unveiled Adi, a comprehensive learning system, to the U.S. market. Created by educators, Adi covers the core subjects of English, mathematics, and science for grades two through five.

Adi, the friendly space traveler featured throughout all modules of the software, serves as a personal on-line tutor, helping children review material based on concepts already covered in the classroom. Adi is the latest proof of Sierra's commitment to interactive education.

To gauge the reception to Adi, we checked in with local experts to see what they thought. Here is their reaction.

"I think Adi is going to be really popular with kids and parents. I like the way it covers a broad range of topics!"

*Colleen Ridgeway,
Imaginarium*



Imaginarium specializes in quality children's products that promote learning and fun.

Photograph © 1995 Robert R. Randall

Colleen Ridgeway, manager of Imaginarium, an educational toy store in Bellevue, Washington, already stocks Sierra software, and was delighted to talk about Adi and other products in Sierra's growing educational line. "We've sold Sierra products for over a year now. We choose them because of their high quality."

Imaginarium runs Sierra software demos during store hours so kids and parents can have a chance to see how a program works and get a feel for it before they bring it home.

Ridgeway believes parents like Sierra products because they are easy to use and kids enjoy them. "Parents look for several things when buying a software program. They base it

on ease of use, length of use [when a child wants to play it more than once], graphics, the quality of the product, and the subject matter. We see a lot of parents buying Sierra's

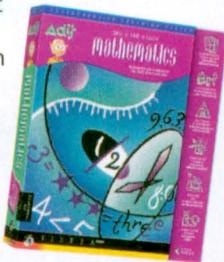
Beginning Reading and *Beginning Math* because they want to get their kids started on these subjects. Parents know it will be easy to operate these programs and their kids will have fun learning," explains Ridgeway.

So what does Ridgeway think about the new Adi educational system?

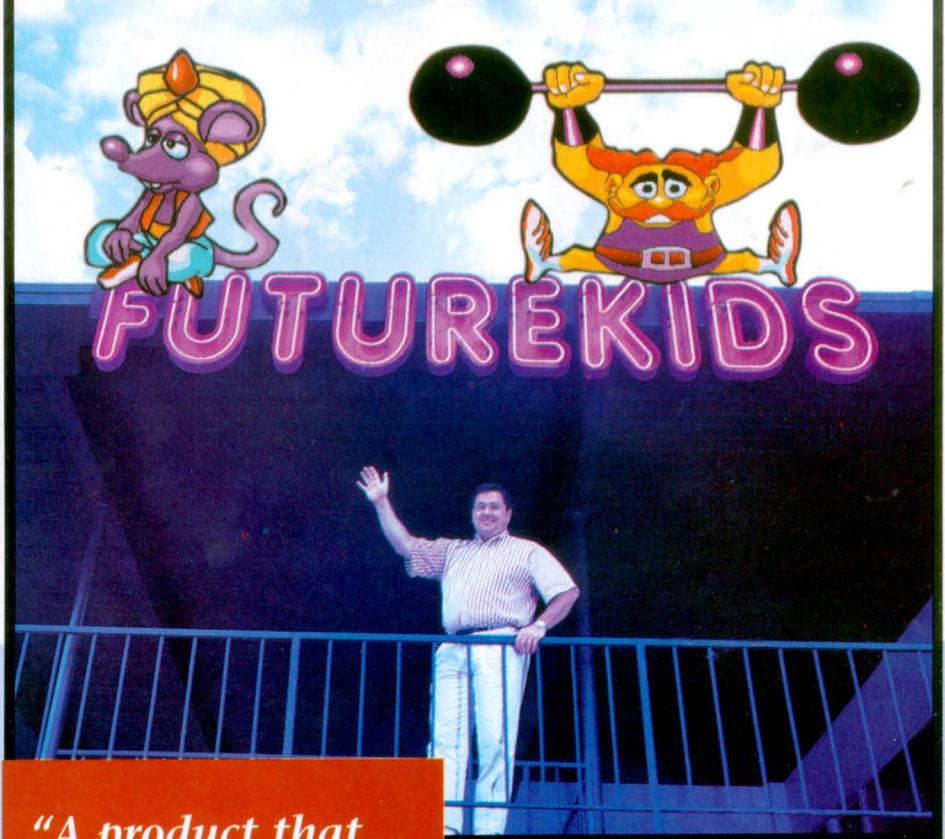
"I think Adi is going to be really popular with kids and parents," Ridgeway says. "Kids are going to like that they get a reward for learning — playing games after completing a section — and their parents will like the educational value Adi has to offer. Overall, I really like the way it covers a broad range of topics on different levels. It's a fun program and I look forward to having it in my store."

FUTUREKIDS INTERACTIVE LEARNING

For a different perspective, we next stopped off at a Futurekids Learning Center where we talked to franchise owner Robert Powell. Futurekids Centers were beta-test sites for Adi products, so Powell is already well aware of their potential.



Robert Powell of Futurekids has used Sierra products in his curriculum for years.



Photograph © 1995 Robert R. Randall

"A product that kids with learning disabilities and gifted students can both use and benefit from..."

— Robert Powell

When I first reviewed Adi, bells went off," says Powell. "Here's a product that kids with learning disabilities and gifted students can both use and benefit from," he explains. "Something families with children who need extra help can use to supplement their kid's learning processes. The computer's an ideal venue for kids to learn, and Adi is a patient teacher with a positive point of view. The sights and sounds grab a kid's attention and make it easier to learn. Parents who aren't professional teachers can use Adi to

help their children work in areas that take a little more time for them to learn. On the other side, gifted students who may excel at reading and spelling may be bored in school. This is the type of kid who wants more and more. Adi allows these students a chance to learn at their own pace. It has something to offer all kids.

"Futurekids is a school where children learn by using computers. . . . Parents in this area bring their kids to me because they have an awareness of how much of a role computers are going to play in their children's lives. They want their kids to have a leg up, and see computer skills as a benefit to their children's overall educational process. It's something that benefits the child and will be a lifelong skill."

Powell has been using Sierra software since he opened his franchise a year and a half ago. Before that time he was working with a few children learning English as a second language. He had seen Sierra's *Alphabet Blocks* program and was quite impressed with

its lip-synch technology. "It was nice to have Bananas and Jack talk about an 'A' and actually show the mouth movements," he explains. In fact, Powell was so impressed with Sierra products, he contacted the Futurekids corporate offices and suggested several Sierra programs for their curriculum, including *Kid's Typing* and *Alphabet Blocks*. Currently, *The Even More Incredible Machine* has been added to Futurekids' international curriculum, reaching children throughout the U.S. and 57 other countries.

Discovery Toys carries only the highest-quality products that inspire children to have fun learning. Sierra's educational software is high on their list.

DISCOVERY TOYS: FOCUS ON IN-HOME LEARNING

With the hundreds of educational software titles out there, parents are often overwhelmed with choices. Which one is the best? Which one will my child like? Is this one worth the money? With tight time constraints and commitments pulling them in all directions, many parents don't have the time to research software to see if it meets their child's needs. What's a parent to do?

One option is to call a Discovery Toys



Developmental Toys, Books & Games

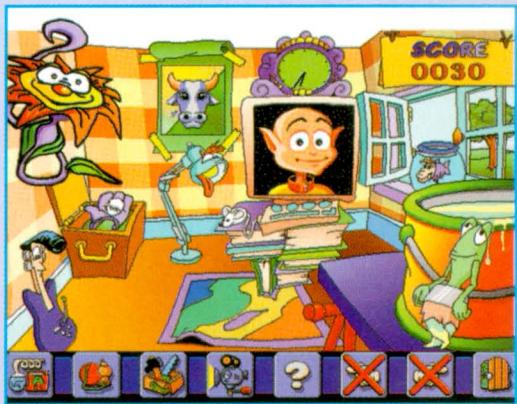
educational consultant and ask for an in-home demonstration of their new software line, which features a number of Sierra educational titles. It's here that a parent has the opportunity to actually test a product, and to ask detailed questions of the educational consultant to see if a particular program is appropriate for their child.

Discovery Toys did extensive research on hundreds of software titles before selecting the few in its new line. "To narrow down the universe of software out there, we read reviews, talked to teachers, consulted with other people in the business, and made many, many trips to the retail stores," explains Don Jonas, director of Discovery Toys' Multimedia Division. "Then we started testing them. Nothing passed if it didn't meet our five-star criteria." Jonas lists the big five:

- *High in learning value
- *Breadth of activities
- *Replayability
- *Kid-friendly
- *Innovative and fun

We only carry the cream of the crop and the top of the line," states Vickie Silver, public relations manager for Discovery Toys. Why did Sierra software make the

cut? "We were looking for software high in educational content. Sierra has a number of these types of educational titles so we began testing and researching them. My own children were playing with *Spelling Jungle* and *The Incredible Machine 2* and fell in love with them. We also found a number of schools and teachers that were using Sierra products in their classrooms."



explains Jonas.

Sierra's educational division's mission is very much in line with Discovery Toys. "They believe in high quality, good content, educational software that's high in learning value, fun, and what holds a child's attention," he says.

Discovery Toys will be featuring Adi in its upcoming software line. "We're encouraged by the comments from parents, some of whom were former teachers," says Jonas. "Parents and teachers have asked for this and we're providing it — we're giving our consumer what they want. We feel there is a place for this type of learning or teaching guide for children who need it as a backup or reinforcement."

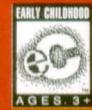
Whatever the age, whatever the skill level, Sierra has a product sure to capture, challenge, and stimulate the imagination of a child. Parents

have a lot of difficult choices to make during their children's lifetime, and it's reassuring for them to know that when they choose Sierra educational software, it's the right choice.



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See pages
55-64

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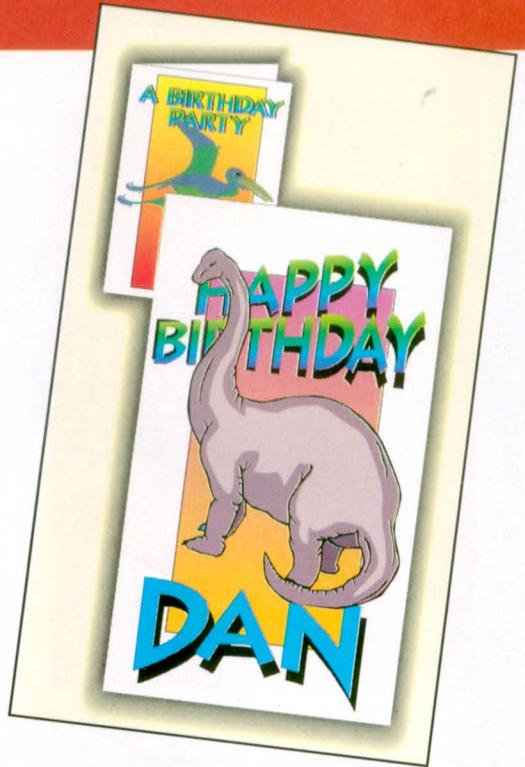
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Banners	yes	yes	yes	no	no
Calendars	yes	yes	yes	yes	yes
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Envelopes	yes	yes	no	no	yes
Postcards	yes	yes	no	no	yes
Business Cards	yes	yes	no	no	yes
Certificates	yes	yes	yes	yes	no
Crafts	yes	no	no	yes	no

Features

	Print Artist 3.0	Print Shop Ensemble II	PrintMaster Gold	Hallmark Card Studio	PageMagic Version 2
Browser	yes	yes	no	no	no
Hot Preview	yes	no	no	no	no
Phrase database	yes	yes	no	yes	no
Workspace design	yes	no	no	no	no
Graphics catalog	yes	yes	yes	no	no

By the Numbers

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Predesigned layouts	1,200	500	270	1,000	170
Fonts	100	73	145	40	35
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Color sets	yes	no	no	no	yes*
Shading	yes	yes	yes	yes	no
Reverse sequence	yes	no	no	no	no
Rotate	yes	no	no	no	no
Blend	yes	yes	no	no	no
Complement	yes	no	no	no	no

*Backgrounds and borders only

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	Print Shop	BMP	PCX	TIFF	WMF	EPS	JPEG	KODAK CD
Print Shop	yes	no	no	no	no	no	no	no
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PCX	yes	no	yes	yes	yes	yes	yes	yes
TIFF	yes	yes	yes	yes	no	yes	yes	yes
WMF	yes	yes	yes	yes	yes	yes	yes	yes
EPS	yes	yes	no	no	no	no	yes	yes
JPEG	yes	no	no	no	yes	yes	yes	no
KODAK CD	yes	yes	no	no	no	no	no	no

Print Shop will not export an entire document.

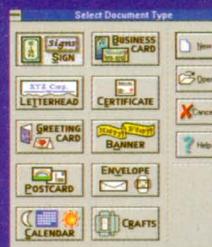
List compiled as of October 12, 1995

"4-1/2 Stars . . .
Print Artist presents
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**"Overall, it sports the
best value and the
best tools for creating
personal documents."**

— Multimedia World

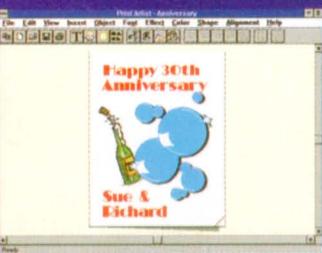
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Print Artist is fun and easy to use. Proof positive that you can design anything you need for home or small business without shelling out the big bucks." — PC Magazine

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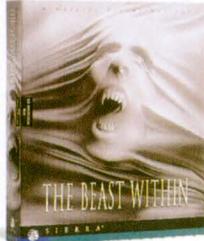
Day 1: I was driving down the freeway eating a chili dog, shifting into fifth, balancing a copy of WIRED[®] on my lap, when the cellular rang. It was Bob from Sierra. He wanted to know if I could write reviews for a bunch of new CD games they had coming out.

I had 40 days, 25 games, and a closet full of sunflower seeds, instant coffee and Pop Tarts[®].

HOW COULD I SAY NO?

Day 5: I'm not sure Chapter 6 of Phantasmagoria

GABRIEL KNIGHT®: **THE BEAST WITHIN™**



The top two computer gaming magazines both named the first *Gabriel Knight* mystery the best adventure game of the year in 1994. Creator Jane Jensen might want to start dusting off her awards shelf again, as *The Beast Within* mixes a strange, new brew of mutilation murders, a centuries-old curse, and criminal misdeeds on multiple CDs.

Gabriel Knight, a detective of the supernatural, is summoned to Munich to investigate a series of murders blamed on werewolves. The edge-of-your-seat tale unfolds to implicate the mad King Ludwig II, a lost Wagner opera, and Gabriel's own dark past.

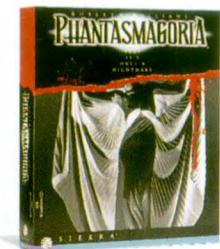
Shrewd thinking and paying attention to details are rewarded as players unravel clues while taking on the role of Gabriel and his partner, Grace Nakamura. Shot on location in Germany and the U.S. with more than 40 surprisingly talented actors, *The Beast Within* is possibly the most visually stunning, realistic adventure game to come out on CD this year. Even the photo on the box is enough to induce a minor heart palpitation.



INTERACTIVE CINEMA The rich, realistic movie-like look of *The Beast Within* came from shooting more than 1,000 backgrounds here and in Germany.

WIN'95 WIN DOS MAC MATURE
AGES 17+

PHANTASMAGORIA HORROR



Unless you've spent the last couple of years spelunking in Zanzibar, you've already heard of *Phantasmagoria*. Now it's finally here with all the

elements of a big hit: a master story teller in the person of *Kings Quest®* creator Roberta Williams, feature-film quality footage, and a story so rich and elaborate it took a record-setting seven CDs to contain it all.

The tale of Don and Adrienne's bizarre discoveries about their newly-acquired mansion is told in realistic live video. No, you don't watch a movie and then click on a plot option. You run this show.

But the thrill of *Phantasmagoria* isn't simply the technology, it's also the story. As Adrienne explores her new home, its dusty secrets begin to reveal themselves. The original owner, an illusionist, died in the house after the suspicious disappearances of his



INTERACTIVE NIGHTMARE The most film footage ever shot for a CD game lends *Phantasmagoria* the sinister qualities of a great horror feature film.



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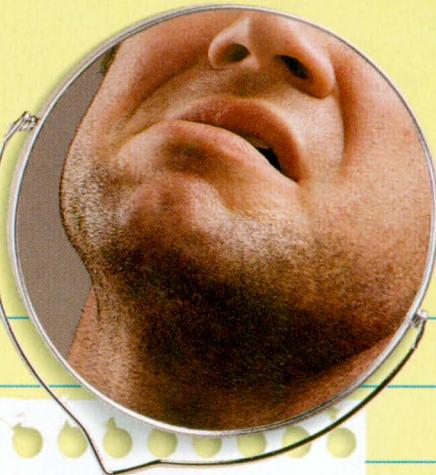
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what's more frightening:
or my face.



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many wives. An evil force still inhabits the maze of rooms, and its effect on Don is disturbing, terrifying, and deadly.

With perseverance and wit, you can discover the clues that save Adrienne from Don, and Don from himself. This is truly the kind of game you'll find yourself staying up all night to play. And, with its decidedly macabre storyline, the middle of the night may be *Phantasmagoria*'s finest hour.

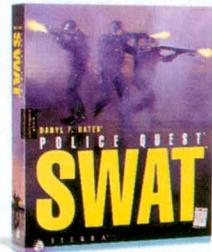


HORROR ON 7 CDS Players control every movement of Adrienne—and this game doesn't "show" you anything. You have to find it.

WIN'95 WIN DOS MAC

MATURE
M
AGES 17+

DARYL F. GATES POLICE QUEST®: **SWAT**™



When he headed the L.A.P.D., Chief Daryl F. Gates founded SWAT, the first Special Weapons And Tactics team. Now these highly trained forces are the elite of law enforcement, while Gates' *Police Quest: SWAT* stands as the elite in tactical simulation games.

In this, the fifth installment of the successful *PQ* series, you join a SWAT team, take intensive training, and learn to handle advanced class 3 weaponry, like an MP5, Benelli tactical shotgun, M16 and LASH radio. After a few hours on the shooting range comes the "fun" part. That is, if you consider getting nearly blown away in a real-life crisis fun. Work with your team, make the right split-second decisions, fire accurately and you could advance through the ranks to become an Element Leader. Mess up, and it could cost you your on-screen life.

The video action was shot using actual SWAT officers at their training facilities and in the streets of L.A. to lend an unmistakable air of realism. At least some of the country's major police departments think so—they now use *Police Quest* CDs to train their officers.



DEAD-ON AUTHENTICITY Police Quest: SWAT doesn't kid around: blow a decision, fail to communicate or mishandle your weapons and you're toast.

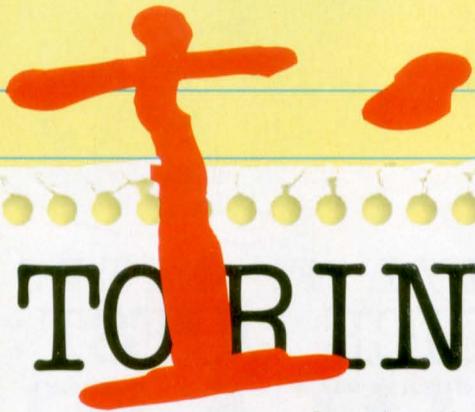
WIN'95 WIN DOS MAC

TEEN
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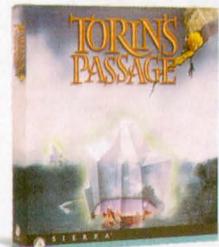
ENTER TO WIN AN IBM APTIVA. Call 1-800-757-7707, surf <http://www.sierra.com>, or log on at AOL or CompuServe.

Day 14: My family keeps bugging

I told them, "I can't"



TO RIN'S PASSAGE™



Leave it to Al Lowe—creator of some of the most entertaining and enduring computer games—to unleash *Torin's Passage* on the world.

In coming up with this remarkable new game, he has delivered to our CD drives an adventure game with as much intrigue and brain-twisting challenge as any hard-core gamer has ever tackled *AND* a funny, musically-rich, visual treat that takes gaming to a new level.

Torin's Passage is the story of a young man's encounters in the nested worlds *beneath* the surface of the planet, Strata. These bizarre lands, replete with flowing hot lava, unworldly creatures, and a host of other cunning obstacles, must be traversed if Torin is to reach his goal.

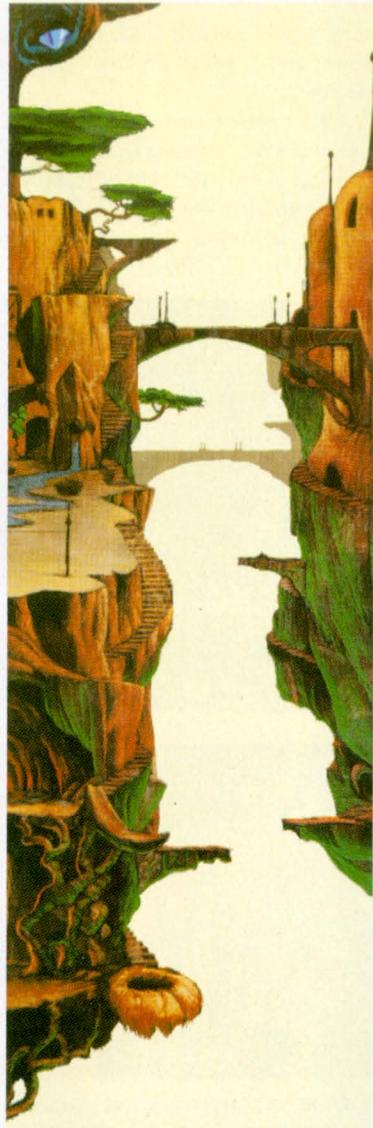
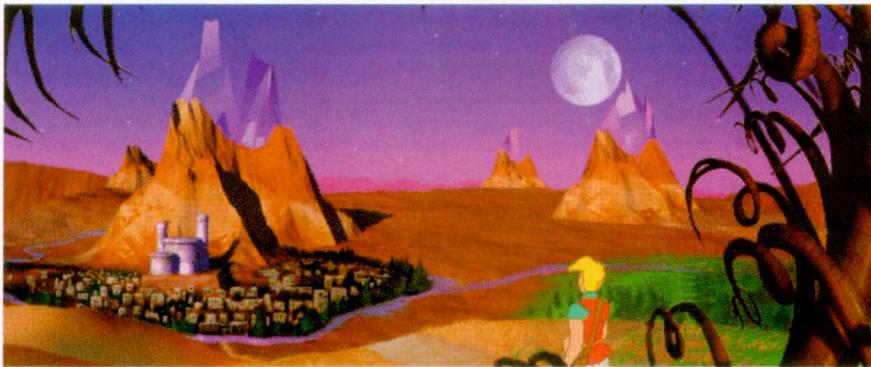
Making matters worse (for Torin, more exciting for you) is a formidable line-up of

brain-teasing puzzles at the end of each chapter—all of them, double black diamond challenges.

There is one word to describe the artistry in *Torin's*: "whoa!" Multi-plane scrolling, spectacular backgrounds, and hand-drawn cel animation add a depth and realism you've never seen in a game before. The sheer talent and imagination of the artists is, by itself, worth the price of admission.

But your eyes aren't the only things that get to dip into the candy box. *Torin's* also features an original digital music score composed by three-time Oscar® winner, Michel Legrand.

There's a pop-up TelePrompTer™ that lets you replay dialogue to listen for crucial clues, plus a 3-D interface with online hints for the less-experienced players. There was, however, one hint missing: How do you avoid work, eating, chores and sleep so you can play *Torin's Passage* endlessly?



THE WONDER DOWN UNDER The subterranean worlds of *Torin's Passage* provides the setting for a challenging quest with brain-teasing puzzles and humor.

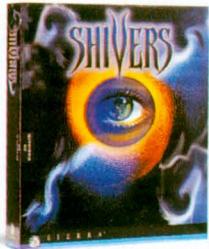
WIN'95 WIN DOS MAC



S I E R R A® BUY TWO SIERRA GAMES AND GET A THIRD FREE.

me to let them play Torin's Passage.

you see orking?" SHIVERS™



It's amazing to think that the same computer used to balance the family checkbook can produce an even bigger scare. What's required is the addition of a terror-filled, nail-biting, spine-tingling CD like *Shivers*.

In this new game aimed at teens and adults, players must rely on their wits and raw nerve to survive a nightmarish trip through a surreal, abandoned museum. The goal is to vanquish the ghosts and phantoms that haunt the museum before they steal your life's essence.

Along the way, a series of beads-of-sweat-producing puzzles await, along with chilling moments of live-action video that delivers twists and turns in the plot.

Shivers sets a haunting stage through an eerie original music score and "as seen through your own eyes" graphics. The first-person views are handsomely rendered, you might even say "mystical." But the real draw remains the story.

It tantalizes, draws you in, and—fittingly—gives you the shivers. This is definitely one game that will keep you glued to your seat. Or, at least, the very edge of it.

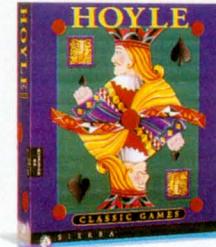


NOT HOME, NOT ALONE Players have to spend the night on guard in search of the evil spirits that haunt a sinister, derelict museum.

WIN'95 WIN

TEEN
Ages 12+

TM HOYLE® CLASSIC GAMES



"According to Hoyle" means "by the rules; done the right way." This remarkably sophisticated collection of 10 favorite games lives up to its name, giving families great variety, totally accurate play action, and an interesting twist on the old idea of playing against the computer.

Sit down at the *Hoyle® Classic Games* poker table, for instance, and you play against a rogue's gallery of computerized competitors. Take on a crusty, old prospector, an over-the-hill movie star, or a number of other players, each sporting an accent and an attitude.

The more you play, the more sides you'll see to their weird, witty personalities. Add in their different card-playing styles, and you end up with a much more fun (and realistic) way to challenge the microchips to a game.

Along with five card draw, you can also play bridge, solitaire, old maid, hearts, crazy 8's, gin rummy, checkers, backgammon, and hearts. With its cast of characters and jam-packed variety, you'll definitely want to ante up for this card game.



TEN GAMES IN ONE Hoyle® Classic Games give you ten card and board games and 10 animated competitors to outwit. The "Hoyle" trademark is used under license from Brown & Bigelow, Inc.

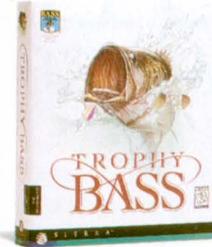
WIN'95 WIN

AGES 12+

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TROPHY BASS™



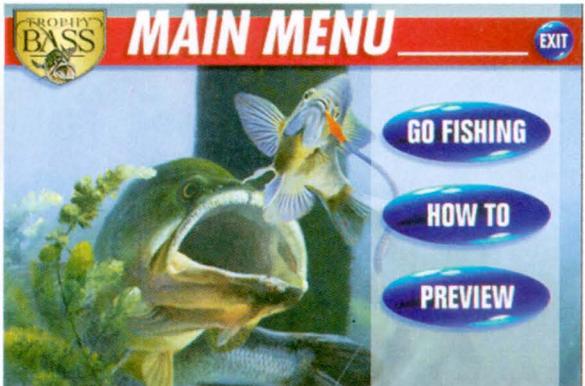
Surely you've seen them. Those guys on cable TV, sitting in a boat, reeling in a big one, saying stuff to each other like, "Oh, he's got a lot of fight in him there, Jim."

At last count, there were 50 million people in this country like Jim who love to feel the tug on a rod. And now they've got their own computer game: *Trophy Bass*.

There are three sides to *Trophy Bass*. You can choose tackle, pick your bait, read the water, set the weather conditions, and then finesse your casting technique on one of five virtual lakes. Option two is to play in Tournament Mode and try your luck against conditions and competitors dished out by the computer.

Or you can get even more serious and watch the full motion video "how-to" section and pick up more than 100 nuggets of solid advice from America's top tournament bass fishermen.

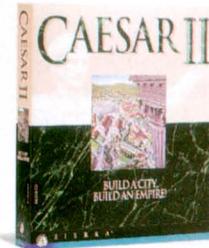
Now, obviously, the Jims of the world are going to love this game, because playing can bring you more success out on the water. But, surprisingly, you don't have to know what a lunker bucketmouth is to get a charge out of *Trophy Bass*. As Jim would say, "It's a keeper."



CAST OF THOUSANDS The super-accurate simulation and detailed how-to information earned *Trophy Bass* the endorsement of B.A.S.S., America's largest fishing organization.

WIN'95 WIN
RATED E

CAESAR II™

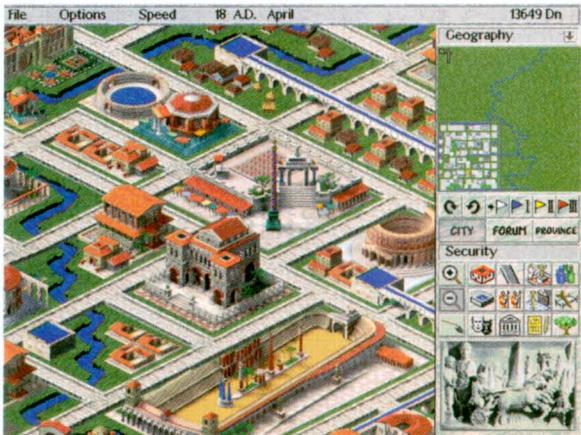


A city simulation? Hmmm, haven't I seen something like this before? Yes and no. Yes, you've seen amazingly-detailed 3D renderings before. And, yes, you've played sims that put you in the municipal driver's seat.

But, no, you've never played anything quite like *Caesar II*. For starters, if you do a good job quelling riots, dousing fires, recruiting soldiers and building great cities, you earn approval ratings that grant you the right to take on another province.

Then it really heats up. Along with wearing your city planner hat, you get to don the general's helmet and fight off hordes of barbarians in battle sequences (check out the Carthaginians on armored elephants). With each additional province you control, the closer you get to the best hat of all: the emperor's snappy laurel wreath.

By combining great graphics, intricate strategizing and battle action, *Caesar II* isn't merely simulation. It's stimulation for those who hanker for action and power.



BUILT IN A DAY? The historical accuracy and detail in Caesar II's cityscapes are astonishing, while battle sequences—a twist for sim games—add another layer of challenge and fun.

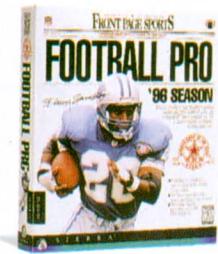
WIN'95 DOS
RATED E



SIERRA® BUY TWO SIERRA GAMES AND GET A THIRD FREE.

fished for bass,
barbarians, won the playoffs,
ate six Cup Noodles.

FRONT PAGE SPORTS: FOOTBALL PRO '96™



When *Football Pro '95* was hailed as "the best football game on the planet," you'd think Sierra would send in the third string and retire to the locker room for a tall, frosty one. But, no. They put the pads back on, threw out the old playbook, and came back with *Football Pro '96*.

It keeps all the things that earned its forefathers the Best Sports Simulation award three years running: Slayish attention to real NFL player and team stats, a play book with over 10,000 combinations of X's and O's, and league play over CompuServe.

Ah, but that's the old stuff. For 1996, you can suit up as a player for an arcade game or appoint yourself coach for the football sim. What's more, 3D animations were created using films of actual players shot from dozens of angles simultaneously, so tailbacks juke, wide receivers sprint, and linemen grunt just like their real-life counterparts. The awesome realism of this new version is sure to earn some accolades. "Best football game in the solar system?" Could be.



THIS IS NOT TV The "motion capture" based 3D animation will have you think you've tuned in to the NFL game of the week. But this is better: No commercials.

KIDS TO ADULTS
WIN'95 DOS AGES 12+

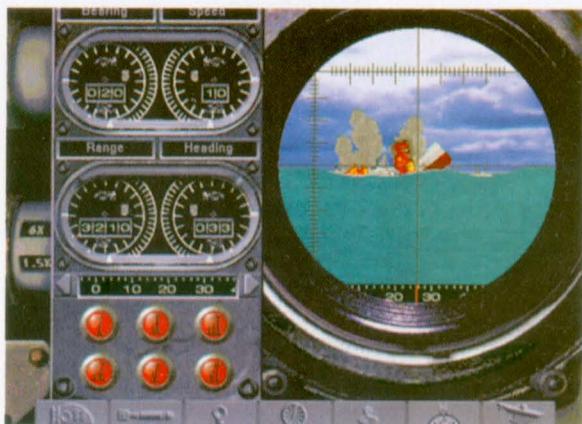
COMMAND: ACES OF THE DEEP®



Now hear this. All personnel who want to see how the Simulation Game of the Year has been improved, report to your software dealer. *COMMAND: Aces of the Deep*, with its incredible realism and historical accuracy, has taken a giant leap forward with the addition of phenomenal texture-mapped graphics and voice activation.

With Windows® 95 and IBM VoiceType®, you bark commands at your U-boat crew and watch them respond to your orders to dive, surface, fire torpedoes, and more. While you don't need the voice command option to play the game, it adds yet another dimension to the realism.

Your strategic skills get a sweat-producing workout in the cat-and-mouse pursuit sequences, while a new two-mode deck gun lets you play a more arcade-style game. Here, you get to do to other ships what *COMMAND* has done to other simulation games: Blow them out of the water.



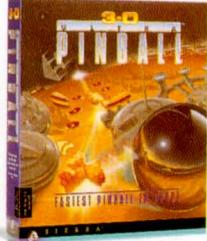
DIVE! DIVE! Shout out the orders, and your crew reacts on the double in the first voice-activated CD-ROM simulation game ever. IBM VoiceType is a registered trademark of IBM Corporation.

KIDS TO ADULTS
WIN'95 NATIVE AGES 12+

ENTER TO WIN AN IBM APTIVA. Call 1-800-757-7707, surf <http://www.sierra.com>, or log on at AOL or CompuServe.

Day 27: It took 3
but I finally reached Level
Not every

3-D ULTRA PINBALL™



The pinball wizards at Sierra have just come up with a better idea on how to stick five vertical feet of pinball machine onto seven inches of computer screen. While most other pinball games show you the table as if it were shot pointing straight up, Sierra's *3-D Ultra Pinball* slants the table so you can see the whole thing easily without scrolling. This bit of cleverness was then totally exploited with the most amazing spacescape graphics to appear this side of Alpha Centauri.

Another innovation: *3-D Ultra Pinball* uses advanced physics formulas to give you an uncannily accurate feel of a real table. Thanks to genius programming from some people who weren't sleeping during Physics class, flipper responsiveness, table bumping, ball rolling and ricochets look and react just like an authentic tavern machine. It even tilts like classic pinball. Damn!

The game's three tables can be interconnected so you can keep going until the sun comes up. And action on all versions is super fast; an amazing feat especially for a Windows® game. If there's one downside to this addictive game, it may be that the garbage isn't going to get taken out for a while, and the dog may have to start walking himself.



FAST AND FURIOUS The full dimensional graphics of *3-D Ultra Pinball* haven't slowed things down. Action is fast, frenzied, and richly animated.

WIN'95 WIN MAC
AGE 12+



THE



Now that the Windows® 95 frenzy is going full tilt, you may wonder, "is there a game specifically designed for this amazingly cool new operating system that takes full advantage of its multi-threading capabilities?" Or perhaps you'd like to know, "is there a game so incredibly wicked that it will actually increase my supply of testosterone?"



The answer to both questions: Yes. And you're looking at it.

Thexder flies, runs, jumps, morphs into a tank or plane, and blasts his way through five worlds, each with ten different levels of increasing hair-pulling difficulty.

Your job in all this is to help *Thexder* work his way through mind-numbing mazes while steering clear of energy fields, sheer drop offs, and other assorted game-enders. Then, in addition to robots, aliens, cyborgs and other



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solid days,
10 of Thexder.
member of the family jumped for joy.



X D E R®

enemies, *Thexder* also has to contend with burning lava, crushing ceilings, and unpredictable explosives.

Thanks to your droid-fast reflexes, and *Thexder's* ability to morph, you can struggle your way to the 50th level to face Primus Tech, the numero uno enemy. Actually, there are other enemies you can take on: the bad dudes you play against on your network or your modem.

All this battling is supercharged courtesy of Windows® 95. Along with the main horizontally-scrolling action window, there are five additional screens to keep you filled in on your position, available equipment, enemies and weapons. Due to that multi-threading business,



every screen is constantly updated without slowing down the main action one hair.

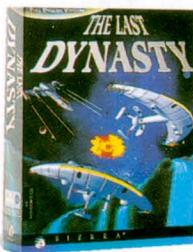
Thexder—sure to be one of the season's best sellers—has arrived, pumped on Windows® 95 steroids, and ready to do some serious damage.



LIKE A MALL MOVIE THEATRE The five screens of *Thexder* churn out loads of info and action simultaneously. It's all made possible by the only game to take advantage of the multi-threading abilities of Windows® 95.

WIN'95
NATIVE

LAST DYNASTY™



Last Dynasty isn't the best new game to come along in a while. It's more like two of the best.

Start by parking yourself in its first-person, full-view, real-time combat simulator. The completely customizable cockpit, with continuous on-line help, locks on and destroys typical space fight games. The information overload as you

plan an attack, while your radar and windshield fills with enemy ships, is truly stomach-churning. Then comes an even cooler part: You can grab a momentary breath during all this chaos by switching into strategy mode, where you can map out and execute your next attack from a mega-choice of battle strategies.

Carrying the action game forward are spectacular interactive cinema clips, haunting original music, and enough mind-racking tension to have you sweating an arsenal worth of bullets.

While the action side of this equation beats most pure space arcade CDs at their own game, *Last Dynasty* shines again in the fully-rendered, high res scenes in the adventure portion of the game. This mind-puzzler takes place aboard a multi-level space station. From a first-person angle you explore, look for clues, remove a few ruthless strangers, and keep your nerve endings on alert-mode in wait for a surprise attack.

Consider *Last Dynasty* as an excellent, addictive, warp speed, mysterious, challenging, over-stim'd value.



DOUBLE YOUR PLEASURE If you can't make up your mind between the action overload of a space fight, or the brain tease of an adventure game, *Last Dynasty* gives you both.

WIN'95 WIN

ENTER TO WIN AN IBM APTIVA. Call 1-800-757-7707, surf <http://www.sierra.com>, or log on at AOL or CompuServe.

Day 41: Fried my computer. Entered Sierra Sweepstakes to win IBM Aptiva "Ultimate Gamer."



We're giving away five IBM Aptiva "Ultimate Gamer" systems with Pentium 133 Mhz processor, 16 MB RAM, 3.4 Gig hard drive, Six Speed CD-ROM, 16 Bit Mwave sound card, 30-watt stereo speakers with sub-woofer, and a 17" Super VGA monitor. You want? Option A: Scour all 10 pages of the Sierra ad, answer the questions below, send the card back to us by February 14, 1996 and pray mightily to the game gods. Option B: Buy your own by calling IBM PC Direct at 1-800-IBM-2-YOU.



Which Sierra game comes with 7 CD-ROMs? _____

Which Sierra game takes place in an abandoned museum? _____

Which Sierra game visits five subterranean worlds? _____

Which Sierra game features voice activation? _____

Name _____

Address _____

City _____ State _____ Zip _____

No purchase necessary. Offer good in USA only. Sweepstakes is open to residents of the US over 18 years of age. You may use this card or enter on a plain 3x5-inch card. All federal, state and local laws apply. Taxes, if any, are the sole responsibility of the prize winners. Decisions of the judges are final and binding. Offer void where prohibited by law. Employees and family members of Sierra On-Line or IBM Corporation are not eligible. Odds of winning depend upon number of entries received. Only one answer per

question, one entry per household.

Entries will be randomly selected and answers verified for correctness to identify and select winners. Winners will be selected February 15, 1996. Grand Prizes will be shipped to winners at address shown on entry form. Total approximate value of Grand Prize is \$5,000 each. Winner cannot transfer prize. Prize is not redeemable for cash.

Each winner will be required to sign a release allowing Sierra to use his or her name and likeness in advertising.

IBM is a registered trademark of International Business Machines Corporation. Aptiva is a registered trademark of IBM.

Winners will be announced on Sierra forums on-line and in Spring issue of InterAction. For a list of winners, available 90 days after Sweepstakes drawing, send a stamped self-addressed envelope to Winners List c/o Sierra On-Line, P.O. Box 53210, Bellevue, WA 98015-3210.

IBM **Aptiva**

Day 48: Bought two Sierra games, got a third free*. free game was actually not junk.



Hard to believe, but there are even more Sierra games than we could squeeze into this ad. So check them all out by going to the place where you like to buy games or call 1-800-757-7707 and order directly from Sierra. Then, when you buy any two games from the list below between November 1, 1995 and January 31, 1996, you can select one more from the other side of this card and we'll send it to you for free.

- | | | |
|--|---|---|
| <input type="checkbox"/> Adi's Comprehensive Learning System | <input type="checkbox"/> Last Dynasty | <input type="checkbox"/> Shivers |
| <input type="checkbox"/> Caesar II | <input type="checkbox"/> Lode Runner On-Line | <input type="checkbox"/> Space Quest 6 |
| <input type="checkbox"/> COMMAND: Aces of the Deep | <input type="checkbox"/> Lost Mind of Dr. Brain | <input type="checkbox"/> Thexder |
| <input type="checkbox"/> Front Page Sports: Football Pro '96 | <input type="checkbox"/> Mixed-Up Mother Goose Deluxe | <input type="checkbox"/> 3-D Ultra Pinball |
| <input type="checkbox"/> Gabriel Knight: The Beast Within | <input type="checkbox"/> Outpost 1.5 | <input type="checkbox"/> The Incredible Machine 3.0 |
| <input type="checkbox"/> Hoyle® Classic Games | <input type="checkbox"/> Phantasmagoria | <input type="checkbox"/> Torin's Passage |
| <input type="checkbox"/> Kings Quest VII, 2.0 | <input type="checkbox"/> Police Quest: SWAT | <input type="checkbox"/> Trophy Bass |
| | <input type="checkbox"/> Print Artist 3.0 | |

* Well, OK, free plus \$5.95 for postage and handling.



S I E R R A *



Fold along this line.

Sierra Sweepstakes
P.O. Box 485
Coarsegold, CA 93614

PLACE
STAMP
HERE

Please tape closed (No staples)

CSA010

Buy two Sierra games, get a third game free.



Check the box in front of your free game from the list below and mail this card with your check or money order made out to Sierra On-Line for \$5.95 for postage and handling, dated receipts and proofs of purchase from both games (the UPC bar code from the cartons) to:

Sierra Buy 2 Get 1 Free Offer
P.O. Box 3404
Salinas, CA 93912

You can also take advantage of this offer by ordering directly from Sierra at 1-800-757-7707 24 hours a day.

- | | | |
|--|--|---|
| <input type="checkbox"/> Berlitz Spanish | <input type="checkbox"/> LandDesigner | <input type="checkbox"/> Space Quest Collection |
| <input type="checkbox"/> Casino Deluxe | <input type="checkbox"/> Leisure Suit Larry 6 | <input type="checkbox"/> Talking Tutor: Alphabet Blocks |
| <input type="checkbox"/> Castle of Dr. Brain | <input type="checkbox"/> Leisure Suit Larry Collection | <input type="checkbox"/> Talking Tutor: Beginning Reading |
| <input type="checkbox"/> Front Page Sports: Baseball '94 | <input type="checkbox"/> Lode Runner: The Legend Returns | <input type="checkbox"/> Talking Tutor: Early Math |
| <input type="checkbox"/> Gabriel Knight: Sins of the Fathers | <input type="checkbox"/> MetalTech: Earthsiege | <input type="checkbox"/> Talking Tutor: Kid's Typing |
| <input type="checkbox"/> Hoyle's® Classic Card Games | <input type="checkbox"/> Powerhouse | <input type="checkbox"/> Talking Tutor: Spelling Blizzard |
| <input type="checkbox"/> Incredible Toon Machine | <input type="checkbox"/> Red Baron w/ Mission Builder | <input type="checkbox"/> Woodruff and the Schnibble |

SHIP MY FREE GAME TO:

Name _____

Address _____

City _____ State _____ Zip _____

Please allow 4 to 6 weeks for delivery. Offer valid in the U.S. and Canada only. Not valid with any other offer. Requests must be postmarked by February 15, 1996.
This offer may be discontinued without notice. Sierra reserves the right to limit quantities. No dealers, please.

CSA010

DARYL F. GATES'

POLICE QUEST®

SWAT™

From the beginning, Sierra's *Police Quest* series has offered an unflinchingly realistic view of what it's like to be a police officer. The danger that awaits in even the most seemingly mundane traffic stop. The importance of doing police work "by the book." The frustration of capturing a crook only to find that "the system" has let him off the hook on a technicality.

The four current episodes of *Police Quest* have been incredibly popular with gamers. They've been heralded

by police forces across the country as valuable devices for their own training and for giving the general public a better understanding of what it's like to carry a badge. But the first four *Police Quests* were adventure games. This fifth game in the series is something new and different.

Police Quest: SWAT is a tactical simulation — a first-person, "coming at you" view of what it's like to be a member of the most elite crime-fighting force in history. *Police Quest: SWAT* offers gamers a chance to sign

up for a tour of duty with the Special Weapons and Tactics team of Los Angeles and take part in three tactical situations. It's not an experience for the faint of heart.

Filmed on location in actual training facilities and on city streets all over Los Angeles County with the full assistance of the LAPD and real SWAT members, new *Police Quest: SWAT* provides a close-up look at the life of America's best-trained, most secretive law-enforcement organization — possibly for the first time ever.

Police Quest: SWAT • Scenarios



"Crazy" Lucy Long has barricaded herself in her house. Paranoia has gotten the best of her — she's confusing her friends and family members with "crooks and gang members." She has a gun and she's shooting at anything that moves. Can you save her from hurting herself and others?

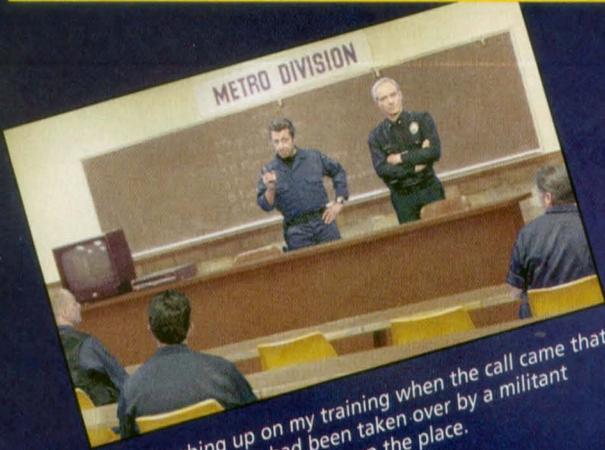


The transient holed up in the Kipland Industries warehouse is high as a kite. He's armed and he has a hostage. This guy is capable of anything. Can you take control of the situation and get that hostage out of the warehouse alive?

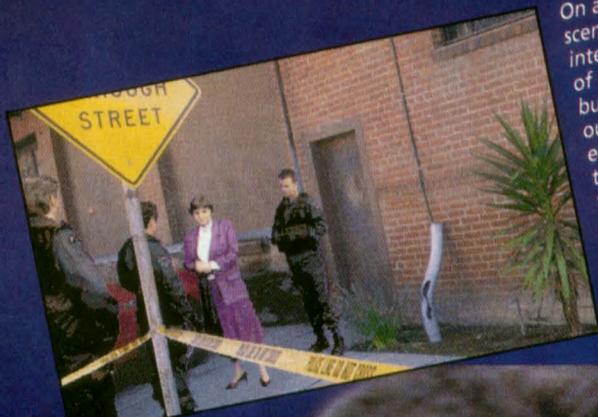


A radical militant group has taken control of Eastman Enterprises and is threatening to blow up the place. Workers have been taken hostage. Can this armed militia be stopped before they set and detonate their explosives?

Police Quest: SWAT • Hit the Streets with a "SWAT PUP"



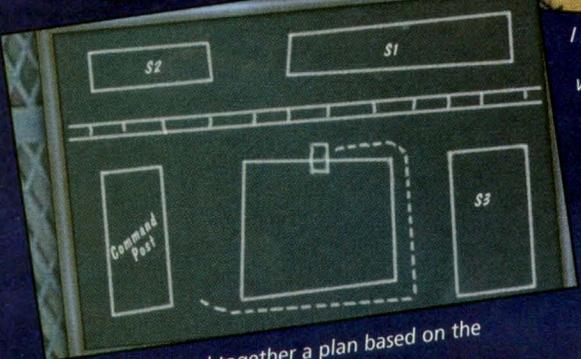
I was brushing up on my training when the call came that Kipland Industries had been taken over by a militant group threatening to blow up the place.



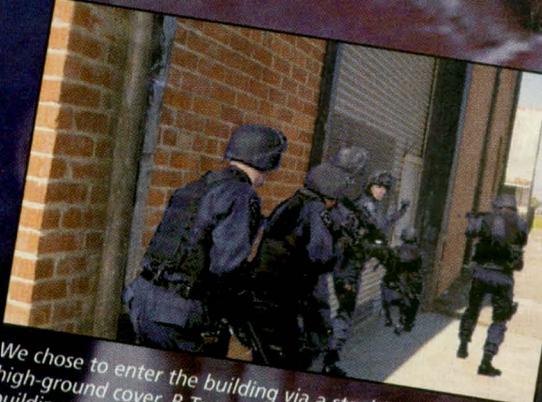
On arriving at the scene, I quickly interviewed a number of witnesses from the business and found out that there were employees still inside the building. We had to assume they were hostages.



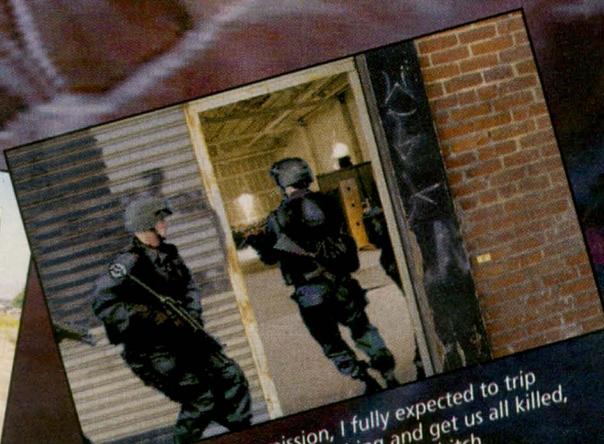
I shared this information, and information from other witnesses, with the members of my team.



We quickly pieced together a plan based on the results of our reconnaissance.



We chose to enter the building via a stealth method with high-ground cover. B Team secured the perimeter of the building and set up sniper positions.



This being my first mission, I fully expected to trip over my shoelaces or something and get us all killed, but we breached the door without a hitch.

DARYL F. GATES'

POLICE QUEST®

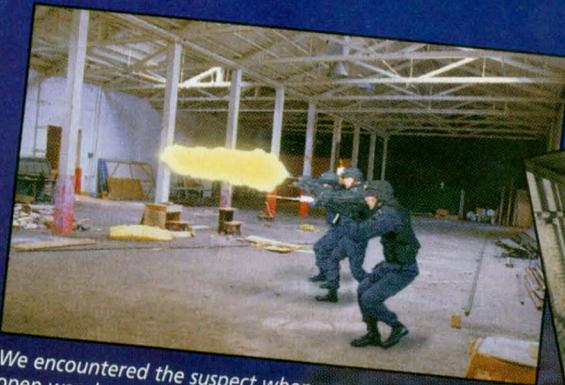
SWAT™



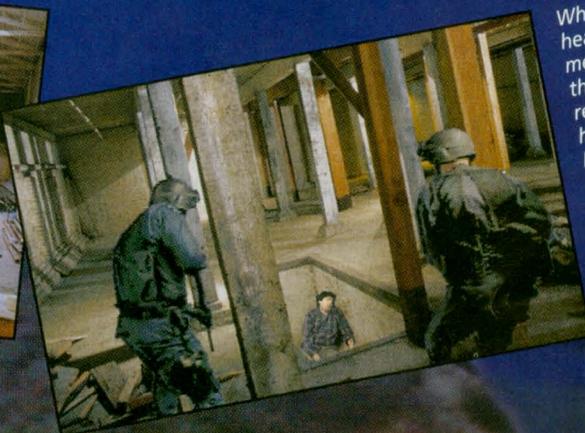
Our progress through the office was slow and methodical. We used standard procedures to check each room for traps, suspects, and hostages. We didn't know how many bad guys were inside the building, and we didn't intend to meet any of them by surprise.



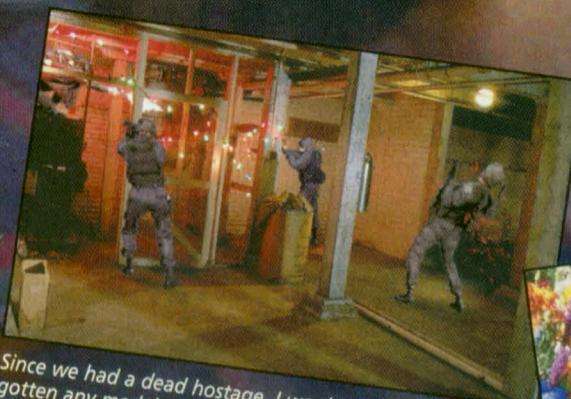
I was the first to spot the suspect. In my excitement I hit him with a flashbang, then all hell broke loose.



We encountered the suspect when we entered a large open warehouse. He shot at us, so we returned fire.



When the bad guy headed for the basement, I got excited and threw a flashbang. The result was one dead hostage. I used the LASH radio to call in the signal for a man down, then went back to work.



Since we had a dead hostage, I wouldn't have gotten any medals for this mission anyway. But I made matters worse by getting myself killed a few minutes later.



My final reward for my effort was a full police funeral. This scene of the game is incredibly orchestrated and very cinematic. There were hundreds of uniformed officers there to honor me as they lowered me into the ground. (I guess I need more training.)

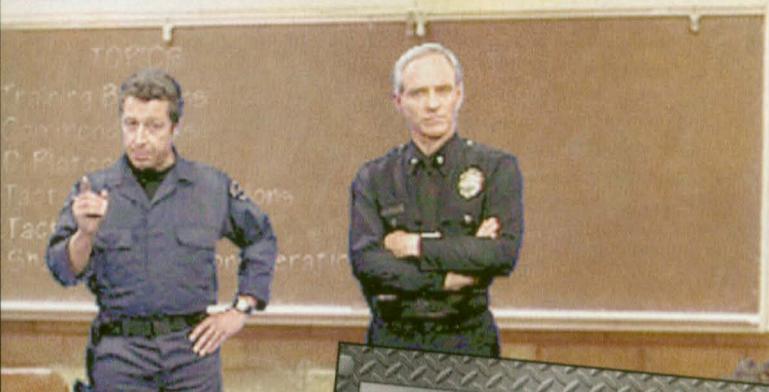
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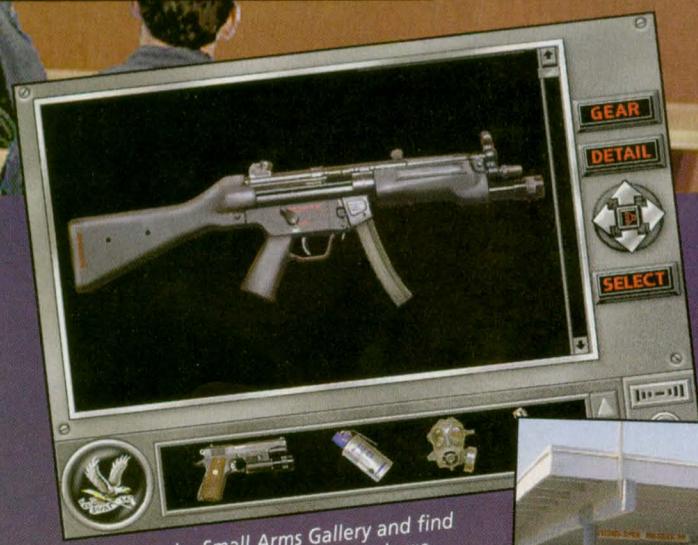
• Training •

After my early trip to the cemetery courtesy of my first assignment, I spent significantly more time on my training. Here's a quick rundown on the large selection of training facilities and resources available to help you build your career from a "Swat Pup" to an element leader.

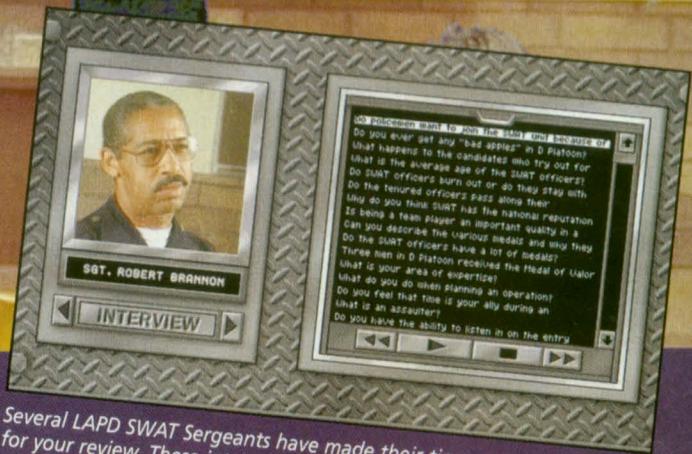
METRO DIVISION



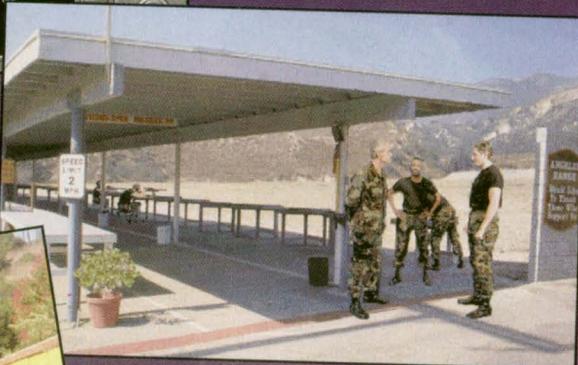
Exposure to light
is important for training.
Younger officers also
develop better physical
and decision-making skills.



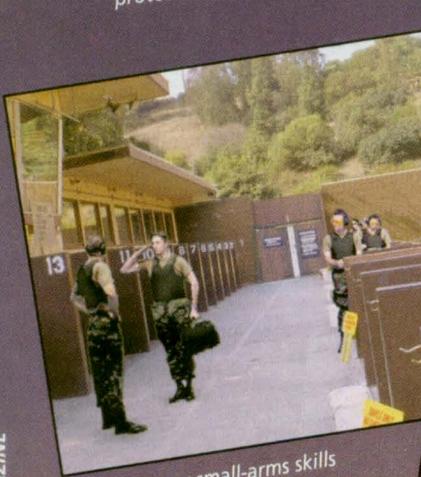
Check out the Small Arms Gallery and find out all you need to know about a large number of types of weapons, ammo, and protective gear.



Several LAPD SWAT Sergeants have made their time and expertise available for your review. These interactive interviews provide valuable insight into what being a SWAT member is all about. You can ask questions about almost anything having to do with your new assignment.



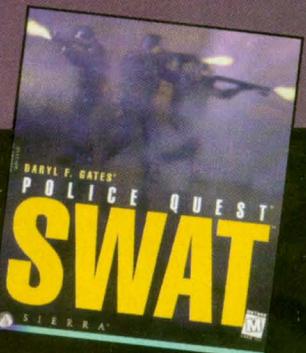
At the Los Angeles Range, you can train as a SWAT sniper and study the science of trajectory, windage, and bullet drop.



Improve your small-arms skills and learn to manipulate restricted class 3 weapons like the Heckler and Koch MP5 during unlimited target sessions at the Police Academy Range.



At the Combat Range you'll find Hogan's Alley, where SWAT members practice their firing skills and develop their reflexes.



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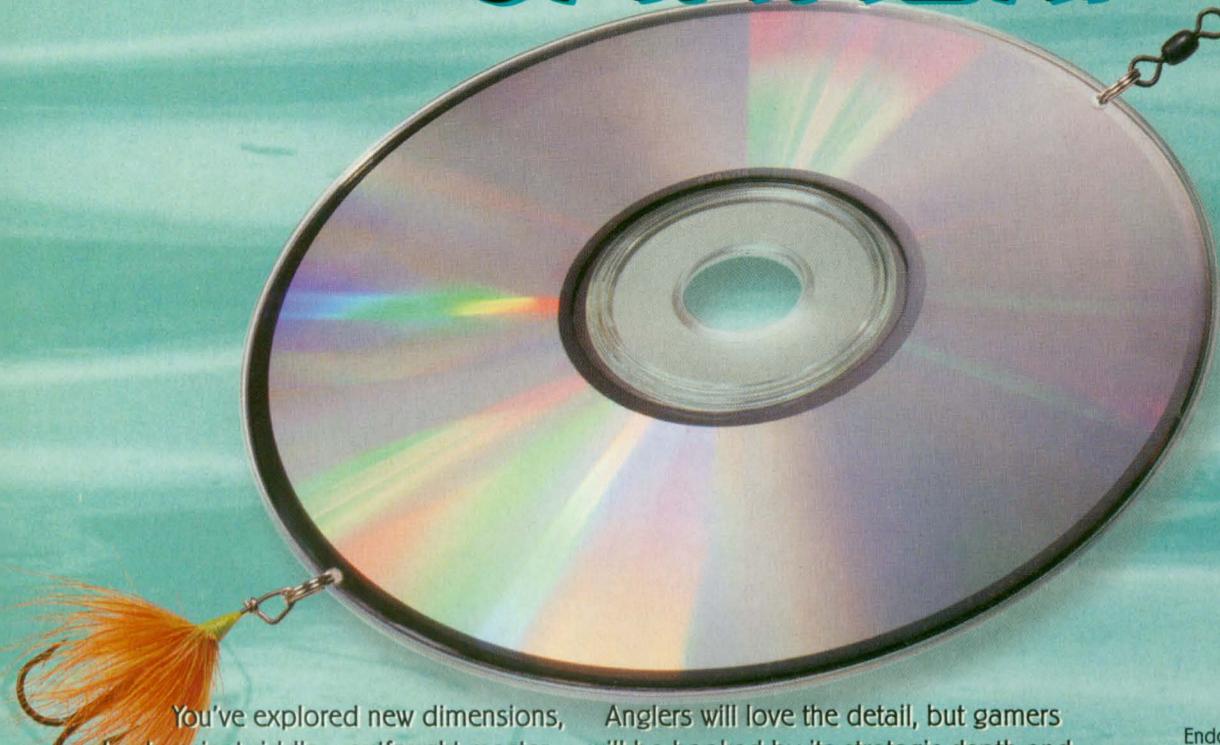
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GET HOOKED ON BASS FISHING WITH THIS NEW SPINNER.



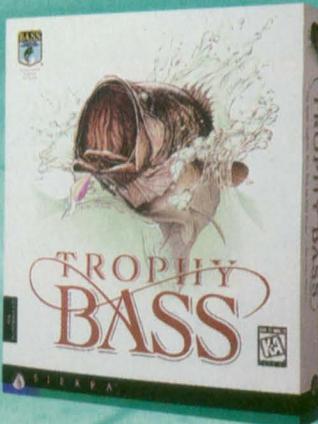
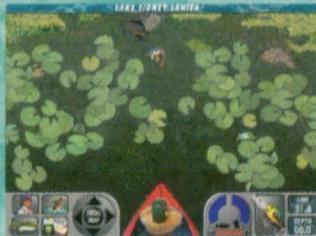
You've explored new dimensions, solved ancient riddles, outfought master generals on computerized battlefields. Now get ready to go against the ultimate foe: a cagey, stubborn, 8lb. lake bass.

You don't need to be a fisherman to enjoy the challenge and excitement of pro sport bass fishing with Sierra's great new simulation, Trophy Bass™.

Anglers will love the detail, but gamers will be hooked by its strategic depth and limitless possibilities. You'll even learn a few tricks to take to the lake.

So get hooked on Trophy Bass today. See your local software retailer or to order direct, 24 hours a day, seven days a week, call 1-800-757-7707. Visit us at: <http://www.sierra.com>, AOL, or CompuServe.

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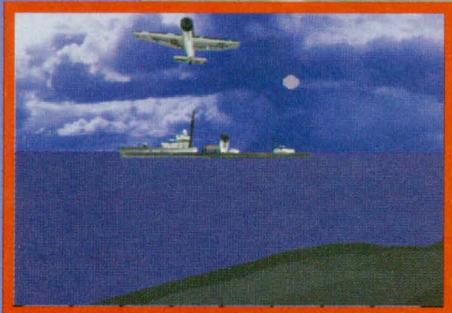
S I E R R A®

COMMAND ACES of the DEEP

"Strikes a near-perfect balance of historical accuracy and playability." Computer Gaming World

Your sub breaks the cold surface of the North Atlantic. As soon as the conning tower has cleared the waves you scramble up the ladder and into the fresh air. Waves tower and crash around you. You can see the masts and stacks of ships two miles off your port bow, hidden in the troughs of the restless ocean. It's a convoy of slow-moving freighters. Soon you'll be among them, giving your commands: "Torpedo Room! Fire tube!"

You're the skipper of a World War II U-boat, and this is **COMMAND: Aces of the Deep**, Computer Gaming World's "Simulation Game of the Year" in 1994. New **COMMAND** takes Aces of



the Deep to a heightened stage of realism with superb graphics that include wave motion and a range of weather from balmy skies to thunderclouds, a deck gun for your sub, and voice-recognition technology.

First with Voice Recognition

COMMAND: Aces of the Deep is the first ever CD-ROM simulation to feature voice recognition. **COMMAND** comes equipped with VoiceType from IBM, the world leader in this field. You don't have to train VoiceType to

respond to your voice, all you need is a quiet room and the list of commands the program understands. Now when



the depth charges are flying and the carrier planes are hunting you down, when the convoy you're stalking is making a run for it, you can calmly give your instructions to your crew just by saying them out loud. No more hunting around for the correct keystroke combinations or clicking the mouse on the right button.

All Ahead Full!

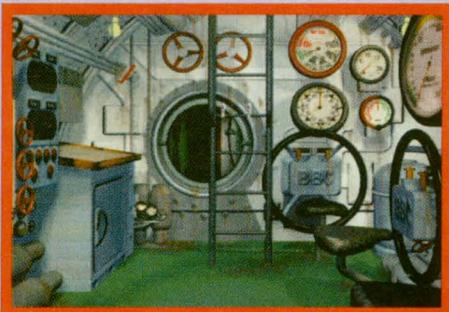
Thanks to VoiceType, **COMMAND** understands what you want when you ask for speed, depth, and course changes, when you order the crew to man the deck gun or take cover during



an air attack, even when you want to change the options in the game. That's right — you can turn the music, sound effects, and engine sounds on and off just by stating your preference into your system's microphone.

Still the Sub Sim Standard

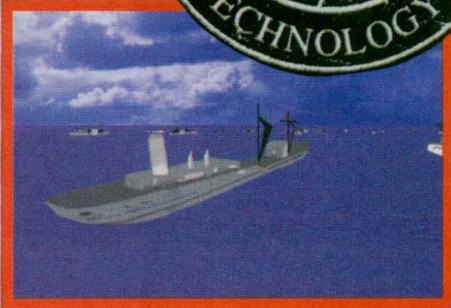
"**Aces of the Deep** is simply one of the most impressive pieces of software I've ever had the pleasure of playing," Computer Game Review said. "It is evident that it will set the new standard for submarine simulations, perhaps even simulations in general." The reviewer for CGR was playing the original version of the game — imagine his reaction to



COMMAND! The new wave motion adds plenty of excitement as your sub surfs through heavy seas. Explosions and flames look more realistic, as does the weather, which can help or hinder you in your attack.

Some things haven't changed. You take charge of one of four types of U-boats actually deployed on the high seas in World War II, and you face all the ships the Allies actually used in the same time period: the freighters, merchant ships, and tankers, the eight

Command the new Aces of the Deep with its SVGA graphics, voice-recognition technology, deck gun, and full Win 95 compliancy!



types of escort vessels (from cramped corvettes to the all-powerful aircraft carriers), the 10 types of aircraft that can stalk, find, and even sink you. Descriptions and specifications for each ship can be called up on your screen, and the "Victim View" feature gives



you a 360 degree, closeup look at your nearest antagonist.

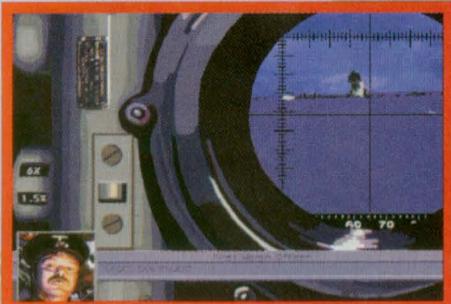
You can play *COMMAND* in career mode, working your way up to the best boats by sinking Allied ships on the most unforgiving battlefield of the war. Or you can play in single-mission mode against a convoy, go one-on-one against a warship, or try your skills in one of *COMMAND*'s "Historic" missions, in which you face the same conditions as the original captains. You can even heighten the realism by handicapping yourself,



choosing to go into battle with fuel or ammunition low, with dud torpedoes mixed in among the live ones, with an untrained crew, with a boat that's seen too many battles and not enough time in a repair dock.

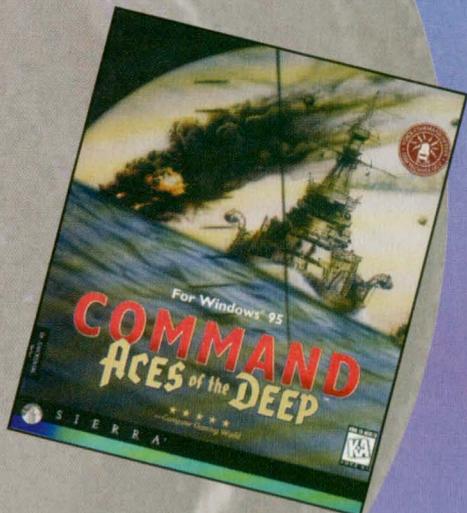
Extra Punching Power

For the first time, the U-boats' deck guns can be manned directly by the player. Each boat has a rapid-fire artillery piece mounted topside to give you additional sting. Use the gun to cover your escape, to finish off a crippled ship, or to fight to the last man when cornered. You are no longer defenseless when forced — because of battle damage or the need to radio your base or just get some air — to run on the surface.



Take Advantage of Windows 95

COMMAND: Aces of the Deep was designed to run on the most famous operating system ever, Windows 95. You can forget the inconvenience of boot disks and customized configurations, and concentrate instead on outfoxing convoy escorts. "Helmsman," you speak into the microphone. "Right full rudder. Torpedo Room, load tube!" Welcome aboard *COMMAND: Aces of the Deep*.



Aces of the Deep Owners: Upgrade Now To *COMMAND*!

Own one of the hottest games for **Windows 95**. Just send your original game disk or CD-ROM (no copies) and \$15 (includes shipping & handling) to:

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Coarsegold, CA 93614

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FOOTBALL PRO™ '96

By Clint Boswell

If you've ever been a fan of an NFL team, you've probably spent just as much time cursing your favorite team's coaching decisions as you have cheering their big plays. How often have you wanted to play the role of Buddy Ryan and slug the offensive coordinator for his boneheaded play calling (or, if you're an Arizona fan, punch out Buddy himself)?

Well, here's your opportunity to put your money where your mouth is and at the same time get a realistic look at the strategy and pressure an NFL coach faces each Sunday. Sierra's design team presents *Front Page Sports: Football Pro '96*.

Football Pro '96. *Football Pro '96* is the newest version of the wildly popular simulation that's won "Sports Game of the Year" honors from *Computer Gaming World* for three straight years and sports game awards from virtually every other computer gaming publication imaginable.

With *Football Pro '96*, Sierra has made stunning improvements in playability and realism that should earn them a four-peat this year. As a seasoned veteran of *Football Pro '95* campaigns, I was surprised that such a huge improvement could be made in an already outstanding game.

Lifelike Player Motion

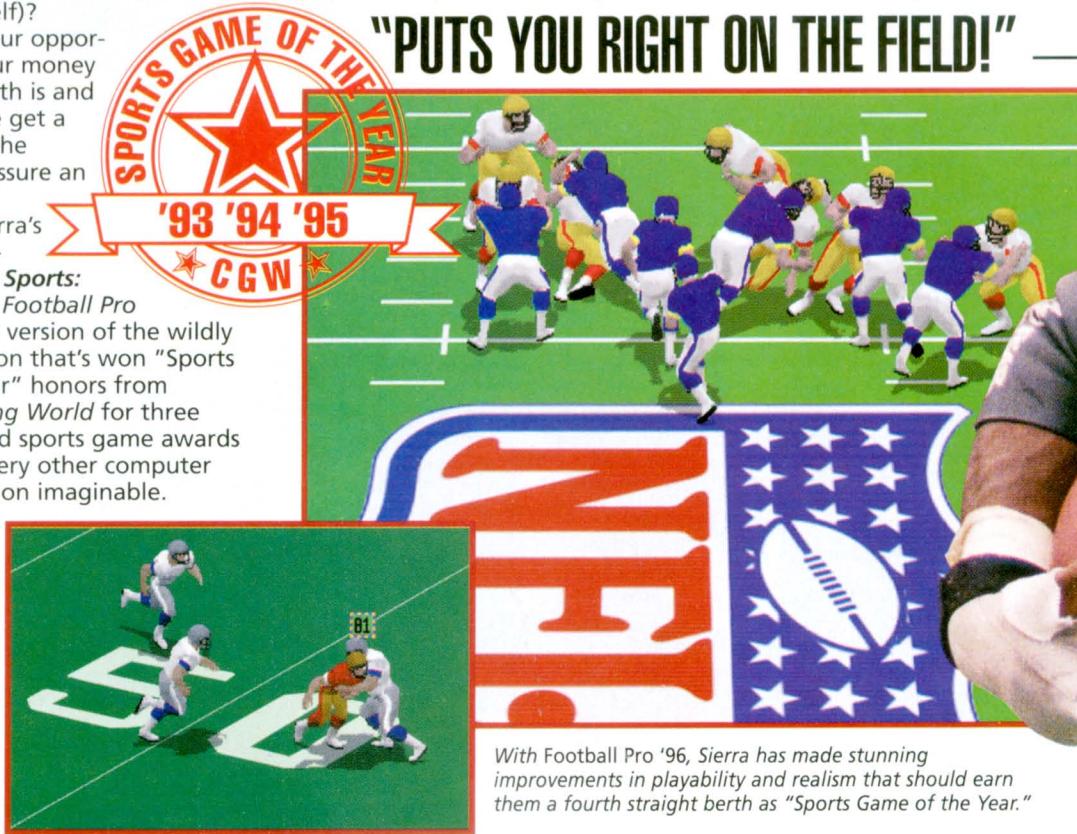
The first improvements to meet the eye are the enhanced SVGA graphics which give the players a more lifelike feel. Individual players' motions are much clearer and precise, especially in

the offensive and defensive lines where most games tend to clutter each player among the others. You can almost see the defensive end using a rip or club technique as he blasts by the tackle on his way to the quarterback, while the pulling offensive guard clearly lowers his head and mows down the linebacker filling the hole.

If you're watching an animated version of *Monday Night Football* without the three clowns in the booth. The latest motion-capture technology and SGI-based 3D character animation were used to create these images. In plain English, the same smooth graphics that you find in the best role-playing and adventure games are entering the

"PUTS YOU RIGHT ON THE FIELD!"

— PC GAMES



With *Football Pro '96*, Sierra has made stunning improvements in playability and realism that should earn them a fourth straight berth as "Sports Game of the Year."

It's hard to explain on paper just how significant these improvements are. Despite all of the fine features in the '95 edition of the game, I did have to admit that the movements of the players seemed too cartoonish. In the '96 version, I was startled when I watched my offense run its first play.

The first adjective that comes to mind is "liquid." The movements of the players are so natural, that it seems as

faster-paced sports-game world, if *Football Pro '96* is any indication.

Every Viewpoint in the Stadium

One of the graphic features that benefits most from the new upgrades is the CAMS (Camera Angle Management System) view. CAMS utilizes

thousands of angles from all around the stadium to create a vivid look at the game. Any location in the stadium, from the press box to the 50-yard line to the blimp floating high above, is available for view.

Instant Replays and Highlight Films

The instant-replay and highlight-film features allow you to watch each play from any angle, so you can see the handoff to your fullback close-up, watch him veer off the tackle's ample hip and bounce the play outside when the linebacker fills his primary hole. When the ball carrier breaks into the clear, you can zoom out and watch as the secondary

begins to close in, laughing all the while as you see from every angle how you juked the safety and ran over the cornerback.

I found myself spending almost as much time enjoying the instant-replay feature as I did actually running live plays. This feature becomes especially important as you delve deeper into the game and begin utilizing the Play Editor to design plays that fit your own personal style of football.

Unlike most football games I've played that tout the fact that they contain 200 plays, Football Pro '96 contains 10,000 plays. To compare just how large this volume is, I called the Seattle Seahawks and found that

trap, chop, or drive-block — all in vivid graphics that show each player's every movement in full detail.

The greatest initial satisfaction is using your own plays to beat the computer. After filling out your game plan and setting your coaching

profile to reflect what you want to do in any of the different game situations, you take on your microprocessor in a battle of silicon vs. cerebrum.

Start with Jacksonville for your first game if you want my recommendation. (Oh yes, the expansion

teams are included. Every NFL team and player is at your disposal.) Just as in real life, the Jaguar defense is weak, giving you a chance to practice running the ball — which is, just as in the NFL, the bread-and-butter of strategic football.

Your Game to Win or Lose

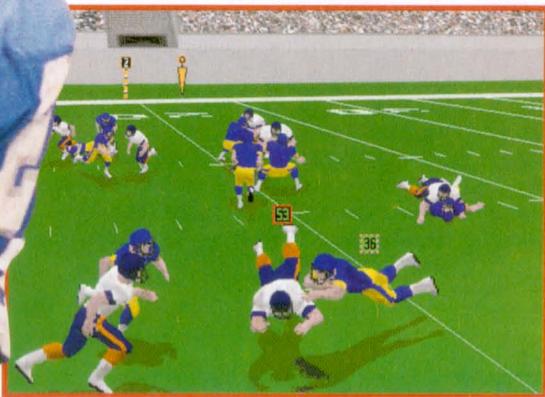
You can do whatever you want with your team in this game. Build it from the ground up, with real stats and abilities for real NFL players, based on your offensive and defensive philosophies. You can't imagine the satisfaction I had in using my own "Power Monster" formation, complete with two tight ends and a 320-pound tackle as the lead

blocking fullback, to pound the football up the middle like a battering ram.

Just as in real football, you can see the opposing defense start to weaken and tire from the relentless frontal assault. When the moment is right and you see, from the above angle on your CAMS replay, that the computer is bringing its safeties in to contain the run, rear back and throw the deep post route off a play-action fake, high-stepping like a dancing fool all



Practice running the ball in Basic mode, or check out the game's 10,000 stored plays. You can even use the Play Editor to design your own offensive and defensive sets.



Enhanced SVGA graphics give the players' movements a more lifelike feel. Their movements are so fluid, you'll think you're watching an animated Monday Night Football.

their playbook contains about 1,000 plays on offense and 800 on defense.

But 10,000 plays just aren't enough for me. That's the great thing about the Play Editor. You can design your own offensive and defensive sets, and then create plays that are detailed down to each player's individual pass route or blocking assignment. Running backs will hesitate on counters and draws, quarterbacks will execute play-action fakes, and linemen can

the way to paydirt. I love to taunt, it's so cleansing!

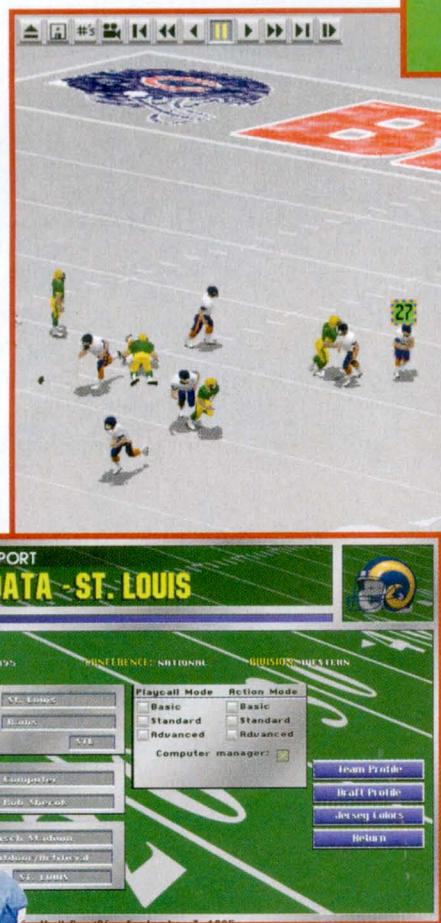
Once you're adept at running plays and outguessing the weaker teams, move up to Pittsburgh or Dallas — but be prepared to take some lumps, because with the better teams the computer learns fast and has no mercy.



Take Your Team On-Line

If you play fantasy football, you can install your players on a team and battle head-to-head with the others in your league to see who truly has the best team, instead of relying on stats and luck. Once you've put in your time in training camp and learned something about surviving on a football field, there are some on-line playing options that I found to be the most entertaining aspect of the game.

The most popular site to play *Football Pro* is in the CompuServe *Football Pro* leagues. This experience was an eye-opener and a lesson when, thinking I was pretty good, I took a couple of 30-point beatings in my first tussle with the Advanced League. But that's the beauty of



SPECIAL REPORT TEAM DATA - ST. LOUIS

LEAGUE: NEFL95	PRESENCE: NEFL95	BUDGET: WESTERN
Team Name: St. Louis	Opponents:	Division: Western
Nickname: Rams	Playcall Mode:	Action Mode:
Abbreviation: STL	Basic	Basic
Ownership: Computer	Standard	Standard
Lead Coach: Bob Sanders	Advanced	Advanced
Stadium: Lambeau Field	Computer manager:	
Surface: Turf		
Indoor: No		
XL: 2000X		

All of the NFL players and teams are at your disposal, even the expansion clubs.

this game. I mean, Bill Parcells could probably get a run for his money here.

Despite the initial pounding, I rebounded in the Beginner levels,

and soon produced some good showings. You'll be downloading and uploading your coaching profiles and game plans with your opponents, and you can raid other coaches' playbooks for new ideas. Leagues are getting started all the time, so there's room for you. If you go to the Sierra Sport Simulations forum (type GO SIERRA) on CompuServe, you can get all the info you need on league play.

Leagues give actual game summaries and updated league files each week with results, stats, and league

Taunt the Other Coaches

A newer on-line option is provided through the ImagiNation Network on-line service. This is truly the tops in football action. Live games are played by both coaches here, as opposed to only the home team in CompuServe.

The first thing you realize when you play your first game on INN is that you

can talk to the other coach while the game is in progress. You have carte blanche on taunting; no refs will be throwing flags. As a computer novice, this setup really amazed me.

"Football Pro is such a popular game, but until now, you've had to download, store, and send," says Cindy Wilson of INN. "This gives players instant access. You're playing in real time. And you've always got somebody to play with, so you can really hone your skills."

Wilson said the INN *Football Pro* gaming area is expanding, with leagues and tournaments on the horizon. Even Barry Sanders, the Detroit Lions All-Pro running back, may be playing head-to-head with players across the country on-line with

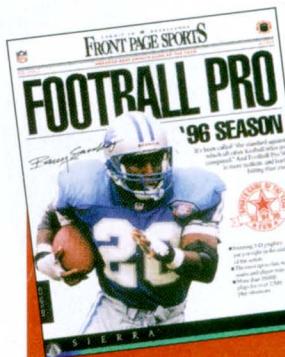
INN. Imagine that: You too can get spun out of your shoes by the NFL's leading rusher, just like the real NFL players — but from the safety of cyberspace.



This "CAMS" replay shows the action during a snow game between Chicago and Green Bay.

leaders. Reading the play-by-play summary of your last road game is truly riveting entertainment. I caught myself cursing and

exulting out loud several times as I marched down the field for a score, but then had my quarterback sacked and injured for the game on the next series. I won anyway, thanks to Larry (name changed to preserve his pride) throwing to Jerry Rice in double coverage (Rod Woodson and Carnell Lake) and paying for it (a four-interception bonanza for me).



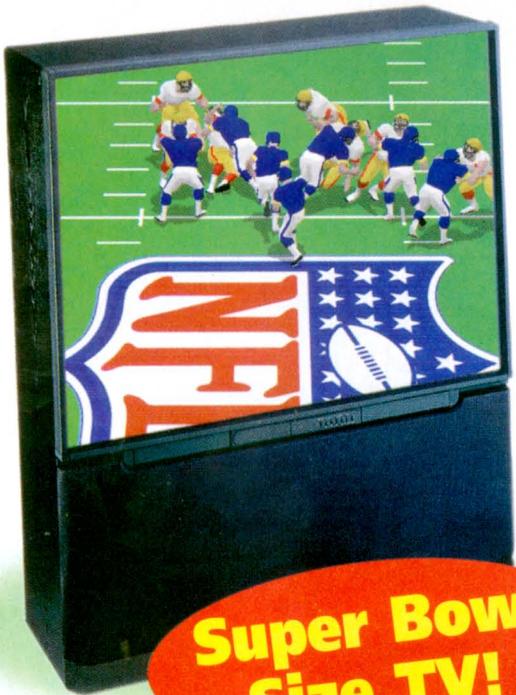
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- * Footballs autographed by Detroit Lion superstar Barry Sanders (approx. value \$200)

100 Second-prize winners will receive: **PC GAMER**

- * One-year subscriptions to *PC Gamer* magazine. Each monthly magazine comes with a CD-ROM chock-full of the latest and greatest software demos. (approx. value \$95)

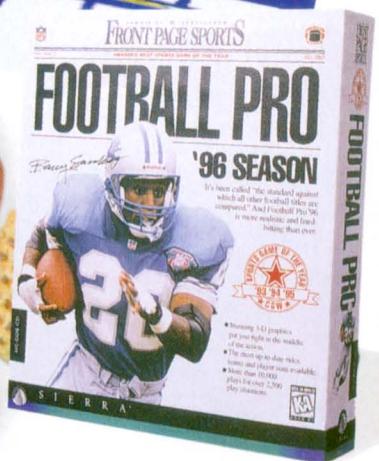
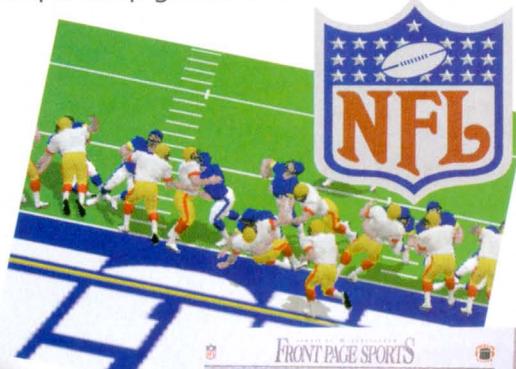
200 third-prize winners will receive:

- * A limited-edition FPS: Football Pro '96 T-shirt (approx. value \$18) — until now only worn by the design team at Dynamix!

To Enter: Give us your guesses on-line on the Sierra Web Site at www.sierra.com.

Or you can use the mail by filling out the short entry form below and mailing it to us at:

Win a Super Bowl Party Contest, C/O Sierra On-Line, P.O. Box 53008, Bellevue, WA 98015.



Rules & Stuff:

1) Employees and their families of Sierra On-Line, Inc. and its subsidiaries, agencies, and suppliers are not eligible. Limited to U.S. residents only. 2) This contest is not endorsed by Players, Inc., the NFL, or its affiliates. 3) All entries become property of Sierra On-Line, Inc. This contest is sponsored by Sierra On-Line, Inc., 3380 146th Pl. SE, Bellevue, WA 98007. 4) Must be a U.S. resident and at least 18 years old to enter. 5) No purchase necessary. Void where prohibited. Limit one entry per person — two per household. 6) Winning entries will be decided at the sole discretion of Sierra On-Line, Inc. In the case of a tie, prizes go to the entry with the earliest postmark (or the earliest posting on SierraWeb). 7) The results of this contest will be announced January 17, 1996. Winners will be notified by mail. 8) Void outside the U.S. 9) All entries must be postmarked by December 26, 1995. 10) Sierra On-Line, Inc. is not responsible for late, lost, illegible, or misdirected entries. 11) All prizes will be awarded. For a list of winners, send a self-addressed, stamped envelope to Super Bowl Contest Winners, Sierra On-Line, P.O. Box 53008, Bellevue, WA 98015.

AFC CHAMPIONSHIP

AFC Team 1 Score

AFC Champ Total Offensive

CHAMPIONSHIP

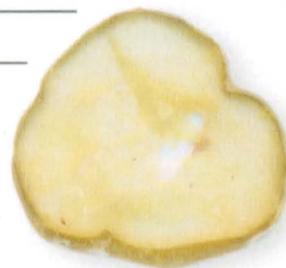
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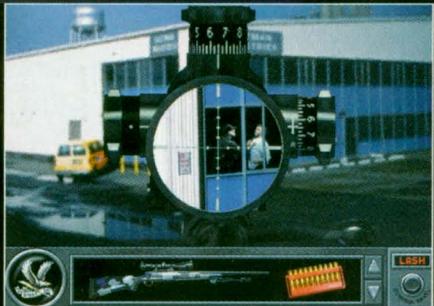


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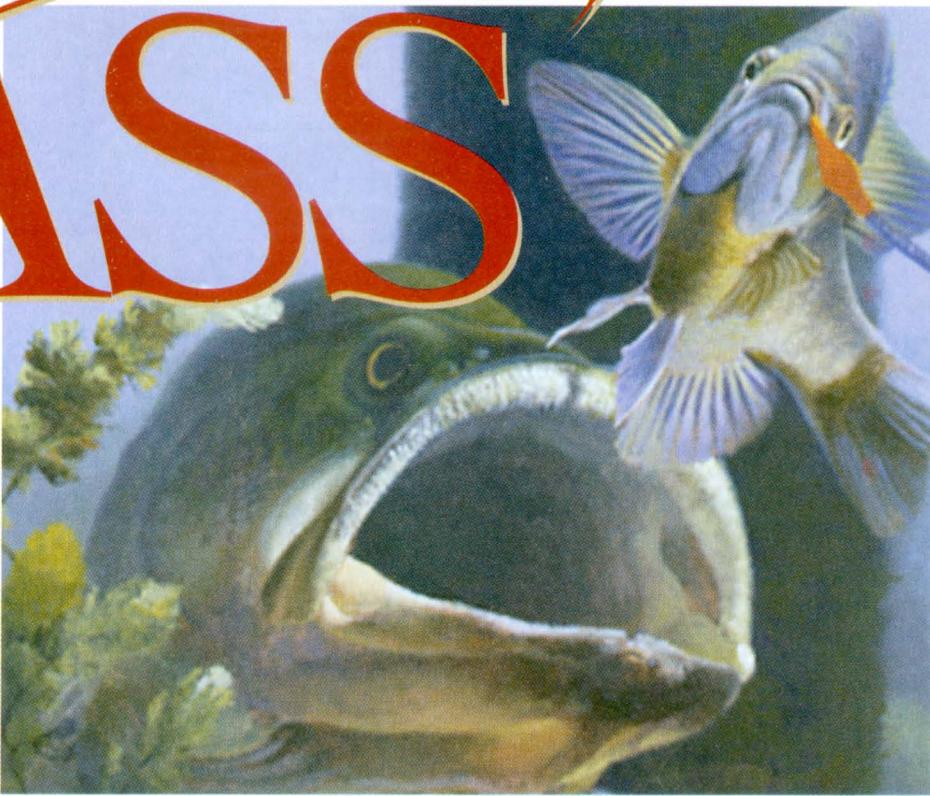
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TROPHY BASS

**As Close
to the
Real
Thing As
You Can
Get!**



Anybody who thinks fishing is not a competitive sport obviously has never been fishing with their brother. Some two decades ago, my younger brother and I spent a week sweating at opposite ends of an Alumacraft on a small lake in Wisconsin.

This was not the stuff of *A River Runs Through It*, two brothers fly-fishing through their poignant journey to manhood. This was about body counts, about amassing piles of blue gills and perch in my half of the boat, about staying one fish ahead of that twerp. In later years, I came to love the grace and serenity of wading rivers and rowing on glass-smooth lakes, of fishing for fishing's sake. But there remains an element of competition, usually with myself, sometimes with companions.

Sierra's new fishing game, *Trophy Bass*, offers both these types of fishing: quietly casting alone by a dock, slowly learning on your own, the kind of fishing anyone can do; and the cutthroat competition of the annual BASS Masters Classic, where you compete against 42

simulated professional bass fishermen.

Trophy Bass is far and above the most realistic and challenging fishing game on the market. All the decisions and variables in real fishing, from lure selection to water temperature to

lures, they won't strike. If you play them too hard, they'll break your line.

"It's as close to the real thing as you can get," says Kevin VanDam, a professional bass fisherman from Kalamazoo, Michigan, who placed sixth in this year's BASS Masters Classic. "The intensity of real fishing is there."

VanDam is one of several bass pros who offer tips and guidance throughout *Trophy Bass*.

In addition to the game components, *Trophy Bass* offers a complete bass-fishing tutorial, covering everything from where these fish like to feed, to how weather affects their behavior, to which lures are best for various conditions. Unlike other games where the only skills you acquire involve spreading shrapnel, *Trophy Bass* will make you a better angler. The game is so realistic and the guidance so thorough that you cannot help but learn.

Likewise, it is impossible to exhaust this game. The five featured lakes offer a total of 750,000 different

Kevin VanDam, a professional bass fisherman from Kalamazoo, Michigan, is one of several bass pros who offer tips and guidance throughout *Trophy Bass*.

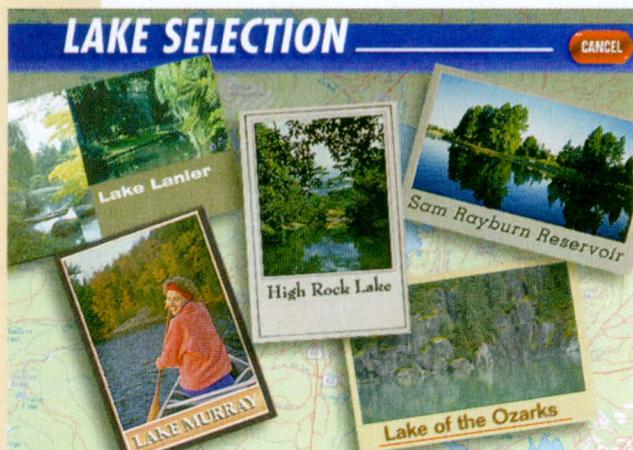
wind speed, are built into the game. Fish congregate in places they would in real life. If you cast too rough, you spook them. If you use the wrong

locations to fish. But even if you return to the same hole every time, you won't encounter the same scenario. Trophy Bass employs an artificial intelligence that allows fish to migrate to the places they would naturally go. Like real fish, they won't do the same thing every time. When you combine 750,000 locations with nine variable conditions, 20 rods, 200 lures, and unpredictable fish, you have a game that can never get repetitive.

For the Man (or Woman) Who Has Everything

Trophy Bass is obviously a great gift for the fishing set, as even pros enjoy its realism and detail. "The graphics are excellent," says Jim Byrd, a fishing educator and former bass tournament fisherman from Washington state. "The things it requires you to do are very realistic."

But I would also recommend Trophy

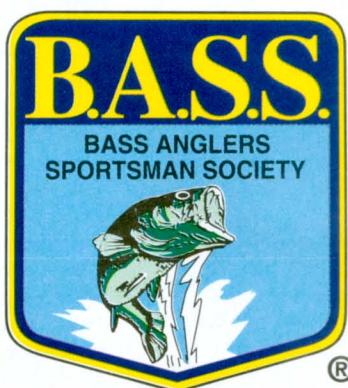


Select one of five premier bass waters: Lake of the Ozarks (Missouri), Sam Rayburn Reservoir (Texas), Lake Sidney Lanier (Georgia), Lake Murray (South Carolina), and High Rock Lake (North Carolina).

Bass for those who have never cast a line. You will learn as you play, and as you learn you'll find yourself landing more and more fish.

The game offers three modes: fishing, tournament fishing, and a fishing career, in which you work through several tournaments to qualify for the Super Bowl of bass fishing, the BASS Masters Classic®.

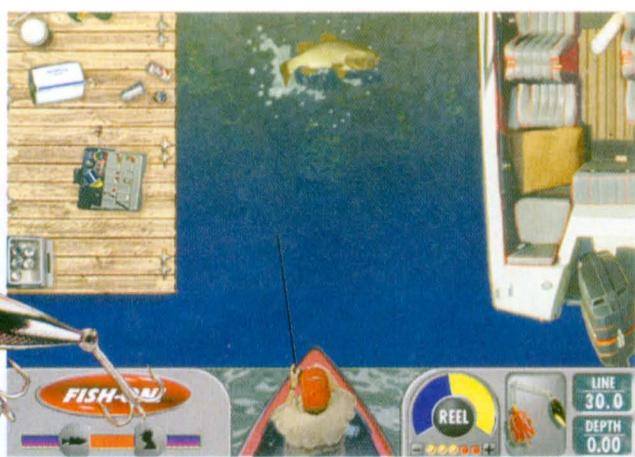
The fishing mode allows you to explore and practice until you're ready



which will affect how the fish move, feed, and react.

After setting the conditions, you arrive at a topographic map of your lake. (You can also opt to view the lake as an aerial photo map.) The computer shows you where you are. You click on a target fishing spot, and

Fishing is more than just dropping a line in the water. In Trophy Bass you have a choice of 200 lures! Experiment in the most basic mode, and find out what all of them do while you reel the bass in.



All the decisions and variables in real fishing, from lure selection to water temperature to wind speed, are built into the game. And the fish, like real fish, won't do the same thing every time.

for the professional circuit.

You begin by selecting one of America's five premier bass waters: Lake of the Ozarks in Missouri, Sam Rayburn Reservoir in Texas, Lake Sidney Lanier in Georgia, Lake Murray in South Carolina, and High Rock Lake in North Carolina. Portions of these lakes have been condensed, but Sierra has gone to great lengths to make them as topographically accurate as possible.

Next, the game outlines the current fishing conditions: weather, season, time of day, wind speed, wind directions, air temperature, water temperature, and water clarity. You can change any or all of these conditions,



Trophy Bass informs you how long it will take to get there (a critical bit of information for the timed tournament play.) When you pick a location, you arrive at the navigation screen, a kind of angling command-and-control post. Beside a map of the immediate vicinity, you monitor a depth sounder, which reveals



S I E R R A®



BASS Masters Classic®

DAY ONE OF THREE

CONTINUE

NAME	CITY/STATE	FISH	DEAD	LBS-OZ
1. Tom Kawasaki	Gainesville, TX	3	0	23-4
3. Avery Gore	Brickens, NE	3	0	18-2
4. Todd Hongo	Cabot, AR	3	0	18-1
5. Jimmy Jones	Opelika, AL	3	0	17-8
6. Vince Newman	Oklahoma City, OK	2	0	16-0
7. Winthrop Alsop	Houston, TX	3	0	15-0
8. Saul Endicott	Chicago, IL	2	0	14-0
9. Nick Adams	Sachse, TX	2	0	13-0
10. Brad Radcliff	Danvers, IL	2	0	13-0
11. Nate Price	Minden, LA	1	0	12-3

PLAYER

2. Bill Kenner

Houston, TX

3 0 18-7

When you're ready, enter the tournament mode. You can't select the weather or fishing conditions here, and conditions may change on the second or third day of the tourney!

With a targeter that will drop the lure wherever you specify, or you can cast more naturally by moving the mouse. The program detects how much speed you put into the

your weapons. Twenty rods and 200 lures are available. For easy access, lures are categorized by type, color, and subtype. If you're not sure whether a chartreuse shallow-water crank bait or a bronze shad lipless crank bait is best, click on the handy tutorial to learn more about these patterns. (You can keep the tutorial window open and running at all times.)

You can select one of five types of casts to fit the current conditions.

To aim, you can cast with a targeter that will drop the lure wherever you specify, or you can cast more naturally by moving the mouse. The program detects how much speed you put into the

on the second or third day. After landing a fish, you either weigh it and add it to your live well or throw it back and try for something larger. You can keep up to five fish, and at the end of each of the tournament's three days, you weigh in your five keepers. Meanwhile, the computer has silently run a simulation of 100 other professional fishermen. After you weigh in, the daily scoreboard displays your standing.

How much time you have depends on how much driving and boating around you do. If you waste time moving from location to location, you'll have less time to catch fish. But a rule of thumb is two hours of game time for each day of tournament play.

In the career mode, you must perform well in four qualifying tournaments to gain entry to the BASS Masters Classic®. You really do need to prove yourself. Even capable anglers will have to put in at least 24 hours of game time to qualify for the event.

Fun for the Rookie and the Vet

Trophy Bass, to borrow a phrase from another sport, takes the hat trick for fishing: on the beginners' level you'll hook a few big ones right away, on the more advanced levels you'll be challenged by the conditions and by fish behavior, and whether you're just starting out or a crusty old angler, Trophy Bass will teach you a thing or two before you pack your rods and reels and call it a day.

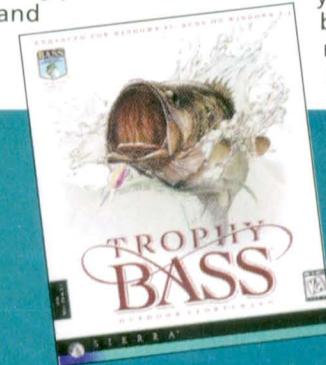


If you are by the shore, Trophy Bass will show you a fishing screen filled with shoreline, lily pads, rocks, logs, docks, or weedbeds, depending on the hole you've chosen.

cast and hurls your lure accordingly. In reeling, you set your drag and control the direction by moving your rod tip. A meter off to the side shows how much line you have out and how deep your lure is sinking, so you can adjust your reeling speed to keep your lure at the right level.

Tournament Mode

When ready, you can enter the tournament mode. Here, as in real life, you cannot select the weather or fishing conditions, and those conditions may change



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55-64

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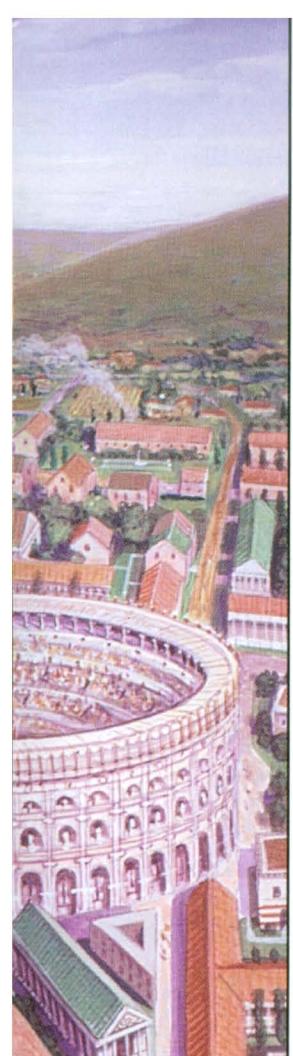
By Christa Phillips

Notes to a New Governor:

This province and its people are yours to rule. The responsibilities are many, but so are the opportunities. You are charged with bringing the glory that is Rome to your territory and the lands beyond. Help expand the Empire, and you will have power and prestige beyond reckoning.

Planning, building, and managing a new city are only the first steps. The resources of the surrounding countryside can be transported to the city and sold here and abroad, by road and by sea. Your power and wealth will grow, and so will your influence. But beware political intrigues, and prepare your military against the threat of invasion. Above all else, keep your Emperor satisfied with your tribute and your loyalty.

Truly, Rome wasn't built in a day.



"Each potential edifice is rendered in exquisite detail. . . In the Top 5 games for Fall 1995."

Computer Gaming World

As you begin playing Caesar II, you're fresh off the ox cart from Rome, but you're not just another immigrant to a new land: You're the Emperor's choice as governor of this primitive province. You've been allotted a slice of the Empire on which to create the city of your dreams.

Don't let this lull you into believing that you're playing just another city-building game. If you do nothing but fill up space with grand palaces and monuments, you'll soon find your treasury in the red, fires burning out of control, and barbarians at the gate. A careful balance must be struck between managing the day-to-day

Caesar II • Building & City Construction



The Coliseum, home of the lions (and we don't mean Detroit).

The Rhetor, high school for Roman kids. Build many, as busing has yet to be invented.

The Circus Maximus. The place to be for chariot races.

affairs of your city (such as taxation, plebeian welfare, and public works) and the far-reaching process of bringing peace and prosperity to an entire province. When playing Caesar II, you must never forget the larger goal: expanding the boundaries of the Empire to bring fame, fortune, and power to yourself and Rome. Don't

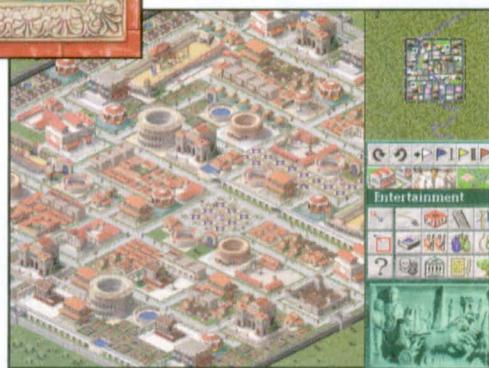
you deplete the treasury and have rioting in the streets, the Emperor will pull the plug on your governorship faster than you can say *tempus fugit*.

A Concept that Has Sold Millions of Games Becomes Even Better

Caesar II is a strategy game that will entrance even the novice gamer while keeping the hard-core strategist challenged and entertained as well. Caesar II starts with the city-building concept that has sold millions of games worldwide and expands on it, adding levels of play you won't find in any other city-constructor. While experiencing this game, the player can move



forget the Emperor, either! The more he favors you, the less tribute you will have to pay, thus freeing up *dinarii* for the construction of your own Pantheon, Circus Maximus, or other milestone of your glorious reign. But kissing up alone will not save you if you run your province into debt and decay. Unlike corporate America, incompetency does not result in promotion, and if



CAESAR II

While you're busy surveying your work and glorying in your triumph, don't forget to kiss up to the Emperor!



Just as you're busy putting down a rebellion or currying Imperial favor, you'll get an urgent message that the Plague has broken out in one of your high-rent districts!

from building a road to raising taxes to fending off barbarians in a matter of seconds. It's all in a day's work for a provincial governor circa 200 BC.

As the Emperor's chosen representative, you are officially charged with bringing Roman civilization to the "uncivilized" lands outside of Latium (the province that includes the city of Rome). You won't get this done by barreling into an area and thrashing the natives into

submission, but by establishing cities, industry, trade, and peace through the careful allocation of funds, workers, and resources. When you've succeeded in Romanizing a province, the Emperor will reward your efforts with a new area to conquer. This process will

Caesar II • Political Intrigue





"The battle screen is a thing of beauty. When two forces clash, the animation of soldiers hacking away at each other is very convincing." **Strategy Plus**

repeat itself until — if you're really good — you're crowned Emperor yourself!

'City Only' Mode Is Great for Beginners

With that lofty goal in mind, the average gamer may find the scope of the game so vast as to be intimidating. Fear not, noble Governor. Though Caesar II has many challenges and complexities available for those so inclined, it's also a snap for the beginner to get into and start building. This is the beauty of the City Only mode, a way to begin building the city of your dreams without dealing with the hassles of province management (not to mention battling visiting barbarians). Choosing this option will get you started with just the click of a button.

In this basic mode of play, you'll get your gubernatorial feet wet as you construct and manage your first city. Fans of city-construction

Thieves abscond with treasury funds! Time to step up security!

"High on the must-play list."

PC Gamer

games will find much that's familiar in the age-old tug of war between taxation and social spending. However, those gamers who are accustomed to building tiny little flat structures will be blown away by the beautiful 3D-rendered, historically accurate, SVGA constructions in Caesar II. Ensuring that each citizen has access to water is a constant challenge, and one you had better not ignore: The lack of baths

and hospitals can lead to an outbreak of Plague!

Campaign Mode Is Multi-Level Strategy at Its Finest

Once you feel comfortable running a city, switch over to Campaign Mode, and open the door to all the other wonders Caesar II holds. The countryside that surrounds your city will be your main source of raw materials. It is the place to farm and mine and to set up trade with other provinces. You can build a road towards Rome and ports and shipyards to carry your goods across the sea. It's also a handy place for your troops to train; your province will be safer for the presence of cohort forts.

When it comes to the battle module, Caesar II has a couple of options. If war makes you queasy, you can opt out and let your troops do the dirty work themselves, but if you're a battle strategy fan, you can command the troops yourself and hack away to your heart's content.

There has never been a strategy game with the breadth and scope of Caesar II. The colorful, realistic SVGA graphics and compelling game play is a combination we know you'll find as addictive as we have here at Sierra. Good luck, Governor! Ave, atque vale! (Hail and farewell!)



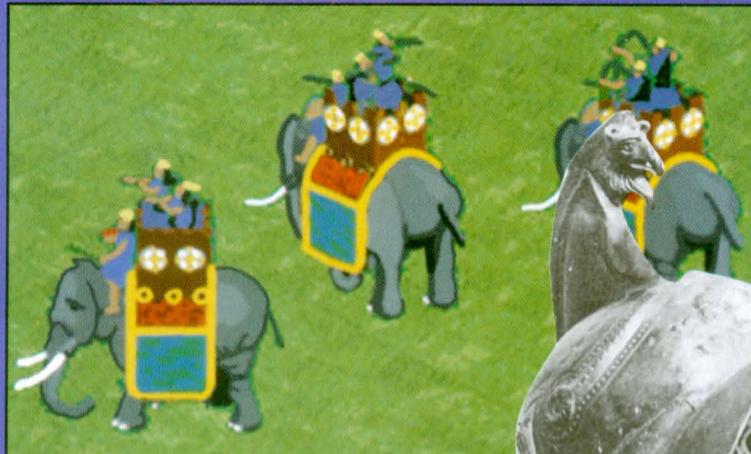
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See pages 55-64

Caesar II • Conquest & Defense



You don't have to go looking for battle — it's sure to find you. You will be notified when barbarians bent on destruction advance on your territory. If you've planned well, you'll have a cohort in the area that you can despatch.



"The Middle Ages not as they were, but as we might wish them to be."
— PC Gamer

The King has an eye for talent. You may be an inexperienced 18-year-old son of a nobleman, but in this slash-and-burn world of 1086 England, older knights are dropping like flies, and you show promise. The King has made you a knight and given you your first mission: kill or chase off a small band of brigands terrorizing the locals near your village.

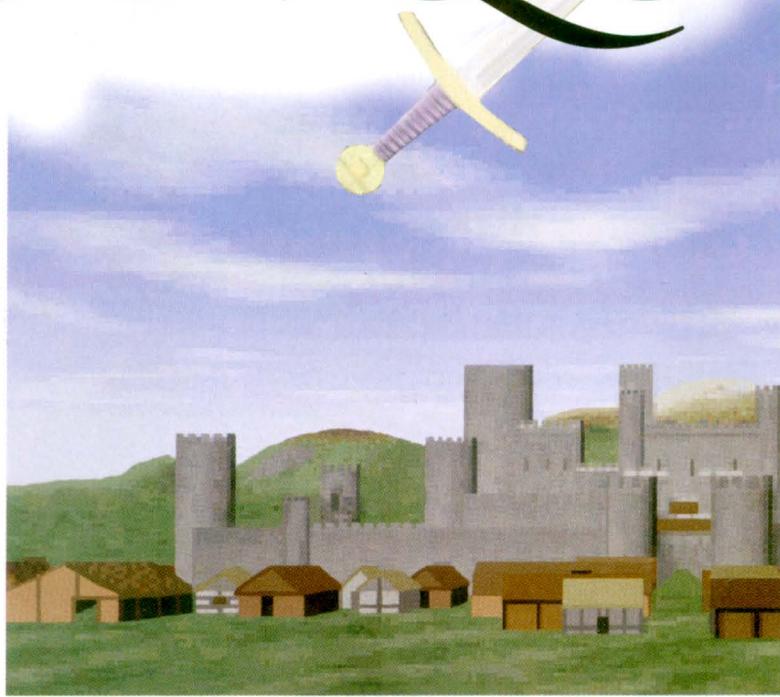
So begins your career in *Conqueror*, Sierra's engrossing new strategy/action game. *Conqueror* shares this end of the historical adventure genre with *Lords of the Realm* and *Castles II*, but offers far superior graphics, strategic depth, and battle-scene realism. Your ultimate goal is to either slay the dragon or topple the King before you reach the ripe old age of 30 (when all knights of that era were sent into retirement), but first you must lay the groundwork for a successful career. This is the main reason *Conqueror* is so compelling: You are responsible for running every aspect of a medieval army. In *Conqueror*, it is not enough to be victorious in battle; you must also learn how to manage a fiefdom that can support your armies.

The rousing original score and realistic, full-screen video bring medieval England to life. Attention to detail (military tactics, agriculture, even plagues of locusts) give the game a richness that make it addictive.

The game begins at a tournament, where you have the option of competing in a joust or courting the ladies in the stands. After some early battle practice, you head into the village, where you can pick up local wisdom at the



CONQUEROR



inn, buy and sell weapons, borrow money, or talk with a priest.

Now the real work begins. You proceed to your assigned plot of forest, which you must clear to make room for your castle. You design your home and fortress, building towers and gates, stables and wells. Next you set up the basic farming, livestock, forestry, and mining practices that will make or break your career. Villagers will seek better conditions elsewhere if food becomes scarce.

With the foundation in place, you can now venture out on your first mission: to dispatch the brigands. You assemble an army, choosing the best mix of weapons and men. In *Conqueror* you control the movements of every soldier, directing each man to attack, fall back, or move to another part of

make adjustments, send your army back home while you scour the region for information, enter tournaments, or lay siege to a neighboring castle. Acquiring castles builds your resource base, but could also prove fatal. Tournaments provide a good place to gather intelligence and increase your wealth by winning jousts.

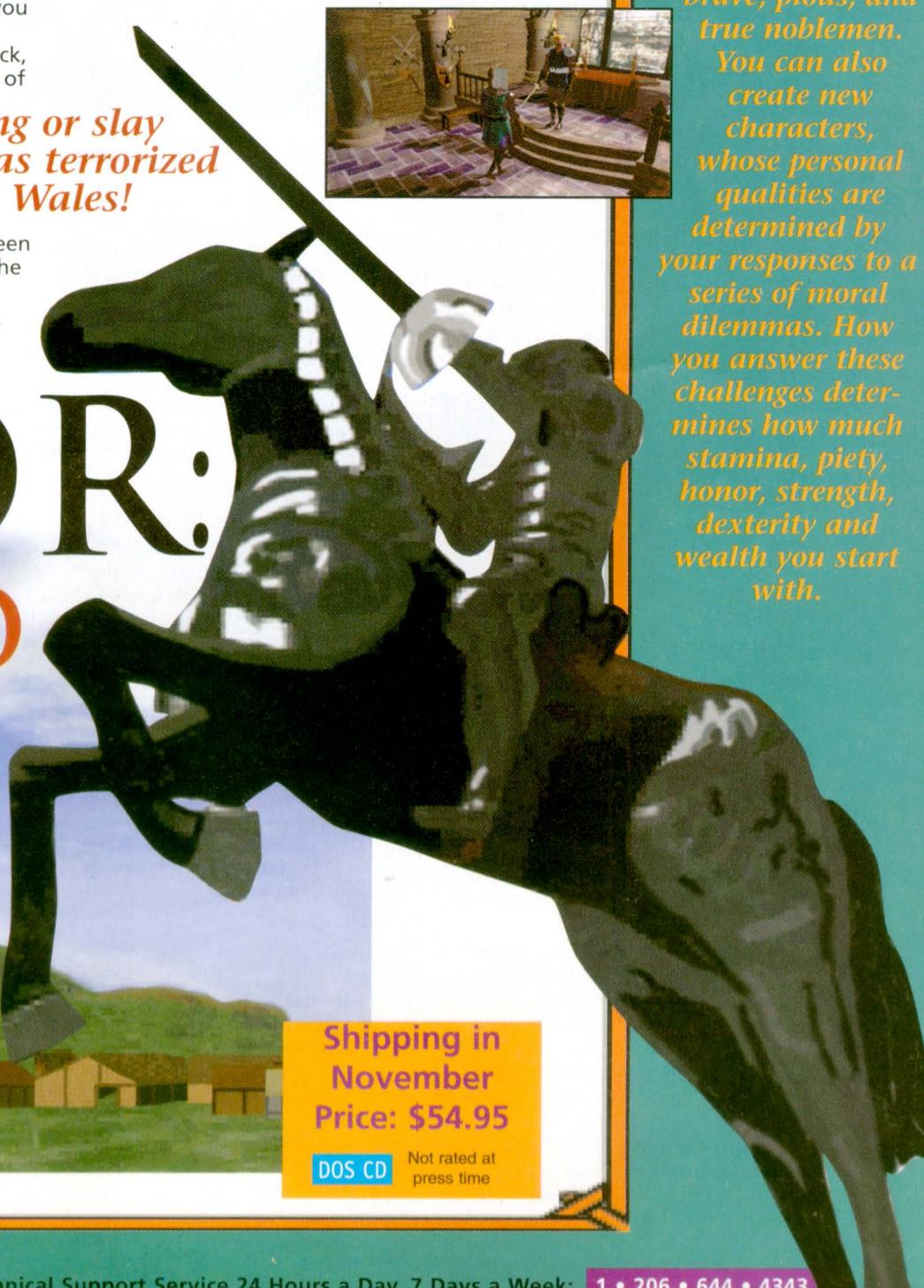
Last but not least, there's that dragon. It's been roaming the countryside, killing and devouring people and livestock. Slay it, and you'll find yourself on the fast track to replace the aging, ailing William the Conqueror.

Challenge the King or slay the dragon that has terrorized England and Wales!

the skirmish. You can switch between first-person battle perspective or the commander's viewpoint from afar.

Once you've wasted the bandits, you can return to your fiefdom to

CONQUEROR: 1086 AD



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press time

Your experience in the field will vary dramatically based on the content of your character. You can choose among six pre-determined characters, ranging from amoral, treacherous, highly successful vipers to brave, pious, and true noblemen. You can also create new characters, whose personal qualities are determined by your responses to a series of moral dilemmas. How you answer these challenges determines how much stamina, piety, honor, strength, dexterity and wealth you start with.

Strategy Guide

OUTPOST

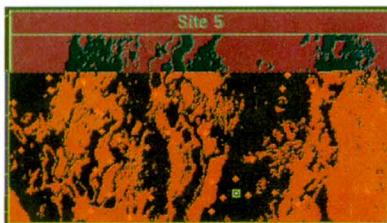
I.5

What Does an Outpost Expert Do First?

Playing a thousand hours or more of *Outpost* would definitely give you some insight into the best strategies for successfully colonizing the final frontier. Ken Eaton, lead tester on *Outpost*, is just such a guy — in the past year he's logged over 1,000 hours on this game of space colonization. We pried a few specific tips out of him to help you get a better start in getting yourself up and running under the light of a new sun. Here they are:

Packing

- Don't leave the geological probes behind. You'll need at least three to locate pockets of minerals.
- Do take a communications satellite.
- This may sound weird, but always try to take odd numbers of things. When rebel colonies split off from your empire, they take half of what you have. When what you have is an odd number, you always get the benefit of the extra piece.
- Take lots of life-support equipment to keep your colonists alive while you are building your CHAP (Closed Habitat Atmospheric Reduction) facility.
- Take at least three solar receivers. This will give you a virtually unlimited power supply.
- Here's an important distinction: Take an interstellar probe rather than a ULBI (Ultra Long Baseline Interferometer). Both will tell you if a



Land near a cluster of mines, or right next to a mine if the terrain is rugged.

planet you're scouting is habitable, but that's all the ULBI will tell you. The probe will tell you a lot more about each planet. Remember, just because a planet is habitable doesn't mean you should set up shop there.

Choosing the Planet

In your travels you may run across planets that look like Earth. Looks can be deceiving! The least Earth-like planets out there often have the best mineral selection.

Selecting a Landing Site

Choose a landing site with a lot of black area. Black area means clear terrain. Clear terrain is easier to traverse, meaning easier transport.

Put down close to a cluster of mines, centering between them if the terrain is clear, or right next to a mine if the terrain is rugged.

After the Landing

Only "doze" squares that you plan to build on. Don't start dozing large swathes of terrain on the off-chance that you might someday want to build something there.

These might seem obvious, but even the obvious bears repeating. Building facilities in this order: The CHAP first (try living without air!), the AgriDome next (food keeps everyone happy), then the warehouse, storage tanks, and the

robot command center.

You should build at least three residential areas and at least one park just to get started. No one likes to be overcrowded!

Don't be afraid to build plenty of storage tanks for the ore from your mines — if you've gone to the trouble of digging it out, you'll want to have a place to put it.

Pack Light, Freeze at Night

Let's talk overall strategy. Packing the starship is an extremely important and potentially uneasy experience. Here are a few tips to ease the packing blues. Plan your approach. Select the number of colonists you will take based on your overall game strategy. More people or more equipment? Does a smaller population have a better chance of survival? Address the necessities. Make sure to take enough food, life support, and landers to transport and support your colonists. Only select the satellites



Teleoptically controlled robots let you begin digging, dozing, and mining from the comfort of your Command Center.



Build the CHAP first (try living without air), then the Agridome (food will keep everyone happy).

and probes you know you'll use. Each item has its advantages and disadvantages. How do you know what to pick? That all depends on your strategy.

First Light

Thanks to the new technology available in *Outpost*, you'll have the ability to prepare the site of your future colony before the first colonist steps off the lander. Teleoptically controlled robots let you begin digging, dozing, and mining from the comfort of your Command Center. "So what," you say. "I want my colonists on the ground as soon as possible." Well, consider this. Every structure takes a certain amount of time and resources to build and for every turn the colonists are on the ground they are being affected by the hostile elements of the planet's environment. If,

to dig and doze. They will consume precious resources, their morale will plummet, and they may leave your colony and head for a rebel colony, cursing your lack of foresight along the way.

Basic Necessities

In *Outpost*, just like in real life, there are basic necessities your colonists require to survive. These necessities are ranked in order of importance; the higher on the list the item is, the faster you will die without it. Air, food, and shelter are the first three survival items that you as the colony administrator must address. The CHAP produces the air required to build and maintain the majority of your colony's buildings and should be the first structure built if you plan to survive.

Food-producing Agridomes should follow the construction of the CHAP to start accumulating food stores for the struggle ahead. Lastly, additional housing should be constructed for the colonists as soon as possible. Nothing undercuts the morale of your colonists more than having to return to an overcrowded Command Center after a hard day's work.

Invest in the Future

Outpost is about long-term survival — after all, your colony is the last bastion of the human race. Failure to plan for the future will have a much larger impact than you may want to be responsible for. With this in mind, be conservative in designing your colony. The successful colony administrator is one who can meet the colony's needs while using up the fewest

resources. Focus on gathering, processing, and storing as many resources (i.e., minerals, food, robots, people) as possible for the long haul without overextending the colony.

The Downward Spiral

Maintaining the morale of the colonists can be the difference between success and failure in *Outpost*. Luckily, most morale issues

are related to basic necessities and can be avoided before they become a problem. Lack of food and over-crowding are the two biggest causes of morale problems, so constantly refer to your Executive Report. The Executive Report will provide you with the information you need to successfully run your colony on a turn-by-turn basis.

Guns for Butter

Humans have been trading goods since the beginning of time, so naturally trade is also a function of *Outpost*. Once your colony has a foothold on the planet and morale and population are on the increase, look to your resources. If you notice a surplus of a specific item or if you're running low, you might be able to use trade to your advantage. Trading with rebel colonies can help to convert

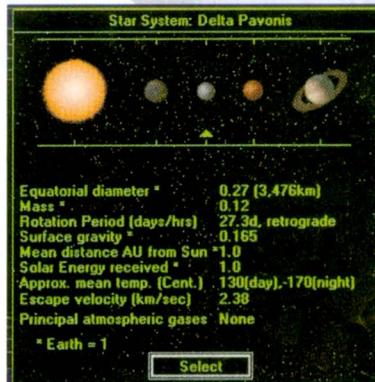
surplus materials into valuable resources. Shrewd administrators can make the most of their resources through trade.

Rely on Intelligence

Whether it's a single colony the size of New York or many small outposts, you'll eventually want a break. You can acquire multiple

artificial intelligences through research. These new multiple AIs are just the ticket for managing your colony or colonies without seeing to every little detail yourself. Select general building strategies for the new AIs and then assign them to specific colonies, freeing up time to focus on more important tasks.

Good luck, Mr. or Ms. Administrator. Keep these strategies in mind as you set off for the stars. Remember, the human race is counting you!

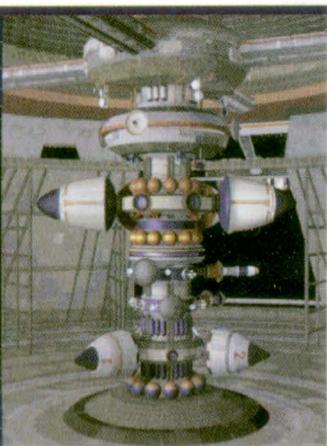


Looks can be deceiving. Somewhat hostile planets offer better sites and mines.

Ship Configuration Setup			
Cargo	Weight	Cost	Count
Colonists x 50	1	1	2
Food	1	1	15
Life Support	1	3	15
Colonist Lander	9	16	2
Cargo Lander	10	17	2
Seed Factory	10	18	2
Tokamak Reactor	10	20	1
Solar Satellite	8	15	1
Solar Receiver Array	5	10	3
Geological Probe	4	14	3
Weather Satellite	4	12	0
Interstellar Probe	0	15	1
Communications Satellite	4	11	1
Orbital Observer	6	13	0
ULBI Probe	0	14	0
Remaining weight:	11		
Remaining Funds:	3		
<input type="button" value="Launch"/>			

What you decide to pack is extremely important. These tips will ease the packing blues.

through telepresence, you have already prepared a site for building, then the colonists won't have to wait long before they start receiving the benefits of your new structures. If you choose to ignore this option, your colonists will have to crowd around the Command Center waiting for you



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See pages 55-64

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Customer Service

Tech Support Meets Win 95

By Cindy Vanous, Technical Support Engineer

Looking Through the New Windows

Sometimes, working for Technical Support is a lot like being on the testing staff at a toy factory. Each time we get a new piece of software, we take the time to play with it, but we also spend more time than you can imagine just trying to break the thing. This is especially true when we get a new version of a major operating system. (We see them all months before they hit the stores.) We do our best to make sure we know of all the problems our customers might encounter long before they ever buy or install the new system software.

One of the biggest questions we're asked is "Should I upgrade? Will it help to run my games?" If "jillion" was a word, I'd say that I've been asked this question about a jillion times since Windows 95 was announced. I always tell my customers the same story that I'm about to tell you. . . .

The week Windows 95 was released, I paid a visit to my local computer warehouse store. No matter where you looked, there were posters, banners, and signs, proudly proclaiming IT'S HERE! WINDOWS 95! Just in case you missed seeing all the others, there was even a giant sign over the looming stack of Windows 95 boxes. The sign that caught my eye was one that said "YES, it will run almost anything that the old DOS and Windows can run."

Almost? I don't like the word "almost." It seems like a challenge to my old hacker soul. An operating

system either runs programs or it doesn't. "Almost" doesn't enter into it. I'd already spent weeks on the project of loading every single product Sierra makes into Windows 95. I didn't find anything that "almost" ran. I did find out some things that I thought I should pass along, though, so here goes.



An Operating System Either Runs Programs or It Doesn't

I had no idea how long it would take to load and test every single Sierra, Dynamix, Brightstar, Coktel, and Impressions game. If I had known, I probably would not have started. But in they all went: adventures, flight simulations, arcades, educational games, sports simulations, strategy games, puzzle games, and more adventures. Each one went through its paces. Will it install? Will it run? Will all the features work? How's the sound? How's the video? How fast will it run? Will it crash? After a week's worth of much testing and little sleep, I have two

things to report. First, my brain didn't explode. I'm surprised, but pleased. Second, and much more importantly, every last game did indeed install and run under Windows 95.

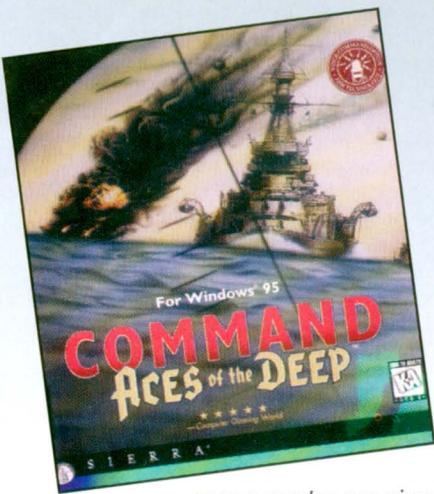
Now, before you run out and buy a copy of Windows 95 for yourself, in the hope that it will solve all of your gaming woes, I'll have to qualify my previous statement. Just as in previous versions of DOS and Windows, some games ran flawlessly from the start, while others took a bit more work. Windows 95 is not a miracle operating system that will automatically let you load and run everything that's ever been created for the PC on the first try. Fortunately, however, it has some great new features that certainly help it come close. Windows 95 even does a remarkable job of launching products that were made before Windows was the standard (if you know the right buttons to push).

Running Windows Games Under New Windows 95

If a game ran under Windows 3.1, it should run under Windows 95. All of our Windows-based games in my test ran on the first try, with no trouble at all. If you do run into a problem, chances are it has something to do with one of the below issues. Here's the rundown:

The Memory Issue: The most important thing to know about Windows 95 is that it's much bigger than Windows 3.1. It takes more RAM to run applications under Win 95 than it did to run them under Win 3.1. If the

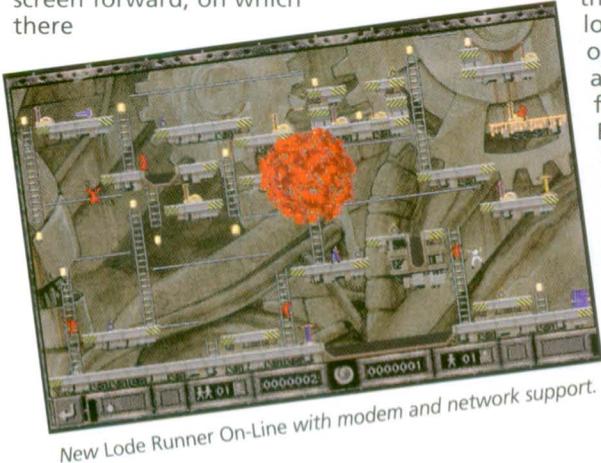




game you're running required four megs of memory to run under DOS or Win 3.1, it may run slowly or not at all under Win 95. Consider installing an additional four or more megs of RAM before you purchase Win 95.

Video Drivers: The first time you try to run a game, you may receive a message that says your display driver is not supported. This is easy to correct under Windows 95, which allows you to adjust your display resolution and number of colors whenever you like without having to restart Windows. At the lower left corner of the Win 95 screen is the Start button (the best single thing about Win 95). It allows you to change all of your system settings, run and launch programs, search for files, go to DOS, or even turn off the computer, all under one menu.

To change video resolution or the number of colors, all you have to do is click on the Start button, select Settings, and click on Control Panel. In the Control Panel is an icon for Display. Double-click on it to bring up the Display settings window. Along the top of the window, you will notice labeled tabs, almost as if the window contained a bunch of hanging manila file folders. Click on the tab marked Settings. This will bring a different screen forward, on which there



New Lode Runner On-Line with modem and network support.

are three customizable options. One is labeled Color Palette. This changes the amount of colors your computer can display at a time. The next is labeled Desktop Area. This changes the resolution of the screen. The last is labeled Font Size. This changes the size of the letters on your screen. For our games, the best choice is a resolution of 640x480, using 256 colors. Once you have selected these new settings, just click on OK, and Windows will change to the new display. It will ask you if you want to save the settings. Just select Yes, and you will be ready to install or run your game! That's really all you need to know to run Windows-based games under Win 95.

Running DOS Games Under New Windows 95

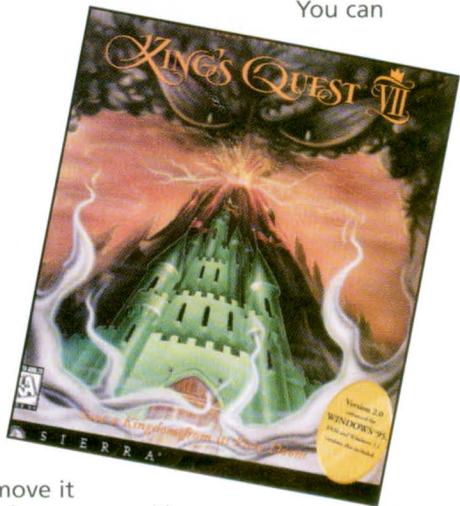
Many games you own were made for DOS, not Windows. I would never have recommended that you run these games under Windows 3.1, but it is entirely possible to run DOS games under Win 95, and most will run without any additional work.

To install them, just click on your Start button, select Run, and type the letter of your install drive (usually A: for disk games or D: for CD-ROM games), followed by \ and the file name of the installation utility (usually INSTALL). So, for a disk-based copy of *King's Quest V*, you would type A:\INSTALL and hit OK. This will install the game to your hard drive. This leaves the question of how to run the game once it's installed. Once again, Windows 95 makes this easier than ever.

Step One — "My Computer": This ever-present icon is the best way to find and load DOS applications in Windows 95. Double-click on it, and you will find icons for each one of the drives on your computer. Double-click on a drive icon, and you will get a window that shows you everything on that drive. Folder icons are directories; double-click on them to open them and see what's inside. To load a DOS-based game, just open your hard-drive icon and double-click on the Sierra folder (or the Dynamix or Brightstar folder) to open it. If there is an icon for the game in this folder, double-click on it to start the game. If there is no icon for the game, there should be a folder for the game. Open the folder, and look for the game icon in there. Once you find it, just double-click it to start the game.

Step Two — The Shortcut Icon: If you don't feel like looking through "My Computer" every time you want to start a game, you're not alone. Obviously, the folks at Microsoft don't want to either, because they included a feature to make it easy to find and start your games. The next time you want to start an application, instead of double-clicking on the icon to launch it, just click and hold the right mouse button on it, and drag it out of the window and onto the desktop. When you release it, it will pop up a list of options. Choose "Create Shortcut Here." This will create an icon for the game on the desktop.

You can

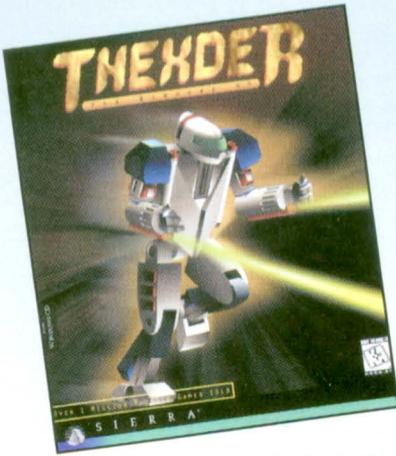


move it wherever you like.

(I keep a line of my favorite game icons on the left side of my desktop.) Then, whenever you want to play that game, just double-click on the icon right there on your main screen!

Step Three — MS-DOS Mode: If your game doesn't seem to want to run from Windows, you can always try the old standard: DOS. (Yes, Windows 95 does come with a version of DOS.) To go to DOS, click on your Start button, and select Shut Down. Click on "Restart the Computer in MS-DOS Mode?", then click on Yes. The system will reboot, and take you to a DOS prompt. Then you can start the game just like you would in your old version of DOS.

Step Four — Our Friend, The Boot Disk: Still having trouble? No problem! You can still use a boot disk to run MS-DOS programs under Windows 95, and clear up additional memory if you're running low. Unfortunately, the boot-disk maker included with your games was designed for the old versions of DOS and Windows. However, my colleagues here in Tech Support have put together a set of instructions on how exactly to create a boot disk for DOS games in Win 95. You can get it through any of our on-line forums, or you can call or fax



Technical Support and we'll just mail it to you! And, of course, if you have any trouble at all using it to create a boot disk for your system, just give us a call, and we'll be happy to help you make a boot disk right over the phone. (Hey, it's what we get paid for!)

A Few Major Issues and How to Resolve Them

So far, there are only two consistent problems that we have discovered. The first problem is in the installation of *Outpost 1.0*. This problem has been solved in new version 1.5 of *Outpost*, which also includes many new features and improvements. Please contact our Customer Service department for more information on upgrading to the 1.5 version of *Outpost*, and your installation worries will be history.

The second problem deals with installation of DOS-based games. In most of our newer sports and simulation games, we use a utility called Soundset to detect and select your sound-card settings, so that the game knows what sort of sound card you have. If you attempt to use this utility to detect the sound card, Windows 95

will often lock up. To get around this problem, all you need to do is select your sound card and settings manually when you install the games. If you are not sure what brand of sound card you have, or what the DMA, IRQ, port address, and MIDI port address settings are on your card, just contact your hardware manufacturer or retailer for more info.

When You Upgrade Look Forward to Better Games

Okay, I do have to admit that there is one more extreme advantage to updating your system to Windows 95: NEW GAMES! Update to Win 95, and you'll soon be playing games your friends have never seen. When they beg to come over to your house to play *Command: Aces of the Deep*, it'll finally be your turn to say, "Wheeelll, I guess so . . . but you have to bring the pizza." And when you're watching them use a mouse to control their sub in last year's *Aces of the Deep*, rather than simply leaning over to the microphone to tell the sub to dive and fire a torpedo, you'll be able to say, "Hmhhh, how quaint."

Oh, and do any of you remember a game called *Thexder*? How about *Lode Runner*? If you had an Apple II back in the '80s, you probably do. Well, an update to Windows 95 will not only give you a new opportunity to play these great games again, but it'll also give you the chance to stomp your friends while doing it! Start warming up those joysticks, because Sierra is bringing you Win 95 versions of these two classics, complete with new levels, fantastic graphics, great soundtracks, and even network and modem play. Remember, in these games, it's survival of the fittest, and your best friend on the other side of the modem is now your mortal

enemy. Don't expect mercy . . . one false step, and you're monk fodder or scrap metal.

The Bottom Line

As I've answered for the jillionth time now, I run Win 95, and I like it. I recommend it to any customer with a 486 or Pentium computer and at least 8 megs of RAM. If you haven't already done so, you may want to run out and get your copy of Win 95 today — and buy a new Sierra game for it, like *COMMAND: Aces of the Deep*, *Lode Runner*, or *Thexder* while you're at it. Hey, they're fun!

A Special Note to Win 95 Beta Testers

If you are still running one of the beta versions of Windows 95, now's the time to upgrade to the real shipping version. The problems that occurred in our games on the beta versions of Win 95 are fixed by the released version. Unfortunately, we can't support beta software. Heck, Microsoft won't even support beta software. Sorry.

How to Contact Technical Support

The quickest way is to use your phone: **206-644-4343** to talk with a human being, **206-644-7697** if you're shy and would rather send a fax.

You can also use the Information Superhighway. Get on the Sierra bulletin board by dialing **206-644-0112**. (The phone toll is the only charge.) If you subscribe to an online service, type **GO SIERRA** (*CompuServe*) or the keyword **SIERRA** (*America Online*) to call us for help. Are you on the Internet? Drop by the Help Center, one of the many facets of our new website, *SierraWeb* (www.sierra.com).

If all else fails, use the nearest mailbox. Write to us at:

**Sierra On-Line Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506**

However you contact us, provide all the information you can: Your game, your game's problem, the exact wording of error messages, your brand of computer, sound card, and video card, and which version of DOS and Windows you're running. Don't hesitate — take advantage of the best technical support in the business!



The gang assembles on the front lawn of our Bellevue, Washington, office in their spiffy Tech Support team shirts.



Rumor Mill

Games You'll Be Playing in



'96



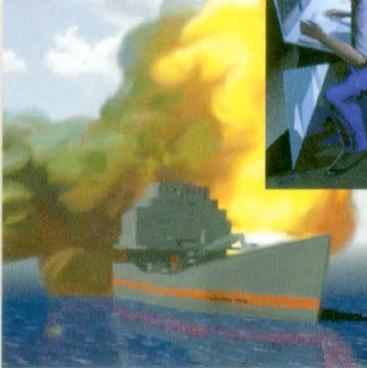
FINALLY! NEW FLIGHT SIMS

Finally, after more than two years' wait, new flight simulation products are on their way. New *A-10 2: Silent Thunder* and *Red Baron 2* will both debut in the first half of 1996, and will set new standards in flight-sim technology. The new *A-10 2*, due out in mid-1996, improves on the original *A-10* simulation (a best-seller during and after the 1991 Persian Gulf War) by adding scenarios based on a fictional war against drug cartels in South America. *Red Baron 2*, the follow-up to the original best-seller, which won every award a software product can win, offers gamers the chance to experience aerial combat from the earliest days of aviation. Both games offer advanced simulation technology with greatly improved graphics and animation.



SIERRA SUB SIMS TO GO NUCLEAR

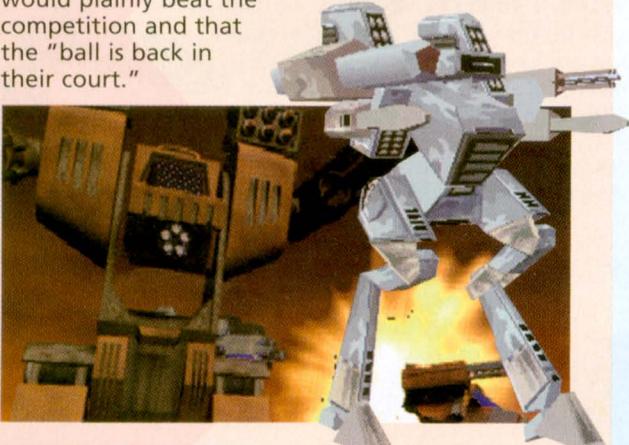
Sierra's *COMMAND: Aces of the Deep* submarine simulator just earned a perfect five stars from *Computer Gaming World*. (The original *Aces of the Deep* was *CGW's "Sim of the Year"* in 1994). Now Sierra takes submarine sims into the nuclear age with *Fast Attack*. Players take the helm of a fast-attack sub armed with conventional and nuclear weapons. Incredible graphics and sound bring *Fast Attack* to life with a real "you are there" flavor.





EARTHSIEGE TAKES TO THE SKIES WITH SKYFORCE

Pilot sleek death flyers and mighty, agile robots across walkable terrain in this action-packed, thundering sequel to the popular robotic combat sim *Earthsiege*. Seek out Prometheus, the deadly AI that started the wars, and end the *Earthsiege* once and for all. After seeing an early version of *Sky Force, Next Generation* stated that this one would plainly beat the competition and that the "ball is back in their court."



METALSTORM OFFERS STRATEGY GAMING IN THE EARTHSIEGE UNIVERSE

New *Metalstorm* is a turn-based strategy game that pits players against more personal opponents than the empty metallic monsters of *Earthsiege*. The dark, apocalyptic vision of the future that made *Earthsiege* such a hit with gamers will remain, but with a new style of game-play that is likely to appeal to strategy and role-playing enthusiasts as well as sim players. A great hybrid of multiple popular game genres.



CRY.SYS OFFERS A COMPLETELY ORIGINAL GAMING EXPERIENCE

The last humans have been in cryogenic sleep for centuries, waiting for the Earth to become habitable again. Meanwhile, the AI running the cryogenic system has gone off the deep end. You and one other person survive your long sleep — and the AI won't give her up! Now it's your warrior robots versus the AI's in a virtual world where you can create your own levels and play your friends via modem or network. *Cry.Sys* breaks entirely new ground for gamers.

PARIS BY NIGHT IS EXCITING FOR THE URBAN RUNNER

In *Urban Runner*, you play the kind of journalist who likes to delve into the seamier side of life. You'll see plenty of the seamy stuff when you're framed for a murder and get chased through the streets and back alleys of Paris by the gendarmes and the crooks. Collect evidence, clear your name, and get the girl before someone throws you in jail or an early grave.

Urban Runner is a Hitchcockian, interactive thriller shot 100% on film. This is the Paris you hope you'll never see.

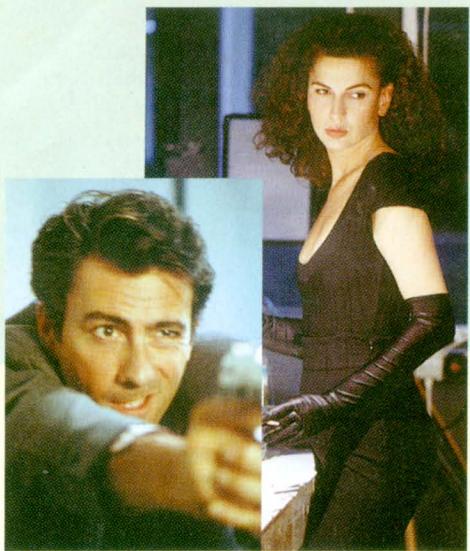


LIGHTHOUSE PUTS THE SPOTLIGHT ON HOT NEW SIERRA DESIGNER

Every year or so, a talented Sierra developer who has worked his or her way through the ranks gets a shot at the big time. This year, that honor goes to John Bock. Bock, who's been an artist/ animator on more than half a dozen Sierra projects (he was the Art Director for the visually stunning *Outpost*), has created an intricate tale of a parallel universe reminiscent of the works of Jules Verne.

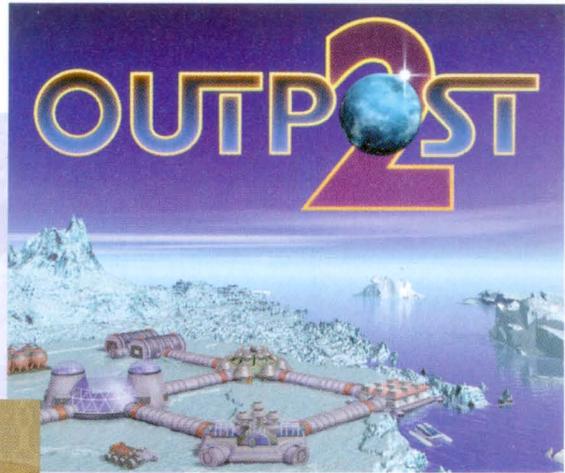
Lighthouse successfully weaves fantasy, science fiction, and a mystery into a plot that is literary and light on violence. Watch for it.





A PROMISING FUTURE FOR MANKIND IN SPACE WITH NEW OUTPOST 2

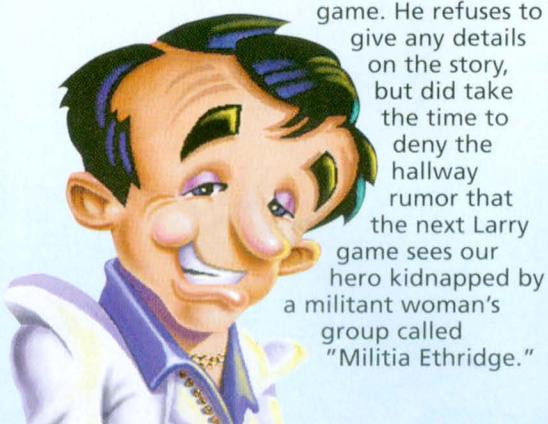
Best-selling author and scientist Gentry Lee builds on the success of *Outpost* with a new update for 1996. Players will be able to choose among 20 planets complete with ice, water, and volcanoes. The



Outpost interface will be more intuitive — hard science made more fun! Registered owners of *Outpost 1.0* and *1.5* will be able to update to the new version at a reduced price when it becomes available.

AL LOWE BRINGS NEW LIFE TO LEISURE SUIT LARRY

Expect to see a new *Leisure Suit Larry* for Christmas 1996. Designer Al Lowe, who is still finishing up *Torin's Passage* as this is written, is already hard at work on the



game. He refuses to give any details on the story, but did take the time to deny the hallway rumor that the next Larry game sees our hero kidnapped by a militant woman's group called "Militia Ethridge."

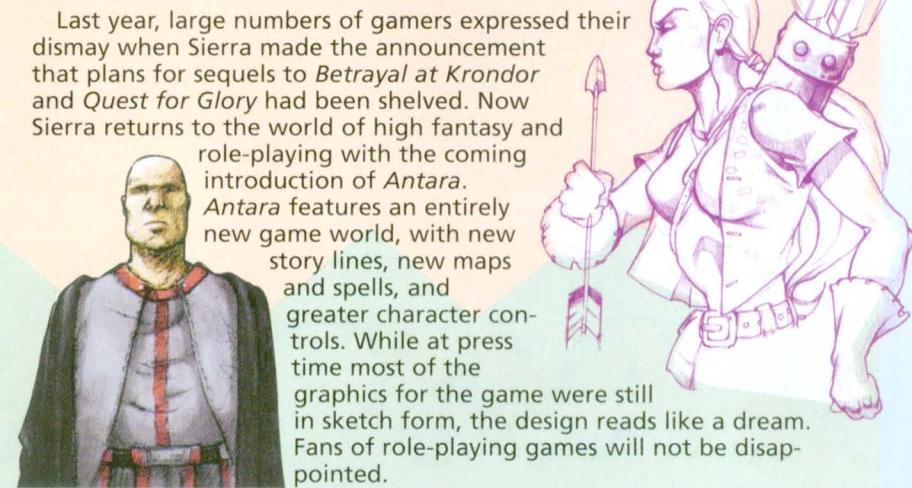
THE MULTI-AWARD WINNING RAMA SERIES GOES INTERACTIVE



The *Rama* series of science-fiction books will come alive in a new series of games from award-winning author Gentry Lee. As a member of an international team of astronauts from Earth, you'll explore RAMA, a mammoth, enigmatic, cylindrical spacecraft that has suddenly appeared in our solar system. You'll discover an amazing array of alien creatures from every corner of the universe, and you'll try to save RAMA and your comrades when they are threatened by nuclear war. It's all brought to life in a completely interactive format.

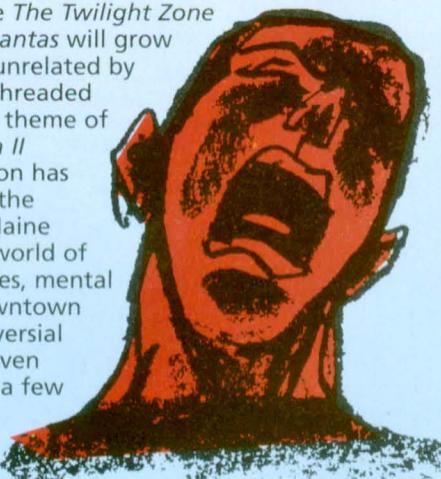
ANTARA OFFERS GOOD NEWS FOR FANTASY ROLE-PLAYING FANS

Last year, large numbers of gamers expressed their dismay when Sierra made the announcement that plans for sequels to *Betrayal at Krondor* and *Quest for Glory* had been shelved. Now Sierra returns to the world of high fantasy and role-playing with the coming introduction of *Antara*. *Antara* features an entirely new game world, with new story lines, new maps and spells, and greater character controls. While at press time most of the graphics for the game were still in sketch form, the design reads like a dream. Fans of role-playing games will not be disappointed.



PHANTASMAGORIA II TO OFFER MORE HEART-STOPPING HORROR

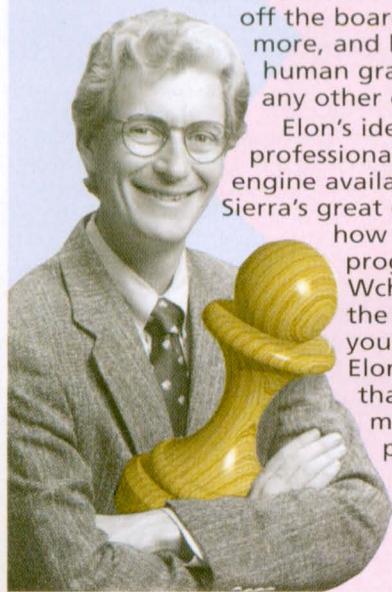
The next *Phantasmagoria* is well into development, but don't expect to see Don and Adrienne or a story about haunted mansions. Like *The Twilight Zone* or *The Outer Limits*, *Phantas* will grow into a series of games unrelated by characters or plot but threaded together by a common theme of horror. *Phantasmagoria II* designer Lorelei Shannon has moved the series from the serene setting of the Maine coast to an unsettling world of corporate conglomerates, mental hospitals, and dark downtown bars. Shannon's controversial designs have already given Sierra execs more than a few major coronaries. Expect to be shocked.



WORLD CHAMP CHESS ENGINE POWERS NEW SIERRA GAME

Regular *InterAction* readers will remember Elon Gasper, profiled in the Summer 1994 issue, as "The Builder of Teaching Machines." His next big project is a computerized chess teacher/opponent based on a software engine with the unassuming name of "Wchess." Wchess is not like the older, more traditional engines used by such products as *ChessMaster* — and it proved itself in a recent tournament at Harvard, when Wchess wiped *ChessMaster* and five other hot-shot computers off the board. It has beaten more, and higher-ranked, human grandmasters than any other chess AI.

Elon's idea is to make this professional-level chess engine available to everyone. Sierra's great graphics know-how will make the program fun to play, Wchess will make it the best opponent you can find, and Elon will make sure that this helps to make you a better player — no matter what skill level you're starting from.



RELIVE THE CIVIL WAR IN ROBERT E. LEE: THE WAR AGAINST THE UNION

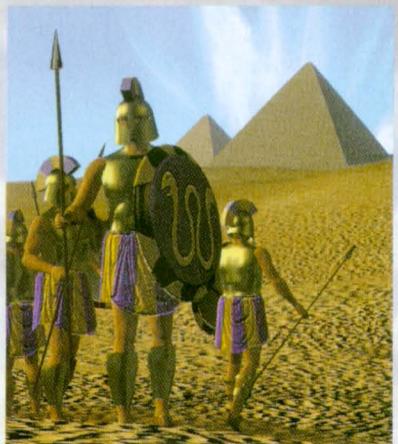
Picking up where *The Blue and the Gray* left off, *Robert E. Lee: The War Against the Union* places players in charge of the Army of Northern Virginia, commanding historically accurate generals in some of the Civil War's greatest battles.

This engaging strategy game is enhanced with extensive reenactment footage and paintings from the acclaimed period painter Mort Kunstler.



STRATEGY FOR ALL AGES WITH ANCIENT EMPIRES

European civilizations from 10,000 BC through the late Roman Empire are all fair targets for conquest and exploitation in this complex new game. *Ancient Empires* brings beautiful 3D graphics, rich historical detail, and network play to the genre.



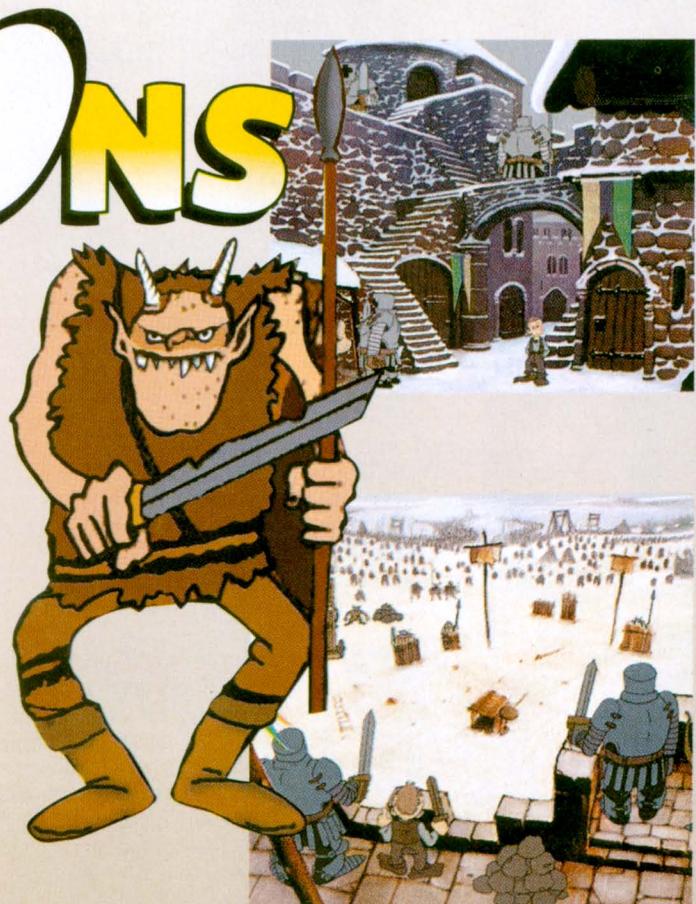
PLAYTOONS

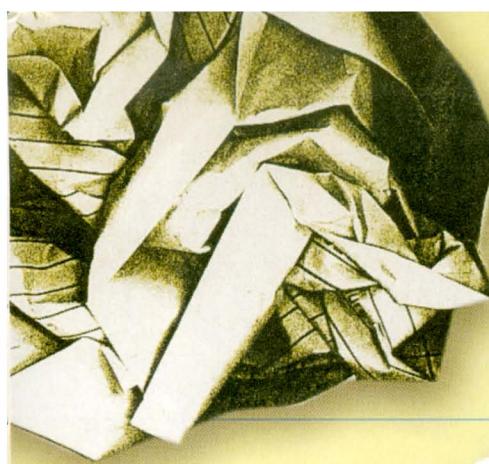
KIDS MIX AND MATCH STORY COMPONENTS IN PLAYTOONS

A combination of story book and story maker, *Playtoons* is a series of construction sets in which children can play with characters, backgrounds, and other



elements to create their own stories. Story themes are sold individually, but characters from one story can be moved into others, creating limitless possibilities for creativity.





Oh, yeah. Don't forget,
that if you buy 2 great new
Sierra games, you can get 1 free!

(See pages
44 & 45
to order.)

Buy 2 of these:

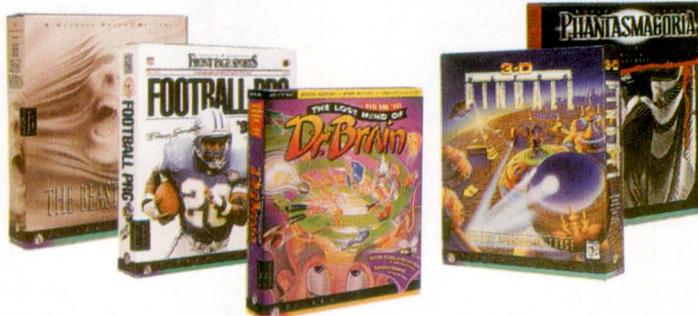
- Adi's Comprehensive Learning System
- Caesar II
- COMMAND: Aces of the Deep (WIN 95 only)
- Front Page Sports: Football Pro '96
- Gabriel Knight: The Beast Within
- Hoyle's Classic Games
- Kings Quest VII, 2.0
- Last Dynasty
- Lode Runner On-Line
- Lost Mind of Dr. Brain
- Mixed-Up Mother Goose Deluxe
- Outpost
- Phantasmagoria
- Police Quest: SWAT
- Print Artist 3.0
- Shivers
- Space Quest 6: Roger Wilco in the Spinal Frontier
- Thexder (WIN 95 only)
- 3-D Ultra Pinball
- The Incredible Machine 3.0
- Torin's Passage
- Trophy Bass



Yeah, you read it right. Sierra's giving away games. All you have to do is buy any 2 of their new games (which you were probably going to do anyway). Then Sierra will give you the game of your choice from the "FREE" list to the right. GRATIS. ON THE HOUSE. So what are you waiting for?

I don't know about you, but

I like the sound of FREE.



Order direct from us at
1-800-757-7707.

Call 24 hours a day, 7 days a week.

Get 1
of these
FREE:

- Berlitz Live! Spanish
- Casino Deluxe
- Castle of Dr. Brain
- Front Page Sports: Baseball '94
- Gabriel Knight: Sins of the Fathers
- Hoyle's Classic Card Games
- Incredible Toon Machine
- LandDesigner
- Leisure Suit Larry 6
- Leisure Suit Larry's Greatest Hits & Misses
- Lode Runner: The Legend Returns
- MetalTech: EarthSiege
- PowerHouse
- Red Baron w/ Mission Builder
- Space Quest Collection
- Talking Tutor: Alphabet Blocks
- Talking Tutor: Beginning Reading
- Talking Tutor: Early Math
- Talking Tutor: Kid's Typing
- Talking Tutor: Spelling Blizzard
- Woodruff and the Schnibble



S I E R R A®

Sierra's Top Ten



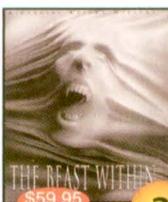
Phantasmagoria

Roberta Williams, the creative force behind the fantasy adventure *King's Quest*, takes a walk on the wild side with *Phantasmagoria*. Follow Adrienne — if you dare — as she unravels the bloody mystery of her ancient house in this seven-CD experiment in terror.

"Phantasmagoria" doesn't sacrifice quality for quantity." — USA Today



1



Gabriel Knight: The Beast Within*

Shadow Hunter Gabriel Knight and his assistant, Grace Nakimura, follow separate investigations into the same transcontinental mystery. *The Beast Within* features a cast of 60, werewolves, and the deadly legacy of a mad king. "A compelling, supernatural thriller." — *Electronic Entertainment*

* Based on preorders. Not yet shipping at press time.



2



Police Quest: SWAT

It's not just an adventure. Daryl Gates, former head of LAPD and the originator of the Special Weapons and Tactics (SWAT) concept, takes the *Police Quest* series to new levels of realism. In *Police Quest: SWAT* you'll learn what the real SWAT officers learn as you advance from the academy to the mean streets. You'll never watch a cop show the same way again!



3

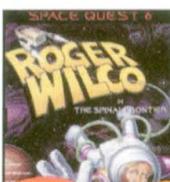


Torin's Passage

Imagine peeling a planet-size onion and finding a new and different civilization waiting for you within each layer. Welcome to Strata, where the lad Torin pursues his destiny through five worlds-within-worlds. If J.R.R. Tolkien had had access to today's computer-graphics tools, he would've been making games like *Torin's Passage*!



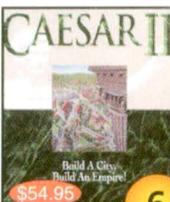
4



Space Quest 6

Gary Owens of *Laugh-In* fame narrates the misadventures of cosmic bungler Roger Wilco, Janitor to the Stars. In *The Spinal Frontier* Roger boldly goes into inner as well as outer space amid a nonstop barrage of sight gags and one-liners. Winner, Golden Triad Award from Computer Game Review.

5



Caesar II

Return to the good old days when Rome ruled the world and the barbarians were at the gates. Govern your own province circa 200 BC, keeping your emperor and your plebes happy while engaging in city-building, trade, and even war.

"High on the must-play list." — PC Gamer



6



Football '96

Front Page Sports: Football, the best football sim around (*Computer Gaming World*), is now even better: check out the latest entry, *Football Pro '96*.



7



Police Quest Collection

The first four *Police Quests* are at last available all in one place in *Police Quest: The 4 Most Wanted* — even the early adventures of Sgt. Sonny Barnes, which have long been out of print. See how the series evolves as former LAPD Chief Daryl Gates takes over as creative consultant.



8



Print Artist 3.0

Liberate yourself from the tyranny of chain greeting-card stores! *Print Artist 3.0* gives you the power of a team of high-priced graphics consultants. Design your own letterhead, banners, business cards, postcards, and signs. Use it for home or office. It's fun, it's easy, and it could even save you money!

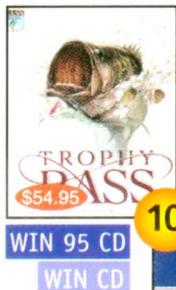
9

WIN 95 CD

WIN CD

WIN disk

\$44.95



Trophy Bass

"The most realistic fishing simulation on CD-ROM" (BASSMASTER magazine, voice of the Bass Anglers

Sportsman Society). Veteran anglers will be challenged by *Trophy Bass*, but rookies will be reeling 'em in as well. Play for fun or against the pros on the bass-fishing tournament circuit!



10

WIN 95 CD

WIN CD

Runners-Up: COMMAND: Aces of the Deep, King's Quest VII, Last Dynasty, Thexder, Shivers, 3D Ultra Pinball



Mixed Up Mother Goose Deluxe

(Ages 3-6)

Mother Goose's classics have been scrambled and it's up to you to straighten them out. Now upgraded for current multimedia machines, *Mixed Up Mother Goose Deluxe* is playable in English or Spanish. Comes with free audio CD! "One of the software's subtle lessons is simply that it's fun to explore." — Home PC

1

WIN 95 CD

WIN CD

MAC CD



The Lost Mind of Dr. Brain

(Ages 12 to Adult)

Dr. Brain and his lab rat have accidentally switched minds! Flex your mental muscles in seven key areas while you try to switch them back. "One of the very few games that I've found absolutely captivating from one hilarious puzzle to the next." — MacWorld

2



The Incredible Machine 3.0

(Ages 8 and up)

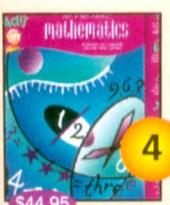
Plunge head-first into a Rube Goldberg world where you manipulate pinwheels and dynamite, fish and pulleys, even gravity and air pressure to solve fiendishly fun puzzles. You can even create your own puzzles with *The Incredible Machine 2* and spring them on your friends!

3

WIN 95 CD

WIN CD

MAC CD



Adi Math 2-3

(Ages 7-8)

Adi Math for the second and third grades will introduce your child to basic calculation skills involving three-digit numbers and units of measurement, money, temperature, and time. Determining patterns in colors, shapes, and numbers is next, leading into basic geometry concepts.

4

WIN 95 CD

WIN CD



Adi Math 4-5

(Ages 9-10)

Adi Math continues with your child into the fourth and fifth grades. Here he or she will encounter more advanced exercises involving factors, reciprocals, integers, percents, measurement, geometry, and mixed-number multiplication and long division.

5

WIN 95 CD

WIN CD



Spelling Jungle

(Ages 8-12)

Kids will love navigating spelling mazes to rescue the animals of the Arctic from a mysterious flood. The wizard Yobi cast a "spell" on your kids to make learning fun. *Family Fun Magazine* ranks *Spelling Jungle* among the best buys for this age group.

6

WIN 95 CD

WIN 95 DISK

WIN CD MAC CD

WIN DISK MAC disk



Adi English 4-5

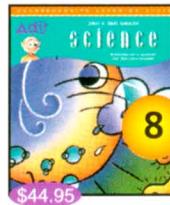
(Ages 9-10)

Good reading comprehension begins with *Adi English* for fourth and fifth graders. Students will tackle advanced reading exercises, interpreting plot, character, and settings in fiction. They'll also work on polishing their writing skills.

7

WIN 95 CD

WIN CD



Adi Science 2-3

(Ages 7-8)

When it's time for fun with science for the second and third grades, turn to *Adi Science*. Among the topics covered are energy sources, global weather, magnetism and electricity, and the cycles of life in plants, animals, reptiles, and humans.

8

WIN 95 CD

WIN CD



Berlitz Live! Spanish

(Ages 12 and up)

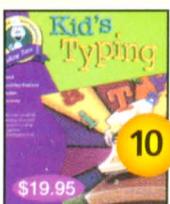
Rosalinda, your on-screen tutor, leads you through the intricacies of Spanish in real-life situations in *Berlitz Live! Spanish*. Listen to correct pronunciations while watching the accurate lip movements of the on-screen characters. "A patient, interactive aid for new language students." — The New York Times

9

WIN 95 CD

WIN CD

MAC CD



Kid's Typing

(Ages 7-10)

Most kids would rather have a tooth pulled than learn how to type — but not when Spooky the Ghost is running the show! "Five Stars" (CD-ROM Today).

10

WIN 95 CD WIN 95 DISK

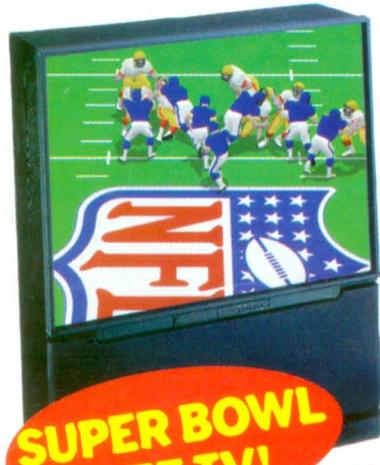
WIN CD WIN disk MAC CD MAC disk



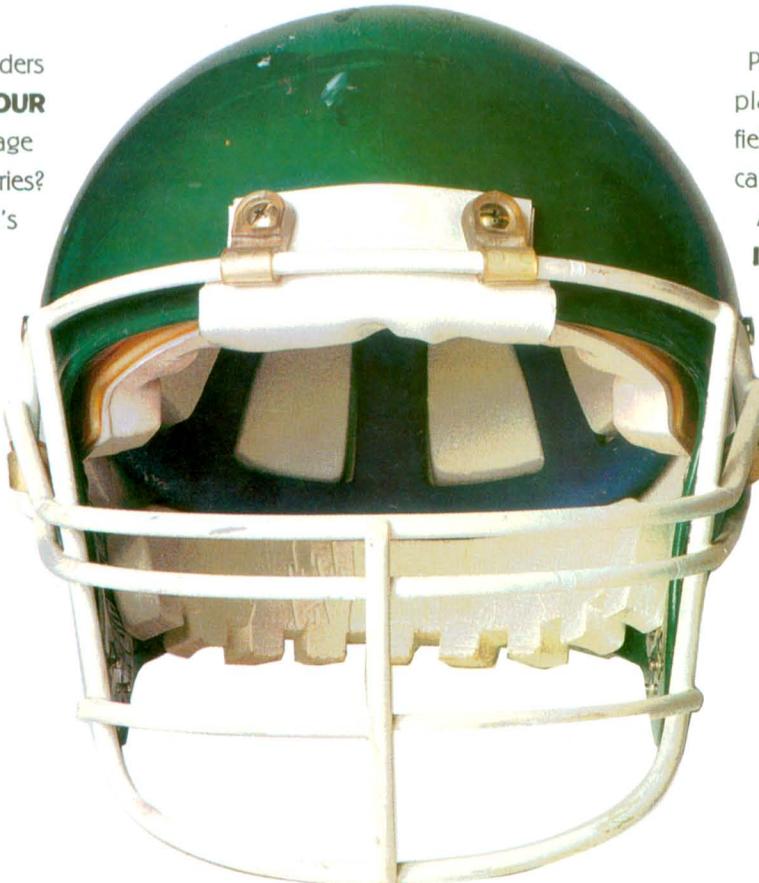
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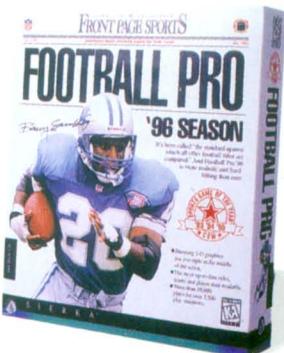


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