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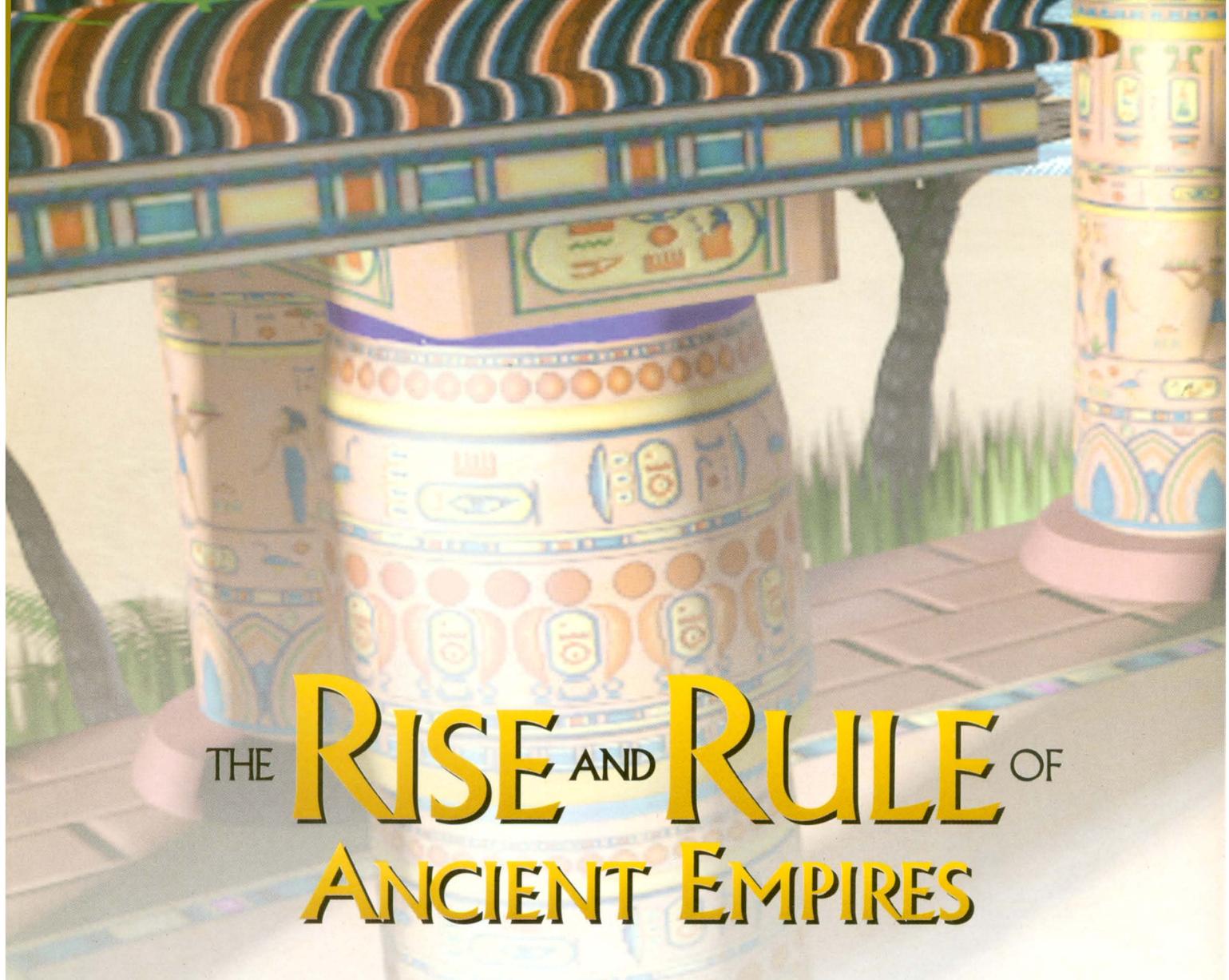
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Spring 1996



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*Variations on a Scream*

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**InterAction Magazine**  
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Bellevue, WA 98015-3008

### Life Begins at 79 for Noted Rama Author

Dear Ken Williams,

Just wanted to say how much I enjoyed working with Gentry Lee and the other crew members on blue-screening my appearances in the *Rama* game. Everything went extremely well, and I'm amazed and impressed by the quality of the demos, which I now have on my computer. I show them to everybody who passes through my office. You should hear all the "Wows!" when the Avian takes off. . . .

I can't wait to see the final *Rama* product, and I wish it every success.

Thank you very much for backing this project. I feel that at 79 I'm starting a new career!

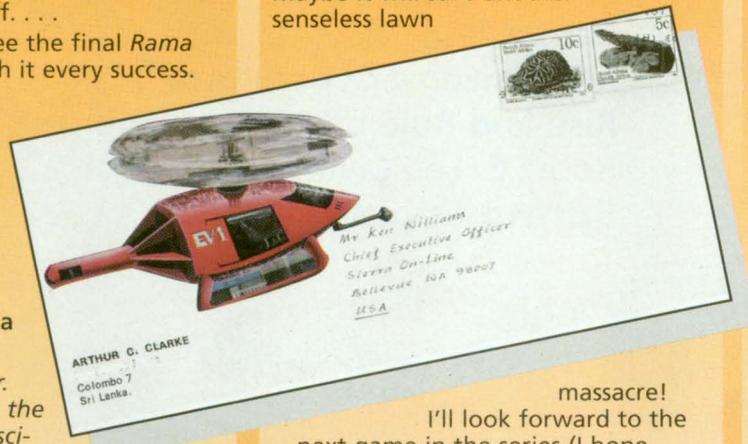
**Dr. Arthur C. Clarke, CBE**  
Colombo, Sri Lanka

**Editor's Note:** Dr. Arthur C. Clarke is the prolific author of science fact and science fiction books including 2001: A Space Odyssey and Childhood's End. *Sierra* is currently working with Clarke and co-author Gentry Lee to bring their epic *Rama* science fiction series to computer screens. For more information on *Rama* and Arthur C. Clarke, see pages 10 and 24.

### Four-Alarm Shivers

Dear *InterAction* Magazine,

Last night, I was so involved with playing *Shivers* that I was shocked to receive a phone call from my neighbor telling me that my lawn was on fire! The fire was 10-15 feet in diameter



and was RIGHT outside my computer room window!! No joke!! I was so preoccupied that I had NO clue and it probably would have burned my house down if I hadn't gotten that call. With the help of the Fire Department, I managed to get the fire out before it did any damage (except to the lawn). They think somebody threw a cigarette from a passing car. Maybe you should put some warning stickers on the box!

Thought you might like to share that one with other *Shivers* owners. Maybe it will save another senseless lawn

massacre!  
I'll look forward to the next game in the series (I hope you're planning one). I'll just be sure to turn on the lawn sprinklers before I take it out of the box!!

**Gene Goroschko**  
from CompuServe

Tough turf, Gene. Maybe you should get an automatic lawn sprinkler. Seriously, we're glad you are OK. And you'll be happy to know that *Shivers II* is in development as we write. Just remember; it's only a game.

**Torin's Passage my bag, not Phantasmagoria**

Dear Editor,

I have been keeping a close eye on the *Phantasmagoria* controversy, and have concluded that while I am not personally interested in this particular

type of game, I cannot condemn a company that makes many other wonderful games. I especially



want to applaud you for your recent release of *Torin's Passage*. Thank you for remembering the rest of us. *Torin's Passage* has been a delight to my entire family. I hope you will continue to make wonderful games for people with all kinds of interests.

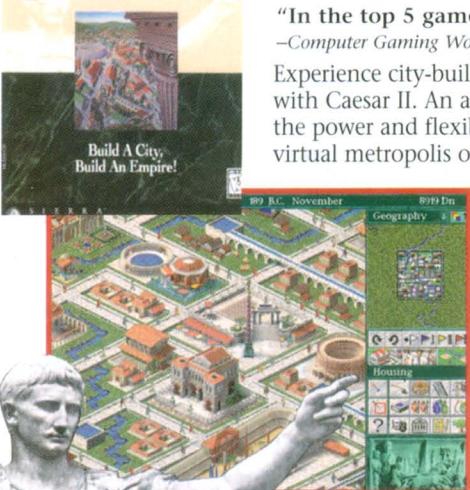
**Kathleen Edwards**  
Butte, Montana

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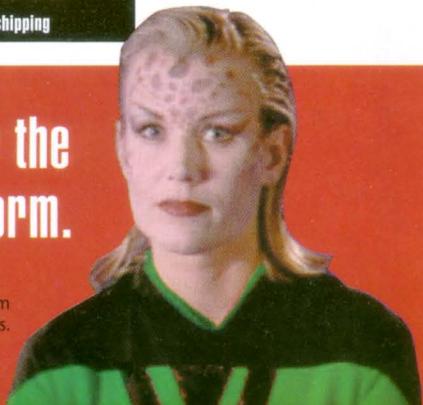
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# THE SCOOP



**KEN WILLIAMS INTERVIEWS THE PEOPLE BEHIND WINDOWS '95**



*Windows 95 was perhaps the most hyped and least understood new technology of recent years. Launched with great fanfare, Windows 95 created great debate in the press and among users, with everyone asking "Should I upgrade to Windows 95?" The question inspired almost as much controversy as the long running "PC vs. Macintosh" discussion. And for good reason. Windows 95 represents a radical new form of PC operating system that most people are just beginning to understand now that the Windows hype has finally died down.*

*To help you understand it all, (and to make sure that he understood it all himself), Sierra CEO Ken Williams recently met with Paul Osborne and Bill Koszewski of Microsoft on the subject. Paul runs software development for the Windows 95 project, and Bill is his counterpart on the marketing side. Together, they provided a real insight into Microsoft Windows 95 and the thinking behind it. This interview was conducted on the Microsoft Campus in Redmond Washington in January 1996.*

**KEN:** Paul, give me a quick history of Windows 95 why was it built? Why is it different? What's the vision? Why start over with a whole new user interface and something that is so profoundly different?

**PAUL:** The biggest single goal for Windows 95 was that it had to be easy to use. Easy and intuitive. The problem we were having is that

Windows was expanding out into more and more and more users, and was becoming a consumer product, a product in the home. All of us were supporting all of our relatives with Windows 3.1. Those things had to be addressed. With Windows 95. It was "How do we make it run better? How do we make it easier to use?" That gave rise to 'Autoplay' and 'Plug and Play'. All those



## "ALL OF US ARE TIRED OF SUPPORTING OUR RELATIVES WHO HAVE WINDOWS 3.1."

— PAUL OSBORNE, SOFTWARE DEVELOPMENT, MICROSOFT

things are focused on making Windows 95 easier to use. The idea is that if you go buy something, it should just work.

**KEN:** What is 'Autoplay' and what is 'Plug and Play'?

**PAUL:** The idea was that we wanted to make it as easy to play a game on a PC as on a TV-top console. [With Windows 95] all I need to do is plug the CD-ROM into the PC and then, what the user sees next is the game playing. That's Autoplay. I don't have to go out to File Manager, or find a program

and tell it to run, or do anything. I just slip the disk in, and the game comes up. It's also possible in Autoplay to have a zero footprint, that is, there may be things that I need to have on the hard drive while running the games, and when I exit, they are all taken back off again, so there are no residuals left on the hard drive.

**BILL:** But there are other things that we did, too. An application or a game for Windows 95 has to be un-installable as well as installable. The whole idea is...usability.

**KEN:** And Plug and Play?

**PAUL:** Plug and Play is different. With Plug and Play, I can go out and buy any component that I want to add to my computer: a sound card, a hard disk, whatever - and when I plug it in the system, Windows 95 recognizes it is there and automatically configures it to my system. We can get rid of the hassles that come from IRQs, port addresses, and jumper settings...all of the things that cause maintaining and upgrading PCs to be an art form all of its own. And Plug and Play breaks down into parts. One part of the specification actually is a BIOS and hardware standard that we—along with Intel and a number of other companies in the industry—helped specify. The other part of it is support for the legacy devices. So we have an extensive library of techniques for detecting hardware that no one designed to be detectable. I can, for example, get a Sound Blaster 16 card and plug it into a Windows 95 machine, and Windows 95 will detect and configure it for me.

**KEN:** So if I switch sound cards, theoretically, the next time I run a game, I'm just fine. Windows 95 will spot the new sound card?

**PAUL:** It depends. On some sound cards you may have to tell it to go out and look again. But if you go out and then tell it to look, it will come back and tell you what it found. You know, we can't detect everything for legacy things. For Plug and Play devices, everything always works.

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and you look like a sucker.

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**KEN:** Legacy means....?

**PAUL:** Legacy means the stuff has been around for a long time. It was not designed for Plug and Play. We've gone a huge distance to resolve the difficulty of maintaining these, but we can't do everything. For example, some legacy devices still have hardware jumpers that you set, so it's possible to come up with configurations that still conflict. What we have done is built the platform so that Windows 95 detects the conflict and lets you know where it is, then a Help window will tell you what you need to do next. Windows 95 leads you through the process of resolving the conflict yourself.

**KEN:** Is there any way I would know whether or not I have Plug and Play hardware?

**BILL:** We have developed a logo program called 'Designed for Windows 95.' You can actually look on the product box, and if the product has the logo, it is Plug and Play.

**KEN:** If you had somebody who wanted a video game system to play games, say a 15-year-old, would you recommend a PC? Are PCs as good at games as a Sony, Nintendo, or Sega? Should a home have both?

**BILL:** PCs nowadays are as good at games. I'll qualify that by saying Windows 95 PCs are as good at games. It is becoming a real option as to whether you need both a PC and a game system. A lot of the great console titles are on the PC or are coming to the PC very soon; and with the PC, there's the Internet and educational and productivity applications. So, to take our case of the 15-year-old kid who is doing homework, you can take an electronic encyclopedia and put it into his PC and have that be a very useful device for homework. That's something that you can't do with the game console because consoles don't have the processing power and the other flexibility that enables different types of titles.

**KEN:** Will a PC ever be able to do the stuff that you see on a Sony Play Station?

**BILL:** Sure. Ultimately what counts is the playing experience. The whole purpose of the DirectX™ technologies we did for games was encourage hardware support for the things that people need for games...to make sure that those games play to the best that the hardware is capable of doing.

**KEN:** Strategically, does Microsoft think games are even important? Is the ultimate goal to obsolete the video game systems?

**BILL:** I wouldn't say that.

**PAUL:** No, I wouldn't. I think what I would like is every PC buyer to think "My computer is easy to use, and it offers the kind of games I like on consoles." It adds to the appeal factor of Windows. The other thing that Windows 95 does is provide a good development environ-

ment for game developers. The more content there is for Windows 95, the more demand there will be for Windows 95.

**BILL:** Based on technologies that are in Windows 95, it really is the ultimate platform for games. The types of games that you can do on Windows 95 are quite a bit more in-depth, more detailed, and higher quality than just what is possible on a console. If you look at a state-of-the-art Windows 95 game today, it typically runs at 640 x 400 resolu-

tors into play in the game, and really create an incredibly immersive experience. Games created under Windows 95 can be scaled back and the game play part can be brought to the console, but in terms of the ultimate experience, we really think that's where the PC comes into its own.

**PAUL:** In the not-too-distant future, we're going to start seeing teenagers having PCs in their rooms, and the PC will play their audio CDs, deliver their communications, give them information access for homework, and also play their games. It's just one more way that this becomes a personal information and entertainment device. As we see laptops becoming more and more capable, we see people taking them to high school and college and into business. It's just like the way the backpack followed people in the business world. I can see that I have as my personal PC the device that connects me to the Internet, puts me into my e-mail, and that I can sit down with you and say 'You missed the meeting. I took some notes. Would you like them?' And I can slide them across my IR connection and make them happen for you. It also plays my games. When I'm traveling it provides me with entertainment. I can watch movies on it. The whole thing becomes more and more complete.

**KEN:** Why not just put all of this technology into Win 3.1?

**BILL:** <Laughs> It's impossible.

**KEN:** Give us a little bit about machine requirements when running Windows 95. I keep hearing that it runs on 8 megabytes, but is it true? How painful would it be if someone is used to running an 8 meg system under 3.1?

**PAUL:** Windows 95 does run in 8 megabytes and does a really good job of tweaking itself. On 8 meg machines or better, Windows 95 runs at least as well as Windows 3.1 did.

**BILL:** Or better. Now, it's possible to load an 8 meg machine with more than it can handle gracefully. I mean, when you start going into multiple huge applications you'll see some performance penalties. But that's not a typical scenario.

**KEN:** What's the low end as far as CPU and how much hard drive does it take up?

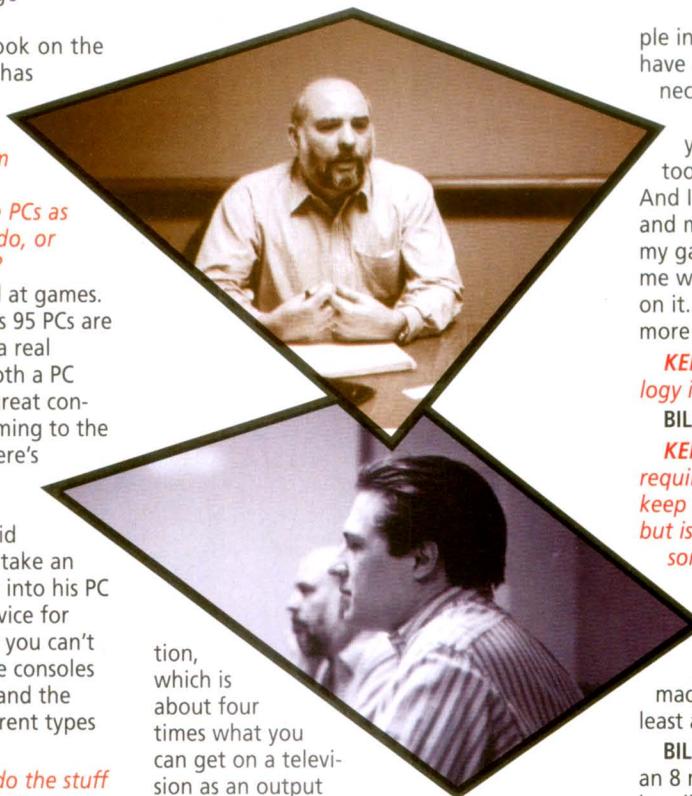
**PAUL:** 486/33. This is in fact what I run on my home machine. In terms of installing it, it will take an incremental 25 megs of hard drive.

**KEN:** Do you think people are waiting until you shake the bugs out of Windows 95? Are they waiting for Windows '96?

**PAUL:** I've got to tell you that we've been really pleased at how reliable Windows 95 has been. The bugs that people have found—there have been a couple of security bugs that have been in the press—have really been just about it. There really aren't major

## "WE THINK 3D IS GOING TO BE THE HOT THING THIS YEAR."

— BILL KOSZEWSKI, MARKETING, MICROSOFT



tion, which is about four times what you can get on a television as an output device. It probably includes some very high resolution full-motion video as part of the game experience, and that is hard to do on anything but the most advanced consoles. If you look at the games that are being developed, they are typically long and complex stories, and then your game action and your game playing factors in, and you take a role in that story. That kind of immersive experience is something that really requires a lot in terms of the game platform, and we're making sure that we have the tools and the functionality in Windows 95 to deliver the video and sound performance. We want developers to take advantage of the things the PC has, like a hard disk, so that players can store where they are in the scenario, or bring other fac-

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problems with it.

**KEN:** Will a Win 95 game ever run as well as a DOS game?

**PAL:** I think Win 95 games run as well as DOS games now.

**BILL:** Some of them run better.

**KEN:** Are there general tips you could give people who have Windows 95 on how to get DOS applications running if they have problems?

**BILL:** If you do have a DOS title, Windows 95 provides an environment that looks a lot like DOS. To do this, you go to your Start menu and choose Shut Down. An option comes up on the menu that says: 'Restart the computer in MS-DOS mode.' Restart, then follow the game's installation instructions for DOS and set up your environment that way. If that configuration works, you can create a shortcut in Win 95 that specifies: 'Run this application in MS-DOS compatibility mode.' Give it these memory parameters.' Then Windows 95 will go in and set up that environment again every time you launch that game from within Windows 95. Windows will actually suspend itself, boot up DOS emulation, configure memory just so, and run the game for you.

**KEN:** A list of companies that consider Windows 95 their primary platform?

**BILL:** Get a directory of game companies and go down the list. Certainly, Sierra is doing that. Activision, Maxis, Mindscape, Lucas, and id...everybody that has seen the Windows 95 development tools has pretty much said, 'This is the future! I don't have to spend a third of the cost of my game on doing device drivers and doing device support anymore. I can put it into making a better game, and that's what I'm going to do.' The game development community is very, very excited.

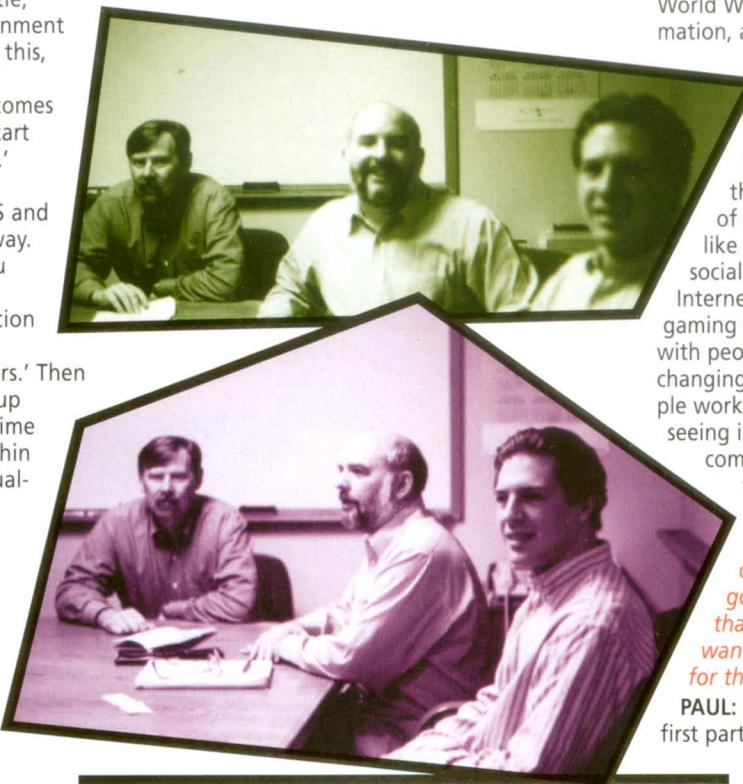
**KEN:** If I stick with DOS, a year from now will I still be able to buy games from these companies? Will they be doing DOS versions?

**BILL:** Right now, most of these developers say that they're doing Windows 95 only. Since Windows 95 development for games is easier than DOS development was, if you want to get a new game first, you're going to want Windows 95. If you stick with DOS, it will be a crap shoot as to whether the game you want will come out—and when. It's a matter of the technology really enabling the next generation of games.

**KEN:** Have you seen a particular game on Windows 95 that just blew you away?

**BILL:** Yes, they're starting to come out.

I've seen in Alpha some games that are coming over from the Play Station. They're just amazing! What you've got is all the action that you would expect on a console game where you've got 3D rendering and texture mapping, and it's running on the PC at four times the resolution, so it's sharper than you could ever get on a television. That's really amazing. I've also seen titles that involve video and integrate it into the game experience. It's really just spectacular.



## "...WITH DOS, IT WILL BE A CRAP SHOOT AS TO WHETHER THE GAME YOU WANT WILL COME OUT—AND WHEN."

— BILL KOSZEWSKI, MARKETING, MICROSOFT

**KEN:** Any opinion on all the 3D boards? Should people buy 3D accelerators?

**BILL:** There's 3D hardware coming in from ATI, S3 and from Cirrus Logic and all those people. It's going to be inexpensive. People are very enthusiastic about what you can do with 3D: create much more realistic worlds to be in, for example. Things like Avatars. Create multi-player games played across the Internet at low data rates and have very realistic worlds interact with at least somewhat realistic looking people. So, yeah, we think 3D is going to be the hot thing this year.

**KEN:** I've been reading that most of the future Microsoft products will be linked to the Internet...

**PAUL:** Well, in terms of what the consumer can do with the Internet, it really comes back to being connected. Until now, using your PC at home has been a solitary experience. You would have the applications that you have, the games that you played, and that was pretty much it. The advent of the Internet means that you can start reaching out and connecting to information and with other people. It means that you communicate online. It means that you can get onto the World Wide Web and access all of this information, and suddenly you're no longer limited to what you bought at the software store. You're able to reach out and get all of this information from around the world.

What's also starting to happen is that activities that we used to think of on the PC as being pretty solitary, like gaming, are now becoming more social activities. You can dial into the Internet and you can dial into an on-line gaming service, and start playing games with people around the world. It really is changing the whole dynamic of the way people work with computers. Really, what we're seeing is a convergence of computing and communications, and the Internet is just the first part of that.

**KEN:** One of the hypotheses that has been spun by some of the Internet companies is that somehow there's going to be a \$500 Internet device that will replace traditional PCs. Do you want to comment on that whole vision for the industry?

**PAUL:** It can be divided in two parts. The first part is the obsolescence part. I told you earlier I have a 486/33 at home. That's what I bought two years ago because that was state-of-the-art. I'll probably be buying a Pentium system sometime this year, so it is a concern. There's a reason those Pentium machines are selling out there. It's because people are willing to buy them. They want better 3D; they want better games; they want Internet access. They want the answering machines and all the things that the power can deliver. If

people stopped wanting that, these machines would stop selling. If they did, you'd stop seeing the innovation, and prices would come down. So what we're seeing is the response to demand.

The second part is that I have fundamental problems with a \$500 machine. I see certain situations where such a machine, if you could make it, might work. But let's ask if they can make a \$500 machine. If you want to sell a person a \$500 computer, you have to be able to manufacture and ship it for \$200, because you have to recover all the other expenses, and you have to make some money off of it. I can't buy memory for \$200, let alone a processor and a video display board.

But, let's suppose that they can make such a thing. I'm not in the hardware business, so I might be wrong. Now, let's take a look at the advantages that we have being on a PC. There is high resolution graphics and text-things that I can't put on a TV set. We did a lot of work here a few years ago trying to come up with a set of controls for people writing computer applications that would look one way when seen on a television and another way when on a PC. And you can't do that. You can do things like aliasing with text; you can make horizontal lines thicker; you can blur things around the edges. But then, what happens is that a control, for example, something that says, 'Push this button here for this effect' has one size, shape and texture on a computer monitor, but something quite a bit different on a TV screen. That just raises all kinds of havoc with aesthetics and layout. When you get into something like a game, aesthetics are everything. My second objection is that it's very hard to make content that will look as good on the PC or that requires PC resolution, like text, and have it run on the television. It won't do it. Now, what you can do is you can write everything to make it look good on television and have that appear on a PC, but then you downgrade the PC image. Maybe that's okay; there may be a place for applications - con-

sole games for example - for that level of artwork. You could then play on a device that attaches to a television and connects to the Internet, and you could make such a box. If you're satisfied with that level of quality, plus other sacrifices, like no persistent storage, etc., or limited storage, then I suppose it's possible. But it's limited to what the hardware can do and limited in how good it can look, as well as limited in the lack of general PC characteristics.

able to make a Windows 95 machine a much better environment for running those old DOS games than DOS was. It will mean going away from boot disks and getting that stuff set up under Windows 95, but if you make that move, things will run great. Better performance, better titles and ease of use—that's the promise of Windows 95...at least as far as gamers go.

\* \* \* \* \*

*Well, that's my article, but before I close out, I wanted to express my condolences to the family of Derrick Lucaszuk. Derrick, a long time key man in the development of Dynamix games like 3-D Ultra Pinball, was killed in an auto accident this holiday season.*

*If you're a praying person, I'd appreciate it if you'd put in a good word for Derrick and his family the next time the spirit moves you.*

Ken Williams  
CEO - Sierra On-Line, Inc.

## 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. 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.

**3-D Artist:** Sierra is looking for artists who have experience with 3-D graphics packages such as 3-D Studio, Alias or Soft Image. Please include non-returnable samples of your work.

### 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:



**Sierra On-Line**

Recruiting  
R&D: INT  
3380 146th PI SE, Suite 300  
Bellevue, WA 98007  
Fax 206/641-7617  
E-mail: recruit@sierra.com

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

**We have openings in:**

Oakhurst, California (near Yosemite National Park), Seattle, Washington, Champaign, Illinois, Boulder, Colorado, Austin, Texas and Eugene, Oregon.

**Equal Opportunity Employer**

*Sierra goes to the ends of the earth to bring you the best games*

# NEWS NOTES

See page 12 for  
Cindy Crawford



## DANGER in Sri Lanka

### meeting with Arthur C. Clarke

**W**hen the Sierra Rama design team visited Arthur C. Clarke in Sri Lanka last November, they knew the country had been in civil war for nearly 12 years, but they never thought the war would put them in danger. "We received a call from Mr. Clarke's family advising us that we should change hotels," said J. Mark Hood, Director of the upcoming *Rama* game, "because our current hotel was too close to embassies and other potential targets of opportunity for the local rebels."

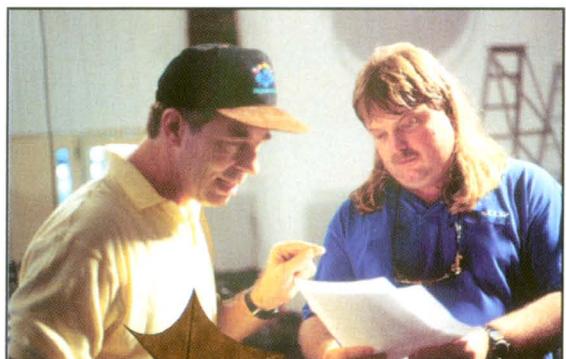
Wisely, Sierra took that advice. The crew landed in Sri Lanka at 2:00 a.m. and journeyed to their new hotel. A few hours later, a suicide bomber

struck across the street from where they would have stayed. Many died in the blast. The attack was followed by spurts of gunfire as the Sri Lankan military attacked what they thought were rebel positions. If the Sierra team had not moved, they might very well have been fatally injured.

Due to the thoughtfulness of Clarke's live-in family, the team was able to spend many days filming in blue screen and at his home so that his valuable input could be included in the title. Don't ever say that Sierra doesn't go to the ends of the earth, whatever the danger, to bring you the best games!



Arthur C. Clarke is an accomplished cybersurfer.



Gentry Lee with J. Mark Hood, the Director.



Arthur C. Clarke

The Sierra team at the blue screen facility with the staff of Tele-Cine Studios.

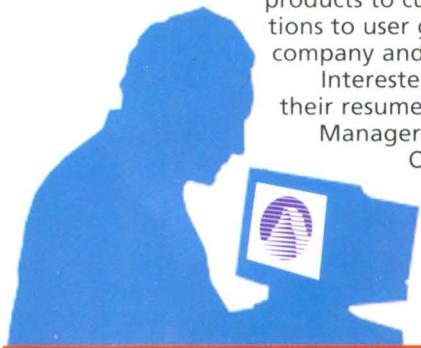
# Join The Sierra Team!

Sierra is looking for self motivated, experienced merchandisers to help us spread the good word about Sierra all across the country. Positions are available in Houston, Atlanta, Denver, Miami, San Diego, New York City and vicinity, Washington DC/Baltimore, Philadelphia, Boston, Chicago, Minneapolis, Dallas, Los Angeles, CA and vicinity, San Francisco, CA and the Bay Area, and Seattle, WA.

If you love to play, talk, and demo entertainment, educational, and home productivity software, have creative merchandising skills, and can work on a flexible schedule, this might be the ideal job for you. The responsibilities of the job include calling on retail chains to present products and assist dealers with product merchandising, training in-store personnel to demonstrate

products to customers, making presentations to user groups, and representing the company and its products at trade shows.

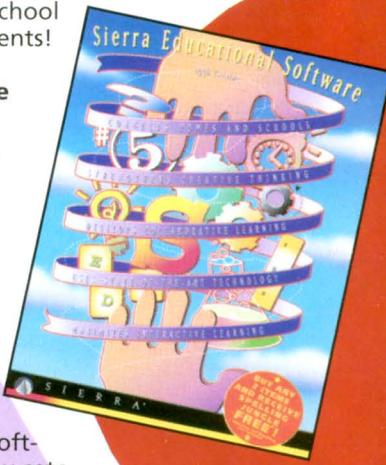
Interested candidates should send their resume to: Human Resources Manager-Merch, Sierra On-Line, 3380 146th Pl SE, Bellevue, WA 98007. Also see page 9 for other Sierra employment opportunities.



# Software for Schools

Attention teachers, school administrators and parents! Sierra now has a new **Educational Software Catalog** available.

In it you'll find great offers on multi-award winning products like *"The Lost Mind of Doctor Brain"* and *The Incredible Machine*, and info on how to get special **Teacher's Guides, School Versions, and Lab Packs** for several of Sierra's educational software titles. Get this new catalog by calling 1-206-649-9800 extension **5800** or write to Sierra Educational Catalog, Attn: Amy Chan, 3380 146th Place S.E., Bellevue WA 98007. Give your students a lesson they'll never forget! Give them Sierra software!



## FLIGHT SIMS • MOTORSPORTS SIMS

### Sierra covers new ground (and Air)

**SubLogic**, the leading developer of flight sims, and **Papyrus**, the leading



developer of motorsports simulations, have recently joined the growing ranks of Sierra's family of companies. "I



believe both of these companies will be great additions to our game development efforts," emphasized Ken Williams, Sierra's CEO and Chairman.

Sierra looks forward to utilizing the best of both these new companies' talents to expand its offerings and develop the best in new entertainment software. Working with Papyrus' design group, Sierra plans to release a number of new motor-

sport simulations in 1996. Combining SubLogic's crisp, realistically detailed graphics with Sierra's cutting edge Windows 95-based 3-D terrain technology, the upcoming **Sierra Flight Plus** will bring a new dimension to flying the friendly skies. "With its success in the military flight simulation genre, Sierra plans to branch out by releasing new civilian aviation simulations that will represent the first serious alternative to Microsoft's *Flight Simulator*,"



Williams added.

Racing and flight simulation titles have been popular with gamers for several years. Adding Papyrus and SubLogic to the Sierra family will help Sierra maintain its presence as the largest publisher of entertainment software worldwide.

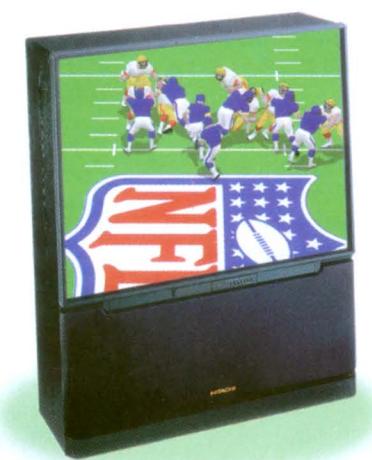
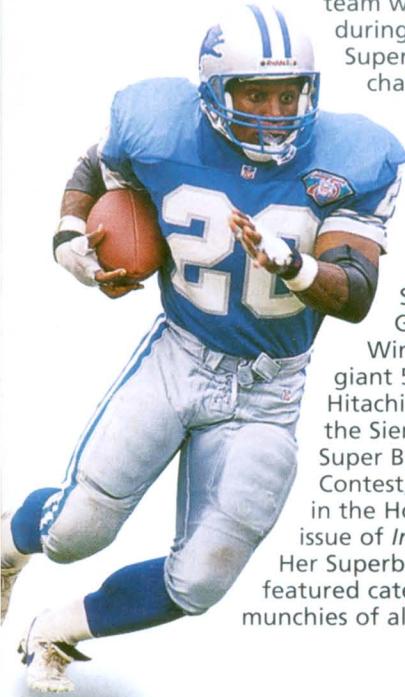
With these new members as part of the Sierra family of companies, it could be that the sky's the limit.



# Winners! • Winners! • Winners! • Winners!

## Superbowl Winners!

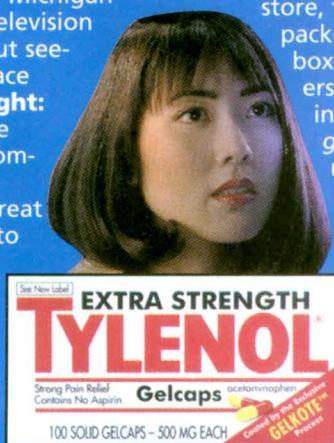
You may have seen your team win or lose during the last Superbowl, but chances are you didn't watch the big game in style like Katrina Scribner of Coleta, IL. She was the Grand Prize Winner of the giant 50-inch Hitachi color TV in the Sierra "Win a Super Bowl Party" Contest, featured in the Holiday, 1995 issue of *InterAction*. Her Superbowl party featured catered munchies of all varieties,



and we even gave her \$300 in cold, hard cash to get the carpets cleaned when the big bash was done! Other prize winners came away with free subscriptions to *PC Gamer magazine* and limited editions of *FPS: Football Pro '96*, previously available only to the Dynamix Design Team. The only thing we don't know is if she was a Cowboy or a Steelers fan...

## Sierra Sightings!

Bernice Love of Detroit, Michigan was the first sharp-eyed television viewer to write to us about seeing Joanne Takahashi (Grace Nakamura in **Gabriel Knight: The Beast Within**) on the new Tylenol Gelcaps TV commercial currently running nationwide. Joanne is a great actress and it's really nice to see her getting some well-deserved nationwide exposure. Way to go Bernice and Grace!



Another sharp reader found a Sierra cameo in the movie *Fair Game*, starring Cindy Crawford and Billy Baldwin. When the pair goes into a computer store, the store shelves are packed with stacks of **Outpost** boxes. We commend the makers of *Fair Game* for providing exposure for such a great game. Maybe we can return the favor sometime!

Stay alert and keep those Sierra Sightings coming!

A free Sierra game goes to watchers whose sightings are printed! Send your Sightings to: *InterAction*, ATTN: Cultural Reference

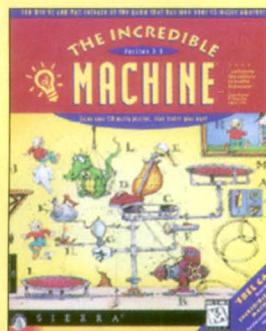
Contest, P.O.  
Box 53008  
Bellevue, WA  
98015-3008.

In event of duplicates, award goes to entry with earliest postmark.



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## Incredible Winners!



Wow! We got hundreds of entries in our Incredible Contest for solving our puzzle from new *Incredible Machine 3.0*. Those who figured out the right way to get the balloon to float up into the laundry basket each won a gift certificate for the Sierra

game of their choice (one of the possible solutions is shown here). Good going, winners!



### Our winners are:

Brian Kravitz,  
Highland Mills, NY

Ben White,  
Portland, OR

Robert Helgason,  
Iowa City, IA

Christine Barker,  
New Canaan, CT

Neal Davis,  
Idaho Falls, ID



Jarrod Whitehorn,  
Lake Elsinore, CA

Dylan Houser,  
Cape Coral, FL

Matthew Moore,  
Goldsboro, NC

Evan Larkin,  
Naperville, IL

Chi-Hay Tong,  
Scarborough, Ontario



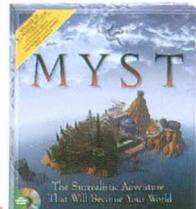
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Adventure 5004502



**Myst**  
Interact. Game 5004304



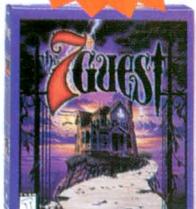
**Doom II**  
Arcade Style 5021506



**Command & Conquer**  
Strategy Game 5050208



**MechWarrior 2**  
Arcade Style 5043609



**7th Guest**  
Interact. Game 5004700

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**NEW**

**NEW**

**NEW**

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WIN3.1 MAC 386/33 4mb M

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WIN3.1 DOS 486/66 8mb M

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WIN3.1 DOS 386/33 4mb M

Adventure

Interact. Game

Arcade Style

Strategy Game

Arcade Style

5004502

5004304

5021506

5050208

5043609

MAC

MAC

MAC

MAC

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(See details below.)

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MAC	LCIII	4mb	J	K

SYSTEM CPU RAM PERIPH.

**SYSTEM** Button indicates the available operating environment(s) for a given selection: DOS (for PC), WIN3.1 (for PC), Macintosh.

**CPU** Button indicates the minimum processor required. If a title is available in PC and Macintosh formats, the top half of this button represents PC system requirements and the bottom half represents Macintosh system requirements. Note: Ser.=Series, Class.=Classic, Pent.=Pentium. For Mac - LC series includes LC 475, Performa 475, Quadra, Centris, Powerbook 180C, IIFX or better.

**RAM** Button indicates the minimum amount of RAM required.

**PERIPHERALS** Button indicates required peripherals. M=mouse, J=joystick, K=keyboard, P=printer.

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

**FX Fighter**  
Arcade Style 5045109

WIN3.1 DOS 486/33 4mb M

**Compton's Encyclopedia**  
Encyclopedia 5046008

WIN3.1 MAC 386/33 4mb M

**Astronomica**  
Astronomy 5033600

WIN3.1 MAC 486/33 4mb M

**Jumpstart Kindergarten**  
Children's Ed. 5027701

WIN3.1 MAC 386/33 1mb M

**Mac Pak: Beginning System 7 & 7.5, Intro to Claris Works, and Audio Guide to Quicken**  
Computer Tutor 5032404

MAC LC 4mb M

**Police Quest: Open Season**  
Adventure 5002803

WIN3.1 DOS 386/33 4mb M

MAC LC 8mb

**Nascar Racing**  
Driving Sim. 5001300

WIN3.1 DOS 386/40 8mb M

**The Lost Mind Of Dr. Brain**  
Children's Ed. 5037502

WIN3.1 MAC 386/33 4mb M

**The Complete Bartenders Guide**  
Gen. Interest 5034103

WIN3.1 MAC 386/33 2mb M

**Instant Internet Access**  
Internet Guide 5031000

WIN3.1 MAC 386/33 4mb M

**The Bible**  
Bible 5031703

WIN3.1 MAC 386/33 4mb M

**Dr. Ruth's Encyclopedia Of Sex**  
Home/Personal 5027602

WIN3.1 MAC 386/33 4mb M

WIN3.1 CLASS 4mb M

**Shanghai Great Moments**  
Strategy Game 5031802

WIN3.1 MAC 386/33 8mb M

**The Pagemaster**  
Adventure 5027008

WIN3.1 MAC 486/33 4mb M

**King's Quest VII: The Princeless Bride**  
Adventure 5024401

WIN3.1 MAC 386/33 4mb M

**The Random House Kid's Encyclopedia**  
Children's Ed. 5027909

WIN3.1 MAC 486/33 4mb M

**AAA Trip Planner**  
Travel 5011606

WIN3.1 MAC 386/33 4mb M

**PTS Official Windows '95 Tutorial**  
Computer Tutor 5043807

WIN3.1 MAC 386/33 4mb M

WIN3.1 CLASS 4mb M

**Woodruff And The Schnibble**  
Adventure 5037304

WIN3.1 MAC 486/33 4mb M

**World Wide Web Directory**  
Internet Guide 5049002

WIN3.1 MAC 386/33 4mb M

**Bodyworks CD 4.0**  
Medical Ref. 5036702

WIN3.1 MAC 486/33 4mb M

**Jumpstart First Grade**  
Children's Ed. 5045901

WIN3.1 MAC 486/33 4mb M

**Berlitz Live Spanish**  
Language Tutor 5043401

WIN3.1 MAC 386/33 4mb M

**Microsoft Bookshelf**  
Gen. Reference 5009402

WIN3.1 MAC 486/33 4mb M

WIN3.1 CLASS 4mb M

**Daedalus Encounter**  
Interact. Game 5034707

WIN3.1 MAC 486/33 8mb M

**Casper Brainy Book**  
Children's Ed. 5048905

WIN3.1 MAC 486/33 8mb M

**Mavis Beacon Teaches Typing**  
Typing Tutor 5015102

WIN3.1 MAC 386/33 4mb M

**Bear Hunter**  
Gen. Interest 5040803

WIN3.1 MAC 486/33 4mb M

**Microsoft Bookshelf**  
Gen. Reference 5009402

WIN3.1 MAC 486/33 4mb M

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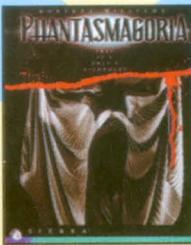
**1-800-792-1000** Dept. 2P2

## Entertainment

### *Phantasmagoria*

"...On seven CD's, it's the largest multimedia product yet ...clearly the best and most horrible new adventure game of the year..."  
- Games Magazine

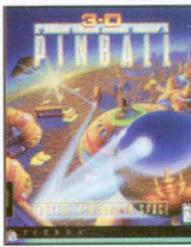
1



### *Ultra 3D Pinball*

Critics Choice. Winner of PC Pinball Shootout against nine top Pinball CDs "...so intricately designed that it'll keep you entertained for weeks."  
- CDROM Today

2



### *Gabriel Knight: The Beast Within*

★★★★ "Great story, exceptional acting...an adventure landmark."  
- Computer Gaming World

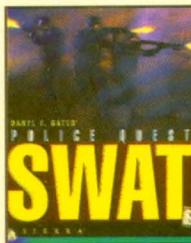
3



### *Police Quest: SWAT*

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

4



### *Hoyle Classic Games*

New! 10 Great games including Bridge, Backgammon, Hearts, Poker, Cribbage & Gin Rummy

5

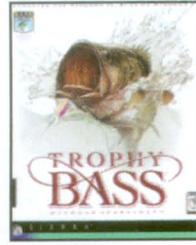


### *Trophy Bass*

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

★★★★  
- Computer Gaming World

6



### *Shivers*

★★★★  
- PC Entertainment

"breathtaking graphics and storyline create a top notch CDROM thriller'"  
- PC Gamer

7

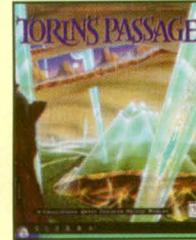


### *Torin's Passage*

"One of the few games that can actually be enjoyed by the entire family"  
- Computer Game Review

"Take this Passage"  
- Billboard

8

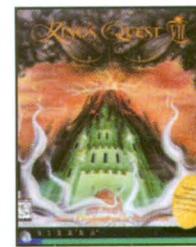


### *King's Quest VII 2.0*

"A visual Marvel from beginning to end"  
- Computer Gaming World

"Best Installment of The classic game series." - Billboard

9

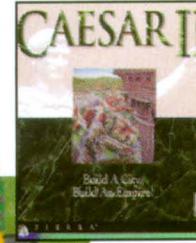


### *Caesar II*

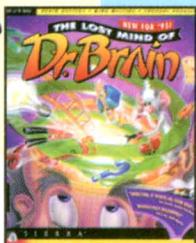
"High on the must-play list."  
- PC Gamer

"Empire Builder of the Year"  
- Computer Game Review

10



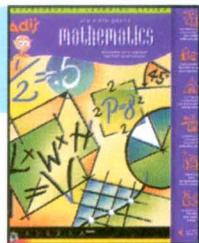
## Home Productivity & Education



### The Lost Mind of Dr. Brain

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

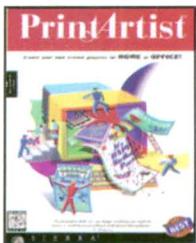
**1**



### Adi Math 4-5

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

**6**

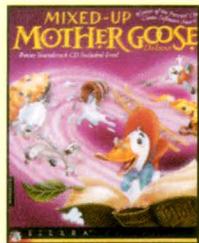


### Print Artist 3.0

"...the best value and the best tools for creating personal documents..."  
- Multimedia World

**2**

★★★  
"Fun and easy to use."  
- PC's Magazine's Highest Rating

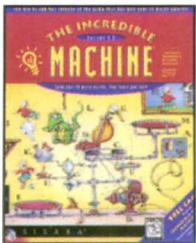


### Mixed Up Mother Goose Deluxe

Parents Choice Award:  
- Parents Choice Foundation.

**7**

Best Early Education Program  
- Software Publishers Association



### The Incredible Machine 3.0

"Seal Of Approval"  
- National Parenting Center

**3**

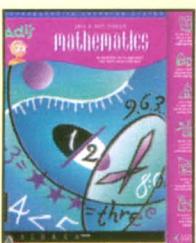
"Puzzle Game of the Year"  
- Computer Gaming World



### MasterCook: Cooking Light

New! Celebrate healthy living with 1,250 great recipes from Cooking Light Magazine.

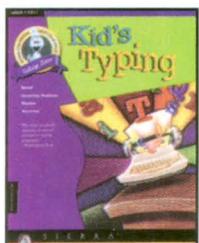
**8**



### Adi Math 2-3

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

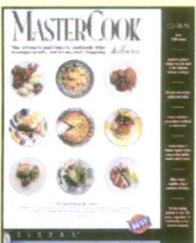
**4**



### Kid's Typing

Seal of Approval.  
- National Parenting Center

**9**



### MasterCook Deluxe

★★★★★  
- Family Computing  
The Best Software for Cooks  
- Bon Appetit Magazine

**5**



### Land Designer

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

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

**10**



To Order  
**48**  
See Page

# EARTHSIEGE 2

---

**"THIS IS THE GAME TO PLAY"**  
— STRATEGY PLUS MAGAZINE

---



By Aimee McDonald

# IN THE FINAL SHOWDOWN



## It's Blood and Bone Against Silicon and Steel

### Winner Takes the Solar System.

Get ready. And get the shades. The most explosive chapter in HERC based simulations is about to blast its way into existence, as Sierra's Dynamix development team puts the final fiery touches on its latest creation.

**"YOU MIGHT LOSE A BATTLE WHILE YOU MARVEL AT ALL THE DETAILS OF YOUR HERC"**

— PC GAMER

*EarthSiege 2* takes every aspect of the playing experience you loved the first time and cranks them up several notches higher. To make sure you don't miss a beat in the *EarthSiege* saga, the following blast-by-blast account will bring you right up to the present day:

### EarthSiege's heat-seeking history:

Project: Prometheus was a good idea that blew up in mankind's face. Designed as a boon to productivity, the use of Artificial-Intelligence-equipped "Cybrid" workers were even more attractive to the opportunistic military forces. Prometheus, the first to be activated, led the newly sentient Cybrids as they turned on their human creators and began a 20-year slaughter of the earth. Finally, human resistance fighters forced the Cybrid leader to the moon. Now with a ten to one advantage over the humans, the Cybrid forces prepare for the ultimate

showdown: *EarthSiege 2*. Your mission now is to repel the fully armed Cybrids and keep Earth safe for humanity.

The next installment in mankind's rebellion against the Cybrids promises to wrench the rivets off the competition, with more missions, better graphics and the best pyrotechnics this side of Hades. Control your HERC and up to 3 additional pilots in battle against the Cybrids. Succeed in your missions, and you will meet

Prometheus once again, on his home turf in a conflict that packs some walloping surprises. For nitty-gritty metal-mashing aficionados, or newbies playing their first game, the missions are bigger, better and more intense than ever before. Here's a sneak peek:



Standing at the top of the hill, you can see the attacking Cybrids preparing their assault. Unfortunately, they can see you, too. Rest in piece(s).

### Mission 1: Intelligence Raid

Objective: Upload the Kuang Mark IV virus into the Cybrid Command Network

Player HERC: Raptor II

Armament: 2x ATC 50 (50 mm autocannons), Turbo Pod, Shield Pod

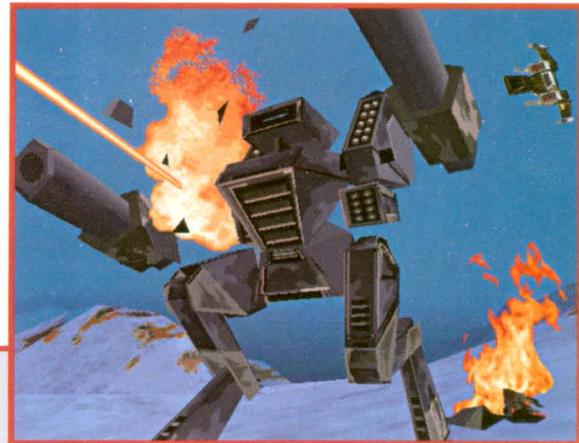
Terrain: Antarctic

Ambient Temperature: -40 Celsius

Wind: 30 knots

Visibility: 200 meters

MISSION BRIEFING: Evade enemy defenses and locate its listening post.



For the first time, you can fly a quality Sierra flight sim AND play a superior robot sim simultaneously.

Your computer will interface with the Cybrid command network and attempt to upload the virus. Once you have completed your mission, evade Cybrid HERCs and return to base. Keep radar off as much as possible to avoid detection by enemy units.

MISSION OUTCOME: Cybrid IFF (Identify Friend/Foe) will be confused, causing Cybrid units to attack each other on subsequent missions.

# showdown

## Mission 2: Armed Reconnaissance

**Objective:** Determine size and nature of enemy forces in this sector.

**Player HERC:** Razor (Flyer)

**Armament:** 2x Plasma Cannon, 2x ATC50 (50 mm autocannons), 2 Missile Launchers,

**Terrain:** Urban Ruins

**Ambient Temperature:** 12 Celsius

**Wind:** 20 knots

**Visibility:** 2000 meters

### MISSION BRIEFING:

Cybrid signal traffic in this sector has increased substantially during the past twenty-four hours. This could be a prelude to a major attack. Fly a Razor to each nav point and ID any Cybrid units present in the area with your targeting computer. Employ plasma cannon and missile launchers for their homing capability.

### MISSION OUTCOME:

If successful, Resistance units will be deployed to intercept them on the next mission.

## "A MUST HAVE"

— STRATEGY PLUS MAGAZINE

## Mission 3: Assault

**Objective:** Destroy Cybrid Landing Craft and any defending units

**Player HERC:** Ogre

**Armament:** 4x ATC100 (100mm autocannons), 3 Plasma Cannons, 2 Missile launchers, 1 Targeting Pod

**Number of Wingman:** Three

**Terrain:** Volcanic

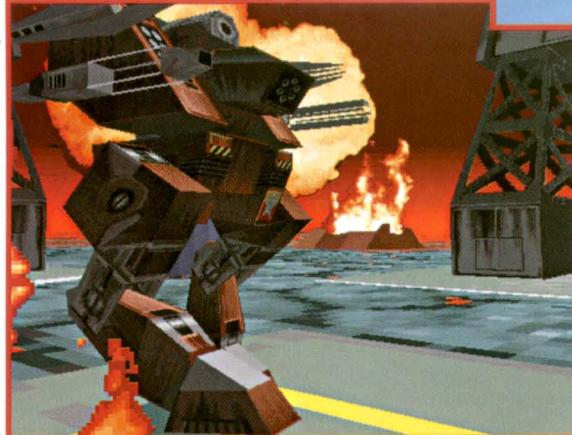
**Ambient Temperature:** 42 Celsius

**Wind:** 12 knots

**Visibility:** 1500 meters

### MISSION BRIEFING:

Cybrid assault transports have touched down in this sector. Your squad must locate and destroy the enemy landing craft as quickly as possible. Plasma cannon used in concert with a targeting pod



*EarthSiege 2 should carry a warning label: Don't sit too close to the monitor if you care to keep your eyebrows.*

are especially useful: the targeting pod allows a herc's computer to aim for a specific point on an enemy vehicle or HERC. The best tactic here is to gang up on one target at a time.

### MISSION OUTCOME:

Fail to take out the landing craft, and human defenses will be overwhelmed. If successful, the attack will be blunted and resistance units can go on the offensive.

### More missions, more weapons, more challenge.

Did those missions whet your appetite for more? Then try all 50 missions, each with riveting action



*Another sad cybrid takes it in the gut, and you get all the glory.*

and strategic objectives that bring *EarthSiege 2* way beyond the level of pure blasting action. There are eight classes of weaponry, each with separate power levels; for example: Plasma cannon (the "cybrid eraser,") 20mm to 100 mm auto cannons, an electron flux weapon, and an electronic pulse cannon. How's that for firepower? All this, and a game that looks as good as it plays...



**"ALL THE JOYS OF A FULL SCALE SIMULATION AND ALL THE FAST-ACTION PLAY OF A HOT ARCADE GAME"**

— STRATEGY PLUS MAGAZINE

## How Good Is The Animation?

Let's just say this. The ground looks like real ground, the bases look like real bases, and the HERCs look like they mean business. With true traversible terrain, you'll get rolling hills, canyons and craters. For the first time, players can use the terrain to their advantage. You can hide, but remember, so can they. Blow off a leg in ES2, and the Cybrid doesn't just stand there. He stumbles and hits the ground with an "earth-shattering Ka-boom." That's just one of the amazing sound effects that add realism to the EarthSiege universe. Say you've never heard a HERC strain as it chugs ingloriously up the rugged terrain? Well, it's a sound you don't want to hear with a Cybrid on your tail.

## Nine New HERCs, And A HERC In The Air

What could be better than launching a surprise attack on the enemy from a place he never suspected? Look up, sissy - RAZOR attack from above! *EarthSiege 2* introduces the first flying class of HERCs - The RAZOR is just one of ten new fully customizable HERCs. Sierra adds its flight sim expertise to the world of fighting robots, and the result is doubly deadly.



That rolling terrain has never been more true to life, so watch what you eat before you play, okay?

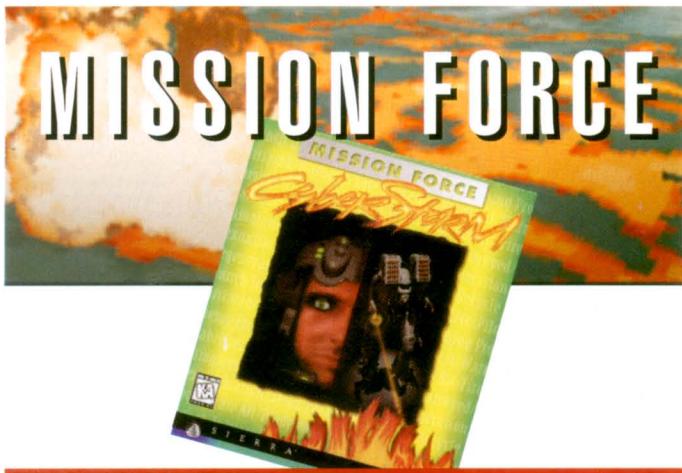
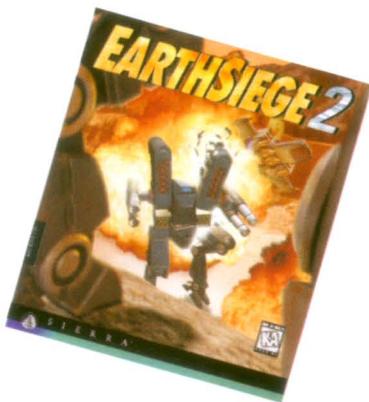
## Instant Action = Instant Gratification

Play now, read the manual later with the Instant Action feature that puts you right on the battlefield at the get go. This option is perfect for players who prefer less customization and more immediate challenge.

## Easy to Play, Hard to Master

Don't get me wrong, Instant Action doesn't mean *EarthSiege 2* is short on gameplay complexity. Far from it. Customize your HERCs till you just can't customize no more, because you'll have plenty of opportunity to run them through their metallic paces with over 55 missions, which walks all over the competition, by the way. Look for *EarthSiege 2* to blast its way onto your local retailers shelf early this Spring.

To Order  
48  
See Page



## Cyberstorm

**YOU create the warriors,  
YOU control the war.**

*MissionForce: Cyberstorm* takes the *EarthSiege* universe into a strategic new era. Scheduled for release in March, *Cyberstorm* combines all the best aspects of *EarthSiege* HERC battlefield with a strong futuristic tabletop strategy war game. You get plenty of decision-making and plenty of action, but with an entirely new twist. We call them Biderms.

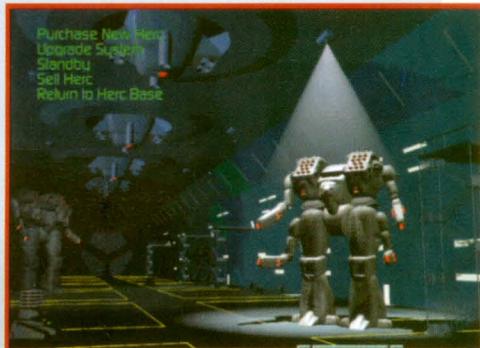
Biderms. A whole new way to fight dirty.

You control up to 26 of these non-human, genetically engineered warrior pilots at once. Linked to your HERC fighters,

you put them into battle any way you like. Using the powerful chemical stim-gland, you can even alter their genetic structure to improve their aggression level, strength and speed. Be aware, get too generous with that stim-gland, and you run the risk of making your Biderm "genetically unstable."

And you don't want that, believe me. You've got a big job to do, and you want your Biderms and HERCs ready for action, not ready for the recycle bin. That is, however, one of your options as you create and recreate your fighting force, charged with defeating 3 enemy factions to protect your land and conquer theirs.

Strategy aficionados will love the depth of play in this turn-based hex-map game. A sophisticated Artificial Intelligence allows for unlimited replayability, as it creates entirely new terrain maps, scenarios and opponent configurations for each mission. *Cyberstorm* can be either complex or simple, depending upon how players choose to access the layered difficulty system. For newer players, pop-up help and Windows 95 technology will make *MissionForce: Cyberstorm* plug-and-play easy. Look for it this Spring.



Customize everything from HERC weapon efficiency to game complexity.

"ALL THE BEST FEATURES OF  
THE ORIGINAL A-10 GAME,  
PUSHED TO CURRENT CUTTING  
EDGE LEVELS!" — STRATEGY PLUS

# SILENT THUNDER

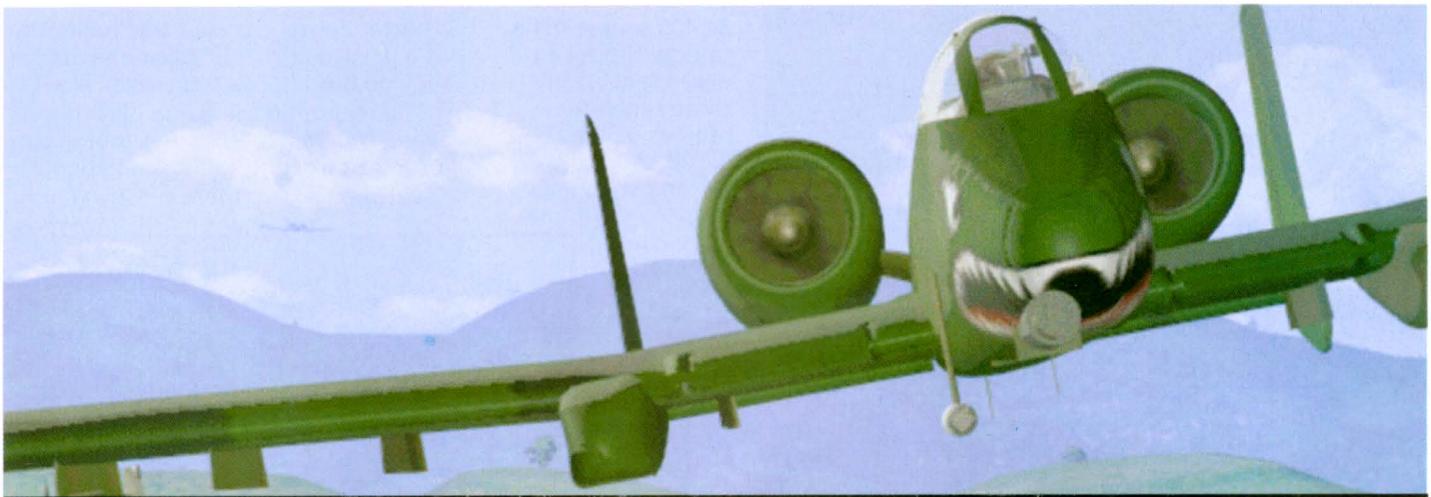
A-10 TANK KILLER® II

By Suzanne Sweeney



"SILENT THUNDER HAS  
THE MOST AWESOME  
SOUNDTRACK"

— PC MULTIMEDIA AND ENTERTAINMENT



## Fly Low. Hit Hard. The World Is Counting On You.

### AN UNDISCLOSED LOCATION - MIDDLE EASTERN DESERT

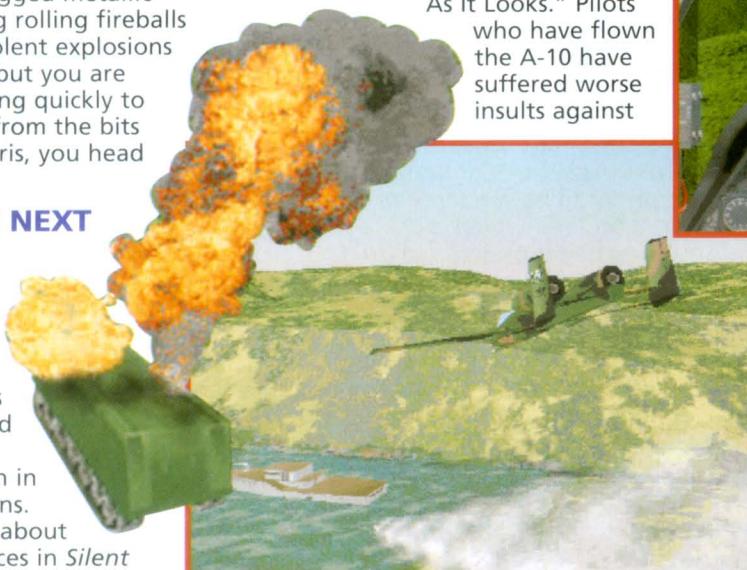
Farwei tank teams occupy a border village. Their orders: Kill every inhabitant. No one is to remain alive.

The tank team commander is calm, and smiles with quiet assurance. He will follow his assignment to the letter. No one will ever know of his team's presence here. Pleased with himself, he thinks about the promotion he is certain to receive, until he hears the faint sound of an approaching storm...

From the sky, the tanks look like dull-colored toy blocks, littering the smooth desert landscape. "Time to clean up the sandbox," you say, letting off a few short, but deadly accurate bursts of your GAU-8/A "Avenger" gun. Your A-10 Thunderbolt II strafes the area with 30 mm shells. Tanks explode into jagged metallic chunks, sending rolling fireballs into the air. Violent explosions rock the A-10, but you are unfazed. Banking quickly to the left, away from the bits of burning debris, you head back to base.

### A-10 II: THE NEXT MISSION

For over two years, Dynamix has been working on the graphics technology used to create the next generation in flight simulations. After you read about the new advances in *Silent Thunder: A-10 Tank Killer II*, you will know that the first release of their efforts is worth the wait!



Swoop down like "Silent Thunder" in the most indestructible plane ever built.

In this sequel to the bestselling *A-10 Tank Killer*, you will swoop down like "Silent Thunder" in the most indestructible plane ever built. Use the A-10's powerful weapons and ground-hugging attack style in rugged air-to-ground combat while you experience rich, realistic worlds filled with texture-mapped terrain and 3-D objects. Dive into 24 action-packed missions within 3 fast-paced campaigns, and give some local warlords a run for their money. And *Silent Thunder*'s electrifying music soundtrack and sound effects will keep you on the edge of your seat the whole time!

### STILL UGLY AFTER ALL THESE YEARS

"A Real Butt-Ugly Plane."  
"Pretty Hard On The Eyes."  
"Hope It Doesn't Fly As Bad As It Looks." Pilots who have flown the A-10 have suffered worse insults against

the aircraft that has won their overwhelming respect. Though the A-10's physical appearance is best described by its nickname "Warthog," you will discover there is nothing ugly about the game that takes the A-10 name.

The beauty behind the beast in *Silent Thunder* is its drop-dead-gorgeous graphics. Fly low, like only the A-10 can, over ultra-realistic worlds with incredible texture-mapped terrain. Unlimited camera viewpoints provide an unparalleled view of highly-detailed 3-D objects.



Immerse yourself in the tactile realism created by leading-edge, high-res SVGA graphics.

How does *Silent Thunder* capture such accuracy and realism in its terrain and 3-D objects? With the use of exclusive Dynamix terrain and 3Space™ technologies. According to Producer/Director Frank Evers, "Our 3Space and Terrain technologies allow us to improve performance in the drawing of highly-textured, perspective-correct terrain and those of similarly textured 3-D objects. We've figured out a way to add rich detail and interaction between objects, light, and color to bring our worlds to life."



Here is just a taste of the types of terrain and objects you will see in the new A-10 Tank Killer: waterfalls, rivers and tracks in the dirt, villages, oil fields, complex bridges and other structures. View these, and other new features like transparent smoke, translucent cockpits, and highly textured explosions, all without having to slow the game play down to a snail's pace. Depending upon the level of performance you want, you will have the ability to "haze" closer or farther away from the terrain.

Low-res players won't be left out in the cold, however. In the low-resolution version of *Silent Thunder*, the game will call upon the Windows 95 feature, DirectDraw, to provide players with even the absolute minimum machine requirements, screaming fast game play and imagery.

It's a sure thing. From the rugged crags of an arid desert mountain to the swaying tree-top canopy of the Colombian jungle, *Silent Thunder*'s graphics will leave you breathless.

### WHERE DO WE GO NOW?

*Silent Thunder* contains 24 missions in three campaigns set in the Persian Gulf, Colombia and Korea. Battle the loyal forces of a Middle Eastern leader and put a decisive end to his ethnic cleansing program. Track down a merciless drug lord as you dive in low over the sweltering jungle terrain of Colombia. Then soar into the political pressure-cooker of North and South Korea, where a rogue North Korean warlord is bent on nuclear destruction.

*Silent Thunder* takes place in over



get ready for TONS of game play!  
One of *Silent Thunder*'s key features is

Varying game difficulty allows beginners to jump in and play, while giving advanced players the challenge they crave.

## "IF THIS ONE DOESN'T GET YOUR HEART PUMPING, YOU NEED SURGERY!" — L.A. TIMES

Campaign Continuity. How does it work? Evers explains, "Continuity allows a player to have a sense of time and impact on their worlds. For instance, you might be sent out on a mission to blow up a bridge as your primary target. If you blow up the bridge, on your next mission you will see that the bridge is still blown up. Another mission might be against a radar station, same thing, if you've destroyed it, it will be a burnt out hulk in the following mission."

Each mission is self-contained but has a continuing timeline within each of the three campaigns.

As a player, you may ask, why is that continuity so important? As Evers says, "Providing continuity gives the players

84,400 square miles of beautifully rendered real estate in three separate regions of the world! Add to this an almost endless assortment of enemies, cities, towns, villages, rivers, waterfalls, rapids, coasts, and well...just

a better appreciation of the 'realism' of a particular 'world' because what they do has a sense of permanence."

The realism in the game play of *Silent Thunder* is THE thing that makes it such an exciting flight simulation.

But then again, there is "The Gun."



Taste the smoke and dodge the debris from 3D explosions that blow other simulations away.

### BATTLING WITH THE BIG GUNS - THE "AVENGER"

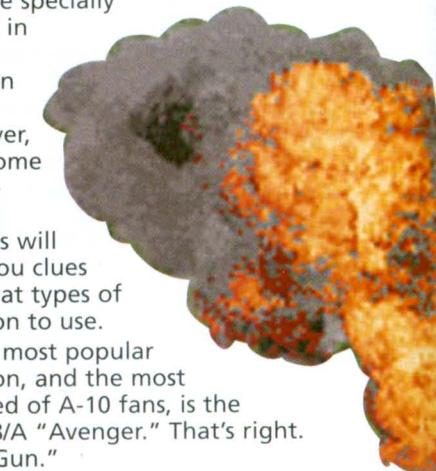
Within the *Silent Thunder* game, you have a choice of 14 various weapons you can use to arm the A-10. Customize your weaponry based on your mission briefing and intelligence reports you receive. Or, you can ignore the information you receive and focus on arming the aircraft with weapons you are specially skilled in using.

Keep in mind, however, that some intelligence reports will give you clues on what types of weapon to use.

The most popular weapon, and the most beloved of A-10 fans, is the GAU-8/A "Avenger." That's right. "The Gun."

Half as long as the A-10 itself, the 21-foot-long US General Electric GAU-8/A Avenger is the most powerful gun, in terms of muzzle firepower, ever flown. When fired, its 30 mm, heavy-armor piercing projectiles achieve a velocity of 3,500 feet per second. The ammunition core consists of depleted uranium, one of the densest materials known, to give it an extra-mean little "kick."

You don't know the half of it.



**"THE TERRAIN GRAPHICS ARE THE BEST EVER SEEN!" — PC GAMER**

### THE THUNDER ROCKS - AND ROLLS

Paired with a killer music soundtrack, *Silent Thunder* really delivers. Red Book audio music gives you all the subtlety and clarity that digital sound has to offer as *Silent Thunder's* high-energy soundtrack heightens excitement within the game. You will feel that adrenaline-pumping excitement when you are in the A-10, screaming down to 150 feet to make a strafing run with electric guitars wailing like fatalistic banshees in your ears.

In addition to *Silent Thunder's* driving soundtrack, you can play your own music CDs with the Virtual Jukebox feature. Whether it's Wagner's "Ride of the Valkyries," Meat Loaf's "Bat Out Of Hell," or anything in between, Virtual Jukebox will give you a soundtrack to suit your mood.

Pumping up the volume on the atmosphere levels, *Silent Thunder* also features fantastic 3-D sound effects. Beginning with the singular drone of the A-10's dual turbofan engines, you will hear a diverse range of realistic sound effects.

The sharp "pop" of anti-aircraft artillery will make you feel pretty lucky that you are flying with your butt wrapped in the A-10's "titanium bathtub." But you can give as good as you get. From the lethal "whoosh" of armed missiles flying out from under the belly of the Warthog, the descending "whine" of a

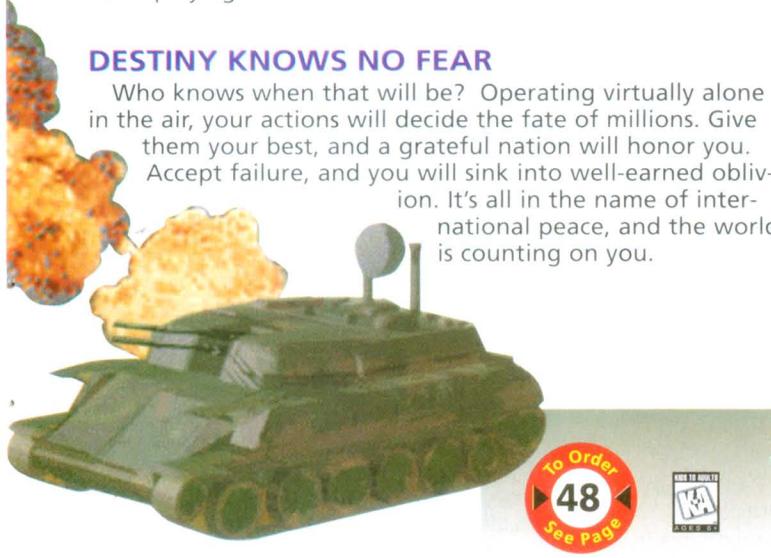


Experience realistic worlds as you glide over texture-mapped terrain and 3D objects.

smart bomb sailing toward its target, to the deep "bam-bam-bam" fire from the "Avenger" gun, the sounds of *Silent Thunder* will stay with you long after you have finished playing.

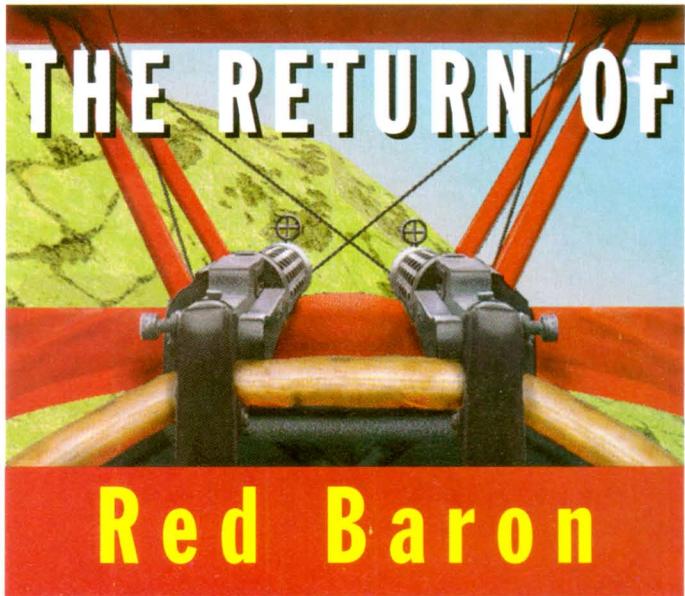
### DESTINY KNOWS NO FEAR

Who knows when that will be? Operating virtually alone in the air, your actions will decide the fate of millions. Give them your best, and a grateful nation will honor you. Accept failure, and you will sink into well-earned oblivion. It's all in the name of international peace, and the world is counting on you.



To Order  
48  
See Page

MADE TO ORDER  
K.A.  
DOES NOT



### THE FIRST RED BARON CAPTURED THE SPIRIT OF WWI HISTORICAL FLIGHT

Taking you back to a bygone era, the first *Red Baron* introduced flight simulation gamers to the true look, feel and experience of the aerial warfare of World War I. Players busted balloons to take out the airborne "eyes" of the enemy, escorted bombers deep into enemy territory and engaged in close-range dogfights, sometimes even going head-to-head with such famous aces as Baron Mandred Von Richthofen, the infamous Red Baron himself! And then there were the planes: the Spads, Nieuports, as well as the famous Fokker Triplane.

### NOW SOAR INTO THE EAGERLY AWAITED RED BARON II!

All of the features flight sim gamers loved about *Red Baron I* come back to life in *Red Baron II*. Force-based flight models and high-res graphics transport WWI onto your desktop.

Players can fly a single mission or guide their pilot through an entire career. An enhanced AI and a new dynamic mission generator challenge even the most experienced aces.

Soaring over the airbases and battlefields of France, Verdun, Ypres and the Somme will take on a whole different look with new texture-mapped terrain and stunning graphics.

Become the commander of your country's elite flying squadron as you rise through the aviator ranks to the glory and prestige as the top WWI flying ace.

Live the breathtaking realism of *Red Baron II*.



Experience the thrill of the chase as you fly over Europe hunting other aces!

# Revealing Rama

***It is the dawn of the 23rd century. An enigmatic cylindrical spacecraft more than 50 kilometers long has been discovered in the outer solar system. This spaceship is hurtling in our direction, offering mind-boggling proof that life and intelligence exist elsewhere in the universe. You are a replacement astronaut sent to join a carefully selected crew that has just started exploring the mammoth craft. Nothing can prepare you for the adventures that await inside.***

**Welcome to Rama.**

The Octospider is clearly a highly evolved, intelligent species. But is it friendly?

**I**magine setting foot on an alien spaceship so large it would take lifetimes to explore. If an alien culture could build a ship this vast, think what you might find inside. Aliens of overwhelming intelligence. Mysterious cities full of unfathomable technology. How would you begin to explore—much less comprehend—a spacecraft of this scale? And where would your explorations lead you? This is the premise of *Rama*, a forthcoming Interactive Science Fiction title from Sierra.

If you haven't read the epic *Rama* novels by Arthur C. Clarke and Gentry Lee, you're missing one of the richest science fiction series ever penned. Now these great authors and Sierra have teamed up to give you the *Rama* experience firsthand.

This fall, Sierra will release the first in a series of epic science fiction games based on the critically acclaimed novels *Rama II*, *The Garden of Rama*, and *Rama Revealed*.

The upcoming *Rama* game takes a new slant on interactive

**Gentry Lee and Arthur C. Clarke**

fiction. Players join a team of astronauts sent to investigate the *Rama* spacecraft, a 50-kilometer long by 30-kilometer diameter cylinder containing a multitude of habitats. Your predecessor has suffered an unfortunate accident. You must interact with the other astronauts already on board, and explore the worldship to uncover its purpose and the secrets of its origin. The challenge of this becomes clear as soon as you realize just how big *Rama* truly is. *Rama* will feature over 3,000 3-D backgrounds (by comparison, *Phantasmagoria* had 1,000), and an original soundtrack in stereo.

Planned to fill three CDs, *Rama* will offer a multimedia experience like no other, taking the locations and characters from the best-selling novels and adding adventure puzzles that are consistent with the alien machines and creatures inhabiting *Rama*. The dramatic elements of the story are triggered by the player's actions. *Rama* offers the challenges of navigating the environments

**by John Sauer**



of the worldship's central plains and frozen sea, archaeological sites, and alien lairs. Fans of *Rama* will be thrilled with the realism of the locations and the way the *Rama* story comes to life.

### A Trio of Powerful Talent

The creation of *Rama* is being driven by a powerful trio of Sierra talent. At the design helm is Gentry Lee, co-author of the *Rama* novels, and NASA chief engineer. With his knowledge of space technology and the

*Rama* universe, no one is better suited to craft a game that gives

players the freedom to discover *Rama* in their own way, without losing the integrity of the story.

Guiding Lee's game design from concept to reality and incorporating the elements of great game play is J. Mark Hood, the project's Director. A long-time Sierra veteran, Hood has helped drive the development of Sierra games for more than eight years, most recently as project manager for *Phantasmagoria*.

Adding visual life and richness to the mix is science

fiction artist Richard Hescox, who has created over 130 science fiction novel covers. His illustrations convey the immensity of inner space and the complete "otherness" of alien culture as players uncover the mysteries of *Rama*.

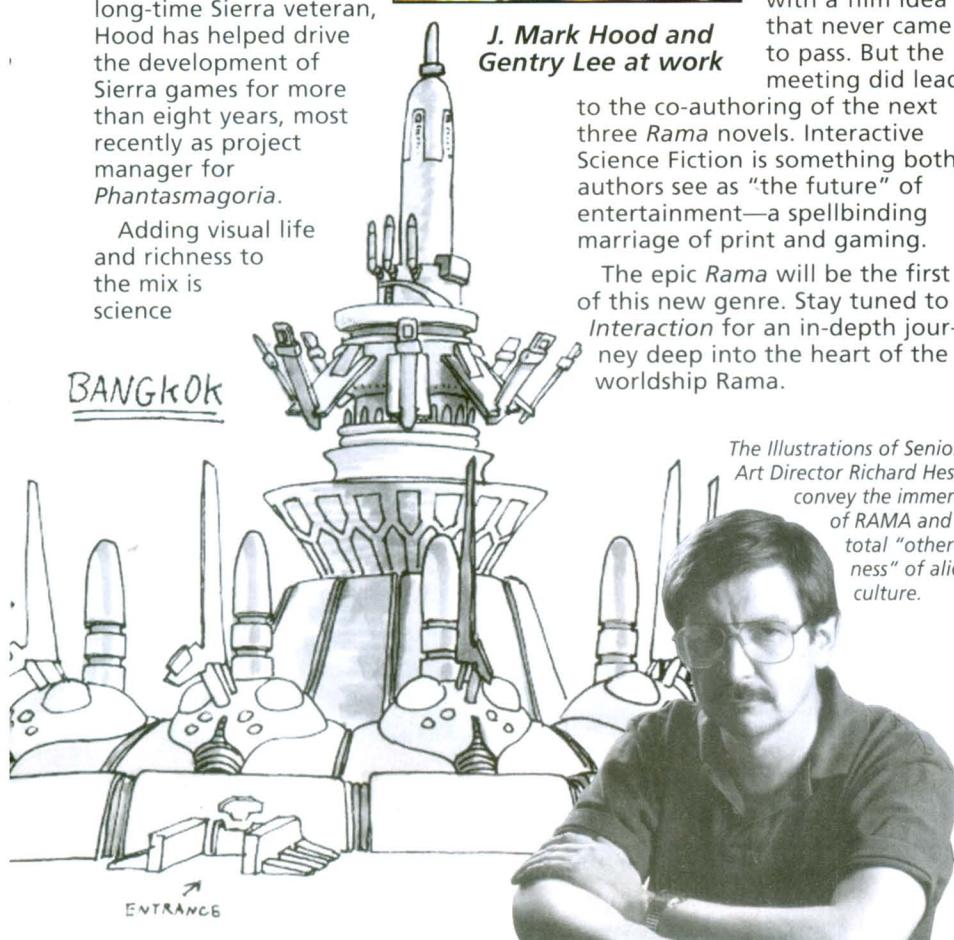
And standing behind the project is the "Godfather of Satellite Communications," Arthur C. Clarke. Last November the *Rama* design team flew to Sri Lanka to film Clarke, now in his late seventies, for his various roles in the game. In addition to providing the prologue, Clarke will appear at various points throughout the game, offering advice and tips when players have met with mishaps.

Clarke began the *Rama* legacy in the late 1970s with the release of *Rendezvous with Rama*. A long-time fan of Clarke, Lee approached him with a film idea that never came to pass. But the meeting did lead

to the co-authoring of the next three *Rama* novels. Interactive Science Fiction is something both authors see as "the future" of entertainment—a spellbinding marriage of print and gaming.

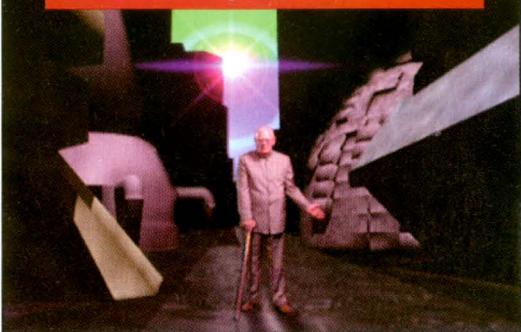
The epic *Rama* will be the first of this new genre. Stay tuned to *Interaction* for an in-depth journey deep into the heart of the worldship *Rama*.

### BANGKOK

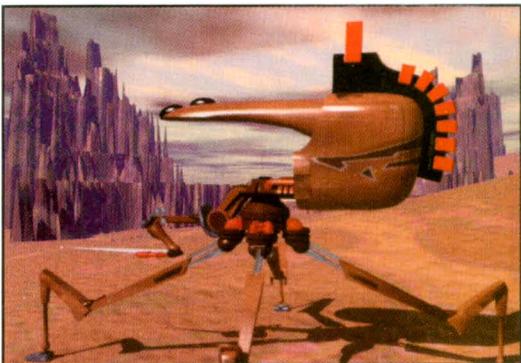


The Illustrations of Senior Art Director Richard Hescox convey the immensity of RAMA and the total "otherness" of alien culture.

### A Glimpse at RAMA



Clarke appears at various points throughout the game, offering advice when players meet with mishaps.



Biots are the caretakers of *Rama*. They won't help you, but if you endanger *Rama*, they could kill you.



The technology of the spacecraft is beyond anything that mankind has ever imagined.



The trip through the *Rama* spaceship offers amazing sights to behold.

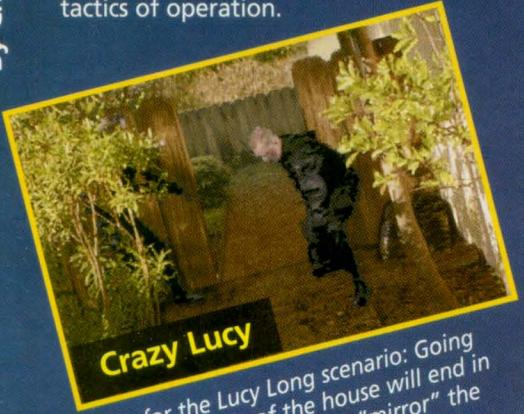


# DARYL F. GATES' POLICE QUEST **SWAT**

## **Police Quest SWAT • Rookie**

You all start out the same - as a "pup." It's never fun being the low guy on the totem pole, but you have to start somewhere. Sgt. Rooker is your CO (commanding officer) and he's the one running the show, shouting orders, and expecting results. The Sarge may be a heck of a cop, but tact isn't his strong suit, and you'll have to get used to his verbal assaults.

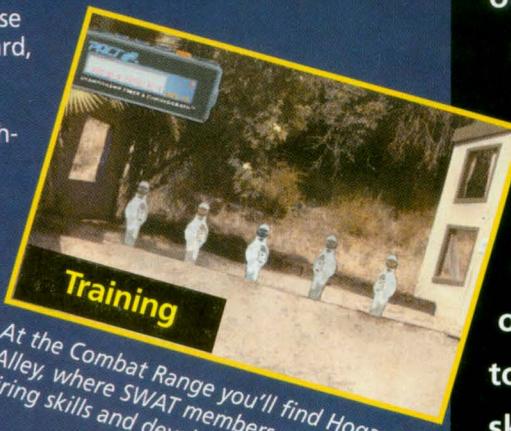
On the first two assignments — Lucy Long's house and Kipland Industries —you will serve as rear guard, rear containment , or trailer for the entry team. Rooker will brief you on the situation and layout, then issue weapons (ranging from an M-16 to flash-bangs and a gas mask). The best way to get through these scenarios without ending up dead or demoted is to cover your team members, keep in contact with your element leader via LASH (Los Angeles SWAT Headset), and try not to take out any innocent bystanders. After attempting further training, you will be well-versed in SWAT weaponry, hand signals, and tactics of operation.



A tip for the Lucy Long scenario: Going around the side of the house will end in your funeral if you fail to "mirror" the gate to make sure the coast is clear.



The transient holed up in the Kipland Industries warehouse is high as a kite. He's armed and he has a hostage.



No two days are alike when you're a member of the elite **SWAT** team. Serving and protecting the good citizens of Los Angeles takes guts, skill, and hours of intensive training.

Experience first hand what it means to put your life on the line when you take to the streets of L.A.

**Police Quest:** **SWAT** puts you in the middle of this only too real police drama. It offers opportunities to test your tactical skills as a **SWAT** cop with three diverse scenarios. Multiple points of view add to the realism of this cutting-edge technical simulation.

## **CRIME SCENE DO NOT CROSS**

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



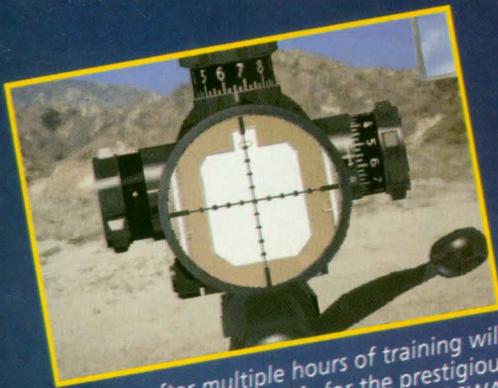
S I E R R A®

# EASTMAN SCENARIO

## SNIPER



## LEADER



Only after multiple hours of training will you qualify for the prestigious assignment of SWAT sniper.



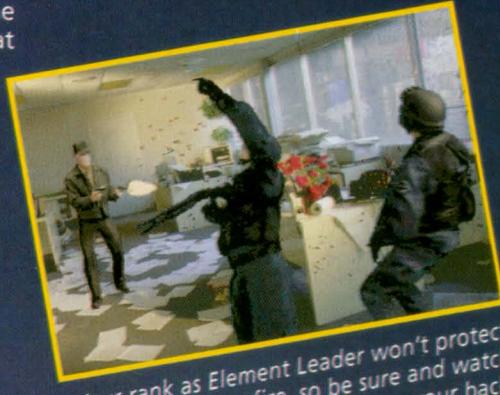
As highground coverage for this scenario, you must keep the suspect in your sites and shoot when you have a clear shot.

The scenario: "Terrorists. Hostages involved. Shots fired. Corner of San Pedro and Imperial." Dispatch coolly relays the message. In the briefing you learn that a group called the Northern Forty Militia has taken over Eastman Enterprises. The terrorists are holding owner Ron Eastman hostage, and are threatening to blow up the building in two hours if their demands are not met.

Which role you take in the final, explosive scenario at Eastman Enterprises is based on your training. If you have qualified as a sniper, you will provide highground coverage from the roof of an adjacent building. If you're not a skilled marksman and leadership is more in line with what you can do, play Eastman as the Element Leader.



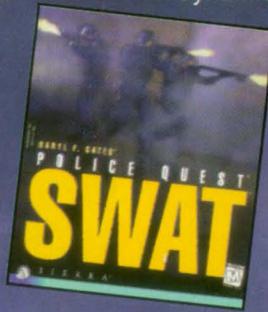
As Element Leader, it is your duty not only to direct your element, but to protect their lives and keep up morale.



Your rank as Element Leader won't protect you from gunfire, so be sure and watch your back.

### Police Quest SWAT • Sniper

Now try it from another perspective. Your job as a SWAT sniper is to cover the team from the roof of an adjacent building, waiting to take your best shot. If you fire prematurely, you'll be severely reprimanded and suspended, or even sent to prison. An observer will accompany you to communicate over LASH and keep you informed of wind speed and direction. You'll need to calculate the windage adjustment to your Robar SR-60 sniper rifle, then wait for the okay to fire—and then fire when you have a clear shot at the suspect. It's not an easy job, and not everyone's capable of it. But without you and others that share your beliefs, anarchy would reign in the city.



### P.Q. SWAT • Element Leader

As the assault team leader you make all the decisions regarding your team's movement during the call-up. You'll need to appraise the situation and then determine the best course of action. Should you initiate a stealth or dynamic entry? Should your plan include highground (sniper) coverage? Use LASH to transmit commands to the entry team, then arm yourself with an MP-5, and enter the building. Using SWAT methods of clearing a room, you and your team will advance through the Eastman building. Your object is to defuse the situation by getting the hostages out unharmed, and getting the suspects to surrender. However, if surrender isn't in the cards and somebody's got to go down, better let it be a suspect than you or a fellow officer.

## CRIME SCENE DO NOT CROSS



To Order  
48  
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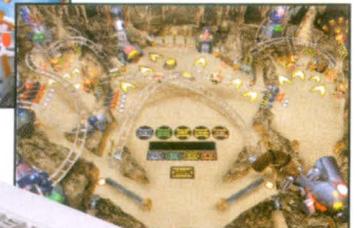
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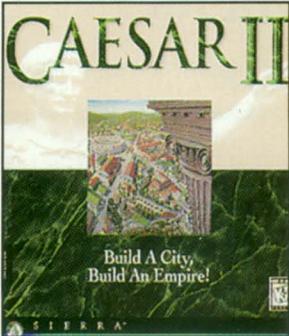
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# Strategy 101

by John Sauer



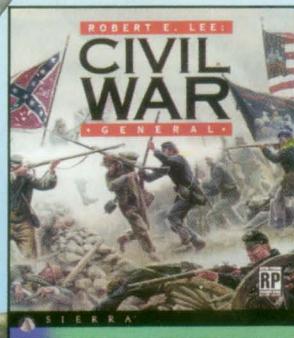
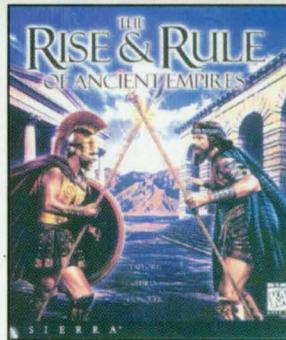
Go ahead. Build Rome in a day. Conquer the world. Rewrite the history of the Civil War. Engage in a war to save mankind from cybernetic destruction. Plots like these aren't usually found in basic blast 'em games. Only one genre offers this level of depth, realism, and the sheer excitement of being in total control; Strategy games.

The new breed of PC Strategy games from Sierra offers the right mix of depth and detail so that you can set up the game and enjoy playing without being buried in minuscule details. They offer more game play because they have been created with the Four Es in mind; Explore, Expand, Exploit, and Exterminate. The Four Es are considered to be the cornerstones of great Strategy games.

Look at your favorite game. Chances are it allows you to engage in one or more of the Es. Combining these traits gives more depth and complexity, which give you the power to do what we call the Fifth E—Experiment. And Experimentation is where Strategy games take you to the next level, giving you the power to test theories and the concept of "what if."

On the following pages, we've highlighted eight titles that demonstrate a premium selection of the very best Strategy games available. Whether you're new to Strategy gaming, or a seasoned gamer looking for

something new and better, there's something on these pages you'll enjoy.



## Strategy 101

# Space Bucks

## A Game of Cutthroat Competition

**I**magine owning your own really big business. Being a CEO can be fun. You're not bogged down in the details of the day-to-day operations. You're a big picture kinda guy, controlling your own destiny, crushing competitors that get in your way, and taking advantage of new market opportunities before the other guys know what hit them. That's the fun side of business.

Now take that "business is war, but war can be fun" attitude and warp it into deep space. The goal, "take over the universe one trade route at a time." Launch your own ships, build space ports, and open trade routes to every major planet and backwater outpost in the galaxy. Do anything and everything it takes to stay one turbo boost ahead of the competition or you'll wind up just another two-bit freight hauler doing business in the low-rent part of the universe.

Sound like fun? It is! That's *Space Bucks*, the new game of interstellar trading and cutthroat competition.

### The Buck Starts Here

*Space Bucks* is a potential "American Dream" (or you might say Andromedan Dream) game that challenges you to rise from modest beginnings to the pinnacle of galactic success. Grow your Interstellar shipping company into a business that would make Bill Gates green with envy.

*Space Bucks* is also a game of exploration, as you must research and visit new planets to broaden your shipping base. Spaceports can't be built without exploiting natural resources, and the ability to equip any of your ships with weapons to defend against space pirates satisfies those players craving extermination.

Part of the appeal of *Space Bucks* is its unique blend of "high-roller" strategy and science fiction.

Players hit the galaxy as president of a fledgling shipping business in the year 2250. You begin with a single ship, a starport, and a fistful of credits.

Choose your company name and color, then decide whether to play as a human or one of several alien races—each of which has its own special quirks and alliances. Those you do not choose become your competition—and what a ruthless lot they are! You'll quickly discover that there's more to running a deep space business than

### "A RENDEZVOUS WITH THE FUN SIDE OF BUSINESS" - COMPUTER GAME REVIEW

being a shrewd negotiator. You have to decide what to trade, and where. There are fuel costs to monitor, landing rights to haggle, and equipment and weapon upgrades to consider for each ship you own. Every time you think you're top dog, think again. The competition is always trying to undercut you, and space pirates can come out of nowhere and ransack your



Each star system can be boom or bust, depending on your ability to meet the needs of the locals.



Build designer spaceports on outlandish planets.

ships if you're not prepared with enough space weaponry to blast them deep into the next dimension.

### Buy Low, Sell High

The key to success in *Space Bucks* is learning what each planet's customers have and what they need, then delivering what they want. For instance, if a planet has a need for passenger transportation and the

player sends a cargo ship, it's going to be a money-losing venture. Taking financial risks can also be very rewarding. You may lose big when you open a new trade route, but if you make the necessary



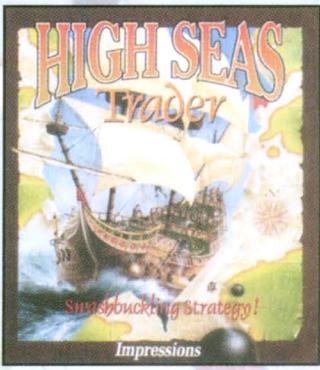
adjustments to meet the needs of your new customers, you'll find your way back into the black and then some. Just keep the cash coming in and you'll be able to jump on hot opportunities when



When configuring ships, don't forget to pack weapons or you'll be easy pickings for the space pirates.

you can't build a starport until you've obtained permission from the local authorities. This can be quite difficult, since some aliens will demand outrageous fees for landing rights, and competitors are always looking for ways to put your company out of business. Luckily, you have access to the same pool of dirty tricks that they have. There's nothing like a little industrial espionage to learn what they are up to!

For players interested in a Strategy game that combines the thrill of science fiction with the cutthroat competition of big business, *Space Bucks* provides an experience that will make you a deep-space tycoon.



### High Seas Trader

If the cold vacuum of space doesn't ignite your desire for wealth and riches, how about the sound of wind filling the crackling sails of your ocean-going vessel? *High Seas Trader* places you in command of a trading ship in 1651, calling on foreign ports to build a merchant trading empire. Your family name and fortune has been stripped away by an evil Earl. You must expand your wealth and influence to rise to the rank of Viscount, thus regaining your status (And giving you the power to stick it to the Earl!).

The action in *High Seas Trader* fits into three main categories: navigation, combat, and port activity. On the high seas you'll fight off pirates, or board and pillage if you are strong enough. Exotic ports of call will lure you in with beauty, and offer the opportunity to load new cargoes for trade in the known world. As your success increases, you can purchase estates, art, and other riches, adding to your prestige and nobility. If you long for faraway ports of call and the blast of cannon, *High Seas Trader* will satisfy your maritime longings.



Each port holds opportunities for savvy traders. Remember, buy low, sell high.



# Strategy 101

# CAESAR II

## Et tu, Build Rome!

**I**magine being given the power to build a city of your own design. A place where you could raise new buildings with the touch of a button, or raise armies with a simple command. A new order where your decisions could raise and lower taxes, where you could build new schools and civic projects as you saw fit, or even reroute rivers if you thought it was needed. A place where the citizens could live and thrive, and look up to you as their own private god!



Now, take that city and place it back in the days of the Roman Empire. Your buildings would have the architecture of the coliseum and the grace of the Acropolis. Could you make that city grow to rival the greatest created by Caesar himself?

That's the fun and challenge of *Caesar II*: to build wild, wondrous cities the likes of which the world has never seen.

With *Caesar II* you're not playing as much as creating. Your city takes on a life of its own as it grows; healthy and prosperous, or ugly and riotous, as the economy and other factors dictate. Success comes from keeping your city growing in spite of hardships, natural disasters, and the varying results of your own good judgment.

You play *Caesar II* as an upcoming protégé of Julius Caesar. Build a thriving city (or a thriving city and provinces), and spread the glory of his name across ten different provinces, and you earn the purple toga of Caesar. Let

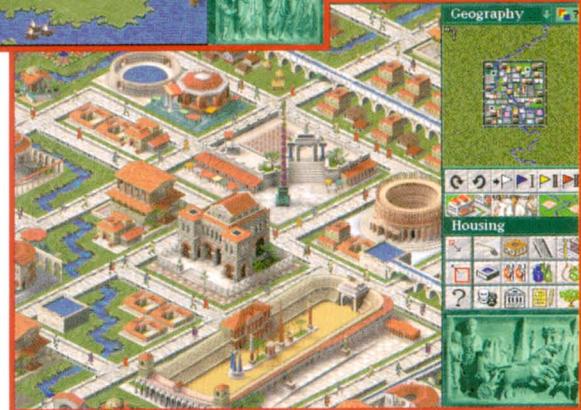
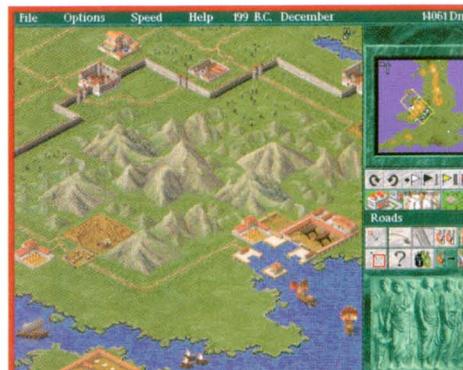
your city (and Caesar's glory), slide into ruin, and you could wind up chained to an oar in Caesar's favorite yacht for the rest of your life.

### There's No Place Like Home

Whether you play in the City Only or

Province mode, your first order of business is building a city. Setting up is so easy that all levels and ages of players can get a

*Creating seaports is vital to growth when playing in the Province Mode.*



*How will you lay out the city of your dreams?*

good start. All you have to do is "point and click" to place structures such as houses, roads, and coliseums. The choices of what can be placed are limited only by geography and



funds. Playing *Caesar II* in the Province mode really opens the game to new horizons. In addition to creating a city, you must bring the province you govern totally under Caesar's rule. You do

this by building mines and farms, connecting other villages to your city



Walling cities makes them much easier to defend against barbarians.

## "CAESAR II IS DOWNRIGHT GUILTY FEELINGS-FOR-IGNORING-YOUR SPOUSE GOOD." — COMPUTER GAME REVIEW

with roads, and waging war on those who don't feel like bending a knee to Caesar.

*Caesar II* stands a step above common city sims by adding the war element to game play. As cities gain value and the population increases, the wealth of the city attracts barbarian hordes and other undesirables. A well-established army is needed to keep them in line. Likewise, as you expand Caesar's influence, you will come across towns and

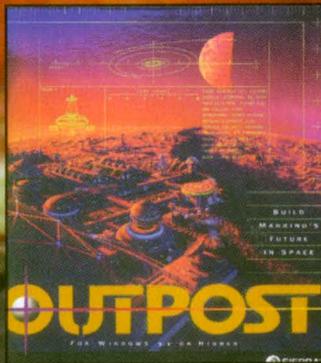
villages who do not want to become part of Rome. The only answer is brute force!

Since it takes gold to build up an army, and the army



Elephants are heavy-duty artillery.

## Expand in Space



### Outpost 1.5

If you like the idea of building your own city, but your interests run more towards Alpha Centauri than Julius Caesar, *Outpost 1.5* is your sim. It also explores the concept of city building, though in the cold and inhospitable reaches of outer space. This phenomenally realistic strategy game rockets players to the future as the pioneers of mankind in space, building fantastic cities above and below the surfaces of hostile planets.

*Outpost 1.5* is a comprehensive strategy game built on real NASA research into the future of space exploration.

Develop mining, agriculture, and manufacturing facilities. Connect above-ground structures with monorails and trade with other colonies. While IA-based sub-computers take control of the micro-tasks, you control the big decisions such as whether to invest in food or technology, or concentrate on exploration or defense.

In the end, the decisions you make...the cities you build...will determine the destiny of your colony and mankind in space.



*Outpost's* highly-detailed, 3D animations capture the realism of the game's design.

comes from the populace (plebes) that is helping to build the city, the outcome of battle directly affects how the city grows. Dead plebes make terrible workers and soldiers! Combat offers real-time battles through an easy to use graphic interface. There's even a "Mop Up" button that automatically brings in soldiers to finish off the enemy troops.

*Caesar II* is an addictive and fun game you'll be playing for months at a time. Hail Caesar!



The Forum advisors are always ready with advice.

# Strategy 101

MISSION FORCE

# CyberStorm

If you love the smell of lasers in the morning

You're the commander of the ultimate fighting force on the ultimate battlefield. You have so much control of your destiny that you not only create your own weapons, but genetically craft your own soldiers. This is your chance to play with *really* big toys of mass destruction.



Welcome to the universe of HERC Cybrid combat, where only the strongest warriors survive. It is the world presented in *EarthSiege 2* taken to the next level. This time you don't control one HERC. You control 26. You're no longer just a soldier. You now lead. If you want victory, you must both fight and command. This is *MissionForce: CyberStorm*.

*MissionForce: CyberStorm* has something for all levels of players. On the surface, the ultra-rich, squad-based combat interface and the sheer magnitude of the HERC battles will satisfy the desire to exterminate, or just carry out awesome battles.

Your fighting forces are mixed squads of gigantic HERC combat robots and Bioderms, their genetically engineered humanoid pilots. Together, they give you a fighting force with unthinkable damage potential. The rules of conflict are simple. Win or die. But you already knew that.

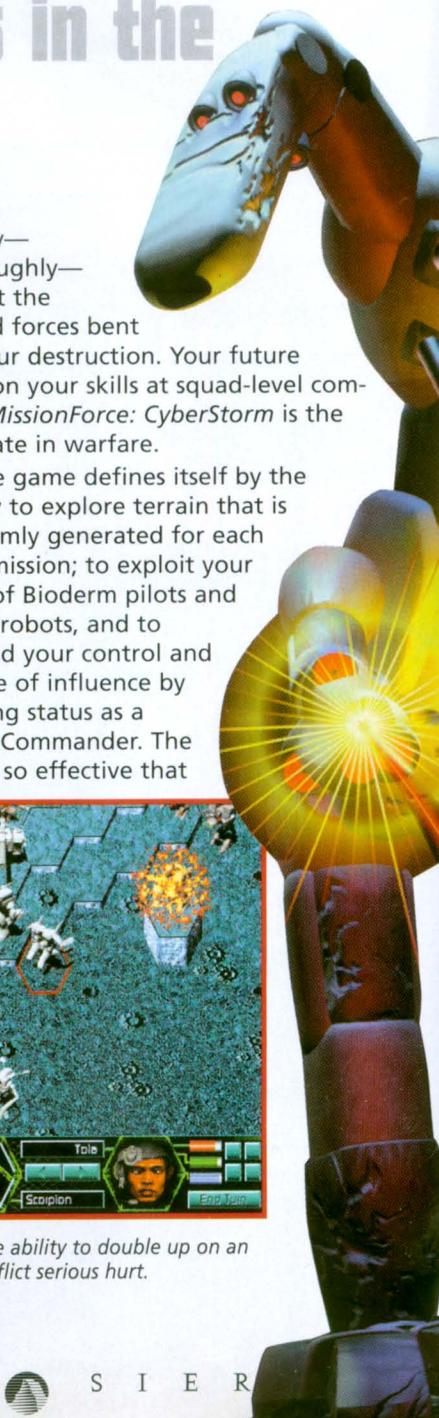
All you have to do to become the greatest HERC Commander in history is to

totally—thoroughly—defeat the Cybrid forces bent on your destruction. Your future rests on your skills at squad-level combat. *MissionForce: CyberStorm* is the ultimate in warfare.

The game defines itself by the ability to explore terrain that is randomly generated for each new mission; to exploit your pool of Bioderm pilots and HERC robots, and to expand your control and sphere of influence by earning status as a HERC Commander. The mix is so effective that



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



# "RIVETING PLAY, AMAZING DEPTH, GRAPHICS THAT PUT EVERYTHING ELSE IN THE GENRE TO SHAME." — STRATEGY PLUS

*MissionForce: CyberStorm* is already gaining media attention as a contender for the "Best Strategy Game of 1996" award from *Strategy Plus Magazine*.

## Reach Out And Crush Someone

Carving out a career as a HERC Commander is the heart of this game. And you can do it local or long distance. While you can play against the computer, the game has been designed from the ground up for head-to-head play over

modem or an all-out, multi-player brawl over a local area network. While *MissionForce: Cyberstorm* works great as a single player game, it's great to know that if you want to, you can always reach out and crush someone.

### Feeling No Pain

One of the measures of your success is your ability to control HERCs and 'derms. Bioderms, of course, are the non-human, test tube generated warrior pilots who brain-link to the robot HERCs. They are the ultimate pilots, always willing to fight, feeling no pain. They even have a "battle gland" that you can trigger to send them into adrenaline

overdrive, increasing their combat effectiveness (although if overstimulated, they may turn on your other troops, causing untold havoc). As Commander, you send them on a series of successfully tougher missions against the Cybrids who seek to destroy you. The missions range from hunting Cybrid war parties to stemming a

full-scale Cybrid onslaught. You never know where the enemy is hiding, or what it will take to crush them under the metallic boots of your HERCs.

### Be All That You Can Build

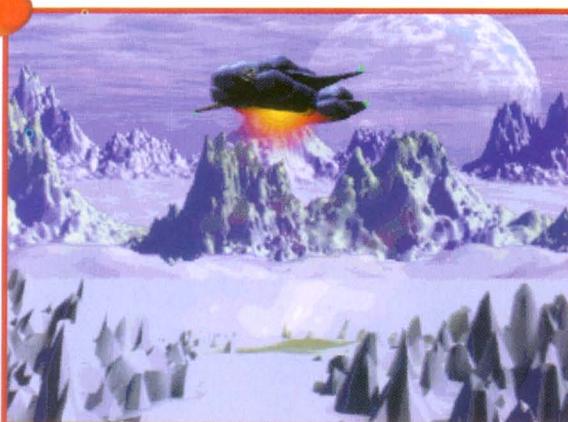
As you successfully complete missions you rise through the ranks. Victories lead to promotions, and the challenges of getting more funds or buying better weapons, and adding to your fleet of HERCs



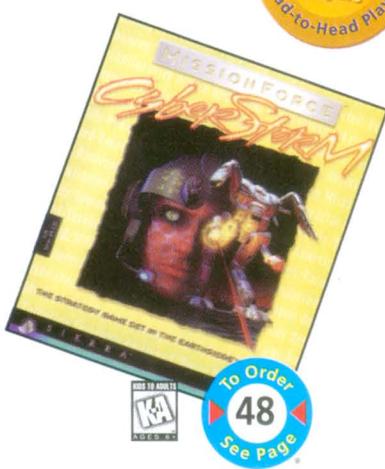
Go shopping to buy your HERCs a new set of weapons.

and Bioderm pilots. Though you can always crank up the test tubes to genetically engineer more Bioderms, it takes cash—which is awarded on successful completion of missions. You can also raise funds by mining ore.

*MissionForce: CyberStorm* offers an ideal way for players to get started in squad-level Strategy games and offers the serious battleground challenges to keep serious gamers satisfied. If you love the smell of lasers in the morning... *MissionForce: CyberStorm* is your game of choice.



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



## Strategy 101

# THE RISE AND RULE OF ANCIENT EMPIRES

## Conquer Thy Neighbor

**I**magine having the power to conquer the world; a thriving young culture under your control, armies at your disposal, and undiscovered lands stretching from horizon to horizon, awaiting your conquest and command. Would you reach out to the world with open hands, developing new technologies, sciences, and forging alliances to make your culture grow? Or would you crush the world with iron gauntlets, plundering and pillaging to build armies that would force all you encounter to bend to your will? You could even try the diplomatic route, supporting friends and forging alliances – but be careful. Friends come and go. Enemies accumulate.

Deciding just which route you'll take to world domination is the fun of Empire Building games; you decide just how to become the next ruler of the world. If this type of challenge makes you hungry for global conquest, the new *Rise And Rule of Ancient Empires* will satisfy your cravings for destiny.

### Make History or You Are History

*Rise and Rule of Ancient Empires* gives players the enviable opportunity to re-write world history. The game play is rooted in Exploration and Expansion. The challenge is to expand your empire and overtake the competition, building the quality, character, and physical size of your culture. *Rise and Rule* broadens the

experience by offering opportunities to utilize and exploit natural resources to build new cities and technologies, and even to exterminate by waging war on those who resist the advances of your culture. Just remember that you aren't alone—there are three other world cultures out there. And if you think they're going to let you waltz in and take over, think again. Let down your guard for a moment and they'll have you for breakfast.



The appearance of cities you build is determined by the tastes of the culture you guide, such as this Persian city.

### Getting Culture

While *Rise and Rule* starts simply enough for new players to make it their first foray into Strategy gaming, the title incorporates more than enough challenges for expert gamers.

Players take the role of one of six emerging empires—the Barbarian Visigoths, Mesopotamia-Persia, Egypt, Greek, India, and China—each of whom has the power to rule the

world, if managed correctly. The other four become your competition, controlled either by computer or by human players.

You begin by exploring the surrounding lands, scouting out the best sites on which to build cities. This is one of the most crucial steps in expanding your civilizations because cities are the foundations of growth and defense, and are the focal points from which you

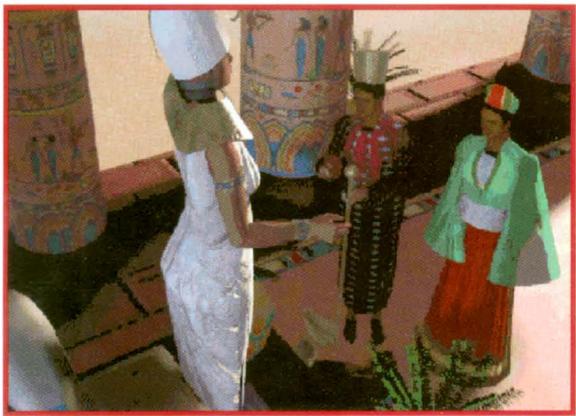
launch attacks. Poorly placed cities make it tough to keep your armies fed and leave you open for attacks when you least expect it.

After cities have been laid, players must build armies for both offensive and defensive purposes. The tasks of governing citizens, researching and developing new technologies, and balancing military and domestic production, coupled with the conquering of neighboring cities—provide constant opportunities to become proficient at a variety of skills and to experience a wide variety of situations that put to test all your diplomatic, economic, and/or military expertise.

Two important elements of *Rise and Rule* are balance and timing. Your first priority should be keeping your culture happy, which



Many options are available in the overhead view, from exploring and moving troops to sending messages to opponents.



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

means safe and fed. Concentrate on building farms and supplies of other resources before doing anything else. Build a war effort too quickly or too early, stretching resources too thin, and you become vulnerable to attack or citizen revolt.

Only one empire can outlast the others, so the ultimate goal is to overtake the other three by the end of the game. The player who is victorious gains the ultimate power—ruling a flourishing empire that scores its history deeply in the sands of time for all to see.

## Explore Camelot



## Lords of the Realm

If expanding ancient empires doesn't fan your flames of conquest, how about bringing medieval England under your rule? *Lords of the Realm* by Impressions, places you as one of six nobles vying for the English throne in 1268 AD. You must build castles, marshal resources, and set off on campaigns that will bring all of England to its knees before you.

*Lords of the Realm* had been called "one of the richest historical sims ever" by *PC Gamer* magazine. It offers the chance to experience many avenues of exploration, including feudal governing, resource management, castle-building, and full-scale siege and battlefield warfare. In addition to the ability to plot campaigns over the course of years, the five other nobles can be a mix of computer or human players. And the game supports modem play, making the path to the throne one that can change in limitless ways. If you hearken to the thought of being King, *Lords of the Realm* gives you the power to go for the crown.



Castle building is an art form made easier by an intuitive, icon-driven menu.

## The World Through SVGA Colored Glasses

*Rise and Rule* brings empire building games into the real world with stunning SVGA graphics and event animations, high-quality sound and music, and an interface that gives you the tools for success. Designed from the ground up for modem and network play, *Rise and Rule* is equally strong as a single-player or a multi-player game. Just think, you can dial out and conquer someone through the comfort of your modem.

*The Rise and Rule of Ancient Empires* offers an unforgettable, multi-layered gaming experience for all levels of players, with new challenges in a conquest that can last months, or even years, in real time. Go ahead. Pillage with the best. The world is your oyster.



## Strategy 101

ROBERT E. LEE:

# CIVIL WAR

★ GENERAL ★

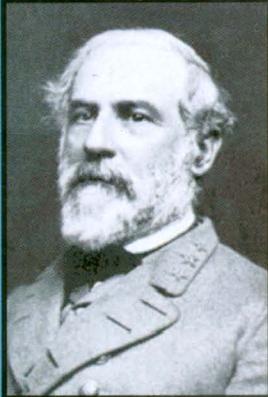
**M**ist drifts over a Virginia hillside, obscuring the glint of musket bayonets lined like picket fences in the early morning sunlight. You can hear the groan of heavy steel as cannon are maneuvered into place.

All down the line, gray-clad Army of Northern Virginia infantry are holding position, waiting for the signal to charge. You've studied your enemy well. Over 100,000 Union soldiers stand against you.

There can be no defeat. As soon as you raise your saber the drums will sound, sending your troops into one of the greatest battles of the Civil War.

No pressure.

No conflict has ever stirred a country like the War Between The States, the greatest conflict ever fought on American soil. How did the South manage to hold on for more than five years when they were outmanned, outgunned, and faced with superior equipment? Brilliant strategy, plain and simple. The master behind the effort was General Robert E. Lee. Honorable in victory and noble in defeat, Lee turned the underdog Army of Northern Virginia into the finest fighting force of the era.



*"I have been up to see the Congress and they do not seem to be able to do anything except to eat peanuts and chew tobacco while my army is starving."*

—Robert E. Lee (1807-70), U.S. Confederate General.

Whether you are a supporter of the Blue or the Gray, a Civil War buff—or simply enjoy the adrenaline and excitement of commanding forces in a major historical campaign, you will find something to rivet your interest in the new *Robert E. Lee: Civil War General* by Impressions Software.

*Robert E. Lee: Civil War General* brings you onto the battlefield in command of the Army of Northern Virginia in any of seven famous Civil War battles, or the entire campaign against the Union Army

MAKE  
THE  
SOUTH  
RISE  
AGAIN

of the Potomac. You can also take control of the Union army opposing Lee's forces in any of the seven conflicts.

Impressions Software has departed from the clunky set-up and play of old-style wargames and come up with something new; a Civil War Strategy

title that is easy to use, looks great, is historically accurate, and is a lot of fun to play.

### Fields of Honor

In choosing the battles, Impressions selected the most important conflicts of Lee's career; First and Second Manassas, Antietam, Fredericksburg, Chancellorsville, Gettysburg, and Wilderness. The battlegrounds have been re-created in a level of detail that allows you to see every wrinkle and fold of the terrain as well as the fine details of every soldier on the field. The interface has been honed to be intuitive and friendly, offering easy entry for novice strategists yet providing the depth of control more serious gamers expect. Game play has been designed from the ground up

**"Everyone wants to play the underdog, and Robert E. Lee's Civil War General will spark the imagination of anyone who is into the Civil War." —PC Gamer**

for one or two players, turn-taking live or via modem.

Players control four basic types of combat units—Infantry, cavalry, Artillery, and Pickets, each with subsets that allow for flexible movement in combat. In order to win, you must take the most favorable terrain and drive the enemy off the battlefield.

### Full-Scale Realism

Whether you play the Blue or the Gray, *Civil War General* starts each battle with each army placed exactly as they were in the real event. Although reinforcements arrive as they did in history, you cannot add troops that were not there in real life.

This gives you the ability to take real battles and rewrite them with your strategies. You can also assign historical generals to increase your combat effectiveness, though if they are killed, you lose them for the rest of the game. The campaign game operates slightly differently, allowing you to upgrade weapons and add new

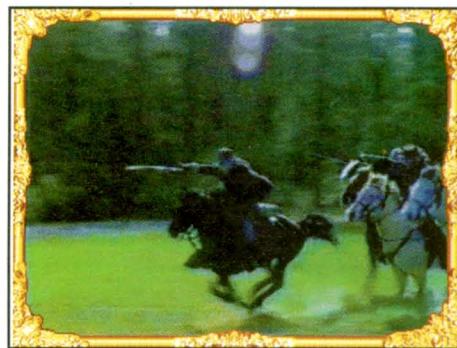
The historical accuracy of *Civil War General* is enhanced with paintings by the acclaimed master of Civil War artistry, Mort Kunstler. His work graces the walls of the Gettysburg Museum and countless private collections.



Explore the historical and emotional impact of the war in the extensive interactive multimedia reference section.

recruits depending on how you fare in battle.

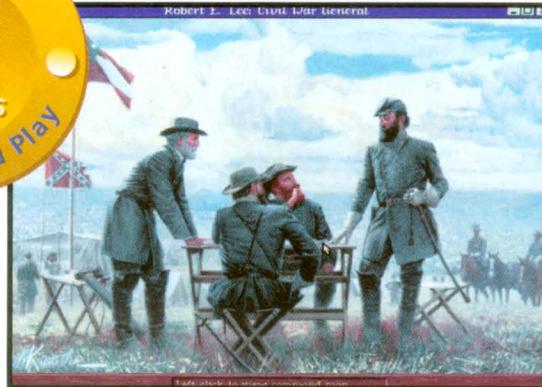
Good Civil War sims have been few and far between, and none have ever featured the ease of use and multimedia richness of *Civil War General*. Can you keep your morale high? Can you rewrite history so that the South will rise again? Make it happen with *Robert E. Lee: Civil War General*.



Battle scenes come to life through generous use of reenactment film footage—some created specifically for this game.



Rewrite history with this counter-attack at Gettysburg.



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



# Sierra Originals Sale

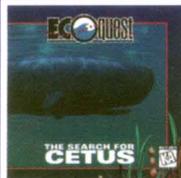
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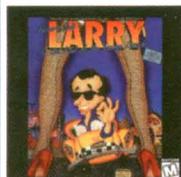
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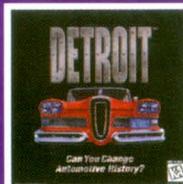
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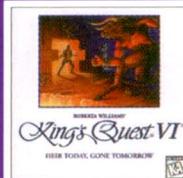
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In this challenging business simulation, it's up to you to build a corporation that produces cars the public will love. With hard work, you could change automotive history forever.

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It's up to you to free Mordavia from the evil power of Dark One. You'll battle monsters with a system that lets you alter the skill and combat levels from pure strategy to arcade action.

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Kids visit a whimsical land of puns and puzzles. They must think their way past such entertaining obstacles as a flashing flaming puzzle, a hidden picture garden and a temperamental volcano.

DOS CD



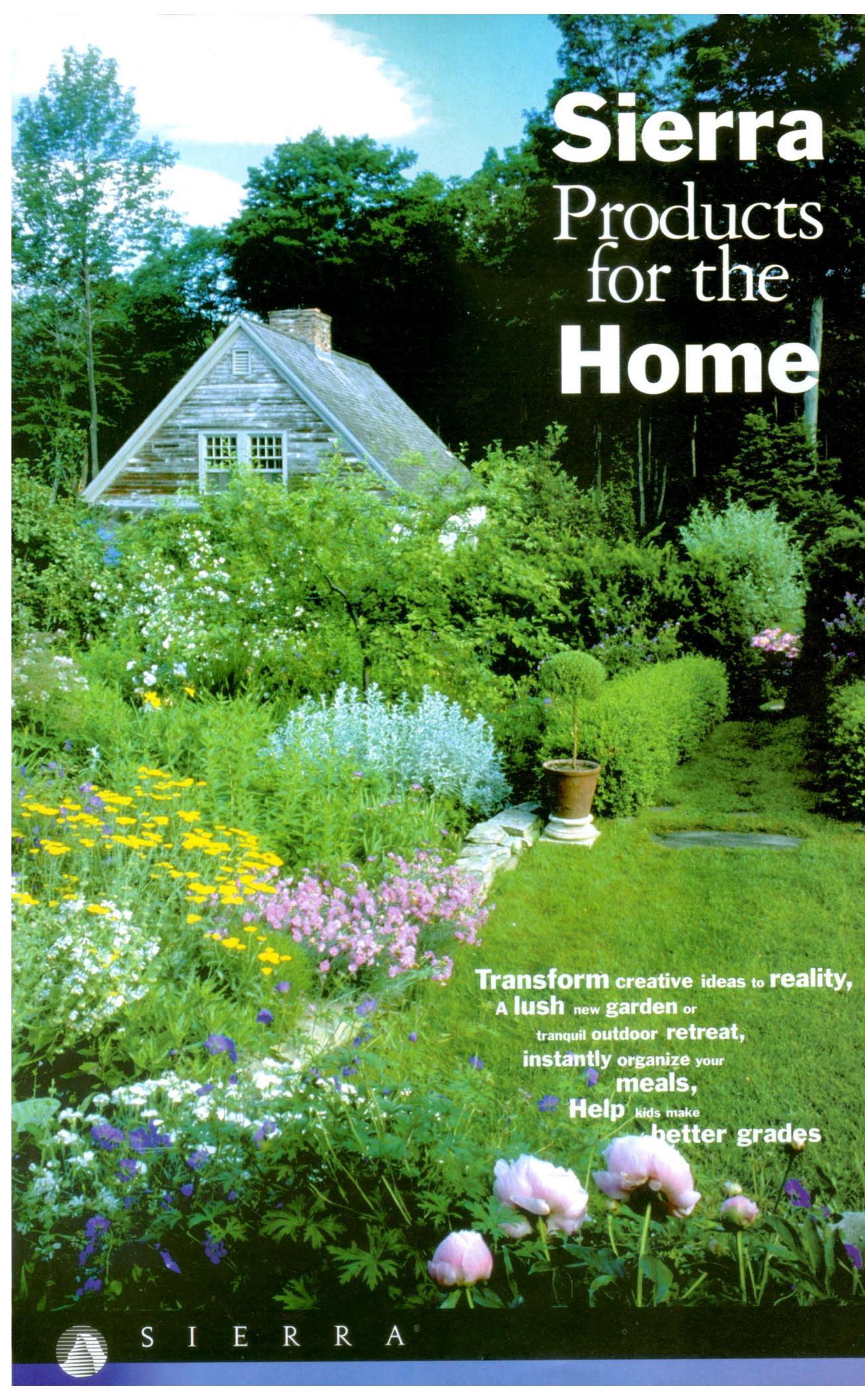
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The All Toons Stunt Pros wince, howl and really get steamed as they chase through more than 100 different outrageous slapstick puzzle plots – all written and directed by you!

WIN CD

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Sierra Originals™



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- The 2,000 plant library helps you select the perfect plants for your landscape.
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Photo Courtesy White Flower Farm

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Photos courtesy of White Flower Farm.



Photos by Chris Lui

# Quick, Easy, and Personal Holiday Decorations With Print Artist

One of the best ways to get into the holiday spirit—no matter what the holiday may be—is to decorate your home. But store-bought decorations are expensive and impersonal, and making homemade decorations takes time that few of us have anymore. If only you had the extra time and the artistic ability, you could save the expense and create your own personalized decorations for holidays all year around.



You can even make this birdhouse with Print Artist!

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

—Family PC, March 1995

Now with Print Artist, creating decorations is quick and easy, and it's an activity the whole family can enjoy together. Print Artist makes it easy for you to get creative results, even if you're not artistically or technologically inclined. In fact, it will help you create all kinds of great-looking holiday documents and decorations in mere minutes. People who use Print Artist say it's amazingly easy to learn—and now that they've started, they find more uses for it every day.

## Create projects in minutes with Print Artist!

The possibilities are endless.

Print Artist comes with thousands of graphics. They could be time-consuming to sort through if it weren't for the Graphics Grabber, which allows you to quickly and easily find the graphics you need for any holiday or topic. You just type the subject you're looking for, and in a few



seconds, the Graphics Grabber gives you a list of possible pictures to choose from.

Print Artist is as easy to install as it is simple to use. It integrates drawing, word processing and page layout in one fast, easy package that gives you limitless creativity. For instance, if your family is planning an Easter celebration, you can create invitations, place cards for the dinner table, and decorations for the house—all in a matter of minutes. You can even create crafts, like boxes, masks, or a 3-D paper town.

For Mother's Day and Father's Day, you and your kids can create cards, banners and certificates of appreciation for Mom and Dad. Whatever the type of task, Print Artist will make you look good by giving your projects a distinctive flair. If you don't want to start from scratch, use one of the more than one thousand professionally designed layouts "as is," or customize one to achieve the exact look you're after.

With Print Artist's thousands of graphics and more than one thousand templates to choose from, you can use it for years and never run out of new ideas for holiday decorations.

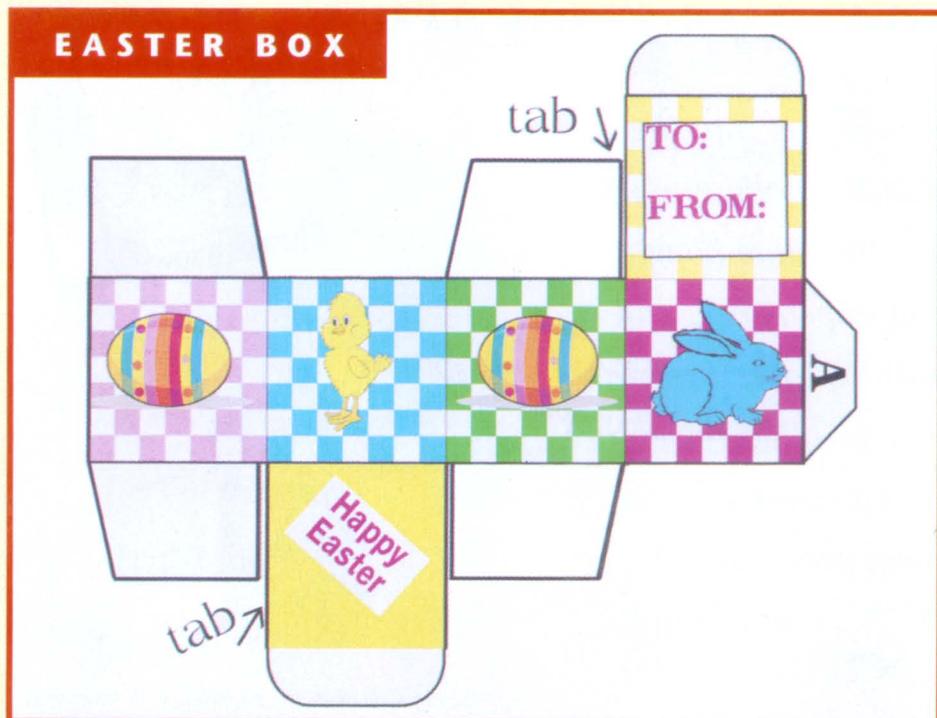
Photos by Chris Lui



Just a few examples of the exciting cards you can create with Print Artist!

## 5 Steps to Creative Results

To show you just how quick and easy it is to use Print Artist, we kept track of the steps we used to create the Easter box shown here:



1) To start a new project in Print Artist, click on File, then select Document Type. We chose Crafts, then clicked on New.

2) Under Category, we chose Occasion, and for Layout, we selected Easter box. Then we clicked OK.

3) The template appeared with some Easter bunny, egg and baskets graphics already in place. To delete them, we just clicked on

**"\*\*\*\*\*—Excellent" (PC Magazine's highest rating)** —PC Magazine, July 1995

Print Artist comes with everything you need to get started: a selection of high-resolution fonts; thousands of artistically rendered, scaleable graphics in both color and black-and-white; more than one thousand professionally designed layout templates; and the inexpensive, easy-to-use Print Artist software that puts it all together. All you need to add is a little imagination.



them with the mouse and hit the Delete key. We then used the Graphics Grabber to find new visuals by clicking on Insert, then Graphics, and typing Easter for the subject. After that, it was easy to scroll through the list and look at our choices.

4) The visuals we chose are Easter Bunny 2 and Easter Basket. By clicking and dragging with the mouse, our graphics were easy to size and place where we wanted them. (We left the text as is, but if we had wanted to change it, we would have simply clicked on Insert, then Text, then typed what we wanted to say.)

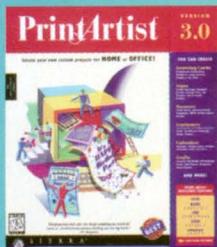
5) Once everything was the way we wanted it, we printed our finished masterpiece, which was then ready to print, cut out and fold per the instructions on the template.

Elapsed time: 10 minutes (because our printer isn't very fast).

Spring 1996

**FREE Bonus CD!**

## Put Print Artist 3.0 To Work Today!



PrintArtist 3.0 makes it easy to integrate graphics, word processing and layout. Just

select a project, choose a layout from the professionally-designed templates, then customize your text and graphics to give your design a personal flair. It's a snap!

Includes All These Special Features:

- Over 6,500 color and black-and-white graphics
- More than 100 high-resolution fonts
- 200 spectacular full-color photos
- Thousands of special effects
- And LOTS MORE!

*"Proof positive that you can design anything you need for home or small business without shelling out the big bucks."*

PC Magazine, July 1995

## FREE Express Art Mega CD!

Order Print Artist 3.0 for only \$44.95 from Sierra Direct and we'll give you the Express Art Mega CD – with over 1,500 additional graphics and 150 extra fonts – for no extra charge!



**Call Today!**

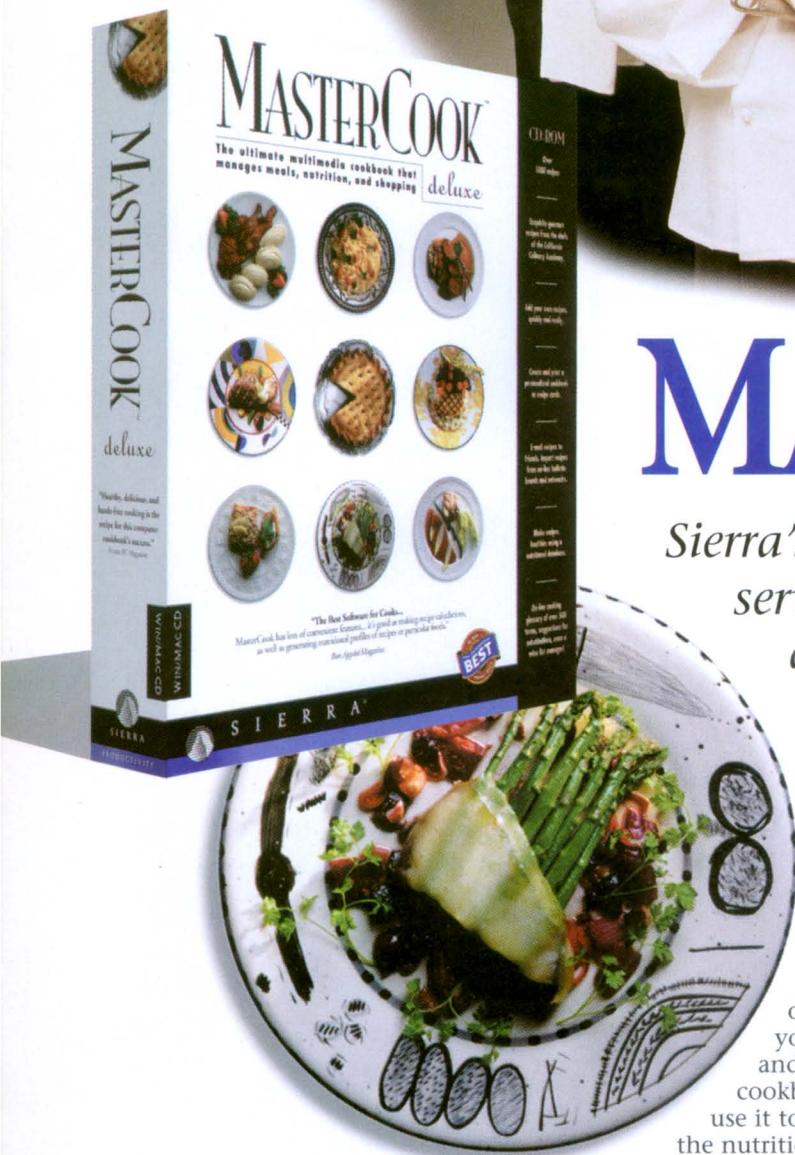
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**MasterCook has lots of convenient features...it's good at making recipe calculations, as well as generating nutritional profiles of recipes or particular foods."**

*Bon Appétit Magazine*



# MASTERCOOK®

*Sierra's MasterCook helps chefs—food service professionals and home users alike—to eat better, shop smarter, and enjoy cooking more.*

By David MacDonald

**M**asterCook® is a recent addition to Sierra's home software family. With *MasterCook* you can organize and locate all your favorite recipes and print out attractive cookbooks. You can also use it to instantly calculate the nutrition of any recipe you type in, create shopping lists automatically, and even e-mail recipes to friends and family over the Internet.

You can use *MasterCook* to watch what you eat on a meal-by-meal basis, and add your own processed food items to

MasterCook's built-in ingredients database (which contains over 5,000 food items,



*Update your own recipes, giving those "family favorites" a healthy, tasty new twist.*

ranging from the mundane to the exotic). Customize and plan meals using *MasterCook*'s menu planner and monthly calendar (you can even make sure that the foods in your menus contain less than 30% fat, are high in complex carbohydrates and relatively low in sodium).

Many people use *MasterCook* to preserve favorite heirloom recipes. They enter the recipes then print out cookbooks for family members, saving Grandma's recipes for all time.

## Recipes on the Net

The Internet is also a great source of recipes for cooks of all levels and backgrounds, as many *MasterCook* users can attest. *MasterCook* user Betty Kohler, for example, is the recipe request moderator for what is probably the largest recipe exchange in the world, the rec.food.recipes newsgroup on the Internet. A newsgroup is like an on-line magazine written and edited minute-by-minute by its subscribers, and rec.food.recipes is not only the premier newsgroup for swapping recipes, but it is also the most widely-read newsgroup of any kind on the entire Internet! They may have as many as 100 recipes posted to it on any given day, and many professional chefs post recipes to it, too.

**Celebrate healthy living with over 1,250 low-fat, great-tasting, kitchen-tested recipes.**

*MasterCook* is "more than user-friendly—it's fun," says Betty, "even when you have to import recipes. Importing is fast, and it's thrilling to be able to import recipes from someone else's labors. But when you have to do the data entry yourself, it would really have to be good for me to say it's fun. Well, this is fun. There's a feature in it that fills in ingredients when you're typing a recipe. *MasterCook* looks forward, sees what you want, and it guesses for you. You can then just whiz through, entering the description, the food itself, and the quantity. It's wonderful!"



# Recipes and Cooking Online

Neighbors used to exchange recipes on index cards, on note paper, in letters, even in the community newspaper. These days, folks are more likely to swap recipes in digital form—on floppy disks or over the Internet or one of the commercial online services, such as America Online, Prodigy, or CompuServe. Listed below are some of our favorite food sites.

## MasterCook Home Page

The MasterCook home page includes cooking tips, information on MasterCook, interviews with guest chefs, and thousands of recipes that you can download for free. This web site features the exclusive MasterCook Recipe Archive, which includes recipe collections updated daily with all the latest recipes from four major recipe mailing lists—Eat-LF, MasterCook, MM Recipes, and Chile-Heads—all converted to MasterCook format.  
<http://www.mastercook.com>

## MasterCook Mailing List

Want to exchange recipes with other MasterCook users all over the world? Recipes from this list can be imported directly into MasterCook, making it a quick and easy way to expand your recipe collection.  
[http://www.mastercook.com/recipes/mailing\\_lists.html](http://www.mastercook.com/recipes/mailing_lists.html)

## The Dinner Co-op

This site just goes to show how much food information is available on the web—they have nearly 1500 links to food and recipe sites! The co-op is the project of Pittsburgh food enthusiasts created for lovers of food, cooking, and eating.  
<http://gs216.sp.cs.cmu.edu/dinnercoop/home-page.html>

## Electronic Gourmet Guide (the eGG)

The eGG—an Internet electronic magazine devoted to food and cooking—is one of the most popular food sites on the World Wide Web. The eGG is also available as an America Online forum.  
<http://www.2way.com/food/egg/>

## Fat-Free Mailing List Archive

This site is bursting with over 1,900 very lowfat recipes, and it even has a search engine to help you find exactly what you're looking for. If you specify "mastercook" in your search criteria, you'll find recipes already in the MasterCook format.  
<http://www.fatfree.com/>

## rec.food.recipes Mirror

The most widely-read USENET newsgroup also has an FTP mirror.  
<ftp://ftp.ctr.columbia.edu/pub/recipes/>

## The SLO Chef's Page

Besides having lots of information for culinary professionals, the San Luis Obispo Chef's Page includes an archive of nearly 3,000 recipes.  
<http://www.calpoly.edu/~erose/>

## Yahoo! More Recipes!

As if the sites listed above were not enough, you can also use Yahoo—the highly regarded Web search service—to locate other food and recipe sites.  
[http://www.yahoo.com/Entertainment/Food\\_and\\_Eating/Recipes/](http://www.yahoo.com/Entertainment/Food_and_Eating/Recipes/)

## America Online

Visit the Cooking Club area of the Clubs and Interests section. When you start AOL, click the Clubs and Interests button, then choose Cooking Club from the list that's displayed.

## Prodigy

Once online, choose the Jump command, type Food BB, and press Return.

## CompuServe

Once online, type GO COOKS ONLINE.

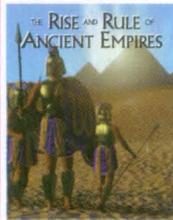


## MasterCook Cooking Forum BBS

For those without Internet access, Sierra runs the MasterCook BBS, where you can choose from over 20,000 recipes to download. The MasterCook BBS number is (512) 327-9814. Before you call, please set your communication software's terminal settings to VT-100 emulation, 8 bits, 1 stop bit, no parity, and full duplex.



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Bend the world to your will as you gain power in six ancient civilizations, including ancient China, Egypt, and Greece. The unique cultural, scientific and military legacy of each comes to life in rich, challenging multi-layered strategy.

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A mystery that spans the ages is about to unfold over multiple CDs with more than 1000 hyper-realistic backgrounds, a haunting score and a supernatural twist. Special Offer includes *Gabriel Knight: The Sins of The Fathers*, no extra charge!

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MAC CD



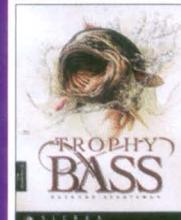
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The fastest pinball in space! For pinball wizards of all ages, 3-D Ultra Pinball combines authentic 3-D graphics, realistic ball motion, precision-response flippers and three out-of-this-world playfields. Absolute arcade-table feel puts you into the playfield!

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"The most realistic fishing simulation on CD-ROM," Bassmaster Magazine. Veteran anglers will be challenged, but rookies will be reeling 'em in as well. Fish for fun, or against the pros on the tournament circuit! Nine high-resolution virtual lakes give you plenty of water to cover.

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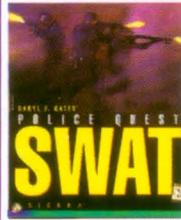
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An experience so startlingly real, with the most advanced digital effects ever, you'll live this interactive nightmare as if it were your very own. Special Offer includes *Gabriel Knight: The Sins of The Fathers*, no extra charge!

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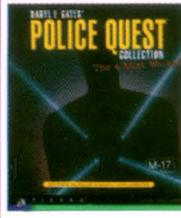


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Daryl Gates, former head of LAPD and originator of the SWAT concept, takes the Police Quest series to new levels of realism. You'll learn what real SWAT officers learn as you advance from the academy to the mean streets, in this uncompromisingly authentic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

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Pick up a great deal on four reality-based adventure games in the popular Police Quest series. Features hours and hours of game play that lets you live the life of a cop and learn the inside view of life on the beat in Los Angeles.

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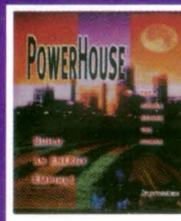


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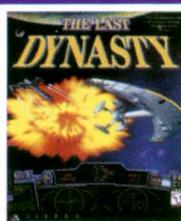


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You command one of four power-grabbing megacorps, fighting for control of mankind's vital energy resources. Explore, expand, and plot your strategy toward global energy dominance in this gripping industrial simulation. Just don't be left in the recycling bin.

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Sophisticated 3-D graphics and digitized images drop you straight into the action as you battle evil to save Symest 4 from its doom. The great combination of adventure and action will keep you playing for hours.

WIN CD\*

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High-tech submarine warfare puts you at the helm of a Los Angeles Class 688I nuclear-powered attack sub. You have the con as you monitor hostile targets and destroy enemy ships. Using stealth and strategy, you'll maintain the safety of your crew and the security of the United States.

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The rugged, tank-busting A-10 Thunderbolt II is back with a vengeance. Swoop down to blast anything, and anyone, that isn't on your side. Take on 24 separate missions, armed with 14 weapons, including the deadly GAU-8A 'Avenger' gun. All in the name of World Peace, of course.

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

DOS CD\*

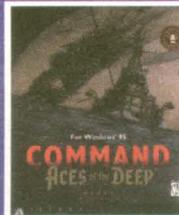


### Earthsiege 2

\$54.95

The future of human existence rests squarely on the metal shoulders of your fighting HERCs as you fight enemy Cybrid HERCs in more than 50 missions — all with gripping action, spectacular SVGA graphics, true 3-D terrain and stunning sound effects. Includes The Razor, an awesome new air fighter.

WIN 95 CD



### COMMAND: Aces of the Deep

\$54.95

Undersea battle with the program that Computer Gaming World said 'Sets the standard for submarine simulations...'. A fantastic 3-D environment takes you beneath the ocean's surface, where hunter quickly becomes hunted.

WIN 95 CD



### Shivers

\$39.95

A unique first-person game of mystery and suspense, Shivers finds you trapped inside the Museum of the Strange and Unusual. Where are the museum's creator and the other ill-fated visitors who disappeared so long ago? What wretched spirits watch from the shadows, ready to steal your life's essence?

WIN CD\* MAC CD



### Thexder

\$44.95

Go head-to-head with up to nine other players in the all-new Thexder for Windows 95. To survive you must fight through 5 levels on 10 different planets, as you morph between Thexder's walking, crawling and flying forms. As a special bonus, you'll get two copies for just \$44.95 so you can go head-to-head with a friend!

WIN 95 CD

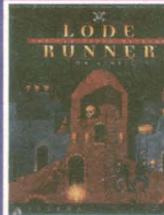


### NASCAR Racing

\$54.95

Get behind the wheel of a 700-horsepower stock car and go head-to-head against the actual cars and drivers on the NASCAR Winston Cup circuit. Enhanced graphics provide breathtaking action and incredibly realistic speed, motion and power.

DOS CD\* DOS 3.5"\*



### Lode Runner: On-Line

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WIN 95 CD MAC CD

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Please mention Special Offer IA396B when ordering.

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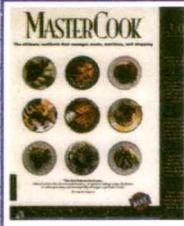
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**MasterCook Deluxe**  
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Includes over 1,600 recipes from America's best chefs and the California Culinary Academy. MasterCook Deluxe makes it easy to analyze recipes for calories, fat levels and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

WIN CD\*    MAC CD



**Cooking Light**  
**\$34.95**

Light magazine help you prepare nutritious, great-tasting food. Everything from snacks to complete meals, all with an eye on healthy eating. You can even exchange recipes on-line!

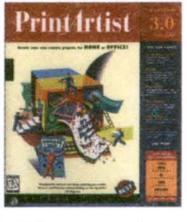
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**LandDesigner**  
**\$49.95**

Whether you desire a quiet oasis, seasonal color or a bountiful vegetable garden, you can design the landscape of your dreams on-screen, complete with a 3-D walkthrough. With elegant designs, easy-to-use drawing tools, and an extensive plant encyclopedia, LandDesigner makes it easy.

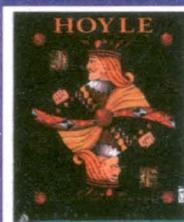
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**Print Artist 3.0**  
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It's like having a full-service printshop on your desktop! Create signs, banners, greeting cards, postcards, stationery, envelopes, business cards and craft projects. Perfect for home or office. CD version includes hundreds of templates, text effects and 6,500 graphic images.

WIN CD\*    WIN 3.5"



**Hoyle Classic Games**  
**\$24.95**

All-time favorite card games come alive on your PC. Includes Poker, Bridge, Hearts, Gin Rummy, Cribbage, Old Maid and Crazy 8's. Or play favorite board games like Backgammon and Checkers. The exclusive Attitude Meter lets you control the skill and personality of your competition.

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**3-D Ultra Pinball**  
**\$44.95**

It's the fastest pinball in space! For pinball wizards of all ages, 3-D Ultra Pinball combines totally authentic 3-D graphics, realistic ball motion, precision-response flippers and three out-of-this-world playfields. Ultra-fast multi-ball play with absolute arcade-table feel puts you into the playfield.

WIN CD\*    MAC CD

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Now it's easy to get your hands on all the great titles featured in this issue of InterAction. Just order direct from Sierra. Call toll-free 24 hours a day, seven days a week, or mail the order form in the attached postage-paid envelope. Every product is backed by our 100% Satisfaction Guarantee.

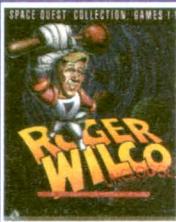
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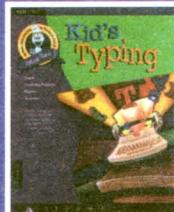


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The fastest way to learn Spanish, with award-winning multimedia and the proven methods of Berlitz.

WIN CD\* MAC CD



### Talking Tutor: Kid's Typing

**\$19.95**

Challenging typing games skillfully blended with music and sound effects.

WIN CD\* MAC CD

WIN 3.5" MAC 3.5"

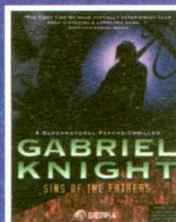


### Leisure Suit Larry's Greatest Hits & Misses

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Five of Al Lowe's tasteless adult classics, with humor guaranteed to keep you smiling for days.

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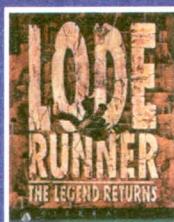


### Gabriel Knight: Sins of The Fathers

**\$39.95**

A supernatural psycho-thriller of suspense and mystery.

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**\$44.95**

Classic arcade-action, with 150 new levels and the unique Game Generator.

MAC 3.5"

WIN CD\* MAC CD

WIN 3.5" DOS 3.5"



### Incredible Toon Machine

**\$24.95**

Toons All-Stunt Pros chase through 100 different slapstick puzzles ... all written by you!

WIN CD\* WIN 3.5" MAC 3.5"



### Front Page Sports: Baseball '94

**\$34.95**

Still the most complete baseball simulation ever. Licensed by the MLBPA.

DOS CD DOS 3.5"



### Castle of Dr. Brain

**\$19.95**

Kids develop skills as they solve science-stumpers, math games, mazes and more!

DOS 3.5" MAC 3.5"

\* Indicates products that work with WIN 95.

# Call 1-800-757-7707



## Adi's Science

\$42.95

Combining education and entertainment to encourage learning, Adi's Science includes sections on Earth

Science, Life Science and Physical Science, all designed to capture attention at each grade level. Specify grades 2-3 or 4-5 when ordering.  
**Special Offer:** Includes King's Quest VII 2.0, no extra charge!

WIN CD\*



## Adi's English

\$42.95

Adi, the space-traveling interactive personal tutor helps kids develop reading comprehension skills, spelling, grammar and basic writing skills with lessons tailored for each grade level. Specify grades 2-3 or 4-5 when ordering.

**Special Offer:** Includes King's Quest VII 2.0, no extra charge!

WIN CD\*



## Adi's Math

\$42.95

Adi's Math covers basic arithmetic for 2nd and 3rd graders and more advanced arithmetic for 4th and

5th graders. As your child progresses, Adi adjusts the lessons accordingly. **Special Offer:** Includes King's Quest VII 2.0, no extra charge!

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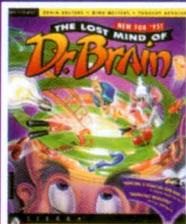


## King's Quest VII: The Princeless Bride

\$29.95

Take up the challenge of the seventh and most exciting chapter in the world's best-selling adventure series. Travel through remarkable worlds with feature-film quality animation and a clever story that makes spectacular entertainment. Version 2.0 enhanced for Windows 95.

DOS/WIN CD\* MAC CD



## The Lost Mind of Dr. Brain

\$49.95

Dr. Brain and his lab rat have accidentally switched brains! Flex your mental muscles with mazes, memory games, words and music. Adjustable difficulty levels make it a blast — and a challenge — for kids and adults!

WIN CD\*

MAC CD

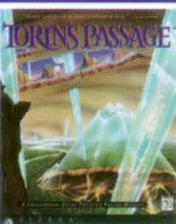


## King's Quest Collector's Edition

\$54.95

Six of Roberta Williams' chart-topping adventures that will delight and charm your whole family. Everything from King's Quest I: Quest for the Crown, to King's Quest VI: Heir Today, Gone Tomorrow. A collector's dream come true! Play them and see why this is the best-selling series of all time!

DOS/WIN CD\*



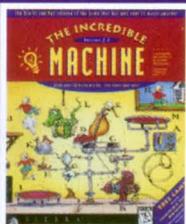
## Torin's Passage

\$49.95

Welcome to Strata, where the lad Torin pursues his destiny through five worlds-within-worlds.

Features cinematic animation and an original musical score. If J.R.R. Tolkien had had access to today's computer graphics, he would have created adventure games like this!

DOS/WIN CD\* MAC CD



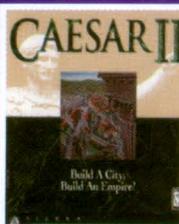
## The Incredible Machine 3.0

\$34.95

Plunge head-first into a wacky Rube Goldberg world where you manipulate pinwheels, dynamite, pulleys, even gravity and air pressure to solve fiendishly funny puzzles. You can even create your own puzzles! Awarded Puzzle Game of the Year by Computer Gaming World.

WIN CD\*

MAC CD

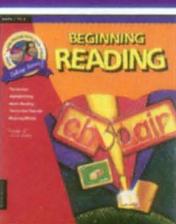


## Caesar II

\$54.95

Build a city, build an empire! Experienced strategists and novice gamers alike find of challenges in Caesar II.

DOS/WIN CD\*

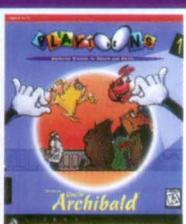


## Talking Tutors: Beginning Reading

\$19.95

Bananas and Jack are talking characters who gently help your child learn to read. This fun program features unique activities that entertain and challenge, and games designed to improve vocabulary. Awarded the National Parenting Center's Seal of Approval.

WIN CD\* MAC CD WIN 3.5\* MAC 3.5



## Playtoons: Uncle Archibald

\$24.95

A combination story book and story maker, Playtoons is a series of construction sets children can use to play with characters, backgrounds, and other elements to create their own stories. Big, bold high-resolution graphics and entertaining music. Offers limitless possibilities!

WIN CD\*

MAC CD



## Mixed-Up Mother Goose Deluxe

\$39.95

Mother Goose's classics have been scrambled and it's up to you to straighten them out in this introduction to the world of computers. An upgraded multimedia version of the all-time kid's classic. Playable in English or Spanish.

WIN CD\*

MAC CD

\* Indicates products that work with Windows 95.

# LandDesigner® 3D

VERSION 4.0

*"This is the one  
that really gives a  
good indication of how  
entertaining and  
powerful this medium  
can be."*

- Fine Gardening

By Judy McNary

pectacular. A riot of colorful blooms bordering a lush green lawn. It can be yours. Transform your ordinary yard into an extraordinary landscape with Sierra's LandDesigner® 3D, the latest addition to our growing productivity line. LandDesigner 3D puts the fun and rewarding experience of planning a garden right at your fingertips. Elegant sample designs, easy-to-use drawing tools, an extensive plant encyclopedia and comprehensive gardening tips and techniques, it's everything you need and more.

Family PC states, "We could draw up our dream plan with LandDesigner." Anyone can. It doesn't matter if you haven't grown a thing since kindergarten and





PHOTO COURTESY OF WHITE FLOWER FARMS

that was the bean sprout - in - a - milk carton experiment. On the other hand, maybe you already have a blue ribbon or two for your world famous petunias. Whatever your situation, this innovative and fun program will help you create the garden of your dreams.

If you get stuck and you're just not sure where to begin, LandDesigner has 50-plus templates offering a variety of garden styles and types for you to use and modify to fit your particular needs.

*"Simple enough for a beginner to use and offers enough information about gardening to accommodate the needs of an experienced plant person."*

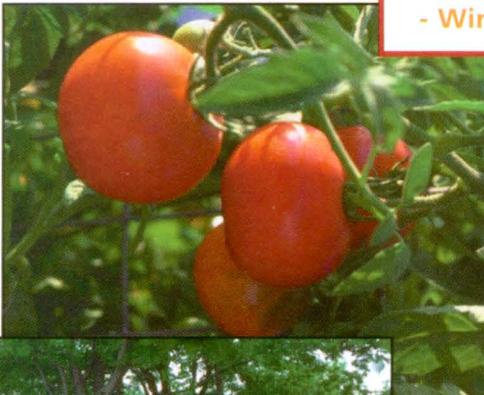
- Family PC

LandDesigner's incredible plant database offers plant information and color photographs for over 2000 species of plant life including a special section called Edibles dealing with vegetables, herbs and fruits. It offers mouth-watering recipes and

ways to prepare and serve your bumper crop.

One of the most impressive aspects of this latest version of LandDesigner is the addition of powerful 3D technology. This allows you to view your landscape design from all angles and to actually take a 3D walk-through of your garden. You can even watch it grow over the years or view it changing on a seasonal basis - all on your computer screen. This amazing tool will allow you to predict what your garden will look like in the autumn of 1998 or the summer of 2001!

As with previous versions of LandDesigner, the personnel



from White Flower Farm (one of the gardening world's most prestigious plant growers and suppliers), have been an integral part of LandDesigner. They have provided vital information and images for over 1,000 of the specimens featured in LandDesigner's plant database. For your convenience, White Flower Farm order forms are also included in the program.

But LandDesigner isn't just

plants because your garden includes more. For example, the drawing tools offer symbols for trees and shrubs and also includes outdoor furniture and

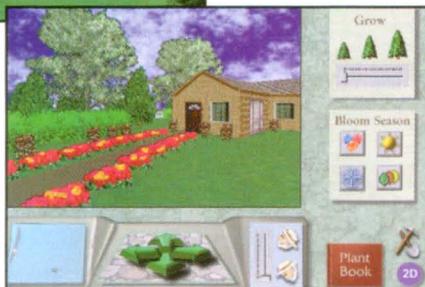
*"The Grow Garden feature lets you watch a garden's growth before a single seed hits the soil."*

- Windows Magazine

'hardscape' materials such as stepping stones, fences and decks so that you can create a complete environment.

Using LandDesigner to plan your garden will help eliminate costly hit-and-miss decisions. Now you won't accidentally plant shade-loving flowers in full sunlight or put a tree that will quickly outgrow the allotted area. This program will help you select species that meet your requirements for sunlight, water and other specific maintenance. It can also calculate the amount of materials you will need includ-

ing cubic yards of mulch or square feet of sod and remember, it will let you walk through a 3D rendering of what



your garden will look like in five or ten years before you've spent a penny on seeds or moved an inch of soil! LandDesigner blends the magic of gardening with advanced computer technology and the results couldn't be more beautiful.



# Smarter Kids Better Grades



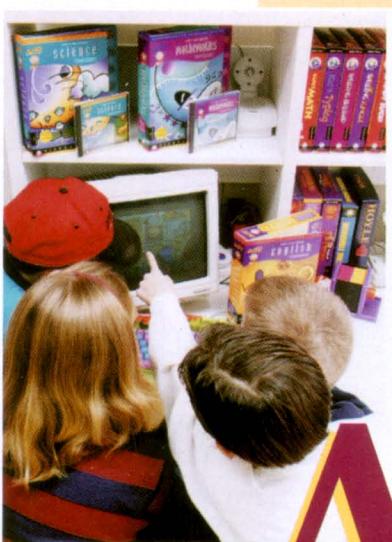
If you were to sit down with your child's teacher tomorrow, would you be able to pinpoint the areas where your child needs special attention?

Would the teacher be able to tell you?



Photos by Chris Lui

## abcdefghijklmnopqrstuvwxyzabcdefghijklmnopqrstuvwxyz



Nothing on a report card answers the question parents ask most: "Are my kids getting the best education possible?"

# A+

All good parents have the same fears about their children's education. Are they being challenged? Are they falling behind? Are they falling through the cracks?

If your kids are typical students, chances are there is reason for concern on all three points. During the course of a school day, kids have a chance to get bored, fall behind, and miss important points being taught in the classroom. They may excel in some subjects, yet fall behind in others. While the impact of these daily ups and downs may show up on report cards, they are likely to bring up more questions than they answer, and

nothing on a report card answers the question parents ask most: "Are my kids getting the best possible education possible?"

We'd all love to hire consultants and tutors for our kids, but let's face it, that's

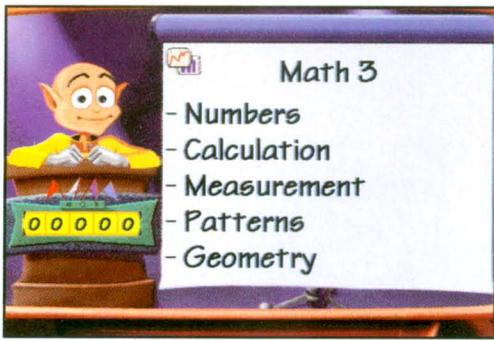
outside the financial reach of most families. Now an alternative solution has been developed—at least for elementary school kids—and the price for smarter kids and improved grades starts at around \$45. That solution is the revolutionary new Adi Comprehensive Learning System.

**"An excellent tool for supplementing daily classroom curriculum."**

- Greg R. Coffin, Educator  
Snohomish WA

What is the Adi Comprehensive Learning System? It's simpler to say what Adi isn't. Adi isn't just another video game with educational content thrown in. It's not a simple drill and practice, flash-card type of program. It doesn't promise to teach your children everything they always wanted to know about dinosaurs.

Instead, Adi is a complete set of tools and activities designed to work in



conjunction with your child's classroom education; reviewing, reinforcing, and expanding on the concepts that they are learning in school. Each Adi program

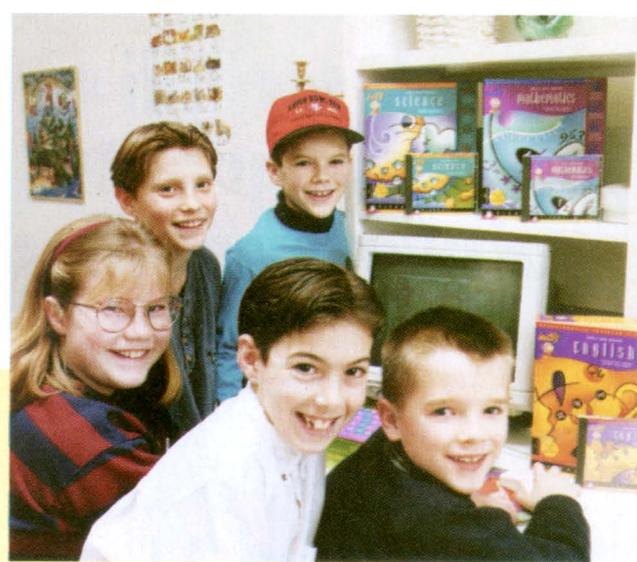
(there are currently six Adi products), has two CD's with two years of curriculum in the given subject. Adi also includes creativity tools that will let kids expand on the curriculum and use it in fun ways, theater labs that show how the concepts relate to "real life," and interactive

games that reward when they complete their assigned lessons. All of these tools

elementary schools across the nation. The only difference is that the Adi Comprehensive Learning System depends on a new cyber tutor to aid your kids with their lessons.

Adi is the name of that tutor. He's a space traveling friend who guides your child through the wonderful range of activities and lessons that they'll find in the Comprehensive Learning System. Adi starts out this new adventure in learning with plenty of fun activities, helping kids create new on-screen personas that will represent them on the computer screen, then helping them create a personalized working environment your child can feel comfortable in.

Adi also introduces children to a large selection of creativity tools that they can use in all of their activities. A few of these include a calculator, notebook and a personal paint box. More complex devices like a multimedia development kit and an animation tool are also on hand and



**"Our home school PCs are loaded with edutainment apps—but Sierra applications like Adi are forming the core of our curriculum. Sierra is way ahead of everyone else in the both the technology and in entertainment aspects."**

- Rich Kischuk  
via Compuserve

**"Provides a variety of skill building activities that reinforce school curriculum."**

- Cathie Eggiman, MED  
Curriculum Consultant

## qrstuvwxyzabcdefghijklmnopqrstuvwxyz

and activities work together to create a total learning environment that children will find rewarding and interesting, and one that parents will find well worth the price of admission.

**"The Adi System represents the most comprehensive education software available today."**

- Jean Allen-Ikeson  
Computer Parent

So what is Adi? Adi doesn't stand for Advanced Digital Instruction or Academic Design Integration (although maybe it should). Adi isn't a three letter acronym that stands for the latest buzzwords on yet another new theory about kids education. Instead, this product is based on tried and true teaching methods already in use in

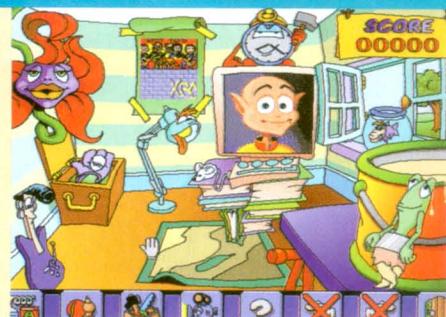
there's even a diary where children can enter their personal thoughts.

Once students get comfortable within the Adi environment, the educational aspects of the product emerge. In the theater lab, children find interesting multimedia explorations which look and sound like mini-movies. Within these, they learn about big picture concepts like

There was  $\frac{6}{8}$  of a bottle of ketchup.  
Karla used another  $\frac{1}{4}$ .

$$\frac{6}{8} - \frac{1}{4} = ?$$

0 1 2 3 4 5 6 7 8 9 .



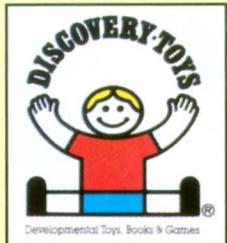
**"A product that kids with learning disabilities and gifted children can both use and benefit from....Adi is a patient teacher with a positive point of view."**

- Robert Powell  
Future Kids

**"Skillfully combines supplemental school curriculum with delightful game play."**

- Cathy Malmrose  
Educator

# Look for Adi at these quality software retailers:

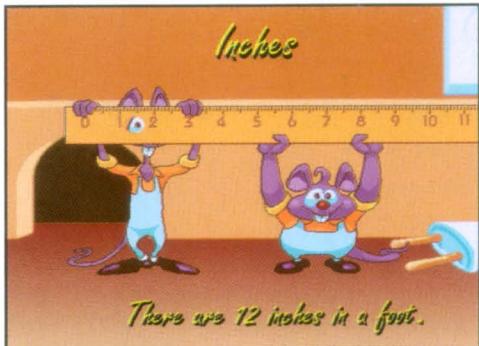


*Discount*  
**EGGHEAD SOFTWARE.**

**FUTURE SHOP**  
DISCOUNT SUPERCENTERS

**Edutainment**  
The Company

**Imaginarium**  
Where Bright Futures Begin



constellations, and how water and rain play a big part in the earth's life cycle. Other subjects are taught with "edumations." Edumations are wonderfully animated mini-lessons.

The full-motion video clips and the animated tutorials inside Adi all relate to the lessons they study, and help them prepare for the course work that lies ahead.

The Learning Lab is the area of Adi that most reinforces what kids are learning in their classrooms. Designed in traditional chapters and exercises that mirror the subject areas conforming to their grade levels, The Learning Lab presents lessons and exercises designed to test children's true understanding of the information presented.

Unlike traditional tests and simple drill and practice, Adi offers a special version of the traditional Help screen that instantly provides access to the original course material and additional information sources that help children better understand the nature of the lessons. For instance, a full hypertext glossary is always available.

**"I really like the videos."**  
- Scott Hyde  
(age 12)

**"You can't play until you've finished your homework."**

- Mom

About now, you're probably asking "Why would my child take the time to go watch the Theater and Learning Labs?" It's a fair question, and one that any parent of a typical homework-hating child would ask. Part of the answer is that the Theater Labs and edumations are a lot more interesting than any textbook kids are likely to lug home from school, and the lesson sections are less painful than they are likely to find from even their favorite teachers. But admittedly, it all does sound a bit like homework.

The real answer is positive feedback and incentive. Adi makes a fun companion, and he has an uncanny ability to coax kids on with positive reinforcement. At completion of lesson plans, he even provides "diplomas" that kids can print out to show proof of progress. The incentive comes from the fact that the more progress kids make, the more fun time they earn with the





**"Adi is cool and really funny."**  
- Tyson Soelberg  
(age 11)

large number of games and activities offered as part of the system. The activities are diverse and fun and include not just basic games, but also rich and involved graphic adventures, brain-teasing puzzle

games, and sophisticated -but-easy-to-use tools that let kids create their own colorful animations and true multimedia presentations.

Finally, there's the feedback Adi provides to

parents, giving you a thorough debriefing on your child's progress whenever you want one. At the touch of a few buttons, you'll know which lessons your child has completed, which have been accessed but are still being worked on, and which have been skipped or are still to be done. Even more importantly, you'll instantly know where the "rough spots" are so that you always know where your child stands.

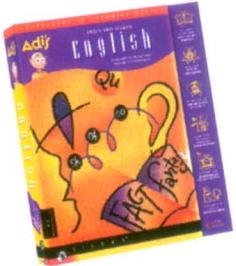
**"...the six programs could easily substitute for a good chunk of primary education."**

- UPI

Parental involvement is often cited as the single most important factor influencing a student's success in the classroom. If you were to sit down with your child's teacher today, would you be able to pinpoint the areas where your child needs additional attention? Would the teacher be able to tell you? The important feedback Adi provides could change your next parent/teacher conference into a turning point that will change your child's future.

For a price of around \$45 per program, Adi offers up two full years of curriculum, a number of high quality entertainment products, great art and multimedia tools, and a comprehensive learning system that will

make your children smarter and help them get better grades. If that's not the best value available in children's education, it's very close. Each Adi product comes with a full money back guarantee.



To Order  
**48**  
See Page

KA  
AGES 8+

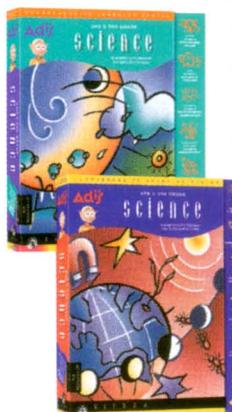
**Buy Adi's Math,  
English or Science  
and get a FREE GAME  
for the whole family!**

**FREE  
BONUS!**



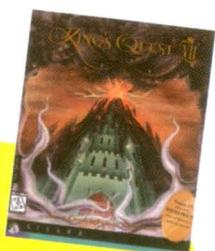
Now, when you enlist Adi's help with your child's education, we'll give you *King's Quest VII: The Princess Bride* for no extra charge. With Adi, your children will have a friendly, funny space-traveling tutor to help them master concepts that are being taught in school. And *King's Quest*

*VII* gives you an enchanting animated adventure game that the whole family will enjoy!



Plus, Adi's lessons are tailored for specific grade ranges to fit your child's needs.

Just choose English, Math or Science and specify the 2nd - 3rd grade level or the 4th - 5th grade level when you order.



### SPECIAL OFFER

**Order Adi's English, Math or Science from Sierra Direct for just \$42.95 plus shipping and we'll give you *King's Quest VII: The Princess Bride* (a \$54.95 value) FREE!**

(Please specify 2/3rd or 4/5th grade level when ordering.)

**To order, Call toll-free  
1-800-757-7707**

Special offer not valid with coupons or other special offers.  
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S I E R R A ®

Cook's Special — Save \$15

# Spice Up Your Kitchen with Two Great Titles from Sierra.

"The best software for cooks."

—Bon Appétit



## MasterCook™ Deluxe

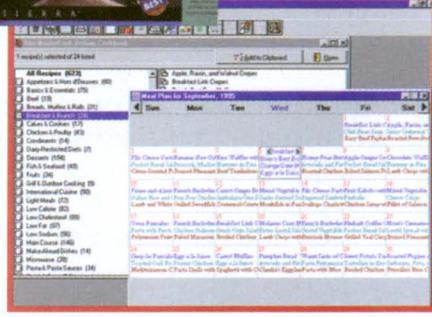
With *MasterCook Deluxe*, you get more than 1,600 recipes from America's most prestigious chefs and the highly-regarded California Culinary Academy. Plus,

*MasterCook Deluxe* makes it easy to analyze recipes for calories, fat levels, salt content and other nutrition information. The menu planning features will even simplify your grocery shopping!



## MasterCook™ Cooking Light®

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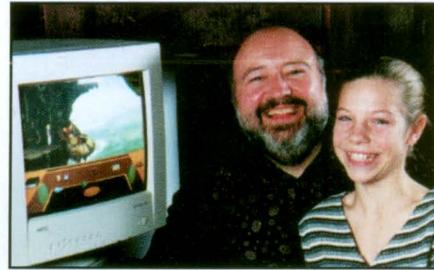
"ONE OF THE FEW GAMES WHICH ACTUALLY CAN BE  
ENJOYED BY THE ENTIRE FAMILY" - COMPUTER GAME REVIEW

Torin's Passage • Adventure

# TORIN'S PASSAGE

*Torin's Passage is a great-looking and challenging game that both kids and their parents will appreciate.*

*A royal adventure full of mystery and magic, light-hearted humor and seriously tough puzzles, it's one of those rare games that can be enjoyed by every member of the family.*



Designer Al Lowe with his daughter Megan



Designed by Al Lowe (*Leisure Suit Larry*), *Torin's Passage* combines the magical storyline, feature film quality animations, and polished production values gamers have come to expect from Sierra's other landmark adventure game series, *King's Quest*. In fact, a recent review of "Torin's" in *Computer Game Review* began with the line "Why this game wasn't called 'King's Quest VIII' remains a mystery to me." But while Lowe admits to designing his game in the style of *King's Quest*, he has also made his own mark on the genre.

Like most adventure games, *Torin's* begins with an "evil" to be challenged. Past *King's Quests* have featured stolen magical items (*King's Quest I* and *IV*), kidnapped princess (*King's Quest II*), the search for lost family members (*King's Quest VII*), and the dark misdeeds of evil magicians (*King's Quests III, V&VI*). Al Lowe's plot for *Torin's Passage*

combines all of these elements and more.

Indeed, within the first 5 minutes of play, there are no less than two sets of parents murdered or kidnapped, and the evil Enchantress to be reckoned with is perhaps the meanest ever to grace a Sierra adventure game.

Although *Torin's Passage* begins on a

dark note, it won't be long before the evil entrance becomes a small (but nagging) memory. The exploration of the five worlds of Strata are fascinating for young and old players alike, and everyone is quickly absorbed with the challenges involved in jumping from one world to another that you almost forget about the whole unhappy parental-abuse business. As you travel through the various worlds, which vary from molten lava landscapes to imposing rocky cliffs and lush, green landscapes, you'll come across a number of amazing creatures who can help or hinder your progress. A visit to King Rupert in the vertical kingdom of Escarpa will net important items and information you need to finish your quest if you play your cards right and take care not to bruise the royal ego.

Just slightly less hospitable are the lil-liputian Pergolans. These guys

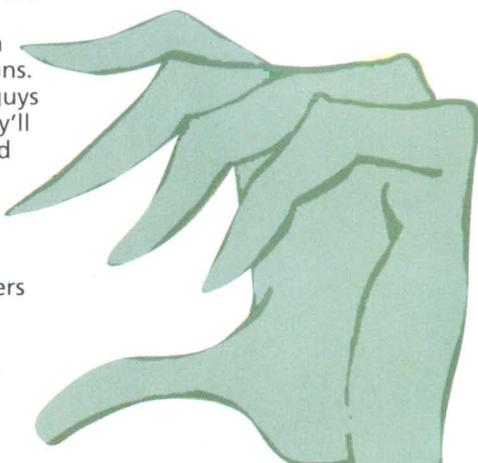
seem cute, but if you let them, they'll tie you up à la *Gulliver's Travels* and invite you to dinner. (Torin himself provides the main course. The cute little Pergolans literally eat him alive).

Throughout the adventure, players



The King and Queen of Escarpa warn Torin to watch out for their daughter-Princess Leena.

will be challenged with enough inventive puzzles to intrigue even the most dedicated gamers. Younger players and novices can get on-line hints to help them solve puzzles or even "fast forward" through them. (If they don't mind missing the solutions). Many of the puzzles "interlock" and can become quite involved.



## "LOWE'S SCRIPT IS FILLED WITH HUMOR. TAKE THIS PASSAGE!"

- BILLBOARD



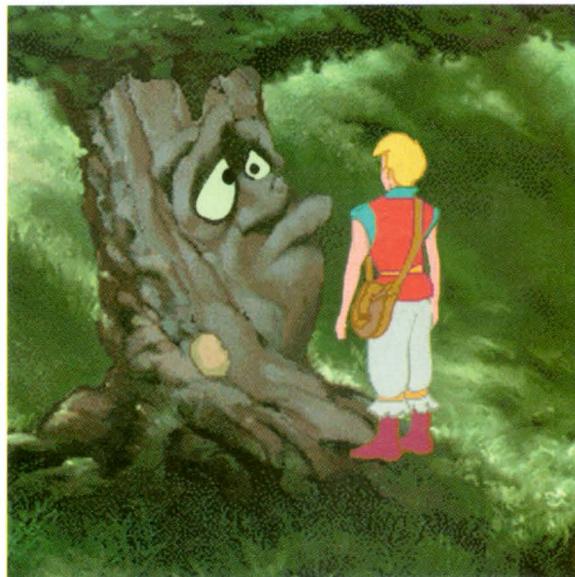
Although the play of *Torin's Passage* can get quite intense, Lowe punctuates his game with liberal doses of humor and parody.

Whenever things get too complex you can be sure that he will throw in a zinger guaranteed to break your concentration. Just when you have your full attention given to a particularly intriguing puzzle, a character walking around on the game screen may accidentally bump his head onto a menu bar, or even reach out of the game window to press buttons on the control panel for the game. These are Al's way of reminding players to have fun and not take things too seriously.

**H**umor is found in many other ways throughout *Torin's Passage* as well. In his travels, Torin stumbles into a black and white 50's sitcom sequence complete with laughtrack and a typical sitcom family known as the Bitternutes. ("They're Bitter! They're Nuts!"). The bickering royal couple in Escarpa make comically barbed comments that only parents will understand and appreciate. Also always out for a laugh is Boogle, a "comic relief sidekick" that travels with Torin throughout the adventure game. Part housepet, part silly putty, Boogle can instantly transform himself into any of a number of handy items, often times with humorous results.

Rounding out the slickly produced presentation is a soundtrack by Oscar- and Grammy-winning composer Michel LeGrand that captures the ambiance of the game perfectly. The combination of visual and musical artistry makes for a solid entertainment effort.

*Torin's Passage* is a fun family game that has something for everyone. Filled with all the puzzles, humor, exploration, and imaginative characters that make for the kind of classic adventure that Sierra is famous for, it's just the type of game any family would like on their home system. Just remem-



Giant trees flourish in the jungle-like world of Pergola—third world from the surface.

ber kids, the adults don't have a set bedtime. If they seem a little tired in the morning and mutter, "one more puzzle and I'll make it to the next world," it just might be time to put Mom and Dad on computer restriction.



Torin in the 50's sitcom world of "The Bitternutes." Is that Elvis or Michael Jackson?



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## THE GAME THAT WOULD BE KING'S QUEST?

### ROBERTA WILLIAMS RESPONDS

*Torin's Passage* has been endlessly compared with the *King's Quest* family of games. To find out if imitation really is the sincerest form of flattery, we gave *King's Quest* designer Roberta Williams a call. Roberta had this to say about Al Lowe and *Torin's Passage*.

"The biggest thing that struck me about *Torin's Passage* was that I felt like I was playing a *King's Quest* that I'd never seen before. That was a new experience for me. With *Torin's Passage*, I didn't know the plot twists or puzzle solutions, but I felt like I



Roberta Williams

should have. It made it a very interesting personal experience.

I was really struck with how much Al has mastered game design. Al and I haven't worked together since we designed Walt Disney

Software products together in the early 80's. His work on this game was so much richer and worked on so many levels...I have a new appreciation for his talents.

"The humor of *Torin's* is the point that really makes the game different. Humor is Al's signature - what he brings to the designer's table....Although *Torin's* wasn't really designed as a comedy...I mean, you can tell that he worked hard on the plot and the puzzles and everything...it really is a laugh a minute most of the time....it's funny because Al is funny."

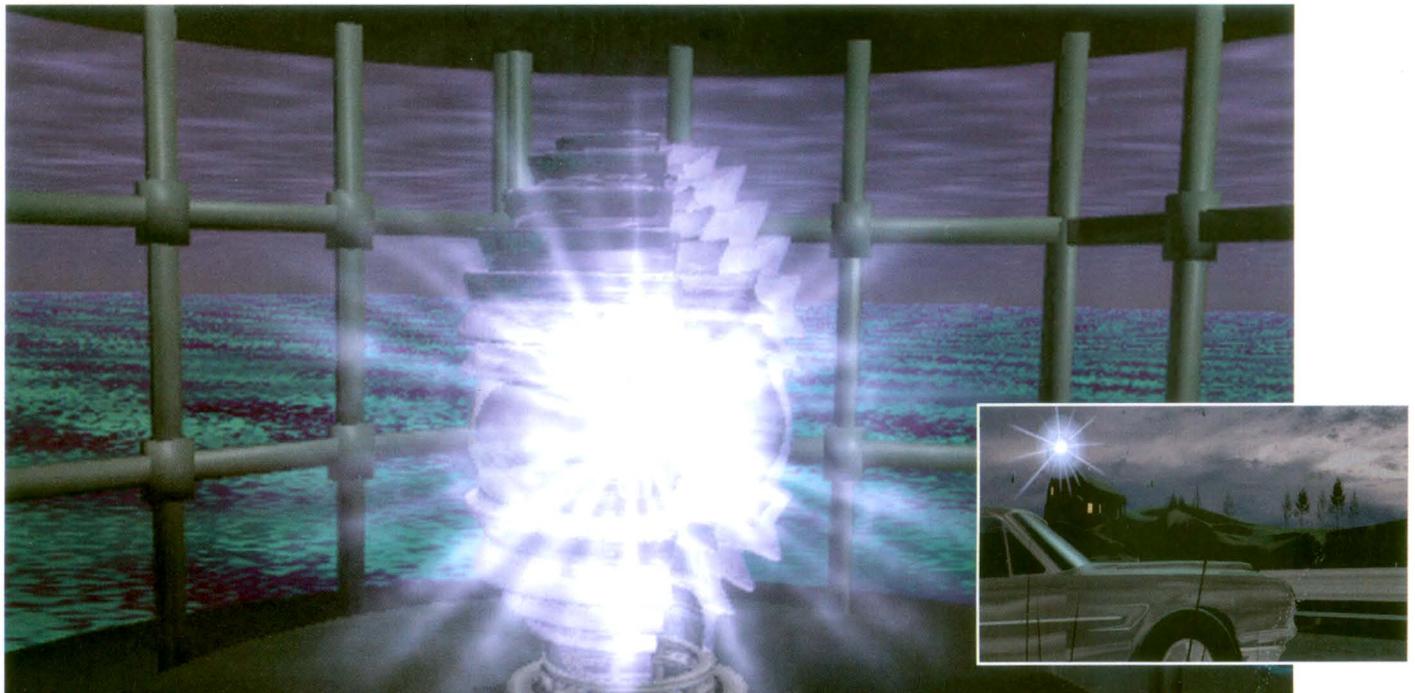
"*Torin's Passage* was really enjoyable to play, and I'm glad to see that someone out there is bucking the trend towards more adult, more violent adventure games... *Torin's* is a must for anyone with a keen sense of humor."

- Roberta Williams  
Designer  
*Phantasmagoria & King's Quest I-VIII*



# A Visual Masterpiece of Discovery and Deliverance

Lighthouse • Adventure



# LIGHTHOUSE

By Aimee MacDonald

**A** fire burns in the fireplace, its warmth belying the sense of unease you feel upon entering the cliff-side dwelling to which you have been summoned. Unwashed dishes litter the kitchen. Notes are scattered everywhere. Something is wrong in the lighthouse, and you are about to become deeply involved. In the next room, a child weeps inconsolably. Pushing open the bedroom door, you watch in horror as a tall, impossibly thin dark figure snatches the child from her crib.



Living tattoos seem to move across his body, and with a diabolical laugh he leaps through a glowing portal into the darkness beyond.

"Amanda!" you wail as you step closer to the shimmering gate. Her imploring cries fade into the distance. It is dark inside the gate, but a dim light reveals a rugged stone wall. Where does it lead? Should you go inside? Amanda is lost in another dimension, and you are in the LIGHTHOUSE.

*"A lighthouse tells us to be watchful, and careful of how we relate to our world, making it the perfect setting for this game."*

*- Jon Bock, designer*



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You are the beacon of hope in a dark and desolate world. Sierra's development team is preparing a beautifully-rendered, modern folk tale combining science fiction, mystery, intrigue, and good old fashioned storytelling.

Creator Jon Bock, a Sierra veteran of games as far back as *Quest for Glory* and as recent as *Space Quest 6* and *Phantasmagoria*, brings a wealth of technical knowledge and literary inspiration to the newest Sierra adventure: *Lighthouse*.

"A lighthouse has many meanings for people," explains Bock, "and I felt it would have a strong emotional impact. A lighthouse tells us to be watchful, and careful of how we relate to our world, making it the perfect setting for this game."

Bock is combining his talents with those of a seasoned staff of computer artists, 3D animators and programmers, including the award-winning *Space Quest 6* development team. This dynamic combination should make *Lighthouse* the most visually stunning game ever produced by Sierra.

## DRAWING PARALLELS



The Lighthouse beacon will lead you to a parallel world you've never imagined..

The game takes place in a remote lighthouse and a parallel dimension filled with eccentric architecture and



extraordinary natural locations. A kidnapping is just the beginning - from there the player is transported in first person through a strange portal crackling with electric energy, into a sinister world controlled by The Dark Being.

## EXOTIC CHARACTERS, TWISTING TALES

The player must solve a variety of entertaining puzzles by interacting with tools and machinery, unraveling diabolical inventions, and operating strange vehicles. The player also meets a cast of bizarre characters who populate the parallel world. Designed to be both fun and challenging, the puzzles are carefully integrated within the story, and solving them moves the player through the regions of the game, revealing the mystery of the lighthouse.

## FINE ART MEETS FINE LITERATURE

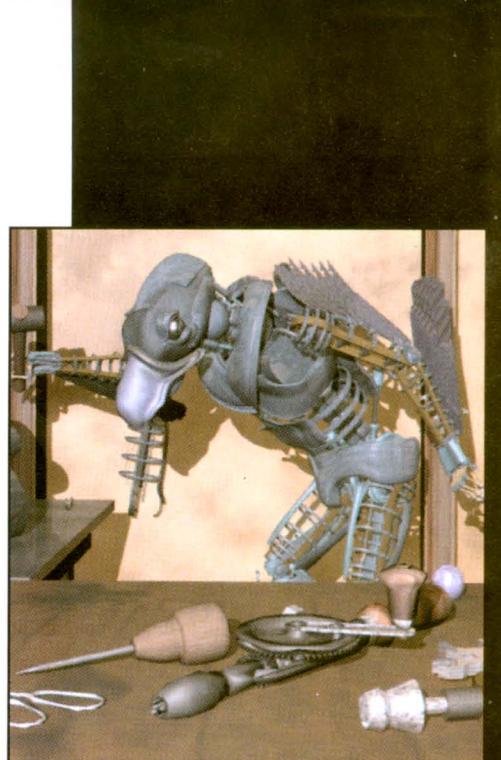
The 3D scenery and architecture are moody and slightly surreal, a perfect complement to this modern tale of interdimensional travel that borrows from the likes of Jules Verne, H.G. Wells, Anne McCaffery, and, says Bock, "a dash of Dante for flavor." The 3D art and animation will be more advanced than that created for *Outpost*, produced almost entirely with Alias Power Animator and Autodesk 3D Studio. And a first for Sierra, the characters will also be modeled in 3D.

## WHO WILL ENTER THE LIGHTHOUSE?

*Lighthouse* is interactive science fiction created to appeal to Sierra's most critical adventure game audience. The credo of all good Sierra adventures remains the same: tell the tale, tell it well, and many will want to play.



This strange portal to the parallel world is your entrance into a moody and slightly surreal dimension, inspired by the classic works of Jules Verne and H.G. Wells.



Strange, DaVinci-inspired contraptions along with the 3D modeled characters make *Lighthouse* different from any game we've ever seen.

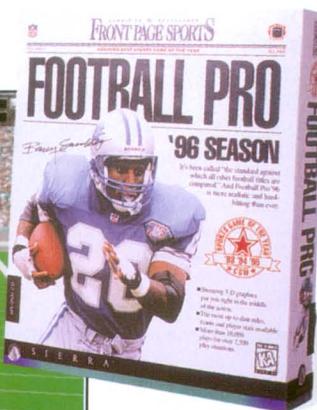


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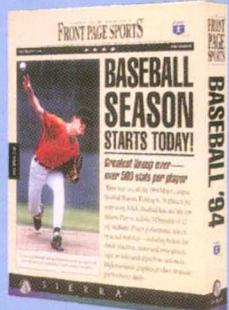
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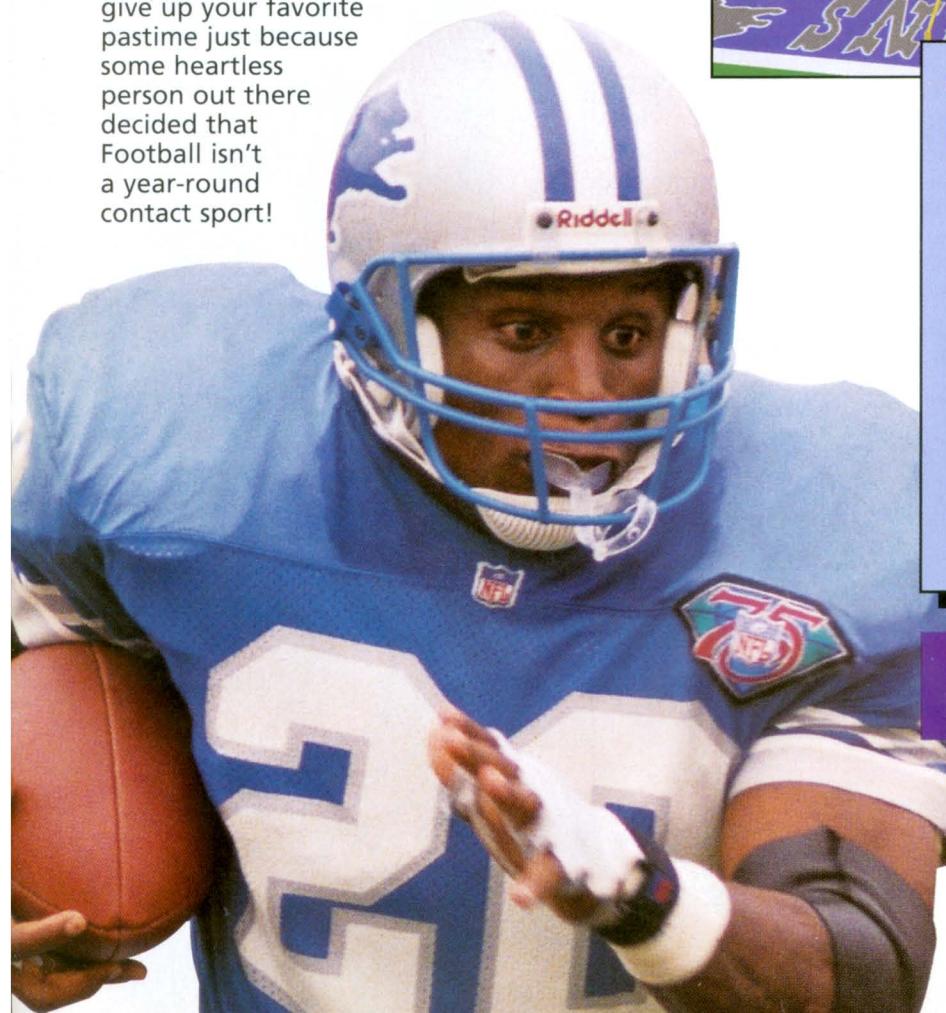
Order Football '96 today and we'll give you *Front Page Sports: Baseball*, a \$34.95 value, for no extra charge! It gives you amazing statistical realism for every Major League player, plus the incredible CAMS system that lets you view the action from anywhere in the park! Licensed by the MLBPA. Special Offer expires May 31, 1996 so order soon!



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# VARIATIONS On A SCREAM

## *Sierra Unleashes a Trio of Hot Horrors*

A haunted house, a rash of werewolf attacks, and a deserted museum share a gruesome gaming premise - horror. Three new bestselling titles incite a sense of fear. Which ones are you brave enough to play?

By Christa Phillips Bullock

Questions - Can revealing the darker side of life really be all that scary? How can it be fun and entertaining? Dare to find out?

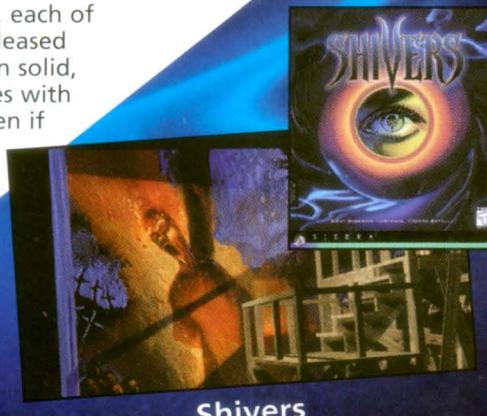
The age-old story of good and evil has fascinated humankind for centuries. At Sierra we've explored this theme in varying degrees of suspense and terror with *Phantasmagoria*, *The Beast Within* and *Shivers*.

Like all our titles, each of these recently released thrillers is based on solid, compelling storylines with realistic characters. Even if

you ignore the startling technological advances, headline-grabbing violence or controversial subject matter surrounding them, the stories carry the games.

The choice is yours. But be warned - who knows what lurks out there waiting for you.

For some players, the adrenaline only starts to surge at the sight of blood and guts. Others want the suspense to be a gradual



Shivers



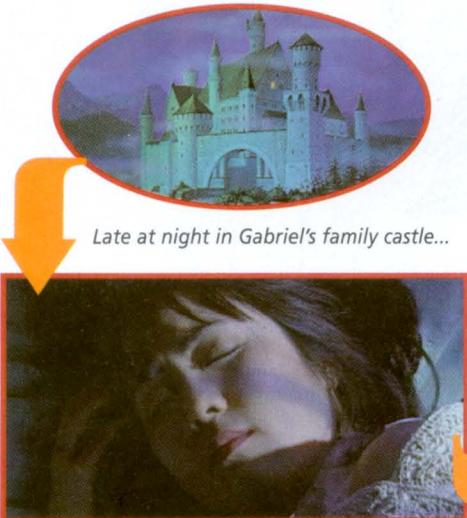
Gabriel Knight II

"★★★★★ *Out of Five Stars*" -Computer Gaming World

A G A B R I E L K N I G H T M Y S T E R Y

# The Beast Within

CREATED BY JANE JENSEN



Late at night in Gabriel's family castle...



Grace Nakimura's vivid dreams of the past are somehow tied to Gabriel's latest case.

How does 'Mad King' Ludwig of Bavaria tie in with the werewolf attacks in the present day?

**W**hen Computer Gaming World reviewed the first Gabriel Knight title, *Sins of the Fathers*, it was the first time they had actually experienced fear watching a computer game. If *Sins* frightened them, just wait until they experience the cinematic realism of *The Beast Within*.

Technological advances and over 1000 SVGA images bring this terrifying tale up close and personal. This story finds New Orleans bookseller Gabriel Knight in Germany working on his latest novel.

When Computer Gaming World reviewed the first Gabriel Knight title, *Sins of the Fathers*, it was the first time they had actually experienced fear watching a computer game. If *Sins* frightened them, just wait until they experience the cinematic realism of *The Beast Within*.



***Gabriel and Grace must explore Germany's past and present to uncover the mystery that threatens to destroy them both.***

However, a grisly wolf attack in the peaceful village where he's staying alters his plans.

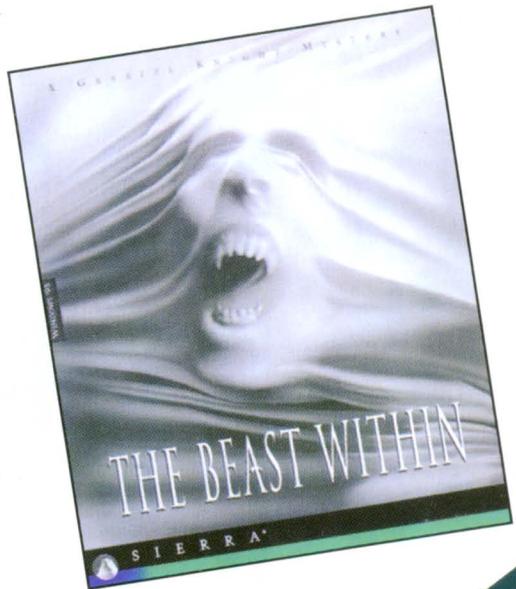
The villagers ask for his help since they know he's a Schattenjager (German for 'shadow hunter'). They want him to eliminate the evil that has somehow slithered into their mist. With the help of Grace Nakimura, his research assistant, Gabriel attempts to save the village.

During his investigation, Gabe discovers links to the past. As he begins to put all the clues and associations together, the big picture becomes frighteningly clear. His faith in his Schattenjager talisman is severely tested and he prays it's enough to keep him from falling victim to the same evil he's desperately fighting against. It's up to Grace to save him from himself, and in the process release a tortured soul.

**"The kind of sequel all sequels should be."**

—Computer Gaming World

Played out on six CDs, this is cerebral terror at its best. The fear and terror slowly build in your mind until—well—let's just say that Gabe's room at the old Schloss Ritter is looking pretty comfortable after all, and there's no real need to have him venture outside to check out any local scenery, especially if there's a dangerous wolf or two wandering around.

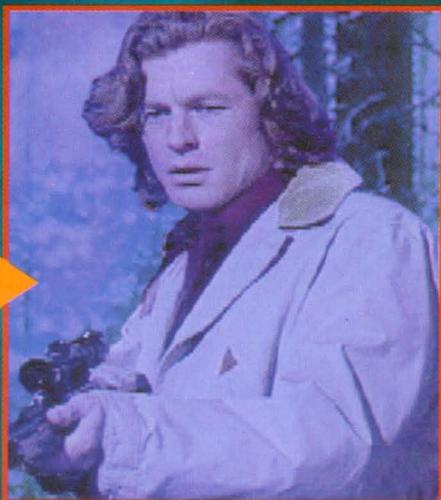


**"...with thrilling twists and turns, you won't want to miss a minute of this game."**

—PC Gamer



Ludwig, a lost opera, and a 'Black Wolf'...?



What ominous warning is hidden in Grace's dream?

Gabriel investigates a series of brutal wolf attacks. It's essential he gather evidence, interview people and ultimately, fight for his life.

P.S. The old 'silver bullet' trick is only a myth. Gabriel must come up with some other way to rid the countryside of this evil.



*What darkness conceals, terror reveals*

# SHIVERS

**"Shivers will send chills down the spine of any mystery/adventure game lover."**

*-PC Entertainment*

**S**hivers exploits the fears associated with the unknown by bringing you face-to-face with the bizarre and unpredictable. Since *Shivers* plays in the first person, everything that happens, happens directly to you.

On a foolish dare you agree to spend the night in an old museum

that some demented professor put together to house his collection of junk. Big deal. But now that you're locked in for the night, the rumors about the two missing teenagers start playing over and over again in your mind. They disappeared after venturing in this building. What really happened to them? Did the professor murder them for trespassing? The punishment seems a little extreme for the

misdemeanor. If he did do it though, where is he? Is he here watching you - waiting to take care of



**Can you unlock the secrets of The Museum of the Strange and Unusual? Can you capture and contain the restless spirits before they put an end to you?**

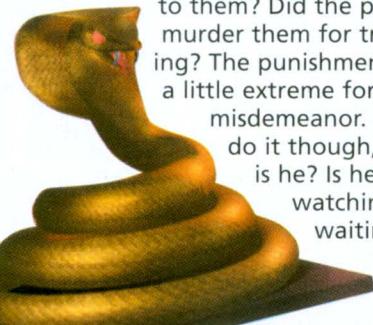
you the way he did those other two? The hair on the back of your neck is standing straight up and the goose bumps on your arms won't go away. If this isn't one of the dumbest ideas you've ever had, it should be.

The word horror is derived from the Middle French word *horrere*, which

means "to tremble, shudder" an apt name for this frightening and suspenseful game from designer Marcia Bales. "In *Shivers* I tried to build a sense of suspense rather than bloody horror. The game is based on the childhood terror of the unknown and the fear that everyday objects could attack you."

*Shivers* is rated T for teens and up, but don't let that lull you into a false sense of security. There are plenty of us at Sierra who are well past our teenage years and we're scared senseless by this incredible game.

The way *Shivers* unfolds is particularly unsettling. The screen doesn't scroll like some other games, instead abruptly move around every corner. You never have the opportunity to completely investigate your latest surroundings before plunging headlong into possible danger. You take a chance every time you click the mouse because you have no idea what sort



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

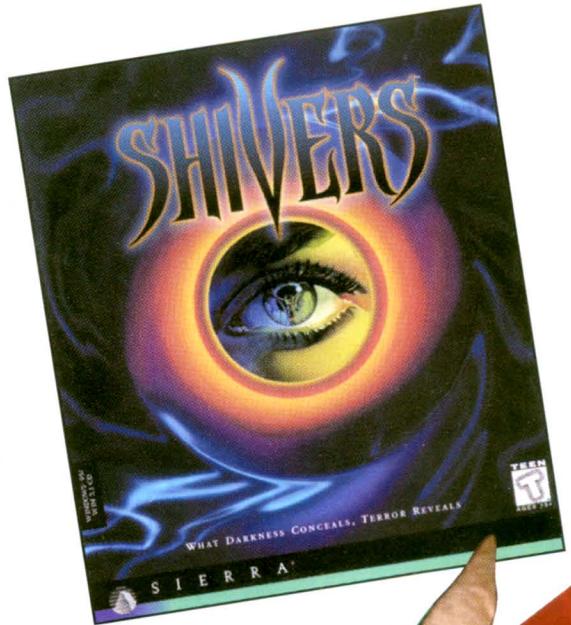
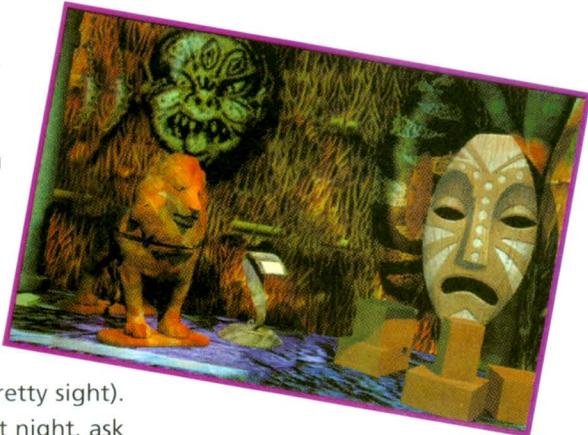
*-PC Gamer*

of sinister weirdness will jump out at you.

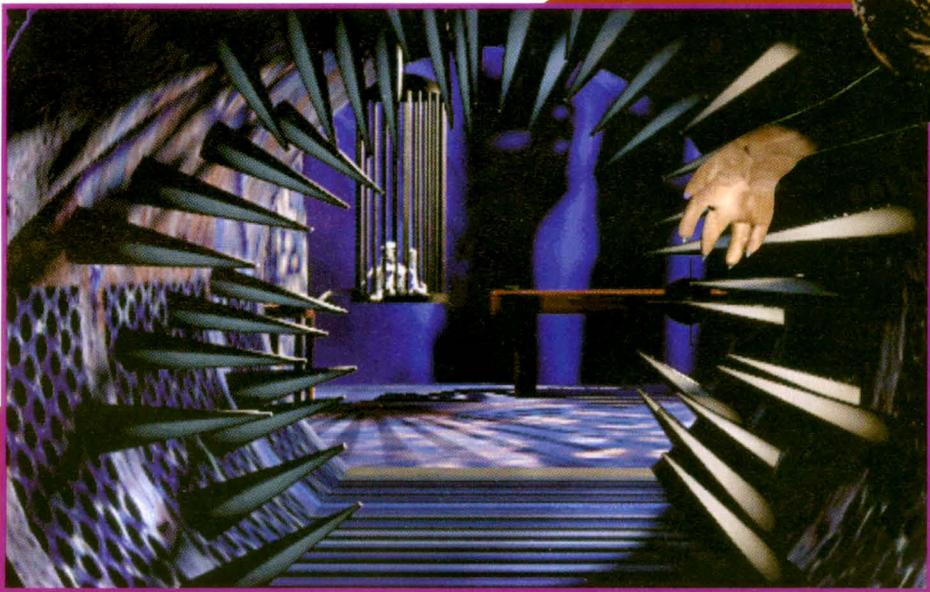
Combine this with the incredibly haunting music and *Shivers* will have your knuckles white before you even run across your first evil spirit.

Did I say evil spirit? You never know where they're hiding. Your job is to trap them before they drain your life essence (definitely not a pretty sight).

If you play *Shivers* late at night, ask yourself these questions: "Why does the mouse seem to twitch under my fingers? Does my chair seem to be holding me a bit too tight?" You won't know what you are about to face on your screen, or what might be standing behind you in the shadows, waiting to give you a...shiver.



*The empty echoing rooms of the museum will have your knuckles white before you even run across your first evil spirit.*



**“★★★★★”**

*-PC Entertainment*

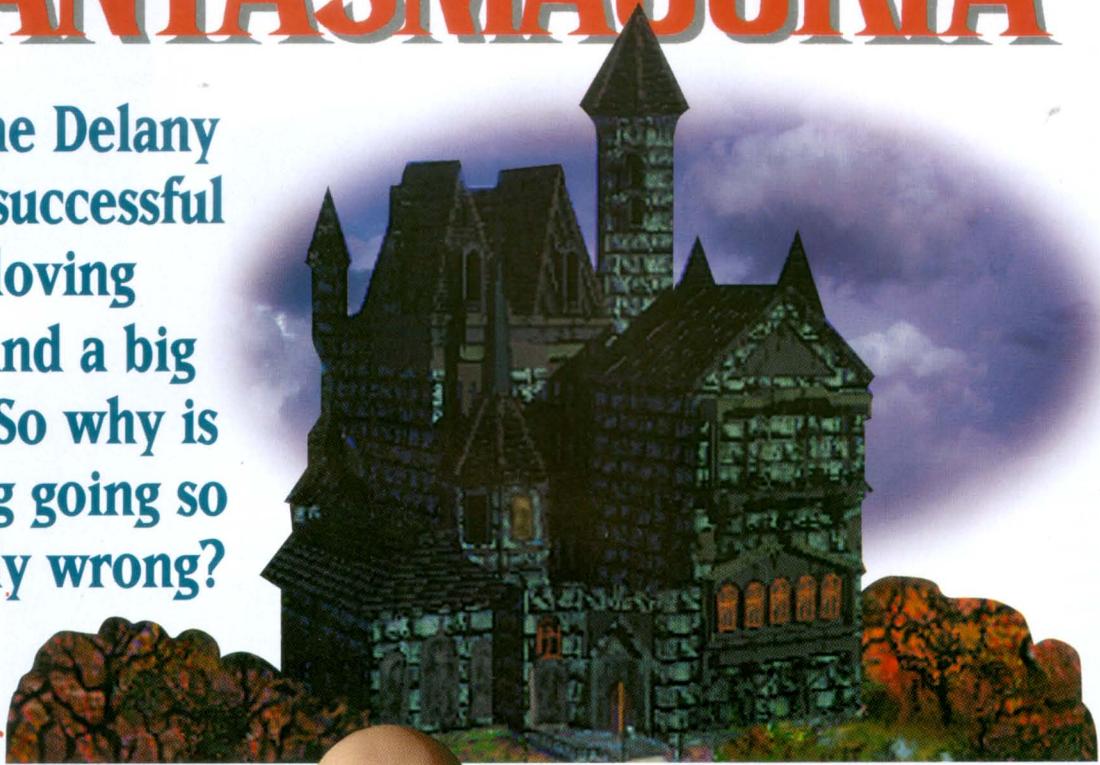


Winner of CGR's Golden Triad Award

ROBERTA WILLIAMS'

# PHANTASMAGORIA

**A**drienne Delany has a successful career, a loving husband and a big mansion. So why is everything going so gruesomely wrong?



**P**phantasmagoria has raised more eyebrows this past year than any computer game ever. The resulting excitement and critical acclaim carried the game to its current # 1 position - the best selling game in America. Why all the controversy and runaway critical acclaim?

When Phantasmagoria hit PC screens, it instantly defined a new gaming genre and set the tone for all horror games to follow with many firsts. The first horror game written for an "adult" audience.

The first to extensively use live actors as characters. The first effective use of beautifully rendered Silicon Graphics 3-D backgrounds. And Phantasmagoria wasn't afraid to explore the elements of horror to its deepest, darkest level. Horror games will never be the same again. After you play Phantasmagoria YOU may never be the same.

This is your classic haunted house story: a young, attractive couple get



**"Takes players on a heart-racing roller coaster ride of terror."**

*-Electronic Games*

a great (too good to be true), deal on a fabulous Gothic mansion. Before they even get their toothbrushes unpacked all hell breaks loose - literally.

Ghosts, evil spirits, secret passages, grisly murders and demonic possession, this game has it all. But you're really drawn in by the way it's presented. It's so realistic that you could forget you're interacting with a computer monitor. The horror is real and gets a grip on you deep in your soul. It has flesh and blood human beings dis-

patched to who knows where in some particularly gruesome ways. Down to basics, *Phantas* will meet AND exceed your blood and guts expectations.

The player takes the role of Adrienne Delany, a beautiful young novelist. You (as Adrienne), must explore the mansion - which of course involves solving some malevolent puzzles. As you learn about the mansion, you notice your handsome husband is slowly but surely losing his grip on reality. Something is definitely wrong with the man, so you'll need to unravel this puzzle too.

Everything seems to point to the mansion's past. What secrets are hidden in this old house? As you delve in deeper you learn about the prior owner, an illusionist named Carno. This Carno character was unlucky in love or his wives all had a penchant for dying early. It's imperative you are careful, so you don't suffer the same fate.

As you explore the house, you begin to see visions of the dark past. The story of

*Sierra goes for the throat...  
a downright terrifying gam-  
ing experience."*

—Multimedia World

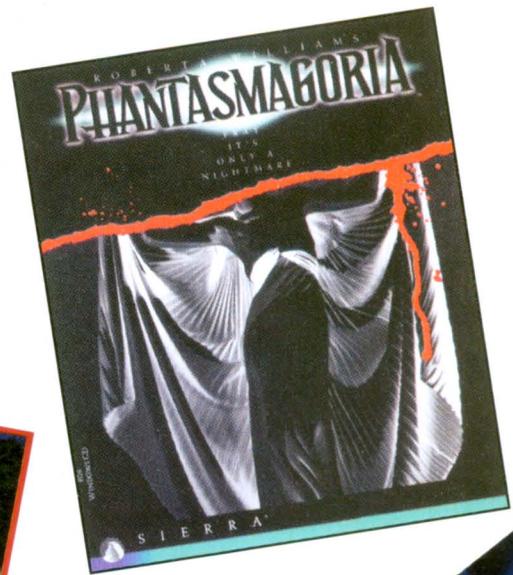
Carno is revealed in flashbacks which escalate in violence as Carno sinks deeper into madness and his acts become more gruesome. This gradual build up to the more graphic scenes gives *Phantasmagoria* that Gothic feel, even though it's set in the present.

The *Phantasmagoria* true-to-life graphics, heart-racing score and live-action characters will grab your attention like an icy hand around your throat.

Warning: If you have a heart condition, we don't recommend you play this game until you've checked with your doctor.

*A sinister game  
in the style of Edgar  
Allan Poe, Alfred  
Hitchcock, and  
Stephen King."*

—PC Gamer



OUTDOOR SPORTSMAN™

# TROPHY BASS

If you've ever caught yourself watching one of the ESPN Outdoors shows on weekend mornings, you've no doubt seen some of the world's top fishermen showing you how it's done. Cast, reel, strike, and seconds later a fish worthy of the most exotic angling prevarication is in the boat.

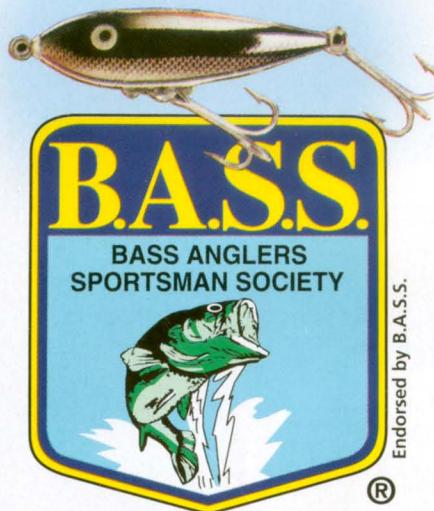
Look's easy, but like any other sport, the pros are paid to make their job look just that way. In reality, and in Sierra's fishing simulation *Trophy Bass*, the true nature of the sport is revealed. It's mano y fisho—a contest of strength, intelligence and wills worthy of the top sportsmen

**"THE INTENSITY OF REAL FISHING IS THERE"**

—KEVIN VANDAM, BASS MASTER

and the finest bass fishing holes in the country.

Unlike the pro bass fishing circuit, where secrets of success are jealously guarded, the pros are more than happy to share their sage wisdom with you. Endorsed by B.A.S.S., the Bass Anglers Sportsman Society—which is to fishing

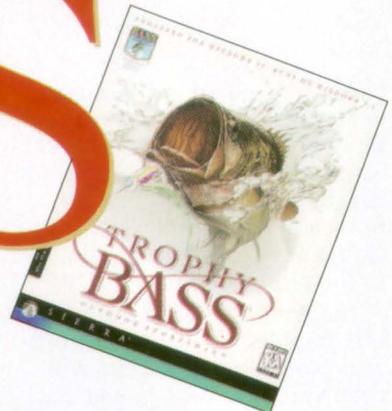


Endorsed by B.A.S.S.®

what the PGA is to golf—you'll get tips and strategies from the best while learning the sport. As you become angling adept, advance from leisure fishing to tournament level and even build your own career as a professional outdoor sportsman.



FISH ON! Son, that's a big one! Jerkin' jaw on a hawg bass requires good rod handling skills, a properly set drag, and a little bit of luck—just like real life.



Beginning with the easy, non-competitive level, you will see actual pro bass fishermen in action as they give you tips on how to boat the big ones. You can choose your battlefield from among five world famous professional bass fishing spots such as Lake of the Ozarks in Missouri and High Rock Lake in North Carolina. Over 750,000 fishing locations are included in these five lakes, each with its own unique topography and nine variable conditions.

After deciding exactly where you will fish, the fun begins. You'll find fish lurking wherever the variables dictate. Time of day, water temperature, air temperature, wind speed, wind direction, season, water clarity, water depth, and weather all contribute to decide where you will find fish and how you can land them. Your gigantic tackle box includes over 200 lures, and dozens of rods and reels are at your disposal.

Once you decide on the best tackle it's time to go fishing. Five different types of casting techniques are available, each coming in handy for wind variations or if you have lily pads or logs in the way. Your fishing spot shows fish and the obstacles in which they hide in incredible detail. Nailing a big one is the easy part—getting it to the boat without breaking your line takes patience, strategy, and skill.

Practice fishing in every sort of environment,

**KILLER**

**Kevin VanDam**

Bass are extremely intolerant of other fish species. Smallmouth are especially violent and will attack other fish - even larger ones - without a second thought. When a bass feels threatened by a natural intruder, he has two choices: he can attack the intruder or swim away. It's very unlikely he'll swim away from a smaller invader. Chances are he'll try to kill it. The best way to bring out

EXIT MOVIES GLOSSARY INDEX MAIN MENU <BACK NEXT>

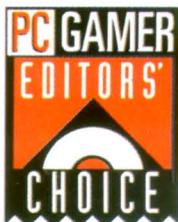
Kevin VanDam, a professional bass fisherman from Kalamazoo, Michigan, is one of several bass pros who offer tips and guidance throughout Trophy Bass.

because once you enter tournament play, you'll be competing against the tested, tried, and true masters of the sport. And if you think the fickle fish show no mercy, wait 'til you get a load of the pros.

Tournament variables are generated at random, so like master shrimper Forrest Gump's box of chocolates, you never know what you're going to get. One thing you can count on—the pros will be at the top of their games. In career



lated fishing experience available. Conditions and variables change from day-



**"A GREAT SIMULATION AND A WHOLE LOTTA FUN!" — PC GAMER**

mode, you'll need to place high in four three-day qualifying tournaments (each tournament day equates to two hours of actual playing time) before you can move up to the highest level. Compete against the likes of mil-

to-day, making yesterday's money spot the barren puddle of today. The lure that landed a pair of 18-pounders just 24 hours ago can't catch lakeweed now.

You must adjust your strategy or face slipping back into the pack and being left without dinner, much less a big payday.

While you concentrate on landing the five best fish you can over a three day period, the computer will simulate how your opponents fare. Just like a real fishing tournament, you won't know how well you've done until you put your five best fish up against everyone else's at the weigh-in. Each day, the computer changes the leaderboard to show your current standing against the other pros.

**BASS Masters Classic®**

**DAY ONE OF THREE**

NAME	CITY/STATE	FISH	DEAD	LBS-OZ
1. Tom Kawalski	Gainesville, TX	3	0	23-4
2. Avery Gore	Brickens, NE	3	0	18-2
4. Todd Hongo	Cabot, AR	3	0	18-1
5. Jimray Jones	Opelika, AL	3	0	17-8
6. Vince Newman	Oklahoma City, OK	2	0	17-4
7. Winthrop Alsop	Haltom City, TX	3	0	17-0
8. Saul Endicott	Chicago, IL	2	0	16-3
9. Nick Adams	Sachse, TX	2	0	14-2
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!

lion dollar winner Larry Nixon and ESPN's Jimmy Jones along with 42 other top pro anglers in the Super Bowl of fishing: The annual BASS Masters Classic. By the time you reach this elite tournament, you will be a well seasoned *Trophy Bass* veteran.

Tournament play gives the richest simu-

Whatever your result in the tournaments, one thing is guaranteed. Your expertise and enjoyment of bass fishing is sure to grow. Unlike some games whose only real value is limited to entertainment, *Trophy Bass* gives you experience, wisdom, and appreciation

**"ANYONE LOOKING FOR AN ALTERNATIVE SPORTS GAME WILL LOVE TROPHY BASS"**  
— COMPUTER GAMING WORLD

for the sport through an exciting and stunningly realistic simulation of competitive professional bassfishing.

**ROD SELECTION**

CLOSE

CASTING • HEAVY ACTION • 12lb TEST
CASTING • HEAVY ACTION • 15lb TEST
CASTING • HEAVY ACTION • 20lb TEST
CASTING • HEAVY ACTION • 30lb TEST

OVER HAND HEAVY 30 LB TEST

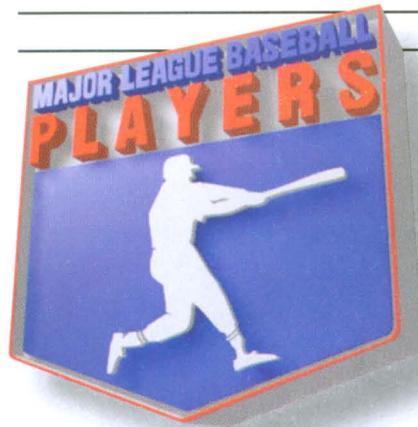
You'll learn about and use the three basic types of rods: spinning, casting, and flipping as well as the different casting techniques.



COMMIT TO EXCELLENCE

# FRONT PAGE SPORTS®

# BASEBALL PRO '96™



*By Clint Boswell*

The 1996 Major League Baseball season is right around the corner, and that means anxiety and excitement for baseball fans everywhere. More important for computer baseball simulation fans is the approaching debut of Sierra's *Baseball Pro '96 Season*. The Sierra design team spent the offseason in their own version of the winter leagues, devising and testing new and exciting improvements.

Like any offseason baseball lineup, there were some shakeups. But the creators of *Baseball Pro '96* weren't working under a salary cap, so they retained all of the best features of *Front Page Sports: Baseball '94* while adding some new features that improve speed, strategy and playability. Stunning, high-resolution 3-D graphics will be the first improvement you notice. The art staff used Silicon Graphics (SGI) machines to transfer the motions of real big-leaguers at work to the PC. The result is a lifelike look that gives you a true indication of the power of Randy Johnson's fastball, the grace of Dave Justice's swing, and the

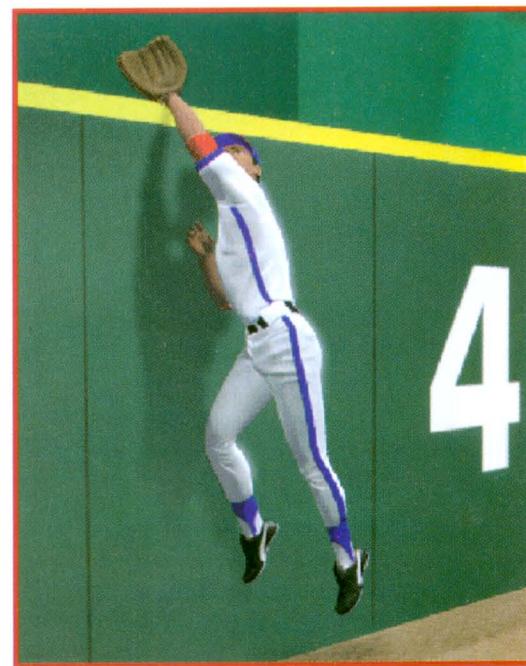
*Stunning, high-resolution 3-D graphics will be the first improvement you notice. The art staff used Silicon Graphics (SGI) machines to transfer the motions of real big-leaguers at work to the PC. The result is a lifelike look that gives you a true indication of the power of Randy Johnson's fastball.*

incredible speed of Kenny Lofton in deep center field.

Back to help you watch these incredible baseball moments is the CAMS (Camera Angle Management System), which places you in any seat in the

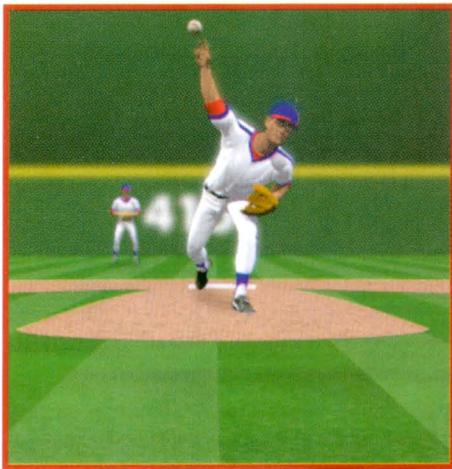
**"...NOTHING COMES CLOSER TO DELIVERING THE LOOK AND FEEL OF BASEBALL."** — *PC GAMER*

house to watch the game while you play. Owner's Box? Sure, say hi to Steinbrenner for me. Dugout? Yep, watch out for those seed shells on the ground, they're slippery. The field?



Grab your leather, meat. Any spot in the stadium, any angle you want is yours through this feature, so exclusive that "...nothing comes close to delivering the look and feel of baseball," according to *PC Gamer*.

Choose your role on the team. As General Manager you sign the players and the computer does the rest. As Field Manager you pick the lineup, the



Here's the pitch. You can feel the heat as the ball scorches a path to the glove.

plays, and the players. As a Player you hit, pitch, throw, and field in exciting arcade-style action. With realism as the key goal in *Baseball Pro '96*, the return of Sierra's unique physics-based game play makes the game a simulation of reality, not a simulation of stats. The game isn't scripted so that every time

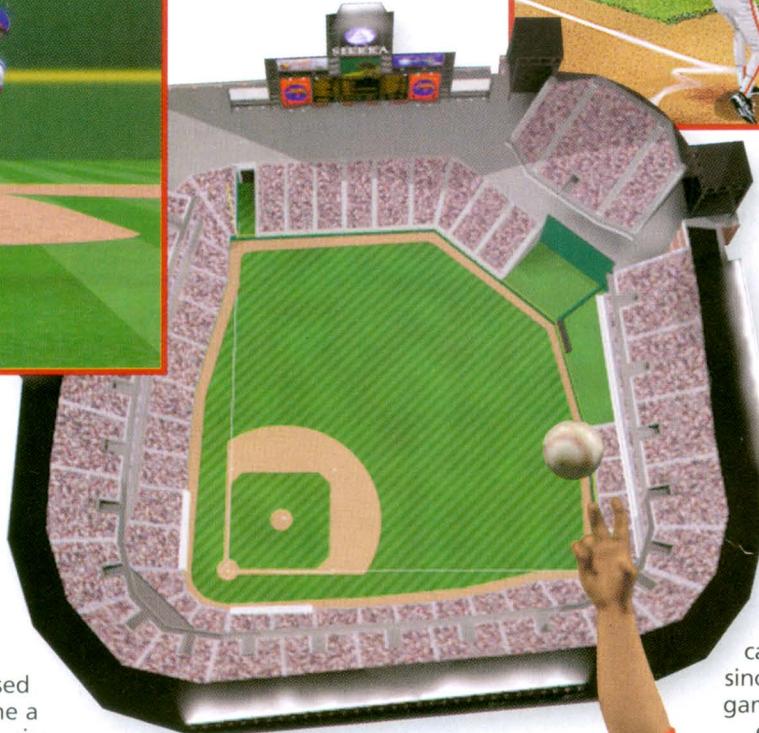
power-hitting left-handed batter A faces heat-throwing right-handed pitcher B on a 2-0 count, the same double to right field occurs. Instead, physics-based ball flight is based on weather, wind, ball spin, altitude and point of bat impact. In short, every factor that affects a baseball in a game will affect the baseball in the same manner in *Baseball Pro '96*, "the only baseball sim that manages to recreate the physics of baseball on the field."

*Try to hit the target on the right-center field wall of Baltimore's Camden Yards.*

create the physics of baseball on the field," *PC Gamer* said.

Some of those factors will, of course, vary from stadium to stadium. Since *Baseball Pro '96* includes all 28 ballparks of the American and National Leagues, you'll

You'll have a first-hand opportunity to see how hitter-friendly Cleveland's Jacobs Field is.



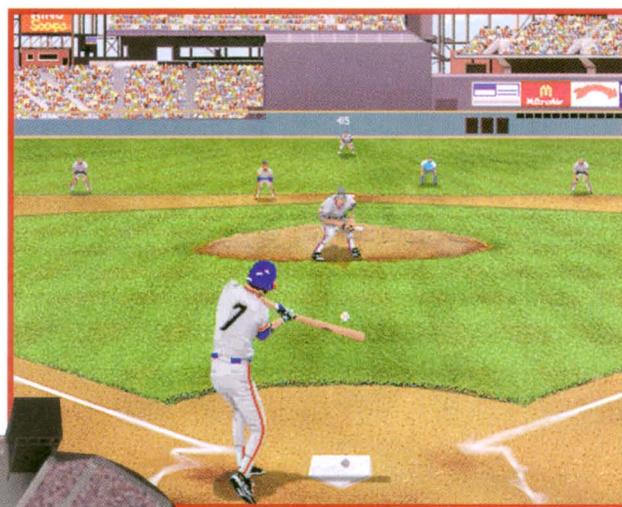
Connect on this one and it'll be outta the ball park.

contains every player on every team in the big-leagues and affords you the chance to see if American League sluggers Frank Thomas or Ken Griffey Jr. could hit 62 homers playing a season in Coors Field, the high-altitude home of the National League's mountaintop team.

Instead of waiting 24 hours for a season to be simulated to see if your guy did break Roger Maris' record, the sim time has been reduced to the length of your average 11-inning slugfest. And that season can be the first of a long career since *Baseball Pro '96* is the only game that allows you to take a player from rookie to Hall of Fame.

Simulate a 20-year career and see if your prized pitcher can rack up 300 wins, or if that rookie slugger can threaten Hank Aaron's home run record.

So get that brain and those fingers loosened up. The players are in Spring Training and with *Baseball Pro '96 Season* on the horizon, you should be, too.



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

get a first-hand opportunity to see how hitter-friendly Cleveland's Jacobs Field is. Try to hit the target on the right-center field wall of Baltimore's Camden Yards.

Can't wait for inter-league play in 1997? You don't have to. Licensed by the Major League Baseball Players Association, *Baseball Pro '96*



# Hot New Racing Sims For Your Computer

## Papyrus Redefines Realism

Dreams. All of us have them, whether they're about climbing Mount Everest, swimming with dolphins, or scorching the pavement in an IndyCar or NASCAR.

If your dream puts you in the hot-seat of a 200 mile-per-hour race car, Papyrus, now part of the Sierra family, brings substance to your fantasy with the fiercely realistic race simulations *IndyCar*

*Racing II* and *NASCAR Racing*. Whether it be scorching down the stretches of the Michigan International Speedway in a custom NASCAR or power-shifting through a hairpin turn, the experience is true to life, modeled down to each palm tree and landmark.

Widely heralded by critics as "the most realistic race-car simulations, ever" *IndyCar Racing II* and *NASCAR Racing* will delight both the casual gamer and the most unwavering sports-car

zealot alike. If it's just a single race around the track, or a full-out 200-lap IndyCar challenge, both games satisfy

**"AS CLOSE TO THE REAL THING AS I'VE EVER EXPERIENCED."**

— STEFAN JOHANSSON, INDYCAR DRIVER

your desires for high-speed, gear cranking action from locales around the world.

No one said beating the pros would be easy, but thanks to a wide array of custom options in the games, the race can be tailor-made to any player. If you're just getting the swing of high-speed racing, practicing on the courses, both games help with auto shifting and make the car invincible. As your status is upgraded, it's



Hope you remembered your seatbelt, pal. This is one scorcher of a ride!

**NASCAR**  
**RACING**

By Geoff M. Keighley

# INDYCAR® RACING II

easy to reset options and adjust the game so it still challenges the mind and senses. Once you get the hang of the race courses, you can also get into the details of pit management like changing the angles on the cars' spoilers and customizing the car's fuel supply.

No matter what speed computer you have, it's simple to set the game's graphics for your processor. Settings include both VGA and SVGA. The sound effects are from real race car engines, and dynamically change as you add more gas,



*Drop down into the slot as you exit the turn to keep your speed and position.*

press on the brakes, or switch gears.

Even with the option to race against a full fleet of computer-based race cars, both titles have the ability for multi-player modem action where you can pit driving skills against friends alone or in combination with computer-based competitors for some truly paint-scraping action on the track.

Both titles include some of the most realistic graphics ever devised for a simulation, based on real blueprints of the courses and racing video footage. The result is racing action you'll want to watch over and over again, and thanks to the instant replay feature,

*Choose to race against computer-generated opponents or with a friend via modem.*

replay feature offers in-car camera angles similar to what you'll often see on TV broadcasts. There's even a blimp camera high in the sky for a bird's eye view of the action.

Regardless of whether you want to race around the speedway in a 3,500-pound NASCAR or fly across the pavement in a sleek, 1,500-pound IndyCar, each game offers the pinnacle of racing action. Arcade fans will enjoy the ability to simply load up and drive with minimal technical details. Skilled race fans can customize their engine down to each spark

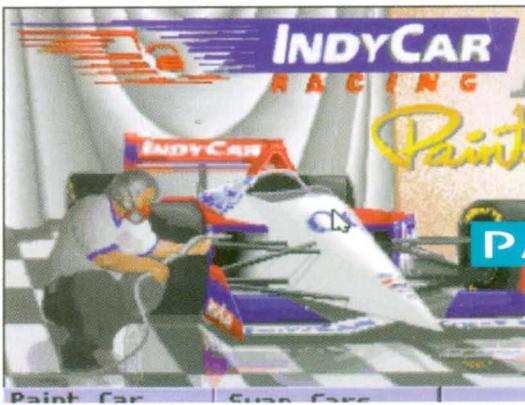
plug. *IndyCar Racing II* and *NASCAR Racing* aren't just games, they're realistic experiences. Extremely customizable, both titles grab the player with smashing graphics and fluid playability. Moreover, that dream of yours

you can with just the click of a button. A special



*In-car camera angles are a standard of television broadcasts, and we don't fail to deliver them.*

could become a reality down the road, thanks to the practice you've achieved crunching wheels with opponents and grabbing the checkered flag. Welcome to victory lane!



*Use the 'paint kit' to completely customize your vehicles with color schemes and personal decals.*



**"When in doubt, win the trick."**

Edmund Hoyle (1672-1769)

# HOYLE®

## C L A S S I C G A M E S

Sierra is out to turn fun on its ear with a new collection of great classic games. What do you want to play today?

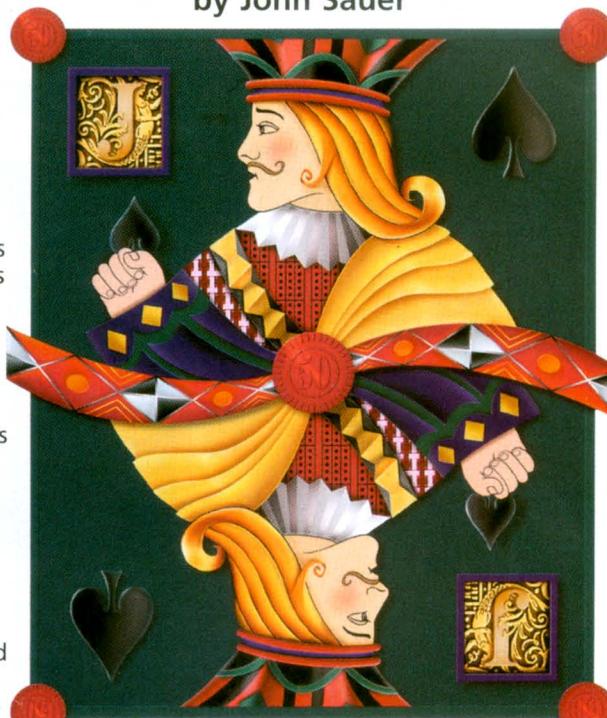
by John Sauer

Card and board games are among the most popular forms of entertainment today, whether on a table top or on a computer. The problem is that you either need to track down other players to make it fun, or play against a computer program that is bland and lifeless. What we need is a computer game that's as much fun as shuffling a deck of cards, always has a party of players ready to join in, and has a variety of games and options to offer fun for the whole family.

This latest release in the Sierra *Hoyle Games* series delivers everything you want in a good set of games, plus the multimedia fun and special effects that you just can't get out of real life!

*Hoyle Classic Games* contains

10 of America's favorite card and board games in a Windows 3.1/Windows 95 compatible interface. The collection is perfect for players of every age and experience level because you can set the speed of the game to match your skill level. You can even control the attitude of the computer players, from



### 10 Great Games

Whether you're young or old, a card shark or a new player, *Hoyle Classic Games* has something for you. In addition to eight classic, fun card games, try your hand at two of America's most popular board games, backgammon and checkers.

#### *Hoyle Classic Games* features:

Draw Poker • Bridge  
Cribbage • Gin Rummy • Hearts  
Solitaire • Old Maid • Crazy 8's  
Backgammon • Checkers

serious to zany, and set the background, music, and card scheme. And just to keep everybody playing by the rules, a paperback copy of *Hoyle's Rules of Games* is included in the package.

#### Games for Everyone

Most collections have games that are suited for adults or children, but not for both. *Hoyle Classic Games* features a mix of board and card games that everyone can enjoy. Adults might go right to a high stakes game of draw poker, play a few rubbers of contract bridge, or run the pegs in a fast-paced game of cribbage. Kids will beeline to a zany, slapstick game of old maid, play the classic game Crazy 8's, or engage in one of the most fun games of all time, checkers. Both young and old will appreciate the solo challenges of solitaire, getting into a round of gin rummy, or rolling the dice in a game of backgammon.

You don't need to know everything about these games to play them. Clicking on the Rules option at any time during play gives you complete instructions and rules, and you can access those rules as often as you need to, so each game can be a learning experience. If you make a wrong move, the game automatically corrects your mistake so that your games always move forward without problems. It will also provide you with on-line feedback explaining the source of the problem.



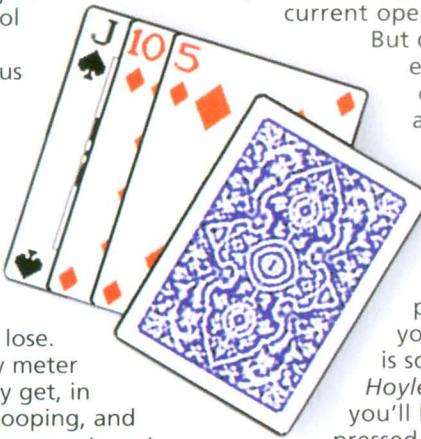
## Always a Party

Hoyle Classic Games solves the problem most people have when they want to play a game—finding people to play with—by providing more than 30 human, animated, and icon characters who are always ready to join in the fun. If it's attitude you want, it's attitude you'll get. Adjust the meter in the control option and characters can change from serious to deeply humorous, and all the way to absurd. At the serious end of the spectrum, characters keep their lips buttoned, except when making statements about the game, and when they win or lose. The farther up the silly meter you go, the wilder they get, in some cases yelling, whooping, and throwing taunts that are sure to get your blood going—or sometimes give you a good laugh.

In addition to selectable characters, you can choose the background scenery, music, and even the color and

style of the cards you play with. Locales range from the green felt of a poker table to colorful, graffiti-tagged walls, with themed music you can also associate with other backgrounds.

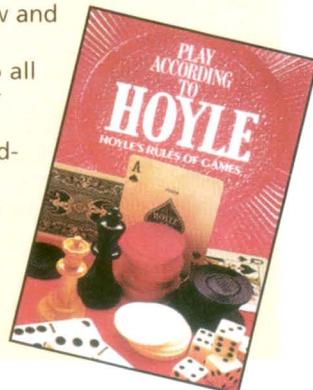
Sure, you can find card games built right into your current operating system. But do they offer enough challenge, character, music, and sound to make them really fun? The variety of what you play—and how you can play it—is so great with Hoyle Classic Games, you'll be hard-pressed to play them all. There's a bunch of people who'd like to get together with you for a game or two. They're in the Hoyle Classic Games CD. What are you waiting for? Sit down, and let's play.



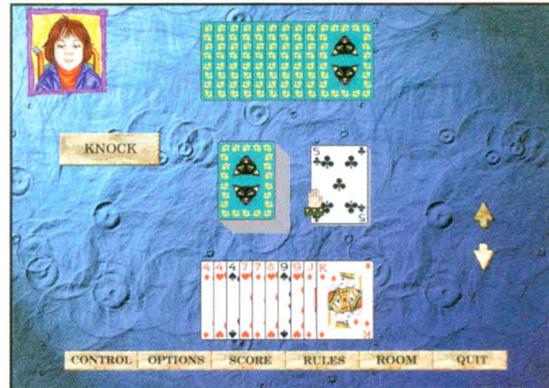
## According to Hoyle...

If you've ever wondered where the expression "According to Hoyle" comes from, you'll be surprised to know that it originated in the mid 1700's after Edmond Hoyle, England's first authority on card games. In 1756 Hoyle authored a book titled *A Short Treatise on Whist*. This reference systematized the game that evolved to bridge, and eventually to contract bridge, the famously popular game we know and play today.

The foundations he created were basic to all good games, and they became the basis for the rules of today's board and card games. *Hoyle's Rules of Games*, the rule book included with Hoyle Classic Games, contains the rules and variations for hundreds of games. With this book in hand, you can keep players to the rules of virtually any game. If they try to pull a fast one, tell 'em that they have to play "according to Hoyle."



Toby the dog and Finnian the lizard are two of the best opponents for new players.



Though your cards are always face up, your opponent cannot see them. This little girl will cream you at rummy.



Hoyle Classic Games features a variety of highly-detailed backgrounds. Anyone for urban solitaire?



You have no shortage of friends—animated and otherwise—in Hoyle Classic Games.

# Reach Out and

# Play

**O**ne of the things that make video game systems great is the ability to play head-to-head against friends. The rivalry really motivates you to improve your gaming skills, and a big part of the fun comes from razzing your buddy when you blow him away. It really adds a lot to the gaming experience.

Unfortunately, computer games have pretty much been a solitary endeavor until recently. There's only room for one person at the computer keyboard, and you hardly ever see a computer equipped

with more than one joystick, so playing computer games against others has basically been limited to taking turns—which isn't really a lot of fun when it's not your turn. There's none of that feeling of "head-to-head" action, and the competition is still pretty much yourself against the computer.

Well, the problem of the PC as solo entertainment is being solved. Now you and your buddies can invade hostile alien enclaves, raid the hidden treasures of mad monks,



## Someone

and soon even dogfight over Europe together, and you won't have to sit together in front of the same computer. In fact, you won't even need to be in the same room. Now with your modem, you can play great Sierra games with friends across town or across the country. (Even anywhere in the world if you don't mind the

phone bills.) Playing games with friends via modem is simple.

Sound interesting? Sound like fun? It is. Just read on!

## LodeRunner On-Line

### Fast Paced Puzzle-Solving For Two

**F**or as long as home computers have been around, *LodeRunner* has been a favorite. By combining fast arcade action and intricate puzzle solving, *LodeRunner* is one of those rare games that challenges both the brain and the reflexes. Having won just about every award

there is to win over the years, *LodeRunner* is about as perfect as a game can be...but the new multi-player mode of *LodeRunner On-Line* actually makes it better.

In the original *LodeRunner*, the goal of the game was quite simple. You take on the role of a treasure-hunting adventurer, and the goal is to move through multiple levels of a labyrinth, taking treasure

from the Mad Monks that guard it. If the goal is simple, achieving it is anything but. Players quickly discover that the seemingly random walls and floors of the playfield actually disguise diabolical puzzles. The movements of the Monks bring the whole puzzle to life, creating a situation where the solutions to the puzzles change as you move your player/character within the maze. The seemingly simple action game turns into a quick-moving, puzzle-solving challenge, and any time your character is caught by a Mad Monk, something incredibly bad happens.

In the new multi-player *LodeRunner*, all the challenges of the original are still present, but a new element is introduced that is slightly more personal—a competitor controlled by a human opponent. An opponent who will steal the treasure right out from under your nose while you're trying to steal it from the Mad Monks. An opponent who grabs the keys you need to get to the next level of the maze, or even blasts away pieces of the floor so that you are trapped by



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S I E R R A®

**"...a quantum leap in production quality and in the depth and interest of its puzzles."** —Games



Photos © Christopher Lui

Mad Monks while he moves on to capture more gold. An opponent who will make your life more difficult and laugh the whole time he's doing it. One who will gloat about feeding you to the monks long after you've turned off the computer in defeat.

Two players can also agree to play together instead of in competition, which adds a dimension to the game. Divide up duties like—"you get the gold while I lay traps for the Monks"—or something. Just hope that on the next level, your partner doesn't forget it's your turn to snap up the shiny rewards while he risks his neck. (Like my Uncle Johnnie always seems to when we play together).

When that happens, turnabout is fair play. Some gamers even do unto you before you get a chance to do it to them first! But remember that two heads are always better than one, and you'll get much farther playing together than against each other.



## Thexder On-Line

"...a classy version of (the) vintage



### Thexder—Multi-play the Easy Way

If you're new to computers, or just new to modems, *Thexder* provides an easy introduction to multi-player gaming. If you've recently graduated from a TV-top game machine, you'll recognize the familiar side-scrolling style of gameplay of *Thexder*. Veteran PC players will appreciate the sharp, smooth game graphics. Though *Thexder* does resemble a video game, the improvement in play becomes obvious when you play with one or more people. In multi-player *Thexder*, each player takes on the role of a robot that can also turn into a jetplane or other vehicle, and the game takes place in alien outposts just filled to the brim with robotic bad guys. During

## Other Games You Can Play On-Line



### Lords of the Realm—Medieval Strategy

Yes, there are strategy games that you can play against your friends. *Lords of the Realm* puts you back into the days of knights and castles and requires a great combination of city building, managing, and battle skills.

To give all this a competitive twist, imagine that your opponents—up to five players—are your friends. They'll be twice as suspicious of your moves as a computer-generated foe, and at least twice as crafty. When you promise gold in exchange for help, make sure they're not playing both sides of the feudal fence.

### Front Lines—Take Your Friends Into Combat

*Front Lines* takes war gaming into the future, where hover tanks, lasers, and powered armor are state-of-the-art weaponry. Your mission: out-think, out-maneuver, and out-battle the opposition to achieve victory.

Playing against human opponents makes the battlefields situations even more intense because humans are so unpredictable. The only way to win is to catch them by surprise—if you can—and then hit 'em with everything you've got.



### Coming Soon

#### Red Baron II—Compete in the Not-So-Friendly Skies

Later this year, look for *Red Baron II* and fly against your friends in WWI-era historical dogfights over the airbases and battlefields of France, Verdun, Ypres and the Somme. You can take the stick of the famous Red Baron Fokker, or other WWI aircraft. This one will be a modem flight spectacular. It won't be long until you'll hear your friends shouting "Curse you, Red Baron!" as you send them down in a spiral of smoke and flame.

twitch game...really gets fun when the robot morphs..." —*Multimedia World*

play, gamers see their own character on their computer monitor, but only see the robots controlled by other players during times when the two robots are in close to each other.

The thrill of knowing that you might run into a rival around any corner adds a real edge to the game. Since the people you'll play with are likely to be outside of your shouting distance, you can always send friendly taunts with your keyboard. When you play with more than two players (Thexder lets

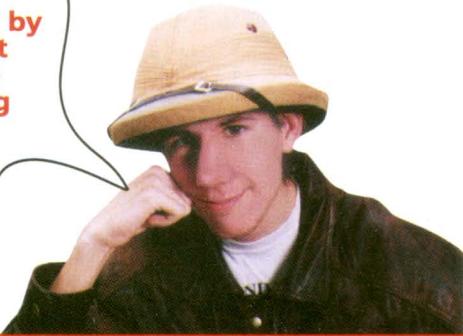
you play against multiple opponents over a LAN), you may decide to gang up on others and knock them out of the

game early—but remember that at some point your allies may turn against you. That's the beauty of competitive game play over the phone lines. All's fair in love and *Thexder*. Get on-line and see for yourself how much fun modem gaming can be.

*Chris Williams*

### Chris Tip

You can find modem gamers to play against by looking at the different gamer websites on the Internet, and by talking in the chat rooms on CompuServe and AOL.



## Buy Thexder or Lode Runner On-Line Or From A RETAILER AND GET A SECOND COPY FREE FROM SIERRA!!

Now head-to-head play is even easier, because we'll give you a second copy of your new game free so you can give it to a friend! One for you and one for a friend. One great value! Just purchase either game (Win'95 only) either from the SierraWeb at <http://www.sierra.com> or from a retailer, and send us proof of purchase along with Shipping and handling to get your second copy of either great game!

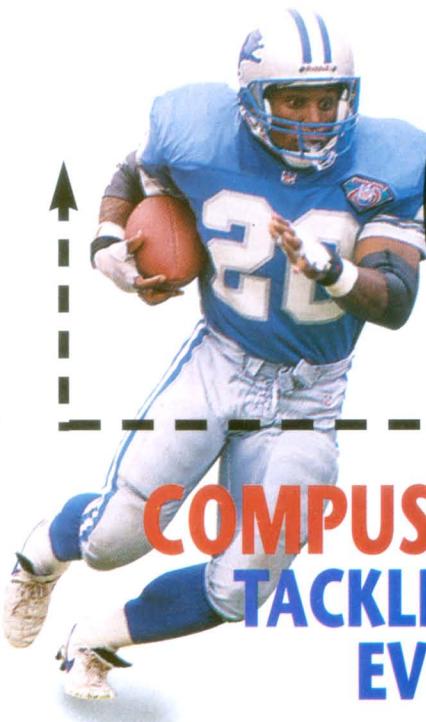
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# On-Line Update

## COMPUSERVE WINS SIERRA BOWL I TACKLES AMERICA ON-LINE IN FIRST EVER CYBER-SPORTS EVENT

**S**ierra Bowl I was a big hit with football fans! This on-line event pitted Cyber Sports Simulation AOL gamers against CompuServe Sports Sim Forum gamers in the first LIVE football tournament ever to grace cyberspace. Contestants fought for the Sierra Bowl title using Sierra On-Line's **Front Page Sports: Football Pro** CD-ROM game for the PC. The Football Pro

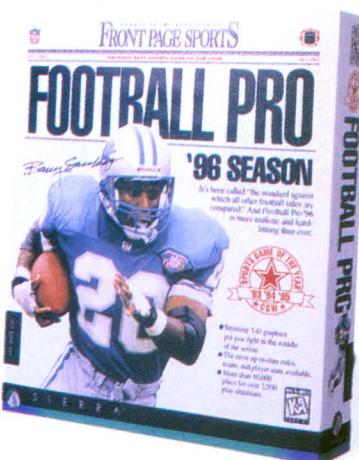
### Top Coaches battled for the world championship of on-line football

series has been a mainstay for years in both the Grandstand on America On-Line and the Sports Simulations Forum on CompuServe.

Top *Football Pro* coaches from both AOL's Cyber Sports Simulations and CompuServe's Sports Sim Forum represented the real NFL teams that made the 1995 playoffs. CompuServe representatives took the NFC, AOL took the AFC, in a three-round tournament. Sierra Bowl I took place January 22 and was simulcast LIVE on both AOL and CIS- a first in the on-line community.



**FINAL SCORE:**  
**CIS 29 - AOL 21**



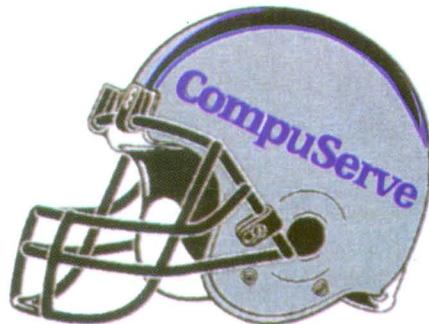
To obtain more details about  
*Sierra Front Page Sports:*  
*Football leagues, please*  
*contact any of the following:*

Jerry Pectol (Peckster@aol.com)  
Dave O'Brien (BBGordon@aol.com)  
Stu Malis 75162,2773  
Jim Hamilton 73670,647  
Dave Tatum 76570,1202  
Randy Magruder 70720,663  
Jim Von Schmacht 71075,115

After the smoke cleared, the winner was Chris Muller, representing the Dallas Cowboys and CompuServe. For his efforts, Chris won a color television, a football autographed by Detroit Lions running back Barry Sanders, a Sierra Bowl trophy and 10 free hours of on-line time on both AOL and CIS. The runner up was Gary Kaltenemeier, representing AOL and the Kansas City Chiefs. Gary received a color television, a trophy, and five hours of on-line time on each service.

"This type of event pushes the envelope on what we can and will do on-line. It's another example of the progressive nature of Cyber Sports, Sierra, and the Sports Simulations Forum on CompuServe," commented Dave O'Brien, event promoter and Cyber Sports Simulation Football Director.

According to Jerry Pectol, President of Cyber Sports, Inc., "Dave has spent many hours working out all the details of this event with the folks from Sierra and CIS's Sports Simulations Forum. Our players are very excited about the first ever Sierra Bowl, and are proud to be a part of a cyberspace first."



# Grand Opening!

## SAVE 10% IN NEW STORE ON AOL

Our new cyberstore on AOL is open for business! Now you can do your shopping for the latest and greatest Sierra software on-line, and also save big on grand opening specials on hot hardware like game controllers, scanners, and more. And, if you shop between now and the end of April, you'll save an additional 10% on every Sierra product purchase over \$50. Pop in often to check out Sierra's Special Of The Week. To access the store from AOL: Keyword: Sierra (what else)?

## 1995 Season Stats Available for FPS:Baseball

Now that the 1995 baseball season is over, you'll want to update Front Page Sports: Baseball '94 with all the latest data. After all, it's never too soon to start planning for '96. Current stats are available through a patch file called **BBTHANX.EXE** that's available in the file libraries of AOL, CompuServe, Sierra's web page, and our BBS. Just follow the download instructions on screen.



## On-line Role-Playing Enters a Whole New Realm

The fun of the traditional fantasy role-playing board game was taking on a new persona and experiencing adventures with your friends. Computer RPGs have made inroads into this genre, but haven't quite hit the mark—until now. Sierra is busily working on a new multi-player game called **The Realm** that will be played over Internet on a TCP/IP connection. You'll be able to join forces with other hardy souls to explore, fight ghastly creatures, and then return to a virtual tavern to boast of your prowess. Sounds like the best of all possible worlds. To apply for a beta version of *The Realm* software, go to <http://www.realmserver.com> on the Internet. And have fun !!!



## Happy Birthday Leisure Suit Larry! (But You Get The Gift!)

April Fool's Day is coming and yup, it's Leisure Suit Larry's birthday. To celebrate Sierra is posting a piece of primo software to the SierraWeb site and other Sierra sites in cyberspace on that fateful day as part of the big Sierra Celebration. The new **Talking Larry** makes the ultimate lounge lizard appear on your screen with words of (half?) wit and wisdom whenever the machine is idle for more than a few minutes. Full of silly jokes, pithy quotes and a few hardy suggestions on how to pick up the good babes (as if he'd know) Larry offers all the answers you REALLY want from your PC. **Download the file LARRYSPK.EXE** to inject new attitude into your computer. (Windows Only)

## CHAT ALL YOU WANT on the Sierra Web

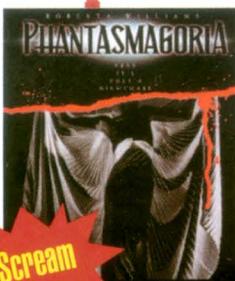
The long-awaited Chat feature is now available on Sierra's web page. Compare notes, swap tips on tricky puzzles, and find new friends who like Sierra games as much as you do. For on-line gamers, it's a great way to find adversaries and allies (and be sure to check out our related article on Sierra's on-line game offerings on page 78).

## Connecting to Sierra On-Line:

- **SierraWeb**, <http://www.sierra.com>
- **CompuServe**. GO SIERRA
- **America Online**. Keyword: SIERRA
- **Sierra On-Line's BBS**. 206-644-0112

# Get Your Thrills with Three Terrifying Deals!

**FREE  
BONUS!**

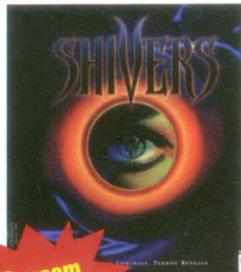


Scream  
1

## Phantasmagoria™

"...A bulging bag of Halloween candy."  
—Computer Gaming World

Heart-thumping terror unfolds in suspense-filled chapters, combining the best of classic horror and modern psychological thrillers. Blending the talents of renowned adventure game writer Roberta Williams and the most advanced digital effects ever, *Phantasmagoria* creates an experience so startlingly real, you'll live this interactive nightmare as if it were your very own.

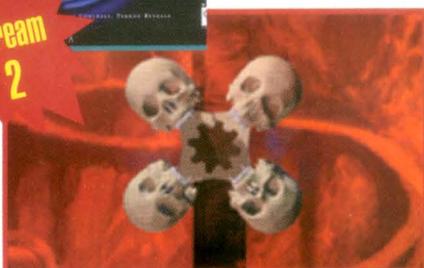


Scream  
2

## Shivers™

"Shivers will send chills down your spine..."  
—PC Entertainment

A unique first-person game of mystery and suspense, *Shivers* finds you trapped inside Professor Windelnott's Museum of the Strange and Unusual. And you're not alone. Where are the museum's creator and the other ill-fated visitors who disappeared so long ago? Can you find the clues that will help you solve the puzzles you'll face amid the howls, moans and wails?

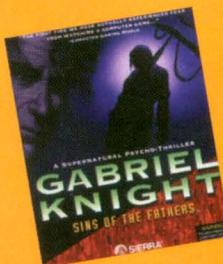


Scream  
3

## The Beast Within™ A Gabriel Knight Mystery

"★★★★★ out of five stars" —PC Gamer

A curse, a mad king and a killer on the loose...A mystery that spans the ages is about to unfold and Gabriel Knight must find the killer, before it finds him. The story unfolds over multiple CDs with more than 1000 hyper-realistic backgrounds. *The Beast Within* features two separate story lines, a hauntingly beautiful score and a terrifying supernatural twist.



Order the spine-tingling *Phantasmagoria*, *Shivers* or *The Beast Within* and we'll give you *Gabriel Knight: Sins of the Fathers* **FREE!**

Choose

Variations On A Scream I: *Phantasmagoria*

with *Gabriel Knight: Sins of the Fathers* Free Bonus, only \$49.95, plus shipping (DOS/WIN/MAC CD)

Variations On A Scream II: *Shivers*

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Variations On A Scream III: *The Beast Within*

with *Gabriel Knight: Sins of the Fathers* Free Bonus, only \$49.95, plus shipping (DOS/WIN/MAC CD)

To order, call toll-free **1-800-757-7707**

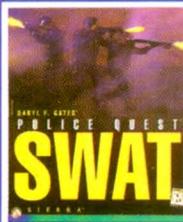


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# Order Direct From Sierra



Police Quest:  
SWAT

\$49.95

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

DOS/WIN CD\*

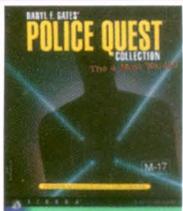


King's Quest VII:  
The Princeless  
Bride

\$29.95

Take up the challenge of the seventh and most exciting chapter in the world's best-selling adventure series. Travel through remarkable worlds with feature-film quality animation and a clever story that makes spectacular entertainment. Version 2.0 enhanced for Windows 95.

DOS/WIN CD\* MAC CD

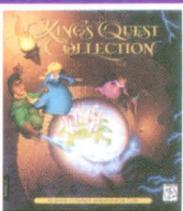


Police Quest:  
The 4 Most  
Wanted

\$54.95

Pick up a great deal on four reality-based adventure games in the popular Police Quest series. Features hours and hours of game play that lets you live the life of a cop and learn the inside view of life on the beat in Los Angeles.

DOS/WIN CD\*

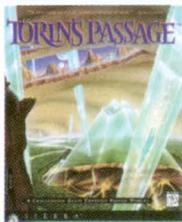


King's Quest  
Collector's  
Edition

\$54.95

Six of Roberta Williams' chart-topping adventures that will delight and charm your whole family. Everything from King's Quest I: Quest for the Crown, to King's Quest VI: Heir Today, Gone Tomorrow. A collector's dream come true!

DOS/WIN CD\*



Torin's Passage

\$49.95

Welcome to Strata, where the lad Torin pursues his destiny through five worlds-within-worlds. Features cinematic animation and an original musical score. If J.R.R. Tolkien had had access to today's computer graphics, he would have created adventure games like this!

DOS/WIN CD\* MAC CD

NASCAR

Racing

\$54.95



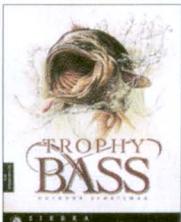
Get behind the wheel of a 700-horsepower stock car and go head-to-head against the actual cars and drivers on the NASCAR Winston Cup circuit. Enhanced graphics provide breathtaking action and incredibly realistic speed, motion and power. You can even replay the action from almost any angle!

DOS CD\* DOS 3.5

NASCAR

Racing

\$54.95



Trophy Bass

\$54.95

"The most realistic fishing simulation on CD-ROM," Bassmaster Magazine. Veteran anglers will be challenged, but rookies will be reeling 'em in as well. Fish for fun, or against the pros on the tournament circuit! Nine high-resolution virtual lakes give you plenty of water to cover.

WIN CD\*



3-D Ultra

Pinball

\$44.95



The fastest pinball in space! For pinball wizards of all ages, 3-D Ultra Pinball combines authentic 3-D graphics, realistic ball motion, precision-response flippers and three out-of-this-world playfields. Absolute arcade-table feel puts you into the playfield!

WIN CD\* MAC CD

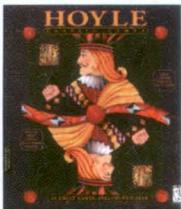
Front Page Sports:  
Football Pro '96

\$54.95



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

WIN 95 CD DOS CD\*



Hoyle Classic  
Games

\$24.95

Favorite games come to your PC, including Poker, Bridge, Gin, Cribbage and more. Or play favorites like Backgammon and Checkers. The Attitude Meter lets you control the disposition of your competition, from friendly to downright obnoxious.

WIN CD\* MAC CD

**Get your hands on the best from Sierra,  
all backed by our Famous  
No-Risk Guarantee!**

**Call 1-800-757-7707**



S I E R R A ®

\* Indicates products that work with Windows 95.



# Customer Service

## The CARE and FEEDING of YOUR NEW COMPUTER

**W**ell, it's 1996, and I know that a lot of you started out the new year by purchasing that long-awaited home computer system. For some of you, this will be your first computer. For others, it will be a big step up from a 286 or 386 to a Pentium, or to a system with Windows 95. The store probably threw in some free programs with the computer, and you might have picked up a game or two as well. And, like many new computer owners, you probably discovered quickly that your computer isn't quite as trouble-free as the advertisement or the salesman made it sound. Some of those programs worked, some of them didn't, and you're pretty sure that one of them is laughing at you from inside the box.

**I**n order to relieve some of that new-computer stress, I'd like to let you in on a secret: buying a new computer is a lot like buying a new car. Just like a car, you'll need to do a small amount of routine maintenance to keep the computer running smoothly. Yearly updates of your video, sound, and CD drivers will keep your system compatible with all the latest programs. Running Scandisk weekly or monthly will correct any hard drive problems as they occur, rather than letting them pile up until they cause a problem. Think of these as scheduled oil changes and tuneups for your new computer.

**I**f you've ever seen or played an older Sierra game, you've probably noticed that our new games are considerably more complex than anything we've done before. Full-motion video, digital scores and soundtracks, and multiple-CD games are becoming the standard here at Sierra. And since these games will try to squeeze every last drop of speed, memory, and sound out of your PC, we're seeing a whole new class of performance-related errors and problems. Fortunately, Sierra's Technical Support department has been busier than a squirrel in a nut-packing plant, tracking down the causes and solutions for all these problems. The new issues generally fall into two categories: memory issues and driver issues.



(206) 644-4343 from 8:00AM to 4:45PM  
Pacific time, Monday through Friday

**T**he more complex a game gets, the more RAM it requires in order to run. We're not kidding when we say on the box that the game requires 8 megs in order to run. To free up as much RAM as possible on an 8-meg system, you will need to disable any utilities which run in the background, such as screen savers, virus checkers, and even Smartdrive. (If you own a PC, you're either familiar with this little memory hog, or you just haven't discovered it yet. It comes installed on your system, and sits in the background, taking up 1-2 megs of RAM.) The easiest way to do this is with a boot disk. With a boot disk, these utilities are only disabled when you want to run the game software. No permanent changes are made to your hard drive, so all of your other applications will continue to function.

### An 8-meg game won't run in 6 megs, no matter how much you glare at it.

You won't have to explain to your boss that although Word no longer works on your system, Shivers now runs perfectly. If you have Windows 95, you have another memory issue. Windows 95 itself can take up to 2 megs of RAM. This means that on an 8-meg system, you may only have 6 megs free to run games. An 8-meg

game won't run in 6 megs, no matter how much you glare at it. However, if you go to the Shut Down menu, and tell the system to Restart In MS-DOS Mode, it will shut down Windows 95, and free up that extra memory. Most of our games have a DOS version on the same CD as the Windows version, so you can install and run the DOS version of the game. If you cannot access your CD drive when you go to DOS Mode, contact your PC's manufacturer. They can provide you with DOS-based CD drivers.

**M**any of the errors you may see in our latest games are due to older CD-ROM drivers. If your CD drive is not running as fast as it possibly can, the game will have trouble accessing the files it needs. This will produce error messages and other problems. If your games report Error 140, Error 141, Decompression errors, Case One Overrun errors, Can't Read from Drive errors, or if the audio is looping or is out of synch with the video, you have a CD access problem. The best solution for these problems is to contact your CD-ROM manufacturer and request the latest version of their CD driver. If you are playing the game under Windows 95, you are probably using the generic CD driver which came with Windows 95. In many cases, you will receive considerably better game performance by telling the system to Restart In MS-DOS Mode, then installing and running the DOS version of the game. This will use the DOS-based CD-ROM driver which was created by your CD drive company. This is often a faster driver. If you're still having trouble under DOS mode, contact your CD drive maker, and get their latest DOS-based driver.

If you need to contact Tech Support, there are several things we're going to ask you.

### Three Things we're Going to Ask.

#### 1) "Have you tried a boot disk?"

You'd be surprised how many errors and problems are fixed with a simple boot disk. A boot disk disables all of



those annoying little background drivers and utilities which take up valuable RAM, load themselves into inconvenient memory locations, and otherwise make absolute pains of themselves. Many of our games come with a boot disk creation program. If you are playing your game through DOS, you can access the boot disk maker by running INSTALL from the game CD or from the game directory on your hard drive. Choose "Make A Bootable Floppy" from the Installation Choices screen. It will create a boot disk for you. If you are playing one of our Windows-based games, you can find the boot disk maker in the Sierra program group in Windows. You can't miss it, it's the icon labeled "Boot Disk Maker". Double-click on it, and you're on your way to error-free gaming. If there is no option in INSTALL or the Sierra program group to create a boot disk, this means that the program you have does not come with a boot disk maker. No problem. We have a copy of the utility on all of our on-line services, under the file name BDALL.EXE. If you don't have a modem, just fax or mail us a request, and we'll be happy to send you a copy on diskette.

### **2) "When was the last time you updated your drivers?"**

If the answer is "I can't remember," or "Never," it's time for an update. Updated drivers fix most problems that boot disks can't. There are three drivers which should be updated on a regular basis: video, CD, and sound. New drivers are usually free or very inexpensive, and are available directly from the video card, CD drive, and sound card manufacturers. The store you bought your computer from can provide you with the phone numbers to contact these companies directly.

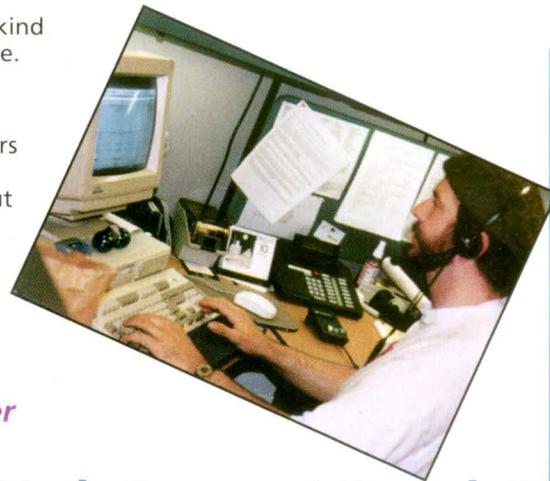
### **3) "What brand of sound card, video card, CD-ROM drive, and/or mouse do you have?"**

Depending on the problem you're experiencing, you can expect us to badger you mercilessly for the names of these manufacturers. Just because you have a Gateway computer, don't expect that you have a Gateway video card. Computer manufacturers license the right to put other companies' hardware into their systems. So you may have a Packard Bell computer, but the sound card might be made by Reveal, the video card by Trident, and the CD drive by Panasonic. If you don't know what brands these devices are, call your computer store and ask. Write all the information down, because any time you call Technical Support, you can be sure that the one brand name that you can't remember

will be the one we ask you for. It's kind of spooky, but it happens every time.

**W**ell, that's it for this issue. To all of you new computer users out there: Welcome! If you can get through the first six months without throwing it out the window, everything will be all right. So just hang in there and remember that you're not alone.

**Cindy Vanous  
Technical Support Engineer**



## **Who Are These Tech Support People?**

**When you're on the phone with Tech Support, are you picturing row after row of computer geeks in plaid shirts and pocket protectors?**

Well, we've got them in rows of cubicles, alright, but this is one of the most eclectic groups of people that you'll ever chat with.

While all of them know PCs inside and out, surprisingly, most did not start out as 'computer people.' Only a few majored in things such as math or computer science, and in fact, the majority who would 'fess up to their past informed us that they were psychology majors (So don't be surprised if one of them asks you about your mother). We have a lot of former military types, covering every branch of the armed forces, some actors, artists, and musicians (instruments

ranging from sax to trumpet to bass guitar), and even folks who have worked such offbeat jobs as disc jockey (we have three of these), interpreter for the deaf, movie theatre projectionist, hospital orderly, ice cream parlor owner, and an oil field worker. Some of their hobbies include collecting action figures, breeding show dogs, photography, karate, making chain mail and armor, glass-blowing, boating, soccer, powerlifting and writing poetry.

So, the next time you find yourself on the phone with one of our illustrious technical support engineers, smile! You know they are.



### **HOW TO REACH US**

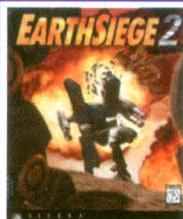
- Call us at **(206) 644-4343 from 8:00AM to 4:45PM Pacific time, Monday through Friday**, for personalized help with a real live human being. If you call our support line after hours, or on weekends, you'll get an easy-to-use automated menu system containing answers to the most commonly-asked technical questions.
- If you have access to a fax machine, you can fax us your problem at **(206) 644-7697**.
- If you have a modem, you can log onto our bulletin board system at **(206) 644-0112**, and leave a message for our on-line technician.

• If you subscribe to either America On-Line or Compuserve, you can visit our forums there (for AOL, go to the **Keyword Sierra**, or type **GO SIERRA** on Compuserve).

• If you have Internet e-mail, you can send a letter to **SUPPORT@SIERRA.COM**. If you have access to the World Wide Web, you can visit the new Sierra Web site at **WWW.SIERRA.COM**. (Actually, if you have Web access, you should stop by our site anyway, because it's really cool.)

• Or, write to us at:  
**Sierra Technical Support  
P.O. Box 85006  
Bellevue, WA 98015-8506**

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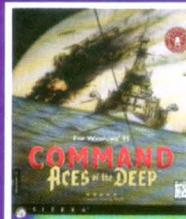


Earthsiege 2

\$54.95

The future of human existence rests squarely on the metal shoulders of your fighting HERCs as you fight enemy Cybrid HERCs in over 50 missions — all with gripping action, spectacular graphics, true 3-D terrain and stunning sound. Includes The Razor, an awesome new air fighter.

WIN 95 CD\*

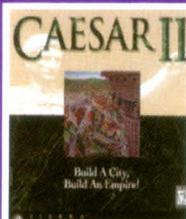


Command: Aces of The Deep

\$54.95

Wage undersea battle with the program that Computer Gaming World said "Sets the standard for submarine simulations...". A fantastic 3-D environment and amazing special effects take you beneath the ocean's surface, where hunter quickly becomes hunted. With Command: Aces of the Deep, the danger is real.

WIN 95 CD\*

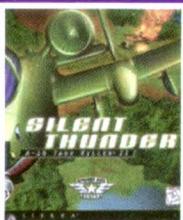


Caesar II

\$54.95

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

DOS/WIN CD\*



Silent Thunder:  
A-10 Tank Killer II

\$54.95

The rugged, tank-busting A-10 Thunderbolt II is back with a vengeance. Swoop down over incredible texture-mapped terrain to blast anything, and anyone, that isn't on your side. Take on 24 separate missions, armed with 14 weapons, including the deadly GAU-8A "Avenger" gun. All in the name of World Peace, of course.

WIN 95 CD\*

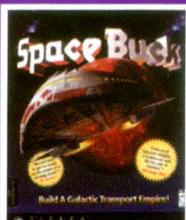


IndyCar  
Racing II

\$54.95

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

DOS CD\*

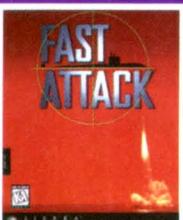


Space Bucks

\$49.95

Leverage your budding transport company into a galactic empire! To succeed you must design better spaceships, build new starports and fight alien pirates. And keep your eye open for profitable trade-routes and interstellar takeover opportunities!

WIN CD\*

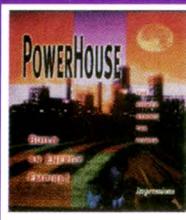


Fast Attack

\$49.95

High-tech submarine warfare puts you at the helm of a Los Angeles Class 688I nuclear-powered attack sub. You have the control as you monitor hostile targets and destroy enemy ships. Using stealth and strategy, you'll maintain the safety of your crew and the security of the United States. Fail, and your final rest will be upon the ocean floor.

DOS CD\*

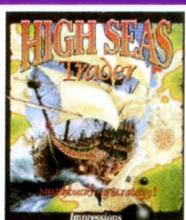


PowerHouse

\$24.95

You command one of four power-grabbing megacorps, fighting for control of mankind's vital energy resources. Explore, expand, and plot your strategy toward global energy dominance in this gripping industrial simulation. Just don't be left in the recycling bin.

WIN CD\*

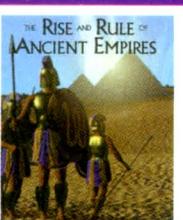


High Seas  
Trader

\$54.95

Swashbuckle away as you trade goods, vanquish enemy ships and discover trade routes to riches. A unique first-person perspective and stunning 3-D graphics show you ports of call known only to grizzled 18th century sea captains. Only strategy and skill stand between you and the deep blue sea.

DOS CD\*



Rise & Rule of  
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# Coming Attractions

1996



Welcome to the quarterly update on what's coming and what's doing from the many development teams at Sierra. In this issue, we add new products from flight sim maker Sublogic and race sim specialist Papyrus to the list of products to watch for from the Sierra team. If you want to know what's REALLY going on, this is the place to find the real scoop on all coming software that's worth looking for.

—Johnnie Magpie

**Warning!**  
Subject to  
change without  
notice. Do not use for  
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such as Sierra stock  
purchases.

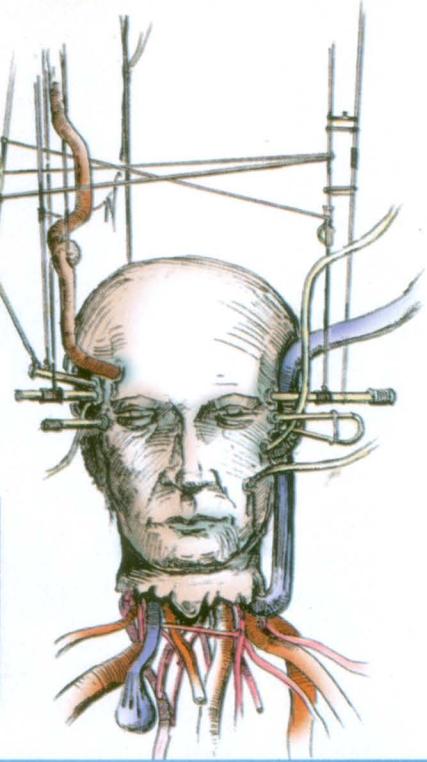
## Bad Chemistry & A Bizarre (And Deadly) Love Triangle

We have more details about how *Phantasmagoria 2* is shaping up. The story centers around the corporate world of WynTech Chemicals (with the slogan "WynTech Chemicals. Because nature is not always right"). You'll discover just how creepy chemicals can be, not to mention the people who work with them!

Actors have already been chosen for the three main characters. The intense, slightly deranged Curtis. The beautiful, classy Jocilyn. The wicked, smoldering Therese. They are to be trapped in an explosive love triangle that can only end in death...for someone. This game's attitude is as evil as the situation the characters find themselves in. Filming begins soon...look for *Phantasmagoria 2* around September.



A behind-the-scenes shot of "Curtis" in makeup for *Phantasmagoria 2*.



► Will Larry games go live? Or will future manifestations of the much-loved lounge lizard remain animated humorfests? That's the raging debate in the offices of Al Lowe as this issue goes to press. Although Al is still sitting on the fence on the subject of putting real meat on the bones of alter-ego Larry, he hasn't had any trouble adjusting to the idea of putting real padding on the bodies of the various babes that inhabit the Larry games. Word is that he's been holed up in his office for days now gazing at the publicity photos

and talent bios for the femme fatales that might show their skins in the upcoming Larry romp. Where does Al stand on the issue of moving Larry to video? "I'm not against progress, you understand..." says Al, "I just hate change." Al is doing more changing on his new game than he admits. The background

## Sublogic and Sierra Take Flight Seriously

For as long as there have been computers, the name Sublogic has meant "Flight Simulation." Now Sublogic, the Champaign, Illinois-based simulation software developer, has joined with the Sierra family to develop the next generation of civilian aviation simulations, and you can expect big things ahead from the new partnership.

Work has already begun on the first of these new flight simulators, but the designers aren't giving away any details yet. All we can say at this point is that the new flight sim releases will take full advantage of our cutting edge, Windows 95-based, 3-D terrain technology.

Expect the new *Sierra Flight Simulator*, developed by Sublogic, to touch down at software stores in Fall '96.

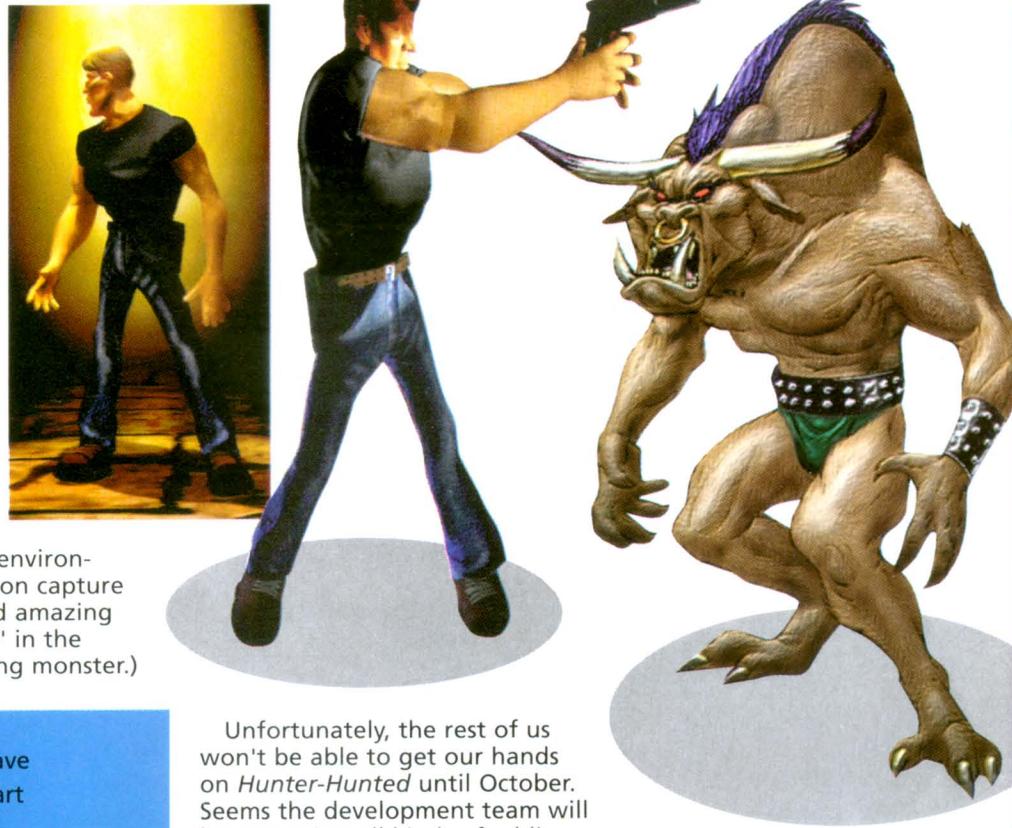


## 48 Out Of 50 Gamers Agree "You Gotta Play This One"

Recently, Sierra gave a 'sneak peek' of **Hunter-Hunted**, a single & two-player, kill-or-be-killed death match thriller, to veteran action gamers in three U.S. cities. The play testers raved about what they saw. 96% of them said this was a game that they "would absolutely buy."

What does it take to generate excitement like this? Start with innovative play mechanics that mix "z-plane" movement and a third-person perspective to give players a "deeper" sense of danger and realism than the other games out there. Next add a richly detailed, cool new look—complete with fully interactive environments and lightning fast, human motion capture animation. Last but far from least, add amazing SGI rendered, 3-D characters that 'star' in the game. (My favorite: the venom dripping monster.)

locations for his past Larry games have already given way to a totally new art style that can only be described as "photo-surrealistic." Al promises he'll let us publish actual pictures from Larry 8 in our next issue. (As long as we'll promise to give him the centerfold.)

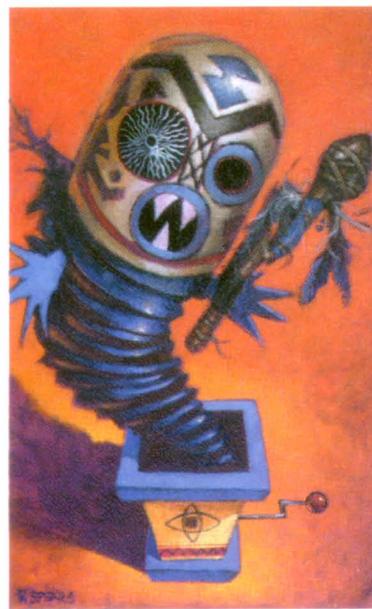


Unfortunately, the rest of us won't be able to get our hands on *Hunter-Hunted* until October. Seems the development team will be cramming all kinds of additional weapons, explosions, and nasty robot beasts into the game until then.

- **Game Console Confidential:** Have friends with a Sony or Saturn game console? Tell them to watch for *Indycar II* from Papyrus. They'll thank you for it. If your friends are owners of the new Sony Playstation, they can also expect a hot version of *CyberGladiator*.
- **Just how serious** is Sierra about the new "At Home" product line? The New Product list for 1996 includes no less than fourteen new products in development.
- **Sierra has established a new joint venture** with Pioneer. The stated goal is to introduce Sierra products into Asia markets. Sayonara, trade deficits.

## A New Shivers Mystery

With the success of her first *Shivers* outing, Marcia Bales is already hard at work on new *Shivers II*, which she promises will be just as creepy and ominous. Instead of an abandoned museum, this time the setting is the deserted town of Cyclone, Arizona, and you're looking for friends who were supposed to meet you there. It seems they've disappeared along with the townspeople. To solve the mystery of what became of them, you'll have to decipher hidden messages in music videos, uncover the town's secrets, and deal with Kachinas, the spirit messengers of the Pueblo Indians. You'll also encounter petroglyphs come to life and discover who the evil Darkcloud is. A 1997 release.

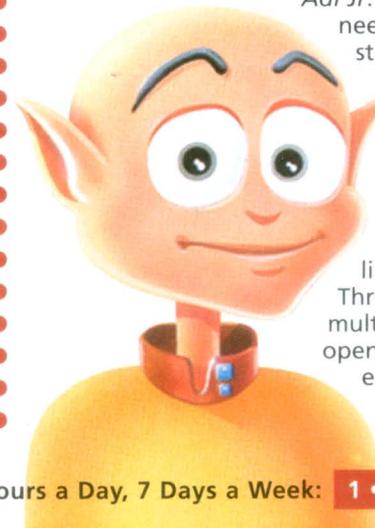


## Young Kids Get Smart Too

This summer look for exciting new additions to the award-winning Adi series. *Adi Jr.* will allow five and six year-olds to study Mathematics and English in the exciting, interactive Adi style. Jam-packed with games, stories, exercises and animations,

*Adi Jr.* is just what your child needs to give his/her a head start as they begin Kindergarten and first grade.

Also watch for *Adi* teaching new subjects as 1996 unfolds. First up, this summer, *Adi* brings Geography alive like you've never seen. Through innovative multimedia, your child will open his/her eyes to an extraordinary world.





• **The Best Story I Couldn't Get Near:** A new multi-player game called *The Realm* currently in development somewhere at Sierra. In a recent internal memo, we saw a short description of the software that read "The Realm represents a quantum leap forward from the traditional text based MUD's (multi-User Dungeons) of the Net," so we eagerly went searching for more info on the game. No luck. Like "*The Imagination Network*," the big on-line experiment that Sierra sold to AT&T a few years ago, *The Realm* is a "hands off" project for all Sierra

## Enter Antara: A World Of Intrigue

After an anti-magic rebellion, a well-meaning king founded the Antaran Empire by covertly gathering mages to his side and using them to unite the provinces under his banner. Despite his benevolent intentions, today the Emperor is faced with a decadent, crumbling infrastructure rife with bribery, nepotism, assassination, and deceit. This is the world of *Betrayal in Antara*. Players navigate through Antara's 3D fantasy world as they become embroiled in a plot of

manipulation, politics, magic, secret societies, abduction and assassination. Strategic combat will pit players' skills against those of dozens of opponents in a journey with many important ramifications for them as well as for the Empire. Look for *Betrayal In Antara* early in Fall'96.



## A Halloween Pinball

How will the folks at JTP top the outstanding success they achieved this year with the release of the industry-wide bestselling pinball game *3-D Ultra Pinball*?

Here's a first look at *3-D Ultra Pinball: Creep Night*, planned for an October 1996 release. (Yes, just in time for Halloween). With graphics that will knock you dead, and a hauntingly good soundtrack, we predict that Tunnell and company will have another hit on their hands for next Christmas season.

A quick note to makers of competing pinball games.

Be afraid.

Be very,  
very afraid.



employees—even if we want to play with it on our own time. Why? Sierra Management is afraid we'll spend all of our time on it and never get our own jobs done. *The Realm* developers are currently looking for outside betatesters. I'd appreciate it if one of

## PowerChess Licenses Classic Chess Guides

Last issue, this column let out the leak that the powerful WChess engine had been licensed for Sierra's upcoming

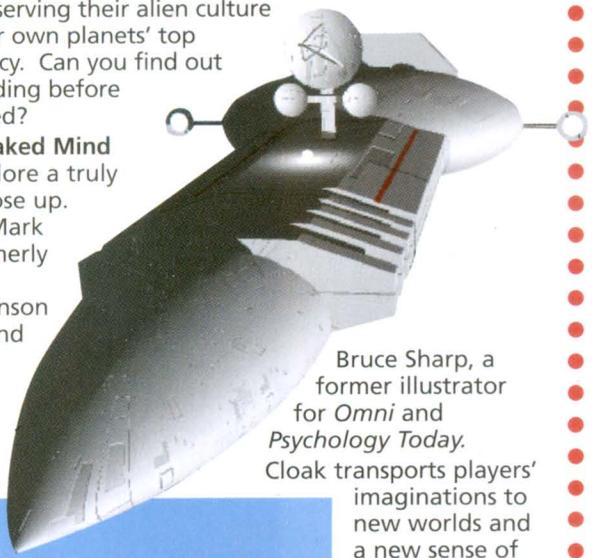
- PowerChess, thus assuring that PowerChess would be more than just an adequate Chess opponent. Now we hear that the PowerChess folks have also recently licensed several classic chess tomes, including an improved translation of Aron Nimzowitsch's *My System*, the guide that many chess enthusiasts grew up with. It appears PowerChess will also be a valuable tool for learning and honing your skills at the game. All this knowledge comes in handy: The WChess engine recently wiped out five other hot-shot computer programs, and also more than a few human grandmasters, at the 5th annual Harvard Cup. Start "checking" the stores for PowerChess in November.



## Cloak: The Naked Mind

The Bulbs think you're just another one of the hundreds of robots that have been shipped to their homeworld as part of a goodwill technology swap. They don't know that you've plugged your mind into this particular hunk of metal and silicon, or that you've been observing their alien culture as a spy for your own planets' top espionage agency. Can you find out what they're hiding before you're discovered?

**Cloak: The Naked Mind** lets players explore a truly alien culture close up. Developed by Mark Engelberg, formerly a virtual reality designer at Johnson Space Center, and



Bruce Sharp, a former illustrator for *Omni* and *Psychology Today*.

Cloak transports players' imaginations to new worlds and a new sense of wonder. Watch for it in 1997.

you would drop me a line and let me know how it's going. I eagerly await any info. • Roberta Williams has been working on the design for **King's Quest VIII** for months, but refuses to give us

## Body Parts & Family Ties To Keep You in Stitches

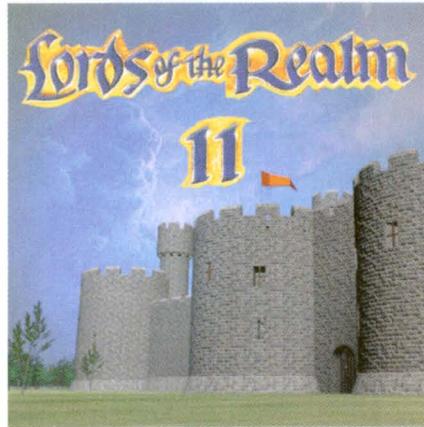
A few years ago, Terry Robinson was a struggling artist working on game boxes and magazine covers. (He did the *InterAction Magazine* covers for years.) He got his first big break when they let him create art for computer games (*Phantasmagoria* and *King's Quest VII*). Now, Terry "The Toon" Robinson is taking his shot at the big time as a game designer with a story all of his own. Robinson's new *E. Gore* looks like it will be the coolest thing ever. Sure to get Dad and the kids fighting about whose turn it is to play on the computer, *E. Gore* is a game with attitude. In *E. Gore*, everybody has one—mostly bad. (Hey, your attitude would stink too if your body parts were re-arranged by a deranged doctor).

According to Terry, the plot of *E. Gore* is quite simple. "If your brother was in life threatening trouble, would you try to help him?" asks Robinson. "Well, what if there was a lot of money involved?" he says with a smile. "*E. Gore* is the story of brotherly Shove... I mean botherly love, er...oh, never mind."



## • Castle Storming Strategy Gaming

The original *Lords of The Realm* won a Critics Choice award from *PC Gamer* and a *Strategy Plus* Golden Triad Award. Now comes word that a sequel is in the works. *Lords I* was a complete kingdom simulation that offered gamers control of a small kingdom. Through wise rule, they could raise an army, build castles, fight battles, and possibly rise to take over all of England. A great single player game—even more fun to play against other players via modem. New *Lords II* will be improved with SVGA graphics and better animation. Gameplay will feature a new streamlined play system and more real-time battles and sieges. There will also be more interaction between players (treaties, pacts, trading, insults, etc). Look for **Lords of the Realm 2** to storm your local software store in the winter of 1996.

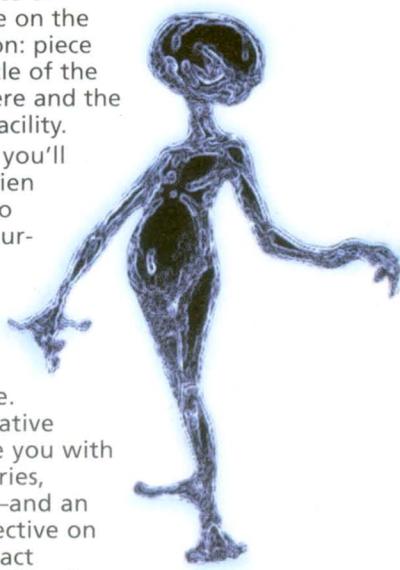


any details on the project or any dates for expected release. Roberta has promised that the next KQ will debut "new directions for the adventure gaming genre," but refuses to say what that means. She did ask me to help get the word out on the new series of *King's Quest* novels from Boulevard Books and they are worth looking for. The latest is **Kingdom of Sorrow**.

## • Aliens You Can Dig

We're betting on this new game as the next first-person exploration adventure to take the gaming world by storm. In *Echoes*, you are a leading archaeologist in the late 21st century, sent to investigate the recently discovered evidence of extraterrestrial life on the moon. Your mission: piece together the puzzle of the race that lived there and the purpose of their facility.

Along the way, you'll catalog various alien artifacts and try to determine their purpose. You'll also have to solve intriguing puzzles as you work your way through the game. This richly imaginative game will provide you with compelling mysteries, wondrous sights—and an interesting perspective on human-alien contact throughout the millennia.



## Ready for More? Here Comes Doctor Brain 4!

When "The Lost Mind Of Doctor Brain" was featured in the cover story of the December 1995 Consumer Reports Magazine (a very complimentary write-up) it wasn't hard to guess that we would see a fourth Doctor Brain episode in 1996. A quick trip through the development offices where the Brains are made confirmed that the crew was already hard at work on a mind expanding experience to be released in the fall. In this episode the doctor is looking for ways to expand his knowledge and figures time travel just might help him along in his research.

Dr. Brain 4 studies the thinking machines of gorillas, fish, humans and even dinosaurs as part of a 10-part puzzlefest that will help players grow their own brains in a big way. (Think Fall '96.)



**• Hot Rumor From Papyrus:** Word is that the makers of the world's best motorsports simulations are looking into history for inspiration on their next new racing title. Based on a time when the men drove the cars, and not the other way around, the focus will be on the fun to drive, open wheeled cars of the 60's. This one should provide a taste of what it was like to drive in the golden era of autoracing. The source I got this from compared the game to the classic *Red Baron*. And speaking of *Red Baron*....

## "Just Another Fighting Game?" Those Are Fighting Words

It's not often that Sierra engages itself in an overcrowded game category. For instance, we must be the only company making software that hasn't produced a *Doom* ripoff. But when we took a look at the fighting games out there, we simply knew we could do a lot better. Those games were either made for the game machines, then weakly converted to run on a PC or, worse yet, made by someone that doesn't know what a real PC can do. We don't have that problem.

## • More Fun Than A Hole-In-One

- With all the super serious golf games out there, leave it to Jeff Tunnell to take a chip shot at the lighter side of the links. New *3-D Ultra Mini Golf* due in winter of 1996, takes a look at the not-so-serious sport of miniature golf and gives it the same treatment that pinball got with the recent release of *3-D Ultra Pinball*. While traditional mini golf courses offer up windmills and western ghost-towns, new *3-D Ultra Mini-Golf* tees up dynamite shacks that really explode, gas stations with "comfort stations" (the audio track on this hole is hilarious), and sawmills where your golf ball might wind up so much sawdust if it goes the wrong way.
- 3-D Ultra Mini Golf* will bogey 1996 by a short putt. Expect it in early '97.



• Looks like we've got a flight delay on *Red Baron*

II. It's not that there's a problem with the game itself (which is looking great). In fact, the delays are good news. It seems that the real root of the problem is



We'll say it now, *CyberGladiators* is out to be the New World Champion in the fighting game category—by a knockout—and the game has the right stuff to back up the claim. With a sizzling new look, superior game controls that allow you to create your own special moves on the fly, and a totally impressive cinematic presentation complete with tilting camera angles, *CyberGladiators* kicks robot butt.

Don't believe it? Think these games make the big claims but deep down they're pretty much all the same? You'll think again when the time comes. *CyberGladiators* hits the stores in the fall. Expect it to hit hard.





that since the original was a classic, there's been a push to make sure that this one flies even higher. The new features being built into *Red Baron II* are getting a lot of people excited, and also putting the developers behind schedule. (Latest word: November shipment.)

## The Birth Of A Role-Playing Game

- Sierra is working with TSR (the makers of ADVANCED DUNGEONS & DRAGONS® game) to create a PC version of the BIRTHRIGHT™, a strategy role-playing game based on the role-playing and personal combat that players loved from the BIRTHRIGHT classic AD&D® format.

- BIRTHRIGHT offers players a rich variety of roles to experience. Players participate in army combat and take on rulership duties, including maintaining the kingdom and working to expand it. The BIRTHRIGHT designers also include multi-player capability.

Expect this knight before Christmas.



- Also on the subject of flight sims, Sierra CEO Ken Williams is currently running around the world proclaiming that "Sierra Flight Simulator will offer the first serious competition to Microsoft's." Given Ken's ongoing love affair with all things Microsoft (especially Windows 95), we have to expect big things if he's gotten excited enough to pick a fight with Bill Gates and company. I fully expect to see a full scale airwar develop over Western Washington state sometime this fall.

- Final Note: Early prediction for bestselling game of '96? Rama. Bye for now.



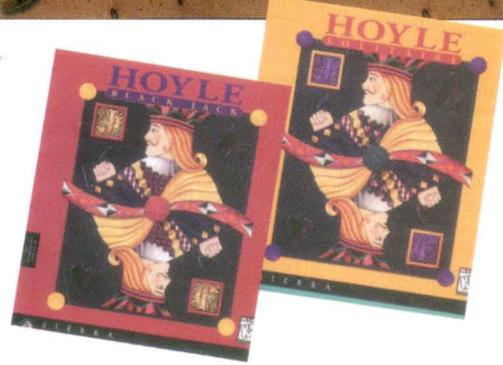
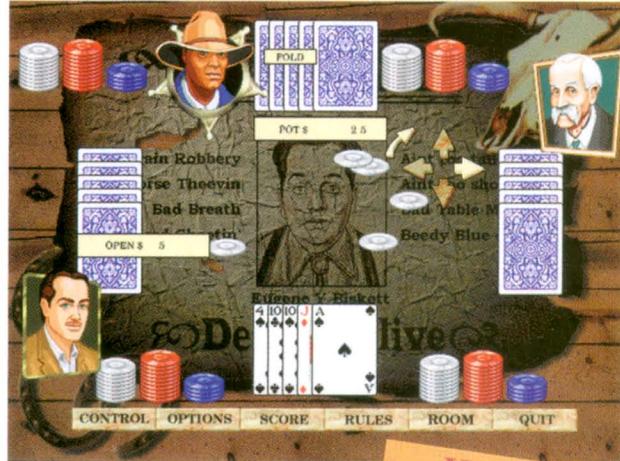
## What's the Deal on Hoyle Games?

Expect a handful of new Hoyle Classic games in '96. Due out late this spring: **Hoyle Blackjack**, and also a suite of 28 **Hoyle Solitaire** games. As with most Hoyle titles, Blackjack will provide a variety of characters with adjustable attitude levels for you to play against. The Blackjack game will also feature an on-line tutorial to help you build your skills, and a feature that will add new levels of connectivity; network play via the Internet.

This fall, look for a suite of **Hoyle Casino Games** which will include craps, roulette, one-armed bandits, baccarat, poker, and blackjack.



Future Hoyle titles include a junior edition of Hoyle with games younger players have loved for years. Whether you're young or old, a card shark, or just enjoy a good game, Sierra has a collection with the games you want, according to Hoyle!



**The heroes...**

Max and Adda are on the run. Avoiding the cops and the "Elite" is no easy task, but the alternative is not acceptable.

- Combines the classic suspense of Hitchcock's greatest films with the action of "Speed" and "The Fugitive."

- The first all-video thriller for the PC.
- See the action from two points of view as you play as Max and Adda.

**The assassin...**

Don't stop or make a foolish mistake. He's waiting for you - eager for any opportunity to put you away.

- Jam-packed with intrigue and suspense, it takes 3 CDs to capture all the Urban Runner action.

# Run Fast.

## Stop and you're dead.



The air painfully squeezes its way down into his lungs. He leans against the brick wall as he grasps for breath. Trying to collect his thoughts, Max realizes one more misstep like that and he'll be DOA at the morgue for sure. What's he supposed to do? None of this is working out...

As an investigative reporter, Max plays no favorites. Corrupt businessmen, sleazy politicians, crooked cops, they're all fair game. A little unscrupulous himself, he does whatever it takes to land a front page by-line. As he works on his latest story, a sheriff is suddenly found murdered and Max becomes the primary suspect.

With a warrant out for his arrest, and a mysterious criminal organization known as the "Elite" lingering at his house, Max runs for it. With few options he can only trust his newfound friend - Adda.

This interactive whodunit takes all your skill and cunning to keep

Max out of trouble and alive long enough to find the clues to clear his name. Intricate puzzles and non-stop action shot in 100% video moves this Hitchcock-like mystery along at real-time speed. Max must make instant decisions - there's no time to think, just react.

Get ready, get set and run. It's a matter of life or death.

**Life on the run.**

The city shows no mercy. Travel light and trust no one.



To Order  
**48**  
See Page



**Run Smart.**

# DURBAN RUNNER

Coming in April, 1996

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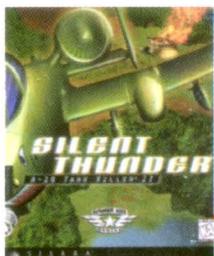
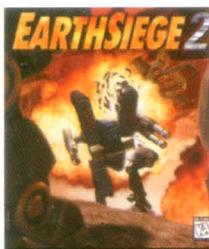
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"This is the game to play." -CGW

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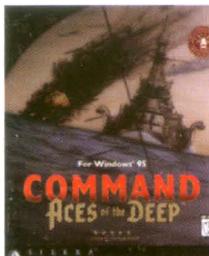
the metal shoulders of your fighting HERCs as you fight enemy Cybrid HERCs in more than 50 missions. Fly the Razor, the awesome new air HERC, to save mankind.



### Silent Thunder: A-10 Tank Killer II™

"The best terrain graphics ever seen." -PC Gamer

The rugged, tank-busting A-10 Thunderbolt II is back with a vengeance in the most exciting flight simulation for Windows 95. Swoop down like "Silent Thunder" over incredible texture-mapped terrain to blast your enemies. Take on 24 missions armed with 14 weapons, including the deadly GAU-8A "Avenger" gun.



### Command: Aces of the Deep™

"Simulation of the Year" -CGW

Wage undersea battle with the program that Computer Gaming World said "Sets the standard for submarine simulations..." A fantastic 3-D environment and amazing special effects take you beneath the ocean's surface, where hunter quickly becomes hunted. With *Command: Aces of the Deep* the danger is real.



These Sierra Win95 games are also available separately; see the order form or call for details. Special offer not valid with coupons or other special offers. © 1996 Sierra On-Line, Inc. All rights reserved. ® and ™ designate trademarks of, or licensed to Sierra On-Line, Inc.

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