leisure lines

▲ A LIGHTHEARTED LOOK AT LOVE AND LUCK AS MYSTIC MEG SHUFFLES THE TAROT CARDS

The main theme in this month's *Screenplay* is sport — well, sort of. Those cartoon charmers **BEAVIS AND BUTTHEAD** battle it out in their new, crazy, golf game, Bunghole In One. World Cup Cricket 99 lets you play along with the experts as they sort their googlies from their leg breaks, and Championship Manager 3 is the game every aspiring — or failed — footie manager needs to practise on. Also included is the Mission Pack to **GRAND THEFT AUTO - LONDON 1969**, V-Rally, and Redline. Our *CD-ROMs* section sets out to entertain and inform, as **MYSTIC MEG** tries to convince us of the power of Tarot, and Trip Planner Deluxe shows the way around the wide, open spaces of North America. In **LEGO LOCO** you can play with trains and internet postcards, and the New Millennium Encyclopedia brings you bags of information in a colourful, multimedia interface. In the *Kids* section, the endlessly endearing **WINNIE THE POOH** and Tigger attempt to teach children the value of friendship and tolerance in their new **STORY STUDIO**, and **BEARS** is an animated, musical delight. In our *Books* section you can read all about it — *Teach Yourself Windows Networking in 24 Hours*, *Internet Directory UK in Easy Steps*, *Digital Photography for Dummies (2nd Edition)*, and *C++ Unleashed*. In our great **Competition** there's the chance to win either a suite of **ENTREGA** USB connectivity products or one of five **PACE** 56 Solo modems. Complete the *PCW* **Crossword** and you might win a Chambers dictionary, or if you tackle our tricky *Brainteasers*, a book token could be yours. And lastly, in *Retro*, Simon Collin assesses IBM's ill-fated, PC-incompatible PCjr.

ETELKA CLARK, LEISURE LINES EDITOR
ETELKA_CLARK@VNU.CO.UK

▲ YOU REALLY WILL GRIN AND 'BEAR' IT WITH THIS LOVELY CD-ROM

▼YOU'LL BE HIT FOR SIX IN WORLD CUP CRICKET 99

Grand Theft Auto: London 1969

The best of British — culture, that is — in this full-throttle romp through late-sixties London.

The original Grand Theft Auto was released amid some controversy over its violent content. Those unfamiliar with it can expect the dubious temptations of stealing cars, bumping through dawdling traffic and ploughing through crowds of innocent Hare Krishna devotees in an effort to complete the 32 missions.

Maurice Caine is one of eight villains you can pick to play against a seething backdrop that draws its inspiration from the best of British culture, including *Get Carter*, *The Long Good Friday*, *On The Buses* and *The Avengers* (not the movie). Although your prime objectives include blackmailing an MP and stealing the Crown Jewels, you inevitably veer off the beaten track. It's just too tempting to ditch your Union Jack-decorated Austin Mini for that sky-blue moped or VW Beetle, or maybe you fancy the diesel power of a double decker London bus. The transition to left-hand drive takes a little getting used to, though.

With no improvement on graphics over the original GTA, and essentially the same gameplay, you'd be forgiven for thinking this is an attempt at fleecing the kids. However, additional sounds make the transition to London 1969 all the more realistic, with a new police siren and great new explosions and crashes. With a very cool soundtrack taken from obscure movies and legendary reggae label, Trojan, and an overall look that suggests smog and old London, you get the impression of a new game that doesn't detract from all that's good about the original.

IAN ROBSON

PCW DETAILS

★★★★

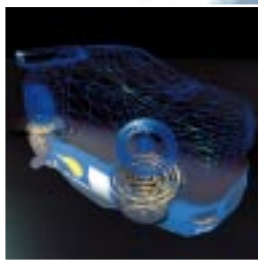**Price** *£19.99*
Contact *Take2 Interactive*
01753 854444 www.take2games.com
System Specification *Original Grand Theft Auto, DOS 6.0 or Windows 95/98, 486DX4/100MHz processor, 16Mb RAM, 80Mb free hard-disk space.*

V-Rally MCE

Time trial and error in an action-packed racing challenge.

The full name of this game wouldn't fit as a headline, but it's important to establish that this is a review of V-Rally Multiplayer Championship Edition. I have to be specific, since the V-Rally brand is established across numerous platforms. There's the choice of 12 cars, including Subaru, Mitsubishi, Ford, Peugeot and my personal favourite, the Renault Maxi Mégane. You race on 42 tracks across eight countries, and as the title implies, you can compete with up to four players over a network. Plenty of weather conditions test your handling skills, while PC hardware support includes DirectX, 3Dfx and Force Feedback controllers. The three different gameplay modes let you jump straight in for a quick fix or become involved in a longer challenge.

The time trial offers a neat option of a ghost car, which replays the exact route of your last lap while you continue to play. This allows you to race against your previous time and spot where you went right or wrong.

Infogrames claims that the only thing that comes even close is the real thing. Well, the game's okay, but I wouldn't describe it as fantastic. The graphics and sound are functional with some nice touches, and once I'd got used to the extremely sensitive keyboard controls I found myself enjoying the races.

V-Rally may not boast state-of-the-art gameplay, but it'll keep PC racing fanatics happy until something better comes along.

GORDON LAING

PCW DETAILS

★★★

Price *£24.99*
Contact *Infogrames 0161 827 8000*
www.infogames.co.uk
System Specification *Windows 95/98, Pentium 166, 16Mb RAM, DirectX 6.*

Beavis and Butthead

Chaos rocks and golf sucks in Bunghole In One, as the dim duo point their putters at the fairway.

Crazy it may be, golf it sure isn't. In the latest bout of animated nonsense from the terrible twosome, you're called upon to take up arms against the humble golfball. Bunghole In One is a crazy golf simulation that features the vocal styling of Messrs Beavis and Butthead, and that's all there is to it, really. With your courage in one hand and a putter in the other, you should be fit to handle anything the course can throw at you — apart perhaps from the land mines, or the ball-eating frogs... Okay, so we made that last one

up, but you get the picture... just be prepared. Most of the holes are quite challenging the first time you play, but a generous helping of luck is essential. The graphics are cartoon-

like, with B&B and their cohorts as crudely drawn as they are on TV. That's where so much of their appeal lies: they don't just act stupid, they look it, too. The gameplay is simple — just aim and fire — and can be entertaining for a round or two. But when Beavis threatens to 'kick you in the nads' for the fiftieth time, the humour tends to wear a little thin. Come the nineteenth hole and a reflection on the day's play, Bunghole In One is rather too much like its stars: cheesy and vacuous. Heh, heh...

J MARK LYTLE

PCW DETAILS

★★★

Price *£19.99*
Contact *GT Interactive 0171 565 7303*
www.gtinteractive.com
System Specification *Windows 9x, Pentium 133MHz or equivalent, 16Mb RAM, Windows-compatible sound and video cards, 4X CD-ROM.*

Championship Manager 3

Over the moon, Brian... and stuff like that, as you score in this complex and detailed footie-fest.

in every one of 15 major leagues around the world, it's no wonder it takes your poor PC a while to catch up. And it's a testament to the talents of the programmers that such a complex game

remains such a delight to play. Before long you'll be donning your sheepskin jacket as you scour the world for a bargain striker and hone your tactics to take on the best. And with this realism comes longevity: you too can feel the joy of nurturing a young talent for several seasons and seeing him

break into the England team, or the heartache of missing out on that final promotion place.

The world of Championship Manager 3 is so detailed, you'll soon realise that it doesn't need flashy graphical flourishes to make it an involving experience. And judging by the fact that Manchester United seem to win every pot going while Chelsea continually flatter to deceive, suggests it's a pretty realistic one, too.

OWEN GIBSON

This is the fastest selling PC game in history. Why? The painfully slow process of selecting your team and wading through pre-season shenanigans is a frustratingly long one. And there's no stereo sound, 3D animation or action replays — match descriptions are strictly text only. What CM3 does have, though, is detail. Featuring every player in every club

PCW DETAILS

★★★★

Price *£40*
Contact *Eidos 0181 636 3000*
www.eidos.co.uk
System Specification *Windows 95, Pentium 133MHz processor (200MHz recommended), 16Mb RAM (32Mb recommended), 250Mb free hard-disk space, 4X CD-ROM drive, 2Mb graphics card.*

Redline

An atmospheric and gripping actioner that involves you avoiding being eaten by cannibals.

Redline is an all-action shoot-em-up based on the rather peculiar premise of not being eaten. From the superbly over-the-top pre-game movie, it seems you're a rough-looking bloke who wants to prove himself tough enough to join a street gang called The Company. Their aim in life is to knock seven bells out of The Red Sixers, the resident cannibals who've taken over most of the city. So much for the story. What makes Redline special is its unique combination of a first-person Quake-type adventure and an arcade-style car combat game. You start off in a missile-packing hotrod, ready to put a few rockets up the other gangsters. Soon enough, you'll find yourself out of the vehicle and legging it through a nightmare landscape of buildings, just itching for a fight. Graphics are superb, although you'll probably need more than the recommended Pentium 200 to get up to speed. The beautifully rendered environment is 'fully destructible', meaning a large dollop of fun can be had from simply running around blowing things up. More importantly, the atmosphere in Redline is gripping enough to have even the most hardened gamers on the edges of their seats.

Both elements of the game are excellent, and the result of the blend is pure adrenaline. Redline is fast, furious and totally addictive.

J MARK LYTLE

PCW DETAILS

★★★★★

Price £35
Contact Electronic Arts 01753 549442
www.redline2066.com
System Specification Windows 95/98, Pentium 200, 32Mb RAM, 350Mb free hard-disk space, 4X CD-ROM drive, DirectX 6 or higher.

RECOMMENDED
PERSONAL COMPUTER WORLD

Cricket World Cup 99

The thwack of leather on willow, tea in the pavilion, rain stopped play... You'll be bowled over.

Most PC cricket games are either horrendously difficult or incredibly boring. Not this one. As its title suggests, it sets out to simulate the recent World Cup and does so with aplomb. In addition to all the Cup matches, you can play individual international one-day matches or the World Super Six competition. This game oozes cricketing atmosphere. From the impeccably detailed grounds of Lords and Old Trafford, to the tossing of the coin and the pitch report, this is the definitive PC game for cricket lovers. The animation is superb, too: the bowlers run up to the crease in a smooth, fluid motion, the fielders dive and slide across the grass to stop the ball. There are even nifty little touches like fielders feigning a throw, and sledging.

This game is not without its faults, though. The developers seem to have forgotten that some people are left-handed, so you have the strange sight of Wasim Akram bowling, and Gary Kirsten batting, right-handed. It's practically impossible to bowl a bouncer, and the CPU-controlled batsmen have the incredible ability to sweep an outswinger from well outside off stump — for a six. But these are minor glitches, really. Go forth and let your googlies fly.

AJITH RAM

PCW DETAILS

★★★★

Price £34.99
Contact 01753 546465
www.ea.com
System Specification Windows 98/95, Pentium 166, 32Mb RAM, 8Mb video card, DirectX 6, 3D accelerator recommended but not required.

Lego Loco

Build a train set and send electronic postcards via the internet.

Lego is a very simple idea: take a few base shapes and allow people to build them the way they want. The fact that it remains hugely popular shows how good it is. The Lego Loco idea is also a simple one: build a Lego train set, complete with roads and towns. Using a toybox, the user selects what they want to build and moves an icon onto the main map screen. You are assisted in the process by the Station Controller, who warbles on like a hyperactive Teletubbie. Luckily, as you learn more, you see him less frequently.

While all of this is pretty much run of the mill for this kind of build-a-town game, Lego Loco does have something different to offer in the way of postcards. Building a post office enables you to send electronic postcards around the gaming world. In single-player mode this means game characters, but connect to the internet and your card is sent to a random player anywhere in the world. Even better is play over a local network, allowing you to send messages to a friend. It's this option that will interest the children — and probably the parents — most. And while the whole thing may not be as much fun as the original Lego sets, it'll keep your kids amused for a while.

DAVID LUDLOW

PCW DETAILS

★★★★

Price £19.99 inc VAT
Contact Lego Media 0181 600 7200
www.legomedia.com
System Specification Windows 95/98, Pentium 133MHz, 32Mb RAM, 4X CD-ROM drive, 100Mb free hard-disk space,1Mb SVGA video card.

Mystic Meg - Tarot

'You will meet a tall, dark stranger' etc. **All the fun** of the cards.

Here she is: Mystic Meg claiming to be able to reveal your destiny. There are a choice of four readings: Destiny, the 12-card Life Spread, the Personal Three-Card reading, and a simple reading to answer a straightforward question.

The program itself is easy to use and apart from the frustratingly slow drone of her voice, Mystic Meg explains the procedures well. This is, however, a lighthearted CD and anyone who takes the Tarot seriously shouldn't consider buying it. I found a lot of the cards had similar meanings or would contradict themselves. They concentrate highly on love and gave me positive advice on this subject even if the question I asked bore no relevance to it. Even more suspect is the procedure of entering your age, sex and star sign, as well as having to ask the computer a question before the reading takes place. In a real Tarot reading, your age and sex are irrelevant and you're not supposed to inform the reader of your question. Also, your personal involvement in the dealing of the cards is very important, but with this software the computer does it for you, presumably picking up on key words in your question and dealing the appropriate cards.

A fun piece of software. Good for a laugh, but nothing else.

ETELKA CLARK

PCW DETAILS

★★★

Price £19.95
Contact GSP 01480 496575
www.gspltd.co.uk
System Specification Windows 95/98, 486/66 PC, 16-bit sound card, 10Mb free hard-disk space, 8Mb RAM, 256-colour display, CD-ROM drive.

New Millennium Encyclopaedia

A nicely presented, colourful, multimedia reference work that can be updated over the internet.

Apparently, we live in the information age. So why is it that any search on the internet will return a list of sites of dubious virtue, and a trip to the library will inevitably leave you empty handed?

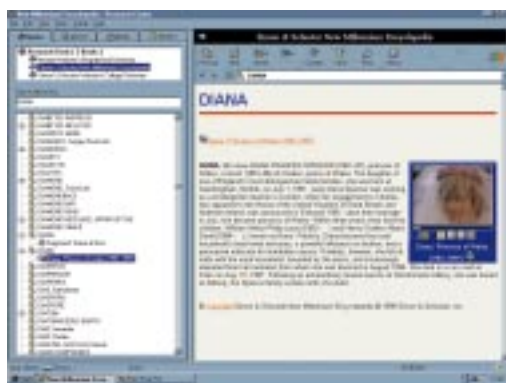Which is why you might turn to the racks of multimedia encyclopaedias lining the shelves. This rather long-winded offering from Simon & Schuster offers an impressive amount of information from a variety of sources at the click of a mouse button. What impresses most about this collection is the snazzy interface and the ease with which it can be dipped into and out of. If you're in the middle of a family argument about the year of the first James Bond film, or in need of some information to finish an essay, you can locate it in seconds.

As well as the encyclopaedia you get a variety of other reference tools, such as a thesaurus and an almanac, lots of pictures and a smattering of multimedia content. This includes a fairly generous selection of full-screen video clips, charting famous people and notable events. What you won't get, however, is much depth or context in the articles supplied; they tend to be a brief introduction rather than a full explanation.

The multimedia elements, colourful presentation and the fact it can be updated over the web, make this an ideal package for kids of all ages. But for serious research you're better off sticking with the more comprehensive, if more expensive, Encarta and Britannica.

OWEN GIBSON

National Geographic Trip Planner

If you're taking a trip into the snowy tundra of North America, this CD will help you plan your tour.

Rather than mapping the UK or Europe, this production turns its attention towards North America. The continent has been divided into six regions, with Canada being a region of its own, each of which can be viewed as a series of narrated pictures in the Regional Slide Shows. There are no captions, but viewing the images is nonetheless a relaxing introduction to this extensive package.

Its real purpose, however, is to plan journeys in North America. Before you write this off as a complete irrelevance, think about driving holidays. Not only does the Trip Planner produce extensive directions showing you how to travel from one place to another, but it also includes a range of predefined scenic driving trips that could form a complete holiday in themselves — a seven-day, 910-mile tour of the Gulf of Alaska being a good example. Not only does this include driving directions, but also details of things to do and see — so many, in fact, that you'll have to leave many for another time. The walking tours section is not so extensive however, with only 15 to choose from.

Although this is an impressive package, we occasionally found it to be a little unstable. It would only run in a small window, making trip planning rather more laborious than it would have been if the window could have been maximised.

NIK RAWLINSON

Winnie the Pooh and Tigger Too: Story Studio

Pooh and his pals learn to love Tigger's bouncing.

Within the familiar setting of Hundred-Acre Wood, this CD-ROM aims to teach children aged three to six about the value and meaning of friendship, using Tigger's relentless bouncing as the cornerstone of the tale.

With classic Disney animation, Winnie the Pooh, Tigger, Rabbit, Piglet and Roo are certain to captivate their young audience. As well as introducing the child to written text by following the narrative, there are plenty of challenging games and problem-solving exercises.

The adventure takes the child to four multi-levelled games where they learn to identify patterns, match pairs in Rabbit's garden, and improve memory and listening skills. Everyone joins together at the end to play Everybody Bounce, a faster-paced memory game. With clear instructions from Pooh, the child learns to recognise the tools in each screen, and how to move around the program using the mouse.

Through understanding that the characters must appreciate that Tigger's happiness is in his bouncing, children can learn to accept others for who they are, while learning everyday skills and fair gameplay.

HELEN FORTGANG

PCW DETAILS

★★★★

Price £29.99
Contact *Disney Interactive 0181 222 1571*
www.disney.com
System Specification *Windows 95 or later, Pentium 90MHz processor, 16Mb RAM, 20Mb free hard-disk space, 4X CD-ROM, 16-bit compatible sound card, 256-colour video display.*

Bears

The bear facts about the basics of music and word skills, in a charming CD-ROM.

This all-singing, all-dancing CD-ROM features hosts Ted and Floppy, along with all their teddy bear friends. PixelPark, the New Zealand based developer, has included over 400 animations and click-ons and over 20 minutes of music ranging from classical to the blues: musically, this CD is very impressive. The focus is in and around the bears' house. Children can wander from room to room with the aid of their mouse, randomly clicking on objects and characters and watching a variety of animations. There are games and puzzles that the child can participate in, such as correctly matching words to pictures of household items, finding hidden objects and playing hide and seek. In one of the rooms you can even create your own music using one of six different instruments. Children can learn about different notes and print out sheet music from well-known nursery rhymes, and there's an interactive storybook called Alison's Birthday. This is read aloud and the words are highlighted for the child's benefit, as it aims to improve reading and word recognition skills.

Designed for children aged four to nine, this software offers continual updated resources via PixelPark's website as well as 'hints and tips' worksheets that can be printed out.

Bears is a delightful and affordable educational CD packed with irresistibly cute bears with New Zealand accents.

ETELKA CLARK

PCW DETAILS

★★★★

Price £19.99
Contact *PixelPark + 64 3 359 1577*
www.bear.co.nz
System Specification *Windows 95/3.1, 486/66 processor, 16Mb RAM, 35Mb free hard-disk space, SVGA video card, 16-bit sound card, CD-ROM drive.*

Peanut allergy

Codenamed 'Peanut', IBM's PCjr was an ill-fated attempt to crack the home-computer market.

Apparently, 'wireless keyboards' are to be the future that will shape our lives. The US computer press has been hit with an extensive advertising campaign for a new way of working, using a keyboard and mouse that link back to the main box with — *gasp*! — no wires. Well, it might be a great idea, but it's hardly new.

The Apricot F10, a strange hybrid that I covered several months ago, had the option to use an infra-red link for the keyboard; as for mice, there has been a standard-issue wireless mouse running around showrooms for several years. However, perhaps the earliest wireless keyboard was on the ill-fated IBM PCjr.

The PCjr was, like the Apricot F10, another rather odd hybrid machine. It was announced in October 1983 to resounding laughter from the reviewers. The problem was that the PCjr was IBM's first attempt at cracking the home computer segment of the market, and the two just did not fit together very well. (The PCjr was named the 'peanut' during development — hardly an inspiring name.) The pricing hardly helped: although the computer was announced in October with a guideline price of $700, it didn't actually ship for another five months; and when it did, the price had been hiked up to $1300. And this for a base machine with no monitor

Apart from this impressive price point for a home computer, IBM's new product suffered exactly the same fate as many other clones: it wasn't PC compatible, so people stuck with the original. Just about every port and connector on the PCjr was proprietary. Think of the extra costs and effort IBM must have incurred just to adapt its standard PC connectors to the non-standard items used in the PCjr: perhaps there was some argument that they could hardly bring out a cheap PC clone, but the result was going a little too far.

To its credit, the PCjr looked solid and appeared to be built of steel casing — but this was actually a neat trick

▲ TRICK SHOT: THE **PCJR'S** NEAT DESKTOP CASING WAS MADE OF PLASTIC COVERED WITH A THIN LAYER OF METAL. IT SPORTED A RUBBER-MEMBRANE, WIRELESS KEYBOARD THAT FAILED TO FIND FAVOUR WITH USERS

played by IBM. Almost the entire casing was made of plastic, but IBM used a new technique it had developed to fuse a thin layer of metal onto pre-formed plastic without distortion. The result ensured that the computer met federal standards against electro-magnetic emissions. The neat, low-profile desktop casing had two cartridge slots on the front panel, with a slot for an optional floppy drive.

Inside the plastic-metal case, an 8088 was beating away at 4.77MHz. This was married to 64Kb of RAM in the basic model; the enhanced version had 128Kb of RAM and a built-in floppy drive. Video output was enhanced CGA, with 80x25 text mode or 320x200 in colour mode (it could stretch to 640x200, but only in mono). This was a little better than the standard-issue PC and intended to show its abilities as a home computer. To help in this task, the PCjr also provided three channels of audio output.

If you wanted to improve and expand your shiny new PCjr, you'd find it tough

The two real wonders of the whole project were the keyboard and the power supply

going. There were three internal expansion slots, but they weren't PC compatible. Nor were they 'free slots' in that each was dedicated to a particular function (memory, modem, and video controller).

But the two real wonders of the entire project were the keyboard and the power supply. Let's start with the power supply: this was fine, except it was an external box; every other desktop computer had internal power supplies, but not the junior. And the keyboard was one of the first rubber membrane keyboards, much loved by Sinclair (for its Spectrum) and other UK home computer manufacturers. Unfortunately, the public hated this keyboard and IBM soon offered a trade-in replacement for a better one.

Now, all of this has come a long way from the initial idea to find the earliest computer with a wireless keyboard. The PCjr was, unfortunately, not a great success for IBM and it stopped production in 1985. Oddly, the Apricot F10, with its wireless keyboard, also suffered from feeble sales. Perhaps there's something about the keyboards…

SIMON COLLIN

Win a Pace modem!

This month *PCW* readers have the chance to win one of five **Pace 56 Solo modems**, worth £199 each.

The 56 Solo works both as a standalone answering machine and speakerphone, and stores incoming fax and voice messages — all without the need to leave your PC switched on.

It lets you retrieve your voice messages without using your PC, simply by pressing the function keys on the front of the modem.

In addition, Pace has taken UK Caller ID one step further by making it audible: the modem announces the telephone number of your caller even before you lift your telephone handset. If you aren't there to answer the phone, with UK

◄KEEP IN STEP WITH THE PACE 56 SOLO MODEM!

Caller ID the Pace 56 Solo notes the date, time and telephone message of each incoming call, enabling you to phone back callers who don't leave a message.

For fax retrieval, there's no need to view your faxes on your PC before you

print them. Instead, you can press the fax button on the front of the modem, making fax printing a one-stop process.

The Pace 56 Solo is already V.90 active, and because it is flash upgradeable, it will always run with the latest firmware, allowing you to maximise its performance and reliability.

☛ To enter this competition, simply answer the following question:
How has Pace taken UK Caller ID one step further?

☛ *For details of how to enter this competition, see the box at the bottom of this page.*

Win Entrega USB products!

Entrega Technologies, the USB specialist, is offering seven lucky *PCW* readers the chance to win a suite of **USB connectivity products** worth approximately £120 each.

Wouldn't it be great if connecting a modem, joystick, scanner or printer to your PC was as easy as plugging in your stereo? Well, now it can be! With Universal Serial Bus (USB), the latest high-speed connection standard, you can attach multiple devices with minimum effort. You won't even have to turn off your PC. USB, together with Windows 98, not only enables automatic configuration, but also allows you to plug and unplug devices without

▲SEVEN SUITES OF ENTREGA USB PRODUCTS TO BE WON!

the bother of re-booting. What's more, because USB is expandable, you can connect up to 127 devices. The suite comprises:
● **Entrega's two-port USB Upgrade Kit**, worth £29.99 (RRP), with which you can upgrade your old PC.
● **Entrega's four-port USB Hub** worth £49.99 (RRP), with which you can attach

multiple peripherals to your machine.
● **Entrega's USB to Parallel Converter**, which delivers all the benefits of USB to your old device and means that there's no need to buy a USB-enabled printer. Worth £39.99 (RRP).

☛ For a chance to win these products, just answer the following question:
What does the term USB stand for?
a) **Ultra Simple Bus**
b) **Universal Serial Bus**
c) **Ubiquitous Slot Base**

For more information on Entrega's range of USB connectivity products, please call 0118 965 7751 or visit the website at www.entrega com.

☛ *For details of how to enter this competition, see the box below, left.*

How to enter the competitions

Write your name, address and daytime telephone number on a postcard or the back of a sealed envelope. Mark your card(s) 'PCW/Pace Competition' or 'PCW/Entrega Competition' and send to the following address by Friday 30th July 1999:

Personal Computer World
Building 960
Sittingbourne Research Centre
Sittingbourne
Kent ME9 8AG

• *Please state clearly on your entry if you do not wish to receive promotional material from other companies.*

Rules of entry

These competitions are open to readers of *Personal Computer World*, except for employees (and their families) of VNU Business Publications, Pace and Entrega. The Editor of *Personal Computer World* is the sole judge of the competition and his decision is final. No cash alternative is available in lieu of prizes.

books

Internet Directory UK in Easy Steps

As its title suggests, this book sets out to be a collection of web addresses. And that's about as exciting as it gets. The author, Geoff Preston, tries to justify the book by suggesting it's a collection of some of the best websites available on the net, aiming to give the reader key details on anything from food and wine to finance. But trying to collate such information in a book that will have a relevancy lifespan of little more than a fortnight (if that) isn't one of the best publishing ideas. Though some of the information may very quickly be out of date, the book could have redeemed itself if it offered any real comment on the websites it lists. Instead, it erratically gives very basic opinions. For example, of one DIY shop's website, Preston says: 'This seems to be one of the easiest to use.' And of the Tesco website, he offers the amazing insight that by doing your weekly shopping via the web, you don't have to be physically present in the shop. Really?

When the book isn't offering such words of wisdom, it simply gives you the type of blurb you would probably find on the opening page of any website. The only thing in its favour is that it's written in jargon-free language and has screenshots of all the websites mentioned.

But this book really does just seem to be money for old rope. You'll have more fun getting onto the net, keying in a word specific to your interests and waiting for the search engine to throw up a list of addresses. And you'll probably be able to visit them and make your own assessments for far cheaper than the price of this book.

ALANA JUMAN BLINCOE

PCW DETAILS

★★

INTERNET DIRECTORY UK IN EASY STEPS
Author *Geoff Preston*
Publisher *Computer Step*
ISBN *1-84078-010-X*
Price *£8.99*

Digital Photography for Dummies (2nd Edition)

This book is targeted specifically at beginners and intermediate digital photographers, and takes into account Mac users as well as PC owners. It gives advice on how to select the right equipment, but most of it is aimed at aiding people to turn out better pictures.
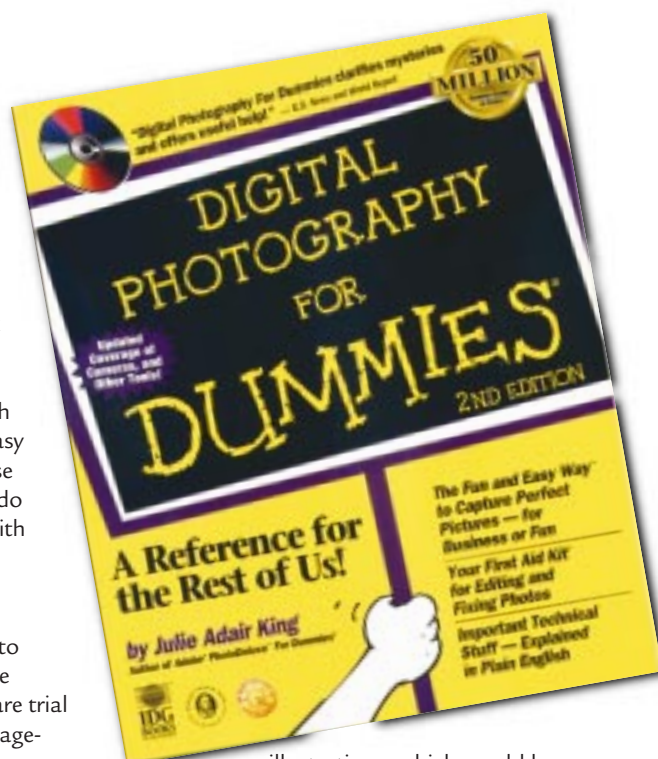
Digital Photography for Dummies does its bit of jargon busting and comprehensively covers everything, from the anatomy of a digital camera and how to track down the best camera for the type of pictures you want to take, through to step-by-step guidelines on how to transfer image files to your computer, methods to display and distribute images, and advanced editing tricks. For some editing tasks the book specifically refers to the image-editing program, Adobe PhotoDeluxe Home Edition 3.0. But it also discusses the function of basic editing tools in other, similar packages. Along the way it offers insights into CCD, CMOS technologies and what you should look for in an LCD camera, and has tips on what to do if some of the procedures don't work out the way they should.

There's even a CD which contains Kodak Picture Easy 3.1, a program you can use to open your images and do basic image corrections with Spin Panorama 1.0 from PictureWorks Technology. This allows you to stitch together several images into a panorama or 360-degree QuickTime movie. There are trial versions of many other image-editing and cataloguing programs, as well as some sample images to get you going with digital editing.

This book seems to have thought of everything, except maybe some colour illustrations, which would have helped to illustrate the subject matter better than the black-and-white ones that do sprinkle the pages.

ALANA JUMAN BLINCOE

PCW DETAILS

★★★★

DIGITAL PHOTOGRAPHY FOR DUMMIES (2ND EDITION)
Author *Julie Adair King*
Publisher *IDG Books Worldwide*
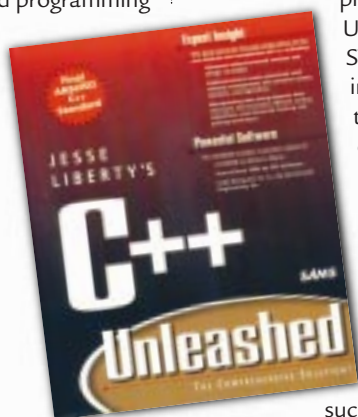**ISBN** *0-7645-0431-2*
Price *£23.99*

C++ Unleashed

Weighing in at just over 900 pages, this book is everything you ever wanted to know about C++. It starts off logically with an introduction to the basics of object-orientated programming — namely, the standard design methods that are used to create class diagrams, interactive diagrams, and so on.

Then you are free to progress through the main part of the book, which covers the programming side of things. And it's a subject that's covered well, with sections that are both instructive and advanced. One section covers the often overlooked subject of memory management. Even the Standard Template Library (STL), a core part of creating a well-written, flexible program, is covered. Understanding how the STL fits in with C++ is important, as using the templates it provides can save a lot of time and needless effort.

The programs you write are likely to be structurally better due to the design of the STL, and *C++ Unleashed* covers such subjects very well. An example of this is the entire section devoted to encryption, which is essential if you are writing anything that stores data such as passwords.

Much more is covered in this book than can be mentioned here. For C++ programmers with some experience, it is highly recommended.

DAVID LUDLOW

PCW DETAILS

★★★★★

C++ UNLEASHED
Author *Jesse Liberty*
Publisher *Sams Publishing*
ISBN *0-672-31239-5*
Price *£37.50*
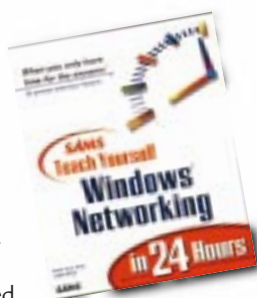

Teach Yourself Windows Networking in 24 Hours

With relevance particularly for small businesses without a dedicated network administrator, this book aims to help create a healthy working network. As its title suggests, the core subject deals with Microsoft products from Windows 95/98 to NT, although it does cover interconnecting with other networked operating systems such as Novell's NetWare. The first few sections cover the basics of networking, from network topologies, cabling and the various protocols. With this explained, the book moves into its main topic of actually creating and maintaining a network. It starts off in a fairly relaxed manner, referring to the simpler Windows 95/98 side of networking, covering how to share resources between machines and how to access NetWare resources. In recent years the main part of a Windows network has been through a central NT-based server, and with Microsoft pushing this technology, it has become a very popular piece of software. This section is very well written, covering everything from Windows NT domains to Remote Access.

This is a well written book that deals not only with connecting Windows-based machines, but also covers how to connect to the still very popular Novell-based systems.

DAVID LUDLOW

PCW DETAILS

★★★★

TEACH YOURSELF WINDOWS NETWORKING IN 24 HOURS
Author *Peter Kuo, Ph.D. & John Pence*
Publisher *Sams Publishing*
ISBN *0-672-31475-4*
Price *£17.95*

Prices include VAT on disks and CD-ROMs. List supplied by The PC Bookshop, 21 Sicilian Avenue, London WC1A 2QH. Telephone: 0171 831 0022 Fax: 0171 831 0443

brainteasers

■ Quickie

A train leaves London every hour on the hour for Edinburgh. Similarly, a train leaves Edinburgh every hour on the hour for London. If the journey lasts 7 hours, how many trains will a traveller meet on a journey from London to Edinburgh?

■ This Month's Prize Puzzle

The grid shown below contains a message of 121 characters, including a hyphen and a question mark, but with spaces removed. Start at a particular

U	Y	T	C	I	S	I	I	G	O	O
Y	T	O	R	H	S	U	?	L	N	O
U	T	N	T	H	H	O	H	F	S	I
E	E	T	Z	O	Z	S	R	L	H	C
C	I	T	U	T	L	E	D	E	R	I
E	E	M	L	A	E	Y	F	N	E	E
S	N	S	D	I	L	N	T	-	T	L
O	S	H	A	H	T	G	H	N	N	H
N	E	A	T	L	P	T	W	G	O	C
O	E	V	E	I	C	H	A	B	E	A
H	L	E	N	N	A	V	Y	A	N	P

square of the grid: travel from left to right and from top to bottom down the grid (returning to the top left of the grid when you get to the end), over a fixed number of squares to get to another letter. Ignore squares that have already been landed on. The correct start square and cycle length will yield a message that poses a question.

All you have to do is to answer the question. Simple, yes?

Answers (to the puzzle only) on a postcard of the back of a sealed envelope, to:
PCW Prize Puzzle - August 1999,
P.O. Box 99, Harrogate,
N. Yorks HG2 0XJ
to arrive not later than 20th August '99.

We will also accept solutions by email. Send the solution and your name and address only (no explanatory notes or program listings, etc) to
jj.clessa@btinternet.com.

■ Winner of May 1999 Prize Puzzle

Not that easy, although at first glance you could have been led to believe that it was. However, there was a one in three chance of giving the correct answer, so some of you sent in all three different answers just to be sure!

Perhaps that was why there was such a good entry — more than 200, of which 150 came by email. However, there was a very high proportion of incorrect answers — 101 opting for MATHS books, 87 for ENGLISH books, and 15 for SCIENCE.

The correct — and unique — solution was MATHS books.

The winning card, chosen at random, came from Mr MH Ahmed of Horsham, Sussex. Congratulations, Mr Ahmed, your prize is on its way. To all the others, keep trying, it could be your turn next.

• If you send an email entry, remember to include an address to where the prize can be sent should you be a winner.

☛ Do you have the latest Clessa Quickie books at the reduced price of £2.25 each? Quite a few of you already do. For further information, you can write or email me at the puzzle entry address.
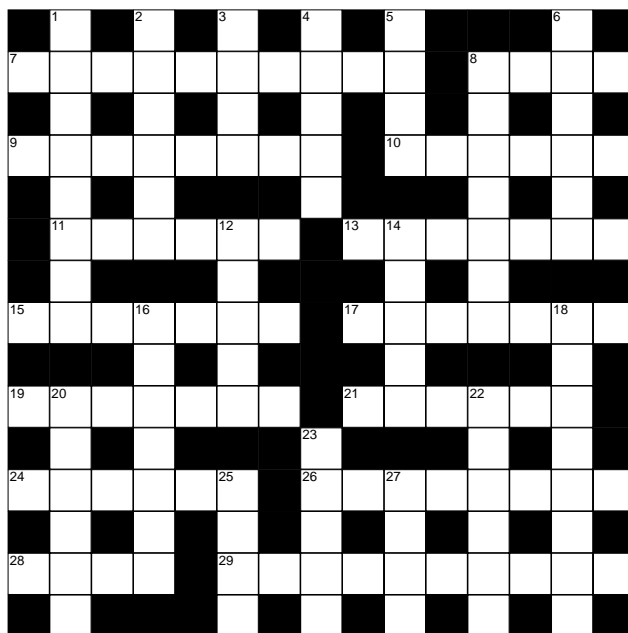
JJ CLESSA

prize crossword

ACROSS

7 Text and font manipulator for publications (10)
8 Start up (4)
9 Single blocks of circuitry (8)
10 The D of CAD (6)
11 Audible mouse actions (6)
13 Brings in data (7)
15 Printer's roller (7)
17 Waiting mode (7)
19 Actively deal with the data (7)
21 Pretty patterns from the web facility (6)
24 Pixels' place (6)
26 Moveable like a laptop (8)
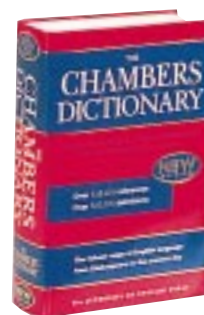28 Smallest amounts of information (4)
29 The T of IT (10)

DOWN

1 Fabulous (8)
2 Greek oracle site (6)
3 Garden party (4)
4 Secret store (5)
5 Network (4)
6 Looked for (6)
8 Wind instrument (7)
12 Retains (5)
14 Saying (5)
16 Entry vouchers (7)
18 Delays (8)
20 Shrink back (6)
22 Land fit for ploughing (6)
23 Dot (5)
25 Memo (4)
27 Put in order (4)

Each month, one lucky *PCW* Crossword entrant wins a copy of the new *Chambers Dictionary*. The winner of last month's puzzle is H. Page-Clark, of Puddletown, Dorset. This time, it could be you. Send your completed crossword to 'PCW August - Prize Crossword', VNU House, 32-34 Broadwick Street, London W1A 2HG, to arrive not later than 30th July, 1999.
• Please state clearly on your entry if you do not wish to receive promotional material from other companies.

Solutions to July's crossword

ACROSS
7 Scans 8 Chip 9 Open 11 Device
12 Read-only 13 Home 15 POP 16 Macro
19 Refresh 20 Corrupt 23 Basic 25 VGA
26 Font 28 Computer 30 Cursor 32 Band
33 Load 34 Gates
DOWN
1 Acre 2 Engineer 3 Therapy 4 Sprat
5 Corona 6 Tell 10 Tempest 14 Opera
17 Ripen 18 Romance 21 Referral
22 Overpay 24 Impede 27 Stalk
29 Oval 31 Over