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Will Origin's new adventure, *Bioforge*, fit the bill?

### Feature Stories

**Test Dive!** A close-up look at *Aces of the Deep*, *SSN-21 Seawolf*, and *Subwar 2050*.

**Doom:** Why it took over my life.

### Scoops!

**Noctropolis:** You say that there aren't enough adult games? Electronic Arts is doing something about that with *Noctropolis*.

**Harpoon 2:** *Harpoon*, the definitive simulation of modern naval warfare, is back.

**System Shock:** Take a slice from *Ultima Underworld*, transport it to a sci-fi setting, toss in a little *Doom*-style gunplay, and you'll have an idea of what *System Shock* is about.

**Front Page Sports: Baseball:** The latest in Dynamix's *Front Page Sports* series steps up to the plate.

**Harvester:** This game, from the creator of *Strike Commander*, has the feel of a slasher movie set in *Twin Peaks* --as one look at the graphics will prove.

## Reviews

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## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and much more.

**Sim Column:** Scott Wolf's job is to bring you the latest info from the world of simulations, from flying an *F-15* to driving an *IndyCar*.

**The Desktop General:** Why wargaming on your computer is a beautiful and noble thing.

**Extended Play:** Join T. Liam McDonald for a look at all the latest expansion disks, add-on disks, and bug patches.

**Tim's Tech Shop:** Tim Victor shares some of valuable knowledge about the workings of the PC.

**The Learning Game:** Heidi Aycock looks at the latest trends and developments in educational software.

**Strategy Central:** *Master of Orion*, *SimCity 2000*, and a complete list of all the *Mortal Kombat* fatality moves.

**Letters:** Here's your chance to tell us exactly what's on your mind.

## PC GAMER, Vol. 1, No. 2, July 1994

### Cover Story: **Eat lead, Fritz!**

Why MicroProse's Across the Rhine is the best tank simulation ever

### Feature Stories

**From Fokker to Falcon:** The complete history of PC flight sims

**Buying into Multimedia:** What to look for when you buy

### Scoops!

**Phantasmagoria:** In Sierra's hot new horror game, the storyline's the thing.

**Wings of Glory:** MicroProse's winning streak continues with this back-to-basics flight sim.

**Lords of the Realm:** Corruption, intrigue, and power games in medieval England

**Rise of the Robots:** Incredible character designs meet amazing slugfest action.

## Reviews

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## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and much more

**Sim Column:** Those games they don't want you to play.

**Alternate Lives:** Ruminations of the TSR/SSI split

**The Desktop General:** Gettysburg, and the advent of multimedia war gaming.

**Extended Play:** Righteous Fire, and all the news on the latest patches.

**Tim's Tech Shop:** VESA Local Bus, PCI, and what it all means.

**The Learning Game:** Three new edutainment programs for adult users.

**Strategy Central:** Ultimate Domain, Arena, and V for Victory: Utah Beach

**Letters:** The section you write!

**Next Issue:** About 60% accurate, as always.

## PC GAMER, Vol. 1, No. 3, August 1994

### Cover Story: **The Top 40 Games of All Time**

This is it -- our definitive listing of the finest, most-influential, and downright playable games on the entire planet. We expect toe controversy to start, oh, any moment now...

### Feature Stories

#### **Virtual Reality: Are We Having Fun Yet?**

We've seen the future, and it's fully immersive.

### Scoops!

**Wing Commander III:** *Star Wars'* Mark Hamill and other familiar faces star in the most ambitious and high-profile *Wing Commander* yet. This will undoubtedly be one of the most talked about games of the year.

**Skyrealms of Jorune: Alien Logic:** Three years in the making, SSI's new, non-AD&D roleplaying game features perhaps the most player freedom yet seen in an RPG.

**Star Crusader:** Do we need another outer-space flight-sim? We do when it plays as smoothly, and tells such a subtly hued tale, as this debut title from Take 2 Interactive.

**MetalTech: EarthSiege:** The first of the new wave of robot fighting games is almost here -- and it promised to be a real doozy.

## Reviews

Alien Legacy	Bridge Baron for Windows
Casino Expert for Windows	Classic Collection: Interplay's 10 Year Anthology
D-Day The Beginning of the End	Dragon's Lair
Evasive Action	Fields of Glory
Inherit the Earth	Kingdoms of Germany
Millennium Auction	Origamo
Pacific Strike	Pursue the Pennant
Seaworthy	Serf city: Life is Feudal
Shadow of the Comet	SSN-21 Sea Wolf
Time Out Sports Baseball	X-COM

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and much more

**Sim Column:** More investigations onto the world of simulations.

**Alternate Lives:** Don't take the online whiners too seriously!

**The Desktop General:** Have you grown tired of the same old wargames? Bill holds forth on a few more imaginative wargames he's itching to play.

**Extended Play:** New levels for *Spear of Destiny*, plus the *Blue and the Gray* add-ons, and assorted new CD-ROM versions of old games.

**Tim's Tech Shop:** DOS extenders, and why they're likely to remain a problem for some time to come.

**The Learning Game:** Heidi takes a look at *Sitting on the Farm* and other new educational programs.

**Strategy Central:** Hints and tips to games like *Myst*, *Goblins Quest 3*, *Ultima VII*, and more.

**Letters:** In which we turn things over to you.

**Next Issue:** There will be a next issue. That much, at least, is certain...

## **PC GAMER, Vol. 1, No. 4, September 1994**

### **Cover Story: The Year of the PC**

#### **Part 1: The Games of the Future**

At the Summer Consumer Electronics Show this past June, we saw what may be the finest crop of new PC games in years. And one fact stood out above all else: The PC is now considered the games platform of the future. Our comprehensive cover story will cover it all: the best new games, the big players entering the PC arena, and why the PC is becoming the focus of some of the best and most ambitious design work in the history of gaming.

#### **Part 2: The Dream Machine: What to Buy--And Why**

If you want to position yourself on the leading edge of PC entertainment, it's pretty obvious that you'll need more than that 286 in the den. But how much more? And what's it gonna cost? Gary Meredith takes you through your system from top to bottom, and shows you exactly what you'll need to assemble your own Dream Machine.



## Scoops!

**NASCAR Racing:** Papyrus, the crew behind *IndyCar Racing*, unveils one of the best-looking racing sims ever. Super VGA graphics, authentic tracks and drivers, and that trademark Papyrus realism are going to make a stock-car fan out of you!

**The Fortress of Dr. Radiaki:** It's *Doom* meets James Bond -- with a bit of Maxwell Smart throw into the mix. Hot first-person mayhem from the team behind *Harvester*.

**Wolf:** Not many games can boast concepts as innovative as *Wolf* -- the wolf simulation. No, we're serious!

## Reviews

Bridge Olympiad	Classic Jackpot! for Windows
Cowboy Casino	Crossword Wizard
Empire Soccer 94	Good to Firm
Harpoon 2	Invasion of the Mutant Space Bats of Doom
Jump Raven	Outpost

## Reviews (cont'd)

(The artist formerly known as Prince) Interactive	Pro League Baseball
Raptor	Richard Scarry's Best Neighborhood Ever and Busiest Neighborhood Ever
Spaceship Warlock	Theme Park
Who Shot Johnny Rock?	

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and much more

**Sim Column:** An interview with Origin's Eric Hyman, producer of the beleaguered *Pacific Strike*.

**Alternate Lives:** Neil incites anarchy among roleplaying gamers.

**The Desktop General:** The General remembers a special friend, and wargames past.

**Extended Play:** The Lizard speaks, warthogs come to blows, and the paper-hanger returns. And bug patches, too!

**Tim's Tech Shop:** Our tech-head sings a song of MIDI.

**The Learning Game:** A look at four creativity packages for the budding young artist.

**Strategy Central:** This month, we offer solutions for *X-COM*, *Companions of Xanth*, and *Serf City: Life is Feudal*.

**Letters:** Here's your chance to get it all off your chest.

**Next Issue:** Scientifically designed to make you wonder just what'll really be in the next issue.

## **PC GAMER, Vol. 1, No. 5, October 1994**

### **Cover Story: Dark Forces**

As Doom has proven, first-person action games are one of the fastest-growing (and most popular) new genres in PC gaming. Now comes LucasArts and Dark Forces, combining the power of first-person shooting fun with the unbeatable appeal of George Lucas' Star Wars universe. If you think you know all there is to know about the Rebellion's struggle against the Empire, just check out this exclusive feature. And keep your eyes peeled for the latest news on the upcoming Star Wars movie trilogy!

### **Feature Stories: The Giant Killers**

It seems that these days, some of the smallest companies are making the most noise in PC gaming. We'll talk you behind-the-scenes with four up-and-coming game makers, and see how each one approaches the market.

## Scoops!

**Full Throttle:** As if LucasArts wasn't already busy enough with *Tie Fighter* and *Dark Forces*, they go ahead and dish up this tasty new adventure as well. What great guys!

**Zephyr:** With full support for the new Virtual Reality peripherals, *Zephyr* stand ready to take us into the late future of gaming.

**Dust: A Tale of the Wired West:** CyberFlix aims to combine the graphic adventure with the interactive movie, creating the world's first Virtual Western.

## Reviews

AstroFire	Battle Bugs
Battle Isle 2200	The Blues Brother Jukebox Adventure
Elements	FIFA International Soccer
Little Monster at School	Mad Dog McCree II: The Lost Gold
Planet Soccer	Power Poker
Return to Ringworld	Robinson's Requiem
Sensible Soccer	Soccer Kid

## Reviews (cont'd)

Superhero League of Hoboken	TIE Fighter
Tubular Worlds	

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and much more

**Sim Column:** Our new simulations columnist takes the wheel, and whets our appetites for *NASCAR Racing* and *World Circuit II*.

**Alternate Lives:** Neil's hopping mad again, this time about the fate of his *beloved Betrayal at Krondor*. And for answers, he's gone straight to Raymond Feist himself.

**The Desktop General:** Bill casts an admiring eye over *Panzer General*, the first in-house wargame from SSI in years.

**Extended Play:** Doomers, rejoice! Tom's been recently converted, and takes us through the add-ons available for this classic.

**Tim's Tech Shop:** What's IDE, Extended IDE, and SCSI? We weren't quite clear on all the details, so we asked the Answer Man.

**The Learning Game:** Educational Software may be taking off, but Heidi thinks there's still room for further exploration.

**Peripheral Visions:** Matt Firme launches our new column devoted to gaming peripherals and accessories, As you'll see, it was a selfish decision...

**Lupine Online:** Remember that old Wolf, pacing around the simulations column like a caged dog? Well, we put him on a new beat--the world of shareware and online gaming.

**Strategy Central:** You asked for it (man, did you ask for it), so here it is: The complete getting-started guide to *Outpost*, by designer Bruce Balfour himself.

**Letters:** Hello, you're on PC Gamer. Go ahead, caller. We're listening.

**Next Issue:** Only a little less accurate than or initial studies indicated it might be!

## **PC GAMER, Vol. 1, No. 6, November 1994**

### **Cover Story: The Shape of Things to Come**

#### **Part One: Cyberia**

The art of computer graphics and 3D modeling has come a long way--all the way to *Cyberia*, in fact. With *Cyberia*, Interplay and developers Xatrix Interactive Design have created a game they hope will open up a whole new market of PC Gamers. Featuring 3D graphics throughout--the kind that were once reserved only for game intros--*Cyberia* will have unbeatable appeal for all the new multimedia PC owners out there who want the very latest in high-tech gaming to show off their new machines. And with its entirely variable difficulty level, *Cyberia* will be accessible to both newcomers and veterans alike.

#### **Part Two: Games of Future Past**

To truly appreciate *Cyberia*--as well as the impressive accomplishments that seem to mark most PC games these days--it really helps to step back and look at the state of gaming graphics just a few short years ago. Gary Meredith shows us where we've been, and helps to put the future in perspective.

## Feature Stories

**Rolling Your Own:** Bill Trotter takes a look at some important resources for do-it-yourself wargamers and scenario builders.

## Scoops!

**Dragon Lore:** Help young Werner explore his visually stunning land in this amazing new RPG from The Software Toolworks (soon to become Mindscape--see Eyewitness!)

**Realms of Arkania: Star Trail:** Sir-tech is back, with a role-player's dream come true: great graphics and true RPG feel. It's been awhile since FRPG fans had anything this good to look forward to.

**Quarantine:** GameTek puts you behind the wheel of a taxicab just bristling with weapons, and asks the question, "Can a fellow earn an honest wage in the middle of a toxic slum?"

**King's Quest VII: The Prince-less Bride:** Sierra's Roberta Williams and company return to the kingdom of Daventry for this stunning new graphic adventure. We've been getting plenty of requests for this Scoop!

**Hell:** Is this where you end up for sins in cyberspace? If so, one glimpse of these images will make you think twice the next time you get the urge to flame someone online!

## Reviews

Cannon Fodder	Chessnet
Lode Runner: The Legend Continues	Lords of the Realm
Monopoly	Nothing But Net! Pro League Basketball
Psychotron	Reunion
Sabre Team	Star Reach
Star Crusader	Terrace
The Battle of Britain	Who Killed Brett Penance?
Wolf	

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and much more

**Extended Play:** The latest collection of updates, CD-ROMs, bug patches, and more--all with that inimitable T. Liam touch!

**The Learning Game:** If you want kids to enjoy learning, you've got to present the material on their terms.

**Peripheral Visions:** Matt's set his gamepad down, in favor of a more grown-up control device--the Advanced Gravis Phoenix.

**The Desktop General:** Some tips to beat the Russians before the Cold War gets started.

**Lupine Online:** O, Scott! Why must thou tantalize us with tales of a speedy jackrabbit?

**Sim Column:** Lee Buchanan in space--it's a truly beautiful thing to see.

**Tim's Tech Shop:** You can spend a lot of money on a video card. But should you?

**Alternate Lives:** Why don't we have more choices about whom we role-play as?

**Strategy Central:** Another bonanza of gaming tips, this time starring TIE Fighter.



**Letters:** True tales of bravery and survival from PC Gamer readers.

**Reviews Index:** By popular demand, the first in our bi-annual index of PC Gamer reviews.

**Next Issue:** We all had the same dream, about a magazine just full of great stuff. This is that dream.

## **PC GAMER, Vol. 1, No. 7, December 1994**

### **Cover Story: *Wing Commander III: The Heart of the Tiger***

We sent Bill Trotter to Austin, Texas--home of Origin, and the amazing new *Wing Commander III*. And as you'll discover, he was impressed. *WCIII*, with a production budget approaching three million dollars and a cast of professional actors in every key role, is one of the biggest and most impressive PC games ever attempted. Best of all, it looks like it'll be a good game, too. And in this age of smoke and mirrors, it's substance that's going to decide which games--and which publishers--survive.

### **Feature Stories**

#### **Spectrum Analysis: Spectrum HoloByte's Vision of the Future**

The publisher that brought us Tetris and Falcon 3.0 has been awfully quiet in the past couple years. But at a recent Press Event, they broke their silence--and T. Liam McDonald was there to get it all down on paper.

### **The Most Dangerous Game: The Modem Option**

No computer opponent is as wily, conniving, or deadly as a human being, so the ability to play head-to-head against human opponents is becoming increasingly important in computer gaming. We pick a few top modem games, and let you know how to get started.

### **The PC Gamer Buyer's Guide**

If you're wondering what gift will satisfy that finicky gamer in your family, you won't want to miss this feature. We break it all down for you, and give you some solid choices that are sure to please.

### **Scoops!**

**U.S. Navy Fighters:** The Electronic Arts team behind the classic *Chuck Yeager's Air Combat* is back, and they're pushing the envelope like nobody's business. If looks could kill....

**SimTower:** Maxis' latest software toy lets you build your own skyscraper--the dream of every American boy and girl.

## Reviews

Beneath a Steel Sky	Breakthru
Crystal Caliburn	Delta V
Doom II: Hell on Earth	Front Page Sports: Baseball
Gadget	Glider
Harry and the Haunted House	Hello Kitty's Big Fun Piano
International Tennis Tour	Line Wars II
Lunicus	Mavis Beacon Teaches Typing for Kids
National Lampoon's Blind Date	Operation Europe
Operation Crusader	PGA Tour Golf 486
Quarantine	Renju
Shanghai II: Dragon's Eye	Ultimate Football

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and much more

**The Learning Game:** Educational programs must be interactive to work effectively.

**The Desktop General:** The General takes us on a tour of *Defend the Alamo*.

**Extended Play:** We got updates, CD-ROM conversions. Get 'em while they're hot!

**Tim's Tech Shop:** 3D-accelerated video cards are on the way. But is it too soon to celebrate?

**Sim Column:** Lee turned to a couple of new games in hopes of finding someone who still cares about the fans.

**Alternate Lives:** Neil Randall discovered some points in *X-COM* that the role-playing designers might find interesting.

**Peripheral Visions:** These days, sound is as important a part of gaming as graphics and interface. Matt's rounded up three separate--but not equal--audio add-ons.

**Lupine Online:** Scott's caught the *Doom* bug, thanks to all his prowling around online. We told you to wash your hands, Scott....

**Strategy Central:** 20 pounds of tips in a five-pound bag. We've got *Theme Park*, *Goblin's Quest 3*, *Freddy Pharkas: Frontier Pharmacist*, *Betrayal at Krondor*, and more!

**Letters:** More mail from PC Gamers struggling to survive in this mixed-up modern world.

**Next Issue:** Considerably more accurate than even the finest supermarket tabloids.

## PC GAMER, Vol. 2, No. 1, January 1995

### Cover Story: **Transport Tycoon: Planes, Trains, Automobiles--and Ships, too!**

When we first heard talk of this new SVGA business sim from MicroProse--one that supposedly out-Tycoons *Railroad Tycoon*--we were a bit incredulous. But *Transport Tycoon* made believers of us with its sumptuous graphics, detailed economic models, and depth of gameplay. This is good stuff! Read T. Liam McDonald's feature, then load up our exclusive demo and decide for yourself.

### Feature Stories

**The PC Gamer Reader's Top 40:** We've been praised, defamed, commended, and cursed ever since we released our own Top 40 back in August. Now, it's your turn to share the warmth of criticism. Presenting your picks for the Top 40 Games of All Time!

**DOS For Gamers: Memory Management Made Easy:** What is Base Memory? What's a UMB? Will Windows change my document? OK, we won't answer that one. But our own Tim Victor will do his level best to explain memory, and how to manage it.

**Beyond Gaming:** Sure, PCs make great game machines. But they're capable of even more, believe it or not. So we asked David Wade, Disc Editor of CD-ROM Today magazine, to put together a list of multimedia resources of special interest to gamers.

## Scoops!

**Stalingrad:** Atomic Games and Avalon Hill team up to give you the chance to relive *the Battle for Stalingrad*. Our correspondent Steve Poole is back from the front with this report.

**Renegade:** SSI goes head-to-head with Origin and LucasArts for the space-combat crown, and *Renegade* is their secret weapon. You'll love the looks of this one!

**Lost Eden:** French developers Cryo bring us a stunning new adventure, set in a world where humans and dinosaurs coexist. Jurassic Park it ain't!

## Reviews

5th Fleet	Air Havoc Controller
Anyone for Cards?	Blackthorne
Colonization	Dark Sun: Wake of the Ravager

## Reviews (cont'd)

Dominus	Dreamweb
Expert Chess	The Incredible Machine 2
Iron Cross	The Legend of Kyrandia, Book 3: Malcolm's Revenge
Lilil Divil	Master of Magic
NHL Hockey '95	Relentless: Twinsen's Adventure
System Shock	Under a Killing Moon

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and more

**Alternate Lives:** Neil's got a tiger by the tail: the first- vs. third-person debate.

**Sim Column:** There's only one thing more beautiful than Lee in flight: Lee on a golf course.

**Extended Play:** More news from that mysterious realm of CD-ROMs and bug patches.

**Peripheral Visions:** You gotta have the right hardware to prove you have the right stuff

**Tim's Tech Shop** Tim brings all his technical knowledge to bear on the question of what to look for in a CD-ROM drive.

**The Desktop General:** Bill takes us on a guided tour of Alliance Interactive--a small company with big war-gaming plans.

**The Learning Game:** When you look at the entire forest, it's sometimes easier to see the individual trees for what they really are.

**Lupine Online:** A sad and sordid tale of treachery, deceit, and courtroom wrangling in the world of shareware.

**Strategy Central:** More of those tips you love so much, this time featuring *Quarantine*, *Beneath a Steel Sky*, and *System Shock*.



## **PC GAMER, Vol. 2, No. 2, February 1995**

### **Cover Story: Multimedia and Gaming: Is Beauty Enough?**

It's the biggest question to face gamers--and game designers--in a decade. We have the technology to make computer entertainment that incorporates video, 3D modeled "virtual actors," and unheralded graphics and sound. But is all this flash advancing the art of game design, or crippling it? Steve Poole has the answers.

### **Feature Stories**

**Lee Buchanan's SportsTime:** There are sports sims available for just about every fan--but which are the good, and which aren't? We separate the best from the rest.

**The PC Gamer Guide to Online Gaming:** Some of the most intensely competitive PC games can't be found at your local software shop. You can only play them online--and we'll show you how.

### **Scoops!**

**The American Civil War:** Although there have been Civil War games before, none has been entirely successful. Empire hopes that this one can change all that.

**Virtual Pool:** Interplay and developer Celeris look to have a huge hit on their hands. This pool title is one of the most impressive sims--of any kind--we've ever seen.

**Tank Commander:** Domark's upcoming armored combat sim promises multiplayer thrills via network or modem, but doesn't sacrifice realism for action.

## Reviews

Aces of the Deep	Armored Fist
Blake Stone: Planet Strike	Blown Away
Crime Patrol	Cyclemania
Desert Strike: Return to the Gulf	Double Talk
Ecstatica	NASCAR Racing
NCAA: Road to the Final Four 2	Noctropolis
Novastorm	One Must Fall: 2097
Operation Body Count	Panzer General
Star Trail	The Fortress of Dr. Radiaki
Navy Fighters	

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and more

**The Learning Game:** With all its available storage space, CD-ROM is turning out to be a real asset for educational software.

**Extended Play:** The new Windows *Sim City 2000*, an impressive CD-ROM version of *Aces of the Deep*, and those always-popular bug patches!

**Lupine Online:** More Aliens for your Dooming pleasure, and the latest in shareware arcade action. All this, written by one gentle, caring man.

**Tim's Tech Shop:** CD-ROMs hold a lot of data, but they're none to fast when it comes time to retrieve it. Tim shows you how caching can help.

**The Desktop General:** Bill looks back at the 1994 wargaming season, and calls the best--and worst--of the year.

**Alternate Lives:** The results of Neil's "Who would you most like to be when you grow up" essay--you may be surprised....

**Sim Column:** Lee's wish-list for 1995, a kind of open letter to The Powers GamingThat Be.

**Strategy Central:** The *One Must Fall* moves list, the secret warp zone in *Ultima VII*, and a way to beat *Krondor* without getting your hands dirty.

## PC GAMER, Vol. 2, No. 3, March 1995

### Cover Story: **Aliens!**

In our exclusive first look at *Aliens*, we'll show you how Cryo is going to bring the 2D style of Dark Horse comics' *Aliens* series to a fully modeled 3D environment.

### Feature Stories

**The First Annual PC Gamer Awards:** The editors of PC Gamer put their collective heads together, and picked the very best computer games of the year. Will Game of the Year go to *TIE Fighter* or *X-COM*? You'll have to turn to our Awards Feature to find out....

**Through the Looking Glass:** After developing some really smoking games for Origin--like *Ultima Underworld I* and *II* and their latest, *System Shock*--Looking Glass Technologies is heading out on their own. We sent Bernie Yee to check out the new titles LG hopes will make them the next game-publishing giant.

## Scoops!

**Powerhouse:** Impressions mixes energy production, resource management, and good-natured exploitation to create their new SVGA economic sim.

**X-COM: Terror From the Deep:** The creatures from one of the finest strategy games ever have returned, this time to take over murky depths of the world's oceans and threaten Earth once again!

**Conqueror:** If you're into armor clad knights, beautiful damsels, and fire-breathing dragons, you'll want to check our exclusive Scoop! of *Conqueror*.

## Reviews

Bobby Fischer Teaches Chess	Creature Shock
Cyclones	Dawn Patrol
ESPN: Baseball Tonight	Flight Commander 2
Hammer of the Gods	Hardball 4
Hell	Ishar 3
Kings' Quest VII: The Princeless Bride	The Lemmings Chronicles
Metaltech: EarthSiege	Microsoft Space Simulator

## Reviews (cont'd)

Sky Realms of Jorune: Alien Logic	Transport Tycoon
Warcraft: Orcs and Humans	Wing Commander III: Heart of the Tiger
Zephyr	

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and more

**The Learning Game:** Keeping it within the lines. Will the PC replace coloring books, or are you better off buying crayons for your child?

**Extended Play:** Tom just can't decide if he's a Rebel, or one of the Emperor's boys.

**Alternate Lives:** It's Neil's final column, as our roleplaying expert bids farewell and heads out to lead his own alternate life.

**Lupine Online:** The Navigator of the Infobahn, Seeker of the Weird and Wonderful, with a few shareware gems.

**Sim Column:** Will *Falcon 4.0* be the answer to every flight-sim junkie's dream? Lee seems to think so....

**The Desktop General:** The General faces those mighty Norwegians, and nearly cries uncle.

**Tim's Tech Shop:** If you think the Pentium flaw is the reason you keep losing *Mortal Kombat*, read Tim's column for the real story on the Pentium and gaming.

**Peripheral Visions:** Plugs, jigs, the Ugly Stick, and mice. Matt's Gone Fishin' to check out some alternatives to the mouse.

**Strategy Central:** We know that getting stuck isn't any fun, so the Strategy Crew has supplied some tips for *Metaltech*, *Noctropolis*, and *NovaStorm*.

**Letters:** A special fellowship, where gamers and their families can talk through those tough issues.

**Next Issue:** You know where to find it; it's that very last page....

## PC GAMER, Vol. 2, No. 4, April 1995

### Cover Story: **The Doom-Killer: Descent**

This month, you'll get a first-hand look at the development of Interplay's *Descent*, the most explosive first-person shooter we've seen since id's legendary *Doom*. We've got the whole story, from the earliest days of the project to the finished product.

### Feature Stories

**DOS Wars:** Both Microsoft's new Windows 95 and IBM's OS/2 Warp promise vast improvements over MS-DOS. But does either have what it takes to handle today's games?

**The Las Vegas Report:** This year's Winter Consumer Electronics Show in Las Vegas wasn't the most exciting show ever, but we did get the chance to see some of '95s latest titles.

### Scoops!

**Beyond Squad Leader:** Avalon Hill plans to show wargamers that you can recreate the classic boardgame on the PC--and improve it in the process.

**Discworld:** With a mountain of British humor, cartoon art, and even a Python providing the voices, Psygnosis' *Discworld* seems like a sure thing.

**Thrash Race:** In the future, men will race motorcycles. This is their story.

## Reviews

Battledrome	Cyberia
Deathgate	Diggers
Eddie Kanter's Bridge Companion	Gazillionaire
Gone Fishin'	Heretic
Live Action Football	Magic Carpet
Operation Airstorm	Retribution
Vortex: Quantum Gate II	World Cup Golf
Zeppelin	

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and more

**Extended Play:** Tom discovers plenty of trouble in *Harpoon II*'s WestPac add-on.

**The Learning Game:** Like Pop-Tarts, educational software can be good for youngsters. It all depends on the minimum daily requirements.

**Sim Column:** Lee looks at Interactive Magic and their promising new helicopter *sim Apache-Gunship*.

**Alternate Lives:** Do popular licenses make for better RPGs? Trent asks this burning question in his first Alternate Lives.

**The Desktop General:** Will gamers ever be able to play *Across the Rhine* from MicroProse? Trotter finds out in this month's column.

**Lupine Online:** Scott's hot about the online flaming that's sullied some of his current faves, and he's not going to take it anymore!

**Strategy Central:** Our strategy crew sweated through the more challenging puzzles of *Gabriel Knight*, *Sam & Max*, and even found time to supply a few cheats for *Heretic*.

**Letters:** Our readers share loving moments--interspersed with laughs, tears, and mud-wrestling.

**Next Issue:** Where the great mysteries are explained....



## **PC GAMER, Vol. 2, No. 5, May 1995**

### **Cover Story: Ripley's Believe It or Not: The Riddle of Master Lu**

This month, our own Bill Trotter braves the Great White North (beautiful Victoria, British Columbia, actually) to bring you a tantalizing peek at Sanctuary Woods' adventure game based on the exploits of Robert L. Ripley, father of the "Believe it or Not" phenomenon.

### **Feature Stories**

**Doom Infinity:** From Attica to Alien Doom, the most popular PC game of all time has inspired a raft of add-ons. Shane Mooney's feature rounds up the best of them for your leisurely perusal.

**The PC Gamer Review Index:** Back by popular demand, here are all the game reviews we've done in the last six months, condensed into a handy travel-size package.

## Scoops!

**Thunderscape:** SSI hopes to prove there's life after Advanced Dungeons and Dragons by launching a new series of fantasy roleplaying games set in a universe of their own creation.

**FX Fighter:** GTE jumps into the ring with their very own fighting game, featuring 3D combatants and gorgeous rendered backgrounds.

**Wetlands:** New World Computing's latest creation is an action-packed chase set on a drowned planet, and it looks sharp.

## Reviews

Alone in the Dark III	Atari 2600 Action Pack
Bureau 13	The Civil War: 1861-1864
Commander Blood	Dark Forces
Descent	Dragon Lore
Front Lines	Galactic Civilizations
Inferno	Los Angeles Times Crossword Puzzles
Metal Marines	Mortal Kombat II

## Reviews (cont'd)

Renegade: Battle for Jacob's Star	Slam City
Stalingrad	The Big 3
Trivial Pursuit	Ultimate Backgammon
Wings of Glory	

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and more

**Extended Play:** Tom checks out a *Transport Tycoon* upgrade disk that adds modem play, a construction set, and empire-building on the *Red Planet*.

**The Learning Game:** Pee and poop and old wet hay ...' Bathroom humor in children's software!

**Lupine Online:** The Wolf stalks cyberspace and brings us news of new, entertainment-related online services.

**Alternate Lives:** Is roleplaying dead? Trent checks the vital signs of his favorite genre and comes up with an alarming prognosis.

**The Desktop General:** Bill hits the silk and drops in to give us his impressions of *Death from Above*, the first installment in QQP's new Pure Wargame series.

**Sim Column:** Lee steps on Tom's toes in order to bring you the latest news about patches and improvements to some top sports sims.

**Tim's Tech Shop:** Our resident techie explains why our beloved PCs can be so darn stubborn.

**Strategy Central:** We tear out our hair, so...you won't have toooooo!

**Letters:** Quality time with the bestest folks in the world--our faithful readers.

**Next Issue:** We've pored over volume after volume of Nostradamus' works. This is what he thinks will be in the next issue!

## PC GAMER, Vol. 2, No. 6, June 1995

### Cover Story: **The New Bullfrog**

It's a new era for the company that's brought us of the most inventive and challenging games around--from the classic *Populous* to their most recent hit, *Magic Carpet*. We couldn't pass up the chance to introduce our readers to the company's fascinating director, and take an early look at the wonders Bullfrog is cooking up for the future.

### Feature Stories

**Enter the Internet:** As our old Net-surfing buddy Steve Poole found out, you can get a lot more out of gaming these days if you know your way around the Internet. Let him take your hand and lead you down the Infostrasse. They don't call him Gopher Webfoot for nothing!

### Scoops!

**Millennia: Altered Destinies:** With a bold theme of time travel and controlled evolution, Take 2's ambitious new entry into the strategy market could turn out to be one of the most complex PC games ever.

**Robot City:** The Three Laws of Robotics are your only allies in this murder mystery based on the work of legendary science fiction writer Isaac Asimov.

**Silent Hunter:** With a design team that includes some top simulation talents and an actual WWII hero, SSI's deadly sub sim looks like it has the right stuff to scuttle the competition.

## Reviews

1830	BioForge
Bravo Romeo Delta	Casino Tournament of Champions
CIA	Drug Wars
Fighter Wing	Game Creation System
Great Naval Battles Vol. III	High Seas Trader
Jazz Jackrabbit CD-ROM	Jungle Strike
Lost Eden	Maabus
NBA Live '95	Pizza Tycoon
Rise of the Triad	Shadows of Cairn
U.S.S. Ticonderoga	Zorro

## Departments

**Eyewitness:** News, Game Previews, Best-sellers, and more

**Extended Play:** Can a washed-up comedian make a great golf game better? Tom says no way, but finds solace in the skies with the enhanced flying action of *Pacific Air War Gold*.

**The Learning Game:** Heidi discovers that if they lack the right interactive ingredients even the flashiest of children's games can fail to teach.

**Lupine Online:** There's gold in them there online services, and Scott's found the mother lode.

**Peripheral Visions:** Tired of committing keyboard commands to memory? Matt's found a handy solution in two cool new controllers from Suncom.

**Alternate Lives:** Trent goes digging for dirt on Interplay's new roleplaying licenses and comes up with some promising news.

**The Desktop General:** Bill thinks the future looks bright for wargaming, as one of the driving forces behind Avalon Hill's PC game success sets out on his own.

**Sim Column:** Lee takes a look at Domark's exciting *Confirmed Kill*, which may be the ultimate in multi-player air combat.

**Tim's Tech Shop:** Will the need for DOS be eliminated by the new crop of operating systems? Tim answers the questions gamers are asking.

**Strategy Central:** Operators are standing by with thoughtful responses to those gaming emergencies.

## PC GAMER, Vol. 2, No. 7, July 1995

### Cover Story: **The Dig**

It's been a long time in the making, but *The Dig* is finally on its way--and we've got exclusive, in-depth coverage. You know LucasArts has done some impressive work before, but just wait 'til you see this...

### Feature Stories

**Making the Upgrade:** With the plunging prices of computer hardware, tech-head Charles Brannon shows that now, more than ever, is the right time for gamers to upgrade their machines. Here are all your options, explained.

**Beer and Schmoozing in Santa Clara:** Amidst the culture shock and hoopla of the Game Developers Conference, William Trotter tracked down today's hottest designers to discuss the future of gaming.

### Scoops!

**Warcraft II:** Will the war between the orcs and humans ever end? After our first look at the sequel and the brand new gaming engine, we hope not!

**Savage Warriors:** Mindscape's full-fledged assault on fighting games takes you to a savage island filled with head-ripping excitement, bone-crushing opponents, and smooth-scrolling graphics.

**Primal Rage:** Experience the stunning graphics and world-class fighting action of *Primal Rage*, as Time Warner prepares to release this arcade juggernaut on the PC.

## Reviews

Brett Hull Hockey	Clockwerx
Daedalus Encounter	Jagged Alliance
Jewels of the Oracle	Machiavelli the Prince
New Horizons	Pure Wargame
Ravenloft: Stone Prophet	Shanghai: Great Moments
Slipstream 5000	Tony LaRussa Baseball 3
Virtual Pool	X-COM Terror from the Deep

## Departments

**Eyewitness:** News, game previews, the PC Gamer playlist, and more

**Extended Play:** Along with the usual add-ons, Tom tries out a variety of cheat utilities and shares his feelings with the world.

**The Learning Game:** During her annual spring cleaning, Heidi came across a few educational titles that deserve a second look.

**Lupine Online:** The Internet is quickly becoming a very trendy place to be, and Scott's concerned that Pop Culture may destroy the native ecosystem.

**Peripheral Visions:** With a premium driving setup and new 3D controller firmly in hand, Matt wasn't much help this month. He did the column, though...

**Alternate Lives:** Can real-time roleplaying keep the thrill alive? Trent examines the issue and finds great hope in brave new technology.

**The Desktop General:** Fresh from the Game Developers Conference, the DTG gets the low-down on one of the most inventive strategy games of the year.

**Sim Column:** Lee takes a leisurely look at *Gone Fishin'*, then burns some rubber in the latest *NASCAR Racing* add-on.



**Tim's Tech Shop:** Tim finally decided to make use of his library card and found a couple of books that can help turn games into game designers.

**Strategy Central:** The best source for helpful hints, where and when you need them.

**Letters:** Like a beacon in the night, it attracts lonely travelers...

**Next Issue:** Not just the last page in the magazine. It's your roadmap to the future!

## PC GAMER, Vol. 2, No. 8, August 1995

### **Cover Story: The New Face of Gaming: Windows 95 Can It Deliver? A Special 9-Page Investigation**

After months of media hype, waves of press kits, and countless hours of hands-on research, PC Gamer has come to grips with the behemoth that is Windows 95--all in an effort to see if this new Windows can deliver the PC gaming experience you deserve.

### **Feature Stories**

**Dozens of new games previewed at the Electronic Entertainment Expo:** The PC Gamer staff travels to the City of Angels, L.A., to talk, walk, and drink with the industry's finest game developers and publishers as they show off their hottest new products. See which ones made the grade.

### **Scoops!**

**The Pandora Device: Under A Killing Moon 2:** A gumshoe's job is never done. Just ask Tex Murphy, as Access follows up the star-studded *Under a Killing Moon* with an even more amazing new game noir.

**War College:** Think you're the ultimate desktop general? GameTek's latest military sim will have you fighting through history to prove your abilities in some of the greatest battles of all time.

**Fade to Black:** It's the amazing sequel to Delphine's Flashback--and Steve Poole is trying to find out why they refer to it as The Thinking Man's *Doom*.

## Reviews

Alien Virus	Blood Bowl
ECO: East Africa	First Encounters
Full Throttle	H.U.R.L.
Iron Assault	Perfect General II
Power	Sim Tower
Super Karts	Super Street Fighter II Turbo
Tank Commander	Woodruff & Schnibble
Zig Zag	

## Departments

**Eyewitness:** News, Game Previews, the PC Gamer Playlist, and more.

**Extended Play:** Historical sims and wargames take center stage as Tom strives to find add-ons to extend the lives of your favorite games.

**The Learning Game:** The Internet has something for everyone! Join Heidi as she scours this new resource for educational value.

**Lupine Online:** When he returns from his extensive online travels, you can always count on The Wolf to bring back a miscellany of goodies.

**Alternate Lives:** Could the natural progression of mixing virtual reality with traditional RPGs be just what this niche market needs?

**The Desktop General:** The General puts QQP's *Perfect General II* under the microscope, and has a crazy, wonderful flashback.

**Sim Column :** At E3, crowds gathered to compete in multi-player *NASCAR Racing*, thanks to a new online service from Papyrus.

**Tim's Tech Shop:** It's the old contest--PCs vs. Game Systems. And as Tim sees it, the PC's future is looking rosy.

**Strategy Central:** We can help end those gaming blues, with over 20 cheat codes for *Dark Forces*, *Lost Eden* hints, and answers to reader's questions.

## PC GAMER, Vol. 2, No. 9, September 1995

### Cover Story: **Death From Above**

Origin, Jane's, and Electronic Arts join forces to produce a stunning new line of realistic air-combat simulations. We've got the exclusive on this exciting new union, and it seems the world of hard-core flight sims may never be the same.

### Feature Stories

**Running Your DOS Games Under Win 95:** Windows 95 has all sorts of built-in goodies to help you get your DOS games up and running under the new operating system. But just in case you need some help getting started, we've got all the tips you'll need to make Windows 95 your gaming platform of choice.

**The Joys of Sharing:** The shareware phenomenon that exploded with id's *Doom* has tempted many would-be designers with the promise of fame and fortune. We check out this growing field and ask top developers about the pitfalls and benefits of doing it yourself.

## Scoops!

**Caesar II:** Known for more than just his salads, Caesar was responsible for creating a world power from his throne in Rome. And Impressions recreates that experience in vivid detail with *Caesar II*.

**SU27 Flanker:** SSI goes to mother Russia and brings back a flight sim of unparalleled realism, based on the fastest, most powerful fighters the mighty Red Army has ever flown.

## Reviews

Bloodwings: Pumpkinhead's Revenge  
Exploration  
FX Fighter  
Johnny Mnemonic  
Mechwarrior 2  
Orion Conspiracy  
SimTown

Celtic Tales: Balor of the Evil Eye  
Flight Unlimited  
Hi-Octane  
Kingdom: The Far Reaches  
Multimedia Celebrity Poker  
Powerhouse  
Space Quest 6

## Reviews (cont'd)

Star Trek: The Next Generation: A Final Unity  
World Hockey 95

Virtua Chess  
WuKung

## Departments

**Eyewitness:** Industry news, game previews, the PC Gamer playlist, and more

**Extended Play:** Tom goes on a *Magic Carpet* ride, evaluating the latest expansion disc from Bullfrog.

**The Learning Game:** The educational software scene is full of poor titles, but Heidi finds there's a few gems that demand parents' attention.

**Lupine Online:** Feel like surfing the net, but don't know how to find the beach? Scott takes a look at some reference materials that can help.

**Alternate Lives:** Can computer games benefit from the boardgame titles of the Games Workshop? Trent thinks so.

**The Desktop General:** The autumn months look great for wargamers, with a number of notable titles on the way. General Trotter sums up the best of the crop.

**Sim Column:** Lee chats with the creator of Maxis' popular line of Sim titles and gets the lowdown on what's in store for fans of the line.

**Tim's Tech Shop:** Tim takes a look at the current state of memory and offers some advice to gamers.

**Strategy Central:** A month's worth of *X-COM: Terror from the Deep* and *Ecstatica* tips, plus *Rise of the Triad* cheats, and more!

## PC GAMER, Vol. 2, No. 10, October 1995

### Cover Story: **Quake**

Under a shroud of secrecy, the makers of *Doom* have been hard at work creating their latest and greatest first-person action game--*Quake*. As the project nears completion, we travel to Mesquite, Texas, home of id Software, to bring you the first word--and the first pictures--of this soon-to-be-released megahit. Join us on an odyssey of great gaming, beef ribs and country western honky-tonks--all the things our Texas brethren know how to do so well.

### Feature Stories

**Terra Nova:** With a track record that consists of innovative titles like *Ultima Underworld I and II*, *System Shock*, and *Flight Unlimited*, Looking Glass Technologies has already proven they're a force to be reckoned with. And as they begin putting the final touches on their futuristic action-adventure, *Terra Nova*, it looks like the team at LGT are leading a spearhead assault in a strange and wonderful new world.



## Scoops!

**Zone Raiders:** In the future, hot-rod rebels will race for survival in hopped-up hovercars. Virgin's *Zone Raiders* puts you in the driver's seat of these powerful machines in a fun-filled race-and-kill game.

**The Age of Rifles :** It's the third installment of SSI's *Wargame Construction Kit* series, this time with a focus on turn-of-the century warfare. Explore the tactical intricacies of *The Age of Rifles*.

**Ripper:** When Jack the Ripper, notorious serial killer of the 19th Century, is unleashed on the weary citizens of 20th century New York, it'll take a keen mind to bring him in. You're a reporter hot on his trail in Take 2 Interactive's latest graphic adventure.

## Reviews

Atari 2600 Action Pack 2

APBA Baseball for Windows

Buried in Time: The Journeyman Project 2

Casino Deluxe

Hodj 'n' Podj

Apache

BC Racers

C.E.O.

D-Day: America Invades

Mirage

## Reviews (cont'd)

Mortal Kombat 3

Paparazzi! Tales of Tinseltown

Savage Warriors

Tyrian

NFL Pro League Football

Sail Simulator

Terminal Velocity

## Departments

**Eyewitness:** Industry News, Game Previews, the PC Gamer Playlist, and more.

**Extended Play:** Tom finds happiness at sea, now that Harpoon II Deluxe and its mission editor have arrived.

**The Learning Game:** No luck finding new educational titles? You may have gems hidden right under your nose.

**Lupine Online:** Scott zips up his spacesuit for a Cyberspace tour to uncover the good stuff on the information cattle-path, er, highway.

**Alternate Lives:** Trent takes a look at how RPGs have evolved through a love-hate relationship between PCs and cartridge machines.

**The Desktop General:** The General cleans off his desk and comes up with some interesting tidbits for wargamers.

**Sim Column:** What does the future hold for sports sims? Lee lets us in on the latest developments.

**Tim's Tech Shop:** Tim examines the chipset, the most misunderstood part of your PC's motherboard.

**Strategy Central:** Strategy Central takes an action-packed turn this month, with *Full Throttle*, *FX Fighter*, *Street Fighter II Turbo* and more.

**Letters:** We get down and dirty with our readers for intimate, one-on-one conversations about life, love, and the pursuit of happiness.

**Next Issue:** Where our fragile hopes and dreams are exposed as we gaze into the future.

## PC GAMER, Vol. 2, No. 11, November 1995

### Cover Story: **The Sequel to the Award-Winning Star Trail: Shadows Over Riva**

It's the game roleplaying fans have been talking about all year, the long-awaited final chapter in Sir-tech's *Realms of Arkania* trilogy. Tom McDonald got an exclusive tour of the project, and thinks it may well be the best of the three.

### Special Section: **The Reviews of 1995**

We know you love the wit and camaraderie of PC Gamer, but what really matters most is good, solid buying information. So here it is, 177 of the year's most honest reviews.

### Feature Stories

**Bethesda Softworks: The Little Giant:** Every small software company dreams of creating that one title that rockets them to prominence; Bethesda achieved the dream with *The Elder Scrolls: Arena*. Now the sequel, *Daggerfall*, is poised for release--making this the perfect time to find out what else this little giant has in the works...

## Scoops!

**The Beast Within: A Gabriel Knight Mystery:** Schattenjager! It's not a liqueur, it's a investigator of the supernatural--the role Gabriel plays as he flies to Munich to solve a series of mutilation murders believed to be the work of werewolves. It's an oh-so-scary and gothic adventure from Sierra.

**Descent to Undermountain:** The Doom-Killer returns, as Interplay's *Descent* engine takes on the world of TSR's AD&D. This should be interesting...

**Battles in Time:** The Future. Man has forgotten how to wage war, and aliens are on the doorstep. The only hope for survival lies in time travel, and the warriors of the past.

## Reviews

Across the Rhine  
Brutal: Paws of Fury  
Custer's Last Command

Ascendancy  
Command & Conquer  
Dungeon Master II: The Legend of  
Skullkeep

Eastern Mind: The Lost Souls of Tong  
Nou

Fade to Black

## Reviews (cont'd)

Heroes of Might & Magic  
The Last Dynasty  
Need for Speed  
Pitfall: The Mayan Adventure  
Qwirks  
Thunderscape  
Witchaven

The Last Bounty Hunter  
Mordor  
Phantasmagoria  
Prisoner of Ice  
Robot City  
Ultimate Football '95

## Departments

**Eyewitness:** Industry News, Game Previews, the PC Gamer Playlist, and more.

**Extended Play:** Tom takes a look at EA's *Marine Fighters*, plus a bunch of game bundles.

**The Learning Game:** Heidi's found a few gems that really tote the note for those late preschooler years.

**Lupine Online:** Michael Jackson and MTV turn the Internet into the Information Cattle Path.

**Peripheral Visions:** Dan couldn't get enough of Suncom's joystick, so he took over this column to justify keeping it for himself.

**Alternate Lives:** A good crop of RPGs has our chameleon-haired columnist doing a lot of playing.

**The Desktop General:** Always on top of the wargaming market, our General pries some info out of SSI about *Allied General*, the sequel to *Panzer General*.

**Sim Column:** Lee focuses on Interplay's new VR sports line.

**Tim's Tech Shop:** See why *DirectDraw* will have game developers switching from MS-DOS to Win 95 in droves!

**Strategy Central:** Get a dose of *ST:TNG: A Final Unity*, *Mechwarrior 2* and *Terminal Velocity* cheats, plus *System Shock* and other game tips!

**Letters:** It's OK, Chad. You can be yourself here; we all understand...

**Next Issue:** See the future! Our psychics are standing by now to take your calls...

## PC GAMER, Vol. 2, No. 12, December 1995

### Cover Story: **Holiday Extravaganza**

'Tis the season to be jolly, and what could make you more jolly than a great, big holiday gift guide from your friends at PC Gamer? Join us as we take a look at the hottest games of 1995; review some of the best in hardware, from joysticks to virtual reality; and examine the coolest multimedia CD-ROMs we could get our hands on. All this, plus twenty previews of the newest games for the holidays, should keep you busy until the new year!

### Features

**Star Control 3:** It's been several years in the making, but Accolade is finally bringing us the next chapter in the *Star Control* saga with *Star Control 3*. Will it be as big a hit as its predecessor? Find out as Tom McDonald goes behind the scenes of this long-awaited sequel.

**The Treasures of Sierra On-Line:** It's the biggest, baddest PC gaming company in the world. But how did it get there, and where are they going? Steve Poole examines Sierra's recent history and gives us a tantalizing look at what they've got in the works for 1996.

## Scoops!

**Pax Imperia 2:** The creators of Warcraft take us into the final frontier with a sprawling game of galactic conquest.

**Nemesis:** Its subtitle says it's " Wizardry Adventure." What else do computer roleplayers need to know?

**Wooden Ships and Iron Men:** After too long a dry spell, the age of buccaneers and broadsides returns to the PC with the first serious age-of-sail wargame in almost a decade.

## Reviews:

3-D Ultra Pinball for Windows	Battle Beast
Capitalism	Chaos Control
Crusader: No Remorse	Dagger's Rage
Dust: A Tale of the Wired West	Empire II: The Art of War
Endorfun	FIFA Soccer '96
Fury3	In The First Degree
Magic Carpet 2	Monopoly CD-ROM
NHL '96	Panthers in the Shadows

## Reviews (cont'd)

PGA Tour '96	Primal Rage
The Riddle of Master Lu	The Skins Game at Bighorn
Silent Steel	Solitaire Deluxe for Windows
Steel Panthers	Under Pressure
Werewolf vs. Comanche	Wingnuts

## Departments

**Eyewitness:** Industry News, Game Previews, the PC Gamer Playlist, and more.

**Extended Play:** Tom looks at some newly enhanced CD-ROMs and interfaces with his computer.

**The Learning Game:** When Heidi's wishes are granted, it means superb software for children of all ages.

**Lupine Online:** Leave it to Scott to find the wackiest web sites out there, just in time for the holidays.

**Peripheral Visions:** Dan looks at the SideWinder 3D Pro, the first joystick from the people who gave us DOS and Windows.

**Alternate Lives:** Could computer RPGs be smarter? Our roleplaying guru looks at advances in AI.

**The Desktop General:** The General looks into the confusion surrounding wargaming giant Avalon Hill.

**Sim Column:** If you thought 1995 was a slow year for simulation games, Lee has good news.

**Tim's Tech Shop:** Tim takes a look at the ins and outs of digitized, full-motion video.

**Strategy Central:** There's something for everyone this month, with tips on Origin's: *Crusader No Remorse*, *Prisoner of Ice*, *Tyrian*, and more.

**Letters:** When snow blankets the land and roving bands of carolers menace the neighborhoods, it's nice to hear from your friends.



## PC GAMER, Vol. 3, No. 1, January 1996

### Cover Story: **Ultimate Strategy Guide**

Frustrated by the Nod in *Command & Conquer*? Is your business consistently failing in *Capitalism*? Well, you've come to the right place. We've brought in the experts on the top games to give you the tips, hints, and strategies you'll need to reign supreme.

### Features

**F-16 Fighting Falcon:** This new air combat simulation from the creators of *Apache* is poised to give *Falcon 4.0* a run for its money. Will it achieve air superiority?

**Gaming in the 3rd Dimension (part 1):** Everyone's talking about 3D accelerator video cards, but what are they? How do they work? And do you need one?

## Scoops!

**Dungeon Keeper:** Sure, you can enter a dungeon and fight evil goblins and ghoulies anytime, but how many games put you in *control* of the labyrinth?

**Battleground: Gettysburg:** TalonSoft, creators of the excellent *Battleground: Ardennes*, have turned their considerable talents toward the bloodiest war in American history.

**Destruction Derby:** Smash'em, bash'em, and trash'em. Here's a driving game that lest you do all those things you with you could get away with in real life.

## Reviews:

Caesar II	Star Rangers
3D Lemmings	Wetlands
Entomorph	Battles in Time
Ecco the Dolphin	SimIsle
Abuse	Battleground:Ardennes
Burn Cycle	HardBall 5
Pinball Illusions	I Have No Mouth, and I Must Scream
Fighter Duel	CyberBykes:Shadow Racer VR
Breach 3	Millenia: Altered Destinies

## Departments

**Eyewitness:** Industry News, Game Previews, the PC Gamer Playlist, and more.

**Extended Play:** Tom discovers the beauty hidden beneath the refined complexity of QQP's *The Perfect General II* editor.

**The Learning Game:** Heidi explains how a little misdirection can make an educational program fun.

**Lupine Online:** When technology rubs Scott the wrong way, keep him away from firearms.

**Alternate Lives:** Origin plans to bring the Ultimate universe online, and Trent gives us the inside

**The Desktop General:** Bill challenges the gaming industry to create the perfect Civil War game and offers some suggestions of his own.

**Sim Column:** Is the future of online dogfighting up in the air? Lee gives us the latest news on *Confirmed Kill*.

**Tim's Tech Shop:** Where's IBM's Power PC? Tim examines the conspicuous absence of a system that could have been a major contender.

**Strategy Central:** What, the Ultimate Strategy Guide wasn't enough? Well, if you really want more, we've got cheats and tips on *MechWarrior 2*, *Raptor*, and even the whole *Wing Commander* series.



