

**Intercom label text (centered on labels)**

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*Disc Editor - Joe*

*Tech Support - Mike*

*Web Master - Jason*

*Managing Editor - Lisa*



*Graphic Artist - Dean*

## Magazine Subscription Info

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**Notepad text -- first topic goes on the cover page, may want to leave blank**





**List of possible suspects**

**Frears** -- Denied job on art staff.

**Torgo** -- Creepy guy. Came to office under suspicious circumstances.

**Livingston** -- Freakin' Animal lover

**Furthelman** -- Application denied. Still bugs us.

**Woo** -- Some strange old man that's been hanging around the alley.

# INDIAN HEAD

## *Notes of a Dirty Clothes Cleaner*

I first saw her as she walked towards the laundromat. She was a vision, her long auburn hair blowing in the breeze flowing over her camel hair blazer, which with proper cleaning should last her a lifetime. As she turned the corner I noticed a distant look in her eyes and a yellow spot on her white blouse that could

easily be removed at my dry cleaners for only \$1.50. If only she knew.

I feared she had other blouses with other stains in her laundry basket. Does she know how to presoak and sort properly? The thought of her destroying her garments sent a chill down my spine. Those poor defenseless clothes, they'd never again drape her body in so fine a way. Do I risk approaching her? Should I be so bold?





**Top Ten Text**



## **PC- Gamer Top Ten List**

We review 'em, we rate 'em and yes, we play the heck out of 'em. Here are the games most played in the office of late.

**Beavis & Butthead**/Everybody

**The Dig**/Todd,Dan,Lisa

**Crusader: No Remorse**/Todd, Dan

**Command & Conquer**/Mike, Jason, Dean

**Indy Car 2**/Dean, Jason

**Wing Commander IV**/Everybody

**NHL '96**/Todd, Jason

**Heroes of Might & Magic**/Joe, Matt, Beth

**Descent 2**/Dan, Mike

**Hexen**/Jason, Dean, Lisa

**Letter from the Editor text**

*My Dearest Clementine,*

*Everybody's all upset around here since our monkey, Rikits, was kidnapped. Everyone but me, that is. Just got my new hair plugs in place when that dal-garned monkey jumped on my head and started pulling them out. And that hurts! Not that I need any plugs, it's just that Shatner, he looks so good with them, thought I'd give it a try. But he's so cute I can't stay mad at him for long. Same goes for the monkey.*

*I'd better get on the stick and find out who kidnapped Rikits or no one will get any work done around here. It's hard enough to get anyone to work with that new Command & Conquer demo on the Jukebox.*

*I made a list of possible suspects, but I seem to have misplaced my notebook. I'm sure it'll show up somewhere in this office.*

*Stay in touch. You can write me here at work. The address is:*

*PC Gamer Magazine  
1350 Old Bayshore Hwy  
Suite 210  
Burlingame, CA 94010*

*I'd love to hear from you. And let me know how you feel about that new demo CD you received.*

**Jukebox category titles (centered vertically and horizontally on labels)**

**DOS**  
**games**

**Windows  
games**



**Win '95  
games**

**Bug  
Patches**

**WADS &  
add-ons**

**Online  
Services**

# Worms

## **Worms**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Worms*?

# Command & Conquer

## **Command & Conquer**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Command & Conquer*?



# Command & Conquer

## **Command & Conquer**

To run *Command & Conquer*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please don't change the default directory when the game installs. If you do change the install path, you can still run the game from Windows.

Are you ready to begin your demo of *Command & Conquer*?

Wipeout

## **Wipeout**

This demo will run directly off the CD from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To run this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **WIPEOUT** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to begin *Wipeout*?

# Maurice Ashley Teaches Chess

## **Maurice Ashley Teaches Chess**

To run *Maurice Ashley Teaches Chess*, click on the **YES** button below. This will install and run the game automatically.

Are you ready to begin your demo of *Maurice Ashley Teaches Chess*?

## Fantasy General

## **Fantasy General**

This demo will run directly off the CD from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To run this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Fantasy General*?



## Knight Moves

## **Knight Moves**

To run *Knight Moves*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please don't change the default directory when the game installs. If you do change the install path, you can still run the game from Windows.

Are you ready to begin your demo of *Knight Moves*?

Tempest 2000

## **Tempest 2000**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Tempest 2000*?

## Fighter Duel

## **Fighter Duel**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Fighter Duel*?

Expect No Mercy

## **Expect No Mercy**

To run *Expect No Mercy*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please don't change the default directory when the game installs. If you do change the install path, you can still run the game from Windows.

Are you ready to begin your demo of *Expect No Mercy*?



# Extreme Pinball

## **Extreme Pinball**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Extreme Pinball*?

Mission Critical

## **Mission Critical**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Mission Critical*?

NHL '96

## **NHL '96**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *NHL '96*?

# Into the Void

## **Into the Void**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Into the Void*?



## IndyCar Racing 2

## **IndyCar Racing 2**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *IndyCar Racing 2*?

# The Hive

## **The Hive**

To run *The Hive*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please don't change the default directory when the game installs. If you do change the install path, you can still run the game from Windows.

Are you ready to begin your demo of *The Hive*?

Thexder

## **Thexder**

To run *Thexder*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please don't change the default directory when the game installs. If you do change the install path, you can still run the game from Windows.

Are you ready to begin your demo of *Thexder*?

Darkseed II

## **Darkseed II**

To run *Darkseed II*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please don't change the default directory when the game installs. If you do change the install path, you can still run the game from Windows.

Are you ready to begin your demo of *Darkseed II*?



Comix Zone

## **Comix Zone**

To run *Comix Zone*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please don't change the default directory when the game installs. If you do change the install path, you can still run the game from Windows.

Are you ready to begin your demo of *Comix Zone*?

Comix Zone

## **Comix Zone**

To run *Comix Zone*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please don't change the default directory when the game installs. If you do change the install path, you can still run the game from Windows.

Are you ready to begin your demo of *Comix Zone*?

America Online

## **America Online**

America's most popular online network, with full Internet capabilities.

By clicking the **YES** button below, America Online will automatically install and setup on your PC. For future use, just click on the America Online program group in Windows.

Are you ready to begin *America Online*?

## GNN (Global Network Navigator)

## **GNN (The Global Network Navigator)**

*GNN*, the Global Network Navigator, provides all the tools you need to take full advantage of the Internet.

By clicking the **YES** button below, *GNN* will automatically install and setup on your PC. For future use, just click on the *GNN* program group in Windows.

Are you ready to begin *GNN*?



## Notes on Using Patches

## **Notes on Using Patches**

All patches are located in the **IPATCHES** subdirectory on the CD. To use a patch, you'll need to exit our **PC Gamer** frontend and copy the patch to the directory on your Hard Drive where that game resides.

Click on the name of the game for the patch you are interested in using from the Jukebox. A message will appear giving you the exact filename of the patch and a description of what the patch does.

Further information about these patches can be found in the magazine under the **Extended Play** column by **Tom McDonald**.

Press **CANCEL** to return to the Jukebox.

Apache

## ***Apache by Interactive Magic***

Filename: **APACHE1.ZIP**

Description: Addresses the problems with the preferences screen and “invincible” mode. (No modem fixes in this patch.)

All patches are located in the **VPATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **APACHE1.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Cactus League Pro BBall

## **Cactus League Pro Bball by Cactus**

**Filenames:** 67-68FIX.ZIP, 64-65FIX.ZIP, 54-55.ZIP

**Description:** For 1967-68, 1964-65, and 1954-55 team disks. These are separate patches to correct stats and other data.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **67-68FIX.ZIP**, **64-65FIX.ZIP**, and **54-55FIX.ZIP** files must be unzipped using the utility **PKUNZIP** (not provided with this CD).

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Command & Conquer

## **Command & Conquer by Virgin**

Filenames: **CCEDIT.ZIP & C&C-MISS.ZIP**

Description: **CCEDIT** Allows editing of weapon payload for infantry, vehicles and structures, infantry and vehicle costs, structure costs, structure power requirements and power production, structure and unit hit points, stealth capabilities of vehicles, vehicle firepower, unit and structure ownership, unit and structure technical levels. **C&C-MISS** allows you to choose any mission for both sides

If you click on **YES** below, you will exit to DOS. When you are finished, type WIN at the DOS prompt and you'll return to the Jukebox.



Flight Unlimited

## **Flight Unlimited by Looking Glass**

Filename: **FUPAT201.EXE**

Description: Fixes non-recognition of joysticks and joystick calibration, calibrating the hat for the Thrustmaster joystick, Matrox video card and Virtual IO Glasses problems, and "Divide Overflow" error.

All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Heroes of Might & Magic

## **Heroes of Might & Magic by New World**

Filename: **HPATCH.EXE**

Description: "Should" fix some problems with modem connects and some random crashes.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

## MechWarrior II

## **MechWarrior by Activision**

Filenames: **MW2VFX12.EXE & BTTLMSTR.ZIP**

Description: **MW2VFX12** fixes VFX1 support. **BTTLMSTR** attempts to fix the spelling error that prevents you from using the "Enzo" cheat. Not an Activision patch!!!

All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **BTTLMSTR.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

## Riddle of Master Lu

## **Riddle of Master Lu by Sanctuary Woods**

Filename: **RIDPATCH.ZIP**

Description: Removes the 100 room limitation which causes the "Fatal Error" and "player\_enters\_scene()" errors near the end of the game.

All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **RIDPATCH.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.



# Steel Panthers

## **Steel Panthers by SS!**

Filename: **STEEL11.EXE**

Description: General Maintenance Patch.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

## Tiger on the Prowl

## Tiger on the Prowl by HPS

Filename: **TOP\_126.ZIP**

Description: Fixes all known problems and improves some AI functions.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **TOP\_126.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Ultimate Football '95

## **Ultimate Football '95 by Accolade**

Filename: **ULTPAT.ZIP**

Description: Corrects the "CD NOT FOUND" problem.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **ULTPAT.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

## Virtual Pool

## **Virtual Pool by Interplay**

Filename: **VPOOL166.ZIP**

Description: Allows VP to use any IRQ set to 10 or above.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **VPOOL166.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.



## Warlords II Deluxe

## Warlords II Deluxe

Filename: **W2D223.ZIP**

Description: Latest general maintenance patch.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **W2D223.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

## Patches: How To

All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

For example, if the name of the patch is **APACHE1.ZIP** and your **CD-ROM** drive is **D:**. You would go to your **D** drive and type **CD\PATCHES**. Then copy the **APACHE1.ZIP** file to the directory on your Hard Drive where the Apache program resides.

When a patch has the **ZIP** extension, it will need to be unzipped using **PKUNZIP** (not provided with this CD).

## Notes on Using Add-on Levels

### **Notes on Using Add-on Levels**

We have add-on levels (often referred to as WADS) for the following games: **DOOM2**, **HERETIC**, **HEXEN**, **DESCENT**, **WARCRAFT**, and **THE PERFECT GENERAL 2**. Click on the game you're interested in and you'll receive information on the exact filename and where the file is located on our CD. The file will need to be copied to your Hard Drive where the full version of the game is located.

Further information about installing these levels can be obtained at the Tech Support Monitor.

Press **CANCEL** to return to the Jukebox.

DOOM 2 EVILDOG WAD

## **DOOM 2 Evildog WAD**

Filename: **EVILDOG.WAD**

**DOOM 2** levels are located in the **\DOOM** directory on the CD. Each level must be copied to the **DOOM** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\DOOM** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox



DOOM 2 CTRL\_57 WAD

## **DOOM 2 Ctrl\_57 WAD**

Filename:   **CTRL\_57.ZIP**

**DOOM 2** levels are located in the **\DOOM** directory on the CD. Each level must be copied to the **DOOM** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\DOOM** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox

Heretic Smudge WAD

## Heretic Smudge Wad

Filename: **SMUDGE.ZIP**

**HERETIC** levels are located in the \HERETIC directory on the CD. Each level must be copied to the **HERETIC** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the \HERETIC directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox

# Heretic Claws WAD

## **Heretic Claws Wad**

Filename: **CLAWS.ZIP**

**HERETIC** levels are located in the **\HERETIC** directory on the CD. Each level must be copied to the **HERETIC** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\HERETIC** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox

Descent Dark1 Level

## **Descent Dark1 Level**

Filename:   **DARK1.ZIP**

**DESCENT** levels are located in the **\DESCENT** directory on the CD. Each level must be copied to the **DESCENT** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\DESCENT** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox



Descent Mag3 Level

## **Descent Mag3 Level**

Filename: **MAG3.ZIP**

**DESCENT** levels are located in the **\DESCENT** directory on the CD. Each level must be copied to the **DESCENT** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\DESCENT** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox

Hexen Hexenfrg WAD

## Hexen Hexenfrg WAD

Filename: **HEXENFRG.ZIP**

**HEXEN** levels are located in the **\HEXEN** directory on the CD. Each level must be copied to the **HEXEN** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\HEXEN** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox

Hexen HxMorgue WAD

## Hexen HxMorgue WAD

Filename: **HXMORGUE.ZIP**

**HEXEN** levels are located in the **\HEXEN** directory on the CD. Each level must be copied to the **HEXEN** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\HEXEN** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox

# Perfect General 2 Beach Party

## **The Perfect General 2 Beach Party Level**

Filename: **PG2BEACH.ZIP**

**The Perfect General 2** levels is located in the **\PATCHES** directory on the CD. Each level must be copied to the **PERFECT GENERAL 2** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\PATCHES** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox



## Warcraft Torture Level

## **Warcraft Torture Level**

Filename: **TORTURE.ZIP**

**Warcraft** levels are located in the **\WARCRAFT** directory on the CD. Each level must be copied to the **WARCRAFT** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **WARCRAFT** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox

## Warcraft Hostage Level

## **Warcraft Hostage Level**

Filename: **HOSTAGE.ZIP**

**Warcraft** levels are located in the **\WARCRAFT** directory on the CD. Each level must be copied to the **WARCRAFT** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **WARCRAFT** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox

**Personnel drawer pages**

## **Suspect No. 1**

**Pluggy Frears** -- Along with his brother, Hurley, writes a rather lame comic strip. He was trying to schmooze his way onto our art staff, but one look at his comics blew any chance he had. Though one of his comics did display an advanced knowledge of monkeys.

## **Suspect No. 2**

**Torgo** -- No first name -- a rather twisted, slow-talking individual with very large knees. Approached our receptionists desk mumbling something about wanting to buy some Mentos. I guess he thought we were a convenience store, but when Rikits hopped on his knees, he seemed to develop an almost childlike fascination with the monkey.

## **Suspect No. 3**

**George G. Furthelman** -- Applied for a job once, years ago. Still calls sometimes -- annoying voice!  
Might be upset that we used our budget to buy Rikits rather than hire him.



## **Suspect No. 4**

**Sam Lee Livingston** -- World traveler and animal lover. Met him recently at a local fund raiser. When I mentioned Rikits, he went on a vitriol about keeping wild animals captive. And that pith helmet seemed awfully out of place.

## **Suspect No. 5**

**Mr. Woo** -- Wise old man that hangs out in the alley at times. Knows that monkeys will eat babies if they get the chance. Also knows an ancient Chinese secret for cleaning shirts. Something odd about him.



