

**Text for the Review Index table in the file cabinet**

Welcome to the PC Gamer Review Index! This is an index of all the games we've ever reviewed. That's right -- every game that's been reviewed in PC Gamer is here. We hope this will make it easier for you to get the info you need when making your game-buying decisions. This rundown of all the games we've covered (up until the current issue), comes complete with the Publisher Info, Highs, Lows, Bottom Line and Rating for each game. Enjoy!

And just so you know how we do things around here, take a look below to see how we rate our games.

**100%-90% CLASSIC:** Not many games can earn a rating over 90%, and even fewer can approach the magic 100. Anything that we rate over 90% is an instant classic--a game that's truly significant in both content and design, and one that we'd recommend without reservation to anyone interested in PC gaming.

**89%-80% EXCELLENT:** These are excellent games. Anything that scores in this range is well worth your attention, though it may not make any significant advances over its rivals. Also, some genuine benchmark games of decidedly specialist taste will fall into this area--it may be the best 7th Cavalry simulation on the market, but not all of us want to relive Little Bighorn.

**79%-70% VERY GOOD:** These are pretty good games, which we would recommend to fans of the particular genre--although it's a safe bet that there are probably better games out there.

**69%-60% GOOD:** A reasonable, above-average game. It may be worth buying, but probably has a few significant flaws that keep it from earning a higher rating.

**59%-50% FAIR:** Very ordinary games. Not completely worthless, but not a very good way to spend your gaming dollar, either.

**49%-40% BELOW AVERAGE:** Poor quality. Only a few, slightly redeeming features keep them from falling into the abyss of the next category...

**39%-0% DON'T BOTHER:** Just the terrible games--and the lower you go, the worse they get. Avoid these titles like the Plague--and don't say we didn't warn you!

1830:  
Railroads &  
Robber  
Barons  
June '95

Avalon Hill, 4517  
Hartford Road,  
Baltimore, MD  
21214, (410) 254-  
9200

A unique and  
entertaining  
approach to familiar  
subject matter.

The design is too  
focused; it doesn't  
allow the free-  
wheeling, open-  
ended gameplay it  
could.

A well-executed  
and entertaining  
game that sticks  
too close to its  
boardgame  
origins.

80%

-----  
Don't forget to  
call George  
Furthelman  
-----

-----  
Mr. Furthelman's  
phone number is  
74548  
-----

1942: Pacific  
Air War  
May/June '94

MicroProse  
180 Lakefront  
Drive  
Hunt Valley, MD  
21030  
(800) 879-7529

Great graphics;  
optional tactical  
control of carrier  
battle; lovely details.

Demanding  
hardware  
requirements for  
high graphic  
settings; thin sound  
effects.

A great simulation  
that both novice  
and veteran PC  
pilots can enjoy.

95%



3-D Ultra  
Pinball  
December '95

Sierra  
P.O. Box 3404,  
Salinas, CA  
93912  
(800) 757-7707

Great graphics;  
innovative table  
design gives more  
bang for the buck.

3-D Ultra Pinball's  
physics model may  
be too forgiving for  
pinball purists.

A fun alternative to  
traditional pinball  
simulations, and a  
great way to spend  
an afternoon.

86%

3D Lemmings  
January '96

Sony Interactive

A great new look,  
plenty of control  
options, and lots of  
levels that'll keep  
you busy for weeks.

The controls may  
be a little awkward,  
even for die-hard  
Lemmings fans.

3D Lemmings is  
an addictive  
puzzler that's a bit  
out of the norm.

91%



5th Fleet January '95	Avalon Hill, 4517 Hartford Rd., Baltimore, MD 21214, (410) 254- 9200	Ease of play masks the depth of authentic data in this game. Exciting scenarios; crisp graphics.	Lovers of high-tech micro-management, a la Harpoon, may find it too streamlined.	An elegant conversion of a board-gaming classic; a must- have for fans of naval war who relish action above all other elements.	<b>85%</b>
--------------------------	--	---	--	--	------------

Abuse January '96	Crack.dot.com Austin, TX (800) 810-0022	Great design, lots of hidden goodies, and built-in level editor.	The interface takes some getting used to, so you won't be hooked right at first.	One of the most enjoyable shooters of the year.	
----------------------	---	---	---	---	--

**88%**



Aces of the Deep February '95	Sierra, 3380 146th Place SE, Suite 300, Bellevue, Washington 98007, (800) 757- 7707	When everything works right, AOD is dramatic and convincing.	Everything might not work right all the time. In places, the graphics are disappointing.	Aces of the Deep is a worthy, ambitious, and detailed submarine simulation.	
-------------------------------------	---	---	--	---	--

**82%**

Activision Atari 2600 Action Pack May '95	Activision, 11801 Willshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473- 9200	Perfect recreations of some genuine gaming classics; killer nostalgia- fodder.	The games themselves just aren't as much fun as I remember them. They're simplistic and repetitive.	Don't buy it for the games, but do buy it for the memories it'll evoke.	
--	---	--	---	--	--

**68%**

Activision Atari 2600 Action Pack 2 October '95	Activision, 11801 Willshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473- 9200	Happy reminders of good days gone by; some truly classic games.	Bafflingly slow performance; some agonizing reminders of how bad some of these games really were.	If you're willing to time-warp back a dozen years, get it. If not, stay away.	<b>66%</b>
--	---	--	--	--	------------

Aegis: Guardian of the Fleet July '94	Time-Warner Interactive Group, 2210 Olive Ave., Burbank, CA 91506, BBS: 1- 818-295-6730	A realistic but manageable sim of one of the world's most sophisticated ships.	Maybe too high- tech for some; the lack of full-screen battle images mutes the intensity.	Easier to get into than Harpoon, perfect for players scared off by that game's complexity.	<b>85%</b>
--	--	--	---	--	------------

Air Havoc Controller January '95	Trimark Interactive, 2644 30th Street, Santa Monica, CA 90405, (310) 314- 2000	Truly beautiful 3-D animations and realistic stereo sounds.	No provision for saving or restoring scenarios; little variation in gameplay.	AHC's outstanding graphics and sound make it stand out from the crowd.	<b>75%</b>
--	---	--	---	--	------------

Al-Qadim: The Genie's Curse July '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	The game's series of simple challenges makes it accessible to beginning players.	The series of simple challenges isn't very likely to satisfy experienced players.	Good for the young set, maybe ages 8-11, as an introduction to the world of fantasy RPGs.	<b>76%</b>
---	--	--	---	--	------------

Alien Breed May/June '94	MicroLeague, 1001 Millersville Road, Lancaster, PA 17604, (717) 872-6567	Delivers plenty of fun.	Not much variety involved.	A good, solid shooter lacking in the razzle-dazzle, but full of solid no- brain game play.
-----------------------------	--	----------------------------	-------------------------------	--

**75%**

Alien Legacy August '94	Sierra On-Line, 3380 146th Place SE, Suite 300, Bellevue, Washington 98007, (800) 757- 7707	Smooth and challenging with solid graphics and an intriguing storyline.	The same things occur every time you play, so it can get too easy to cheat the fates.	A fresh new feel in strategy gaming-- although the straight-arrow storyline that makes it fresh also hurts replay value.
----------------------------	---	---	---	--

**80%**

Alien Odyssey February '96	Philips Media Inc., 10960 Wilshire Blvd., Los Angeles, CA 90024 (800) 340-7888	Nice graphics and environments; good sound effects.	Enemies are weak and uninspired. The gameplay is confusing, and only moderately challenging.	The game would be a winner if it stuck with one style.
----------------------------------	---	---	---	---

**70%**

Alien Virus August '95	Vic Tokai, 22940 Lockness Avenue, Torrance, CA 90501, (310) 326- 8880	Crisp hi-res graphics; simple point-and-click interface.	Very slow gameplay. You're a space-age locksmith, trying to open doors just to play the game.	The puzzles aren't very challenging, and there's little else to hold your interest	<b>59%</b>
---------------------------	---	---	--	--	------------

Aliens February '96	Mindscape, 88 Rowland Way, Novato, CA 94945 (415) 897-9900	Great graphics and cut scenes	Extremely weak voice acting and dialog; timed puzzles make most of the game unnecessarily frustrating.	A troubled and disappointing adventure for only the most patient gamer.	<b>59%</b>
------------------------	--	----------------------------------	--	---	------------

Alone in the Dark 2 May/June '94	I-Motion, 1333 Ocean Avenue, Suite J, Santa Monica, CA 90401, (800) 443- 3386	Fantastic graphics and gameplay sure to please all but the most jaded gamer.	Alone 2 lacks the same eerie atmosphere and devious puzzles that made the original game such a hit in the first place.	A great game, superior to the already excellent original in all but atmosphere.	<b>85%</b>
--	--	---	---	---	------------

Alone in the Dark III May '95	I-Motion, 1333 Ocean Avenue, Suite J, Santa Monica, CA 90401, (310) 576- 1888	Fluid motion; inventive puzzles and gameplay; and good atmosphere.	Finding a good shooting angle is tough; it's still just Alone in the Dark.	A rip-snorting good horror western, with the right blend of chills, humor, action, and puzzles.	<b>88%</b>
-------------------------------------	--	---	---	--	------------





Anyone For Cards? January '95	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131, (305) 373-7700	A wide variety of card games to choose from, many not available in other Windows game packs.	The price (\$49.95) seems a bit steep considering the overall quality of the game.	A decent CD if all you're after is the occasional game of cards.
----------------------------------	--	--	--	--

75%

Apache October '95	Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709, (919) 461-0722	Terrific flight model; countless options and missions; great gameplay.	Explosion graphics could be more impressive.	A flight game with broad appeal: Everyone from arcade players to sim hounds should delight in it.
-----------------------	---	--	--	---

95%



APBA Baseball for Windows October '95	Miller Associates, 11 Burtis Avenue, Suite 200, New Canaan, CT 06840, (203) 972-0777	Harwell's play-by-play; great SFX; realistic replays.	Somewhat clumsy integration among the game's modules.	Digital commentary has all the wonder the national pastime had when it was the national pastime.
---	--	---	---	--

90%



Archon Ultra May/June '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	Modem play; strategically challenging.	Very picky about sound cards and mouse drivers.	The combination of strategy and arcade sequences give it great replay value.
------------------------------	--	--	---	--

76%

Armored Fist February '95	NovaLogic, 19510 Ventura Boulevard, Suite 200, Tarzana, CA 91356, (818) 880- 1997	Good mission editor and some entertaining shooting action.	Spotty graphics; lack of important options; frustrating play.	Graphics cripple the play so much that Armored Fist doesn't work as either a detailed tank simulator or as a shooter.	<b>65%</b>
AstroFire October '94	ORT Software, 2A Berceau Walk, Watford, Herts WD1 38L, United Kingdom, (713) 524-6394	The prettiest version of Asteroids we've seen; plays well on a 286.	Pretty or not, it's still just Asteroids; no music; loads slowly on that 286.	A good trigger- finger workout; and it's easy to try before you buy.	<b>72%</b>
Bad Mojo February '96	Pulse Entertainment, 246 First Street, 402, San Francisco, CA 94105 (310) 264-5579	Absolutely unique; well-conceived and executed; intense and disturbing.	May be too intense & disturbing (and possibly too easy) for some players.	Until they make a game out of the movie Eraserhead, this is as weird as it gets..	<b>84%</b>

Battle Beast December '95	7th Level Inc. P.O. Box 832190, Richardson, TX 75083-2190 (214) 437-5531	Wonderful graphics, inventive story, and a whole lot of silly humor.	Controls are sluggish; lack of a "tournament" structure makes for repetitive battles.	It's a decent fighting game, but one with significant flaws.
------------------------------	--	---	---	---

**69%**

Battle Bugs October '94	Sierra On-Line, 380 146th Place SE, Suite 300, Bellevue, Washington 98007, (800) 757- 7707	Idiot-proof interface; funny animations; and a thorough online help system.	The two-player mode suffers greatly from lack of modem support.	A real winner! This is the perfect wargame for people who normally don't like wargames.
----------------------------	--	--	--	--

**89%**



Battle Isle 2200 October '94	Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129, (408) 985-1700	It has the most important qualities of any good wargame: It's easy to learn yet tough to master.	Only one unit can attack an enemy at a time; the graphics and sound are average.	A wargame you can jump right into, but that offers plenty of challenge.
------------------------------------	--	---	--	---

**86%**

Battle of Britain, The November '94	Deadly Games, 38 Wayaawi Avenue, Bayville, NY 11709-10115, (516) 482-4000	Gives a realistic impression of what the RAF command was up against in the autumn of 1940.	That's all it does. The graphics are drab, and there's just not much depth of gameplay.	Competent, but uninspiring. There are a lot of better choices out there.
---	---	--	---	---

**55%**

Battleground: Ardennes January '96	Empire Interactive 13220 Wisteria Dr., Germantown, MD 20874 (800) 216-9706	Colorful and dynamic gameplay, first-rate interface, excellent use of video enhancements.	Some players simply won't want another Battle of the Bulge game, no matter how well done.	A remarkably fresh and original design, executed with real flair.
--	--	--	--	--

91%



Battles in Time January '96	QQP 495 Highway 202, Flemington, NJ 08822 (908) 788-2799	Good strategic- tactical game with lots of unique twists; the usual thorough QQP head-to-head support.	Larger armies tend to move woefully slowly in the strategic section.	Lots of replay value and an innovative design make this a truly entertaining wargame.
-----------------------------------	--	--	---	--

89%



BC Racers October '95	U.S. Gold, 303 Sacramento Street, San Francisco, CA 94111, (415) 693- 0297	Great music; humorous animation; challenging racing.	Can't customize racer; no network or modem play.	If you want simple racing action and don't mind the few flaws, you'll enjoy this game.
--------------------------	---	---	--	--

75%

Beavis & Butt-Head, February '96

Viacom New Media, 1515 Broadway, New York, N.Y., 10036 (800) 469-2539 Activision, 11801

A real, no-foolin' graphic adventure with all the funny elements of the MTV show.

You'll want a fairly fast machine, and gamers who don't have Win '95 are out of luck.

Fans of MTV's delinquent duo will adore it, but people who miss the point of the show won't understand the game, either.

**90%**



Beneath a Steel Sky December '94

Virgin Interactive, 1806 Fitch Avenue, Irvine, CA 92714, (714) 833-8710

Some of the funniest dialog ever; simple interface; runs entirely off the CD.

The difficulty of the puzzles in the final third of the game is disproportionately high.

A slick, funny, and absorbing adventure that will appeal to a wide variety of gamers--two thumbs up!

**91%**



Big 3, The May '95

Alliance Interactive Systems, 1859 N. Pine Island Road, Plantation, FL 33322, (305) 423-4289

A sincere and well-intentioned game with lofty design goals.

Scale doesn't work; elements of gameplay are murky; no real feeling of strategy.

Here's a classic case of "ten lbs. in a five-lb. bag."

**57%**

Bioforge June '95

Origin Systems, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200

A good mix of action and puzzle-solving; outstanding animations and graphics.

Way too much text to read; camera angles aren't conducive to combat; steep system requirements.

Despite a few flaws, you'll play this one all the way to the end.

**88%**



Blackthorne January '95	Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (714) 553-6655	Great animation and plenty of bang- bang make this the best action- adventure since Flashback.	You'll find yourself doing the same thing over and over again; weak enemy animations.	A great mix of gunplay and puzzles, sure to please any arcade fan.	<b>86%</b>
----------------------------	--	---	---	--	------------

Blake Stone: Planet Strike February '95	FormGen, 7641 E. Gray Rd. Scottsdale, AZ 85260, (602) 443- 4109	Four skill levels; some mighty mean monsters; and impressive firepower.	It can get a bit repetitive. The graphics are only average.	Not a bad game-- in fact better than a lot of the first- person stuff we're seeing. But it's no Doom, though.	<b>75%</b>
---	---	---	--	--	------------

Blood Bowl August '95	MicroLeague, 1001 Millersville Road, Lancaster, PA 17604, (717) 872-6567	Original concept; clean design.	AI is really slow and none to bright; promised modem support is a no- show.	A faithful translation of a popular board game, but the PC version adds nothing new.	<b>71%</b>
--------------------------	--	------------------------------------	---	---	------------

Bloodwings: Pumpkin- head's Revenge September '95	MPCA Interactive, 1401 Ocean Avenue, Suite 301, Santa Monica, CA 90401, (800) 245- 4525	Easy to install; high- quality sound effects and music.	Choppy animation; so-so graphics; uninteresting gameplay.	The most die-hard horror fans won't stick with this one long enough to make it worthwhile.	<b>46%</b>
--	---	---	--	--	------------

Blown Away February '95	IVI Publishing, 7500 Flying Cloud Drive, Eden Prairie, MN 55344, (800) 432- 1332	Good full-screen video and some really nice puzzles.	The video and puzzles are a lot better on their own than combined; not very interactive.	Another "multimedia" game. There's just not enough interaction here to satisfy most gamers.	<b>79%</b>
----------------------------	---	--	--	---	------------

Blues Brothers' Jukebox Adventure, The October '94	Titus Software, 20432 Corisco Street, Chatsworth, CA 91311, (818) 709- 3692	Mindless arcade fun, and you can play it straight off the disk!	Weak graphics; repetitive action; a disappointing soundtrack.	You don't have to be a nostalgia hound to enjoy this shooter, but it helps.	<b>65%</b>
---	--	--	--	---	------------

Bobby Fischer Teaches Chess March '95	Mission Studios, P.O. Box 1265, Palatine, IL 60078, (708) 991- 0598	Excellent for beginners.	Graphics in play mode take you back to EGA days.	The excellent beginner lessons, historical reference, and strong AI can't outweigh that ugly 2-D board.	<b>67%</b>
---	---	-----------------------------	--	---	------------

Bravo Romeo Delta June '95	R.A.W. Entertainment Inc., 957 NASA Road One, #146, Houston, TX 77058-3098, (713) 286-2386	Generates loads of tension; has a marvelously authentic feel to it.	As we say down in the South, "It looks like it's been whipped with an Ugly Stick!"	For those who can stomach the prospect of nuclear war -- and the horrid graphics -- it's a unique experience.	<b>65%</b>
----------------------------------	--	--	--	---	------------

Breach 3 January '96	Impressions 222 Third St., Suite 234, Cambridge, MA 02142 (800) 757-7707	Entertaining squad- level combat. Good mission builder.	Retro graphics, lack of narrative thrust.	An entertaining squad-level game that doesn't quite measure up to the current crop.	<b>77%</b>
-------------------------	--	---	---	---	------------

Breakthru December '94	Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (800) 695-4263	A lot like Tetris, but with more bells and whistles.	The action and strategy quickly becomes familiar, then frustrating, and eventually tiresome.	Good for a while, but isn't unique enough to have the staying power of a Tetris.	<b>67%</b>
---------------------------	---	--	--	--	------------

Brett Hull Hockey 95 July '95	Accolade Inc., 5300 Stevens Creek Boulevard, San Jose, CA 95129, (800) 245- 7744	Great player and goalie animations.	The limited elements put BH 95 far behind in the simulation stakes.	Not for sim fans who like to manage all aspects of their team; those who don't want frills should hit the ice.	<b>73%</b>
-------------------------------------	---	--	--	--	------------



Bridge Baron for Windows August '94	Great Game Products, Inc., 8804 Chalon Drive, Bethesda, MD 20817	Basic strength of play is its best feature, but there's so much more.	If you don't like bridge, there's nothing here for you. Any faults beyond that would be pretty nit-picky.	Stacked with well- thought-out features, Bridge Baron really delivers the goods.
---	--	--	--	--

88%



Bridge Olympiad September '94	QQP, 495 Highway 202, Flemington, NJ 08822, (505) 837- 5447	Great graphics and a smooth interface make for quick play against strong opponents.	Playability is slightly hampered by lack of minor features, such as auto- playing, forced moves, and canceling a rubber match.	A really solid program.
--	---	---	---	----------------------------

86%

Bureau 13 May '95	Take 2 Interactive, 1004 Ligonier Street, Latrobe, PA 15650, (412) 539- 3077	Simple interface; a good variety of puzzles; and lots of replay value.	Numerous flaws will frustrate you; the voice acting is embarrassingly bad; the game world lacks vitality.	If nothing else, Bureau 13 provides a good fix until a better graphic adventure comes along.
----------------------	---	---	--	---

76%

Buried in Time: The Journeyman Project 2 October '95	Sanctuary Woods, 1825 S. Grant Street, San Mateo, CA 94402, (415) 286-6000	Beautiful graphics; strong story line; and rich soundtrack.	In the beginning, it's all too easy to become frustrated by the movement interface. Runs slow on 486s.	A good sci-fi yarn with plenty of interesting puzzles; just don't expect to get through it in a weekend.	<b>80%</b>
---	--	---	--	--	------------

Burn Cycle January '96	Philips Media, Inc. 10960 Wilshire Blvd, Los Angeles, CA 90024 (800) 340-7888	Cool cyberpunk atmosphere, great soundtrack, complex story line.	Graphics are sometimes chunky; the plot is too linear.	The blend of puzzles, arcade action, mysteries and cyberspace won't be too interesting.	<b>71%</b>
---------------------------	---	--	--	---	------------

C.E.O. October '95	I-Motion, 1341 Ocean Avenue, Box 417, Santa Monica, CA 90401, (800) 443-3386	An adequate train and bus simulation.	Never jells into a cohesive whole; clumsy design elements, gameplay; sparse statistical data.	More a transportation sim in disguise, C.E.O. never convinces you that you're running a huge corporation.	<b>65%</b>
-----------------------	--	---------------------------------------	---	---	------------

C.H.A.O.S. Continuum, The May/June '94	Creative Multimedia, 514 N.W. 11th Avenue, Suite 203, Portland, OR 97209	Very impressive graphics and sound.	Pretty short on actual gameplay.	Like many CD-ROM games, it looks great, but you'll have to decide if that's enough.	<b>61%</b>
---	--	-------------------------------------	----------------------------------	---	------------

Caesar II January '96	Sierra Online 3380 146th Place S.E., Suite 300, Bellevue, WA 98007 (800) 757-7707	Magnificent graphics; well balanced strategy elements; highly addictive; rewarding.	Some may find routine city-building monotonous; the frustration level may be a bit too high.	Caesar II provides a colorful, rich, absorbing, game- experience and should delight a large, diverse audience.
--------------------------	--	---	---	--

93%



Campaign II May/June '94	Empire Software, 4 Professional Drive, Suite 123, Gaithersburg, MD 20879	Fans of the original will probably like it.	This game has weak graphics, a clunky interface, and very confusing arcade sequences. It's just not much fun.	It all adds up to frustration with a capital F. Only the games' designers (and possibly their mothers) could love this gobbler.
-----------------------------	--	--	---	---

35%

Cannon Fodder November '94	Virgin Interactive, 1806 Fitch Avenue, Irvine, CA 92714, (714) 833-8710	Incredible fast- paced gameplay; solid graphics engine; good sound effects.	Sometimes hard to get exact control from the mouse interface.	A great arcade game in every sense of the word; a simple idea that has been done up right.
----------------------------------	---	---	--	---

88%



Capitalism December '95	Interactive Magic P.O. Box 13491, Research Triangle Park, NC 27709 (919) 461-0722	Broad and deep business simulation, helped along by an excellent tutorial.	Too complex for some gamers; too tedious for others.	If you're the least bit interested in the subject, give this one a try.
----------------------------	--	--	--	--

89%



Carriers at War II July '94	SSG, P.O. Box 30085, Pensacola, FL 32503	Simple interface, a wealth of info, and varied scenarios make it a winner.	Graphics could be a lot better, and a decent campaign mode would be welcome too.	The best carrier wargame around; easy to get into and deep enough to last.
--------------------------------	---	--	--	--

**85%**

Casino Deluxe October '95	Impressions Software, 222 Third Street, Cambridge, MA 02142, (615) 225-0848	Beautiful graphics; accurate representations of popular casino games.	No options for multiplayer competition; weak strategy guides.	A great way to get your gambling fix without taking a big hit to your wallet.
------------------------------	--	---	---	---

**80%**

Casino Experts for Windows August '94	Expert Software, 800 Douglas Road, North Tower, Suite 355, Coral Gables, FL 33134	You won't be risking much even if you don't like the game.	You just can't lose, so this ain't gambling. And the games are all quite average.	If realism doesn't matter to you and you're tight on cash, you might like it.
--	--	--	---	---

**51%**

Casino Tournament of Champions June '95	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131, (800) 468-7226	Modem/network features mean you don't have to wait for Saturday night to play a little poker.	A less-than-intuitive user interface makes for a lot of delays and unnecessary clicking.	Plenty of casino gaming for the buck. A little tweaking could've really made this baby sing.	<b>79%</b>
--	--	---	--	--	------------

Celtic Tales: Balor of the Evil Eye September '95	KOEI Corp., 1350 Old Bayshore Hwy., Suite 540, Burlingame, CA 94010, (415) 348-0500	Detailed control; great historical background; absorbing storyline.	Confusing gameplay; poor instructions for beginners.	It's a great game for experienced strategy gamers, but the average gamers will find the game confusing.	<b>87%</b>
--	---	---	--	---	------------

Central Intelligence June '95	Ocean of America, Inc., 1855 O'Toole Avenue, Suite D-102, San Jose, CA 95131, (408) 289-1411	This could have been a great premise.	Not entertaining; not exciting; not really much of a game.	A lesson in wasted potential, Central Intelligence is strictly for those who like stats-based, slow-paced gaming.	<b>53%</b>
----------------------------------	--	---------------------------------------	--	---	------------

Chaos Control December '95	I-Motion 1341 Ocean Ave. Box 417, Santa Monica, CA 90401 (800) 443-3386	The graphics and animation are as good as they get.	It's a tough game, and it could have used a bit more variety.	The graphics and story elements help raise an otherwise monotonous shooter into an absorbing tale of adventure.	<b>82%</b>
-------------------------------	---	---	---	---	------------

Chessnet 3 November '94	Masque Publishing, P.O. Box 5223, Englewood, CO 80155, (303) 290- 9853	For playing over third-party BBSs, networks, and direct modem connections, this program is the king daddy.	As a stand-alone chess opponent, this program bites.	If you're a chess player with a modem and \$20, buy Chessnet 3.	<b>81%</b>
----------------------------	---	--	--	--	------------

Civil War: 1861-1864, The May '95	Empire Interactive, 13220 Wisteria Drive, Germantown, MD 20874, (401) 252- 5332	It's packed with details and achieves great balance between the strategic and the tactical.	Graphic style may alienate as many as it pleases, especially the miniatures-style battle scenes.	The most ambitious Civil War game ever designed for the PC. Very impressive indeed.	<b>84%</b>
--	--	--	---	--	------------

Classic 5, The July '94	Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-4263	Mouse interface is easy to use; lots of games for one price.	No bells or whistles; you'll probably yearn for a more intelligent computer opponent.	Individually these games have been done before and done better.	<b>56%</b>
----------------------------	--	---	---	--	------------

Classic Jackpot! for Windows September '94	Impressions Software, 222 3rd Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500	Five fast-playing casino games; perfect for work breaks.	Three of the games require little or no skill, and there's no tutorial to help you master the other two.	A fun--and safe-- way to enjoy casino action.	<b>77%</b>
--	--	---	---	---	------------

Clockwerx July '95	Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (510) 522-1164	Intricate movement system adds new dimension to an otherwise standard puzzle game.	Lack of humor and the limited variety of puzzles affect the games' longevity.	As puzzlers go, the idea behind Clockwerx is clever enough to demand a look.	<b>75%</b>
-----------------------	---	--	--	--	------------

Colonization January '95	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771- 0440	An effective interface for gaming complexity to satisfy the most exacting player.	Graphics could be a lot better, and a decent campaign mode would be welcome too.	Strategic simulations as only Sid can do it; need we say more?	<b>85%</b>
-----------------------------	---	---	--	---	------------

Commander Blood May '95	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883- 3000	There's certainly nothing else quite like it.	Once the novelty wears off, there's just not enough gameplay to hold your interest for long.	If a friend buys it, it's worth watching him or her play for a few minutes.	<b>58%</b>
-------------------------------	---	---	---	--	------------

Conspiracy May/June '94	Virgin, 18061 Fitch Avenue, Irvine, CA 92714, (800) 874-4607	The video clips, and Donald Sutherland's fine performance, really stand out.	Aside from the new high-tech shell, this is a very basic game with a linear plot and confusing tone.	A case of new clothes for an old game.	<b>58%</b>
----------------------------	---	---	---	--	------------

Corridor 7: Alien Invasion July '94	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131, (800) 468-7226	Fast-paced action, plenty to do, and some nice extras.	The sound and graphics aren't all that great, hurting the overall package.	If this is the sort of gameplay you'll love, it's worth a look. If it's not, though, this game won't convert you.	<b>68%</b>
---	--	--	--	--	------------

Cowboy Casino September '94	Intellimedia Sports, Inc., Suite 300, Two Piedmont Center, Atlanta, GA 30305	The interaction with each character is good for a few hoots and belly laughs.	Limited gameplay; what's here just isn't very challenging.	The game's best feature is the live action video. When the novelty wears off, though, you're left with a mediocre game.	<b>64%</b>
--------------------------------------	---	---	---	---	------------



<p>Creature Shock March '95</p>	<p>Virgin Interactive, 18061 Fitch Avenue, Irvine, CA 92714, (714) 833-8710</p>	<p>Incredible graphics, great atmosphere...did I mention the incredible graphics?</p>	<p>The gameplay is thin; the controls are occasionally frustrating.</p>	<p>The visuals earn it a high rating--but if you're hoping for depth, keep looking.</p>
-------------------------------------	---	---	---	---

**83%**

<p>Crime Patrol February '95</p>	<p>American Laser Games, 4801 Lincoln Road NE, Albuquerque, NM 87109, (800) 880-1718</p>	<p>Nice, bright video; good B-movie soundtrack.</p>	<p>Some truly cheesy acting; low on interaction.</p>	<p>One of the best titles from American Laser Games, and a fun arcade romp. Don't expect a lot of strategy, though.</p>
--------------------------------------	--	---	--	---

**78%**

<p>Crossword Wizard September '94</p>	<p>Cogix Corp., 419 Redwood Rose, San Anselmo, CA 94960</p>	<p>Easy to use, tons of puzzles, and lots of options to personalize the game.</p>	<p>Obviously, if you don't like crossword puzzles, this one won't hold a lot of appeal for you.</p>	<p>A great way for crossword addicts to get their fix.</p>
---	---	---	---	--

**88%**



<p>Crusader: No Remorse December '95</p>	<p>Origin 5918 W. Courtyard Dr. Austin, TX 78730 (512) 434-4263</p>	<p>Incredible graphics, sound and gameplay..</p>	<p>Graphic violence, unsuitable for youngsters; no joystick support.</p>	<p>A great alternative to first-person shoot'em-ups, and a definite must-play for action fans..</p>
--	---	--	--	---

**93%**



Crystal Caliburn December '94	StarPlay Productions Inc., P.O. Box 217, Greeley, CO 80632, (800) 203- 2503	Realistic graphics combined with seamless arcade play make this one a classic.	No screen-scrolling option; sound effects could have been a lot better.	Shows that you don't need a CD- ROM to find extraordinary arcade fun.
-------------------------------------	--	--	--	---

**90%**



CyberBykes: Shadow Racer VR January '96	GameTek 2999 Northeast 191st St., Suite 500 Aventura, FL 33180 (800) 439-3995	Supports head-to- head play via modem or over a network, and there's a built-in editor for creating custom levels.	Unconvincing graphics, irritating soundtrack, frustrating gameplay.	The single-player game is a bust.
--	--	--	---	--------------------------------------

**57%**

Cyberia April '95	Interplay, 17922 Fitch Ave., Irvine, CA 92714, (714) 553-6655	Lots of arcade action and gut- grabbing graphics.	Experienced gamers may be disappointed with this fancy shootin' gallery.	Lots of flash and a few puzzlers, but like Chinese food, it may leave you hungry an hour later.
----------------------	--	---	--	--

**75%**

Cyclemania February '95	Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129, (408) 985-1700	Full-motion video backgrounds look pretty sharp in high resolution mode.	The graphics are block in full-screen mode, and the odd perspective can be frustrating.	Cyclemania's nifty backgrounds just aren't enough to make up for mediocre gameplay.
----------------------------	--	---	---	--

**66%**

Cyclones  
March '95

Strategic  
Simulations Inc.,  
675 Almanor  
Avenue, Suite  
201, Sunnyvale,  
CA 94086-2901,  
(408) 737-6800

It has all the good  
things that make a  
first-person shooter  
tick.

Moving while  
shooting in the heat  
of battle can be  
awkward at times.  
And that full-motion  
video--why?

Cyclones shows  
that Doom-like  
games are here to  
stay, and they're  
not all cheesy rip-  
offs.

81%

D-Day:  
America  
Invades  
October '95

Avalon Hill, 4517  
Harford Road,  
Baltimore, MD  
21214, (410) 254-  
9200

Beautiful graphics;  
smooth-as-silk  
gameplay;  
exceptional  
historical depth.

You may find the  
fighting a bit too  
claustrophobic for  
your taste.

This game is  
excellent in every  
respect.

95%



D-Day: The  
Beginning of  
the End  
August '94

Impressions  
Software, 222 3rd  
Street, Suite  
0234, Cambridge,  
MA 02142, (617)  
225-0500

Simple interface,  
good graphics, and  
a fun campaign  
game.

Micro-Miniatures  
combat is often  
confusing, making  
tactics nearly  
impossible.

Some interesting  
qualities, but they  
don't add up to a  
satisfactory whole.

71%

Daedalus Encounter July '95	Virgin Interactive Entertainment, 18061 Fitch Avenue, Irvine, CA 92714, (800) 874-4607	Smooth, beautiful video; variety of gameplay; and plenty of puzzles.	Excessive sit 'n watch segments, and some really dumb dialog.	A sincere attempt to make a program that works both as an interactive movie and game.	<b>79%</b>
-----------------------------------	---	---	--	---	------------

Dagger's Rage December '95	Microforum 1 Woodborough Ave., Toronto, Canada M6M5A1 (800) 465-2323	Excellent graphics; more than just an arcade game.	Action is repetitive and simple; strategic elements are frustrating, clunky interface.	It's all been done - and done better - many times before. Only worth a look if you're tired of play Raptor or Tyrian.	<b>55%</b>
----------------------------------	--	--	--	--	------------

Dark Forces May '95	LucasArts, P.O. Box 10307, San Rafael CA 94912, (800) 782-7927	Terrific Star Wars atmosphere; tons of weapons; and true 3D action.	No multi-player support, and some of the levels are a little too busy.	It's easily the best first-person shooter since Doom, and a must for Star Wars fans everywhere.	<b>92%</b>
------------------------	---	--	---	--	------------



Dark Legions July '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	Outstanding graphics, sound, design, and gameplay--with modern play to boot!	Multicreature combat would have been a nice touch.	A rare, winning combination of strategy and arcade combat. Expect folks to be talking about this one for a while.	<b>90%</b>
--------------------------	--	---	--	---	------------



Dark Sun: Wake of the Ravager January '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901, (408) 737-6800	Strong interface with playable combat and good interaction with NPCs.	Graphics aren't great, hard-drive requirements are horrendous, and handling objects can be clumsy.	If you liked the first Dark Sun game, buy this one immediately.	<b>85%</b>
Dawn Patrol March '95	Empire Interactive, 13220 Wisteria Drive, Bay N-2, Germantown, MD 20874, (301) 916- 9302	Some of the finest plane graphics and forgiving flight physics.	Flight physics may be too forgiving; many missions feel the same; confusing keyboard commands.	Doesn't knock Red Baron from the skies, but makes a good addition to your flight-sim library.	<b>83%</b>
Deathgate April '95	Legend Entertainment, 14200 Park Meadow Drive, Chantilly, VA 22021, (703) 222- 8500	Great visuals; unusual and absorbing storyline; and scores of challenging puzzles.	The lack of any animation or action may turn off gamers looking for more "modern" fare.	The best of Legend's text-and- pictures games-- but perhaps a bit too bland for some.	<b>83%</b>
Delta V December '94	Bethesda Softworks, 1370 Piccard Drive, Rockville, MD 20850, (301) 926- 8300	Visually stunning with fast 3-D gameplay and simple controls, so you can concentrate on flyin' and shootin'.	It may be pretty, but it's just too repetitive and frustrating to play for very long.	There's a great game lurking in here; I hope we get to see it one day.	<b>68%</b>

Descent  
May '95

Interplay  
Productions,  
17922 Fitch  
Avenue, Irvine,  
CA 92714, (800)  
969-GAME

Terrific graphics;  
non-stop action;  
and true 3D  
movement.

The complex  
controls can take a  
while to master.

Parallax did a  
magnificent job --  
easily one of the  
most addictive and  
entertaining action  
games you'll play.

96%



Desert Strike:  
Return to the  
Gulf  
February '95

Gremlin, 2551 N.  
Clark Street,  
Suite 496,  
Chicago, IL  
60614, (312) 244-  
0040

The graphics are  
decent, and the  
missions are varied.

Childish story;  
ticklish control; and  
some truly  
annoying sound  
effects.

If you wondered if  
you should have  
bought a cartridge  
system instead of  
a PC, Desert  
Strike will convince  
you that you made  
the right call.

61%

Detroit  
July '94

Impressions  
Software, 222 3rd  
Street, Suite  
0234, Cambridge,  
MA 02142, (617)  
225-0500

A well-balanced,  
thoughtful, and  
enjoyable strategy  
game.

The graphics and  
sound aren't nearly  
as good as the  
game deserves.

One of the best  
economic strategy  
games to come  
along in quite  
some time. It's  
almost too much  
fun.

86%

The Dig  
February '96

LucasArts, P.O.  
Box 10307, San  
Rafael, CA  
94912, (800) 782-  
7927

Good story line,  
challenging puzzles  
and satisfying  
gameplay.

It's a slow starter.  
Some puzzles are  
too vague at the  
beginning.

*The Dig* is yet  
another fun and  
rewarding  
adventure game  
from the masters  
of the genre.

88%



Diggers  
April '95

Millennium Media  
Group, 234 North  
Columbus  
Boulevard,  
Philadelphia, PA  
19106, (215) 625-  
8888

The variety of  
equipment keeps  
things interesting.

Controlling your  
miners can  
sometimes seem  
more trouble than  
it's worth.

A combination of  
Lemmings and  
Populous, Diggers  
doesn't quite offer  
the appeal of  
either.

75%

Dominus  
January '95

U.S. Gold, 303  
Sacramento  
Street, San  
Francisco, CA  
94111, (415) 693-  
0297

The ability to create  
your own monsters  
and discover new  
spells is a plus.

The manual could  
be better; it's easy  
to get lost in the  
clunky interface;  
and more combat  
views would be  
nice.

With real-time  
action and a  
variety of paths to  
victory, Dominus is  
a worthy addition  
to the growing  
pantheon of  
fantasy games.

79%

Doom II: Hell  
on Earth  
December '94

id Software, Town  
East Tower  
180601 LBJ  
Freeway, Suite  
615, Mesquite, TX  
75150, (800) 434-  
2637

More Doom than  
you can shake a  
stick at; nice new  
levels; tough  
enemies; excellent  
Deathmatch play.

It's still just Doom,  
and a few more  
new additions  
would have been  
appreciated.

Go ahead and buy  
Doom II--if you  
think you can take  
the heat.

90%



Double Talk February '95	Boyle and Elggren Games, Inc., 77 W. 2nd S., Salt Lake City, UT 84101, (800) 634-8255	One plus: The PC acts as a convenient timer.	There's only so much of these word puzzles one can stand.	Not a very successful mix of sports trivia and word game, or... ah, it's just disappointing that's all.	<b>54%</b>
-----------------------------	---	--	---	---	------------

Dragon Lore May '95	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883-3000	Great graphics; an entertaining story line; and enough action to keep it all pretty interesting.	Character animations are very stiff looking and many of the game's creatures are unrecognizable.	A solid adventure that goes beyond graphic gimmickry to create an intriguing story in an absorbing world.	<b>82%</b>
------------------------	--	--	--	---	------------

Dragon's Lair August '94	ReadySoft, 375 14th Avenue, Suite 7, Marham, Ontario, Canada L3R OH2, (905) 475-4801	It plays exactly like the arcade original.	It plays exactly like the arcade original.	If you liked the coin-op, you'll probably like this new CD-ROM version. But if you didn't, this won't change your mind.	<b>65%</b>
-----------------------------	--	--	--	---	------------

Dragonsphere May/June '94	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771-0440	An exciting new graphic adventure, packed with people and places to discover.	It could be longer, allowing for more detailed interaction with the characters you meet.	It's easy to lose yourself in this fresh, engaging game.	<b>87%</b>
------------------------------	--	---	--	--	------------



<p>Dreamweb January '95</p>	<p>Empire Interactive, 13220 Wisteria Drive, Bay N-2, Germantown, MD 20874, (301) 916- 9302</p>	<p>A gritty story and style and almost unlimited exploration.</p>	<p>Tiny view window and graphics give the game a dated look; more depth would be nice.</p>	<p>An involving gameworld and premise; not as polished as the best adventures, but definitely worth a look.</p>	<p><b>76%</b></p>
---------------------------------	---	---	--	---	-------------------

<p>Drug Wars June '95</p>	<p>American Laser Games Inc., 4801 Lincoln Road NE, Albuquerque, NM 87109, (800) 880- 1718</p>	<p>Lots to shoot, and with the ALG Game Gun, Drug Wars should play just like an arcade game.</p>	<p>The video is pretty grainy; the repetitive action means there's little replay value here.</p>	<p>Easy-to- understand action that will more than satisfy fans of previous ALG games.</p>	<p><b>73%</b></p>
-------------------------------	--	--	--	---	-------------------

<p>Dust: A Tale of the Wired West December '95</p>	<p>Cyberflix, Inc. 4 Market Square, Knoxville, TN 37902 (615) 546-7846</p>	<p>Realistic 3D environment; highly interactive characters; intuitive interface.</p>	<p>Lots of dialogue trees; slow story line; and bad voice acting.</p>	<p>If you're in the mood for a conversation with your computer, check it out. Otherwise, you'll probably get bored rather quickly.</p>	<p><b>68%</b></p>
--	--	--	---	--	-------------------

Ecco the Dolphin  
January '96

Sega of America  
255 Shoreline Dr.,  
Redwood City, CA  
94065

A welcome departure from the usual platform game.

The controls can take some getting used to, and the graphics aren't great.

A solid, unusual bit of videogaming.

75%

ECO: East Africa  
August '95

IVI Publishing,  
7500 Flying Cloud Drive,  
Minneapolis, MN  
55344, (800) 432-1332

Beautiful graphics; timely subject matter; good concept.

Monotonous game play; not enough action to keep your interest.

Only those who are interested in East Africa--and have a great deal of patience--need apply.

63%

Ecstatica  
February '95

Psygnosis, 675  
Massachusetts,  
Cambridge, MA  
02139, (617) 497-7794

Ultra-realistic character movements; near-perfect perspective scaling; and fantastic graphic vistas.

Extreme violence and a touch of nudity may offend some.

A game that will delight and consume you in one fell swoop.

93%



Eddie Kanter's Bridge Companion  
April '95

Lifestyle Software Group, 63 Orange Street, Street Augustine, FL 32084-3584, (904) 825-0220

Good lessons on playing out those difficult hands.

Lessons on advanced bidding theories are non-existent.

Overall, Eddie K delivers a strong program capable of competing with the better bridge programs on the market.

81%

Elder Scrolls, Volume 1: Arena, The May/June '94  
Bethesda Softworks, 1370 Piccard Drive, Rockville, MD 20850  
Fantastic graphics and sound; a very intuitive interface.  
The storyline is a little thin, and there's not much meaningful interaction with NPCs.  
A stunning technological achievement; give this game a better storyline, and you might have the best FRP ever designed.

88%



Elements  
October '94  
Vila Crespo, 1725 McGovern Street, Highland Park, IL 60035  
A novel concept with nice graphics and sound.  
Having to repeat things so often can be a pain.  
A simple puzzler, but entertaining and challenging enough to keep you coming back.

78%

Empire II: The Art of War  
December '95  
New World Computing  
P.O. Box 4302, Hollywood, CA 90078  
(818) 899-5650  
The most powerful, flexible, wargame construction set ever published.  
Some preset scenarios are pathetic; scenario builder is staggeringly complex and wretchedly explained.  
One of the biggest disappointments in years.

63%

Empire Soccer September '94	Empire Software, 4 Professional Drive, Suite 123, Gaithersburg, MD 20879	Fast, fun and easy to play, but it presents a real challenge at higher levels.	Passing is tough because you can't see very far up field. Hold onto your seat--it may run too fast on the faster 486 machines.	There's plenty of entertaining soccer action packed into this little game.	<b>79%</b>
--------------------------------	--	--	--	--	------------

Endorfun December '95	Time Warner Interactive 2210 West Olive Ave., Burbank, CA 91506 (800) 482-3766	If you like no-brainers, Endorfun is as fluffy as they come. It's the Lite 1990's version of Tetris.	Excruciating color combinations, annoying New Age music, boring gameplay.	Endorfun just isn't fun. There are much better puzzle games out there.	<b>59%</b>
--------------------------	--	--	---	--	------------

Entomorph January '96	SSI 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086-2901 (408) 737-6800	Both the cutscene animations and gameplay graphics look great. Puzzles are also terrific.	As original as it is, the plot tends toward chaos, and often leaves the player confused. Combat can be more frustrating than rewarding.	Entomorph is an attractive, innovative break from the usual RPG fare.	<b>81%</b>
--------------------------	---	---	---	---	------------

ESPN: Baseball Tonight April '95	Sony Imagesoft, 2400 Broadway, Suite 510, Santa Monica, CA 90404, (800) 654-8802	You get to hear Dan Patrick say "whiff" when a batter strikes out.	Once you go past the set-up screens, the visual quality turns "foul" with graphics that look at least five years old.	A decent baseball sim, but in today's market, that just isn't enough.	<b>68%</b>
---	---	--	---	---	------------

Evasive Action August '94	The Software Toolworks (now known as Mindscape), 60 Leveroni Court, Novato, CA 94949, (415) 883- 3000	Fast, fun and easy to play, especially in two player mode.	Planes stall too easily, and the machine guns are set to semi- automatic.	Great fun, but probably too simple for serious flight sim fans.	<b>80%</b>
---------------------------------	--	--	---	--	------------

Expert Chess January '95	Expert Software, 800 Douglas Road, Coral Gables, FL 33134, (305) 567- 9990	Graphics are the strong units here with plenty of zany piece sets.	Weak AI; poor time controls; and no modem play.	There's really nothing new here. Even at \$14.95, it's not much value to anyone but the novice player.	<b>55%</b>
-----------------------------	---	---	---	---	------------

Exploration September '95	Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709, (919) 461- 0722	A good, solid addition to a very popular genre.	Sub-par graphics; decidedly weird interface; too similar to other strategy/trading games.	Nothing new here, but if you haven't burned out on colonization games, it's a good time.	<b>76%</b>
---------------------------------	---	---	--	---	------------

Extractors July '95	Vic Tokai, 22940 Lockness Avenue, Torrance, CA 90501, (310) 326- 8880	A good variety of mining tools; challenging gameplay; and plenty of levels.	Weird plot and characters; the interface can often prove more challenging than the puzzles.	If you like Lemmings-style puzzlers and can get past the convoluted story line, it's worth a look.	<b>73%</b>
------------------------	---	---	--	--	------------

Fast Action Paq July '94	Quackers (Mallard Software), 3207 Justin Road, Flower Mound, TX 75028	It will not interfere with normal Windows' operations.	There are only four games, and none of them are fun.	There are better ways to spend your gaming dollar, and better choices in Windows' entertainment.	<b>49%</b>
--------------------------------	--	---	--	---	------------

Fields of Glory August '94	Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (800) 695-4163	Epic sweep combined with a fantastic amount of detail; very friendly interface; stunning graphics.	The AI routines are dodgy and tend to spoil the realism.	The finest tabletop miniatures wargame yet released, and a true joy to play.	<b>89%</b>
----------------------------------	---	---	--	--	------------



FIFA International Soccer October '94	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571- 7171	Looks great, plays smooth, and has all the extras that a fan could want.	Difficult passing and power kicks take a great deal of the fun out of play, at least at first...	A very deep soccer sim for players who have the patience to deal with some quirky controls. Another winner from EA.	<b>84%</b>
--	---	---	--	---	------------

FIFA Soccer  
'96  
December '95

Electronic Arts  
11450 Fashion  
Island Blvd., San  
Mateo, CA 94404-  
2064  
(415) 571-7171

Multiplayer and  
modem options;  
brilliant graphics;  
realistic play;  
comprehensive  
league and  
tournament play.

You'll need a  
Pentium 90 or  
better to really  
enjoy the high  
resolution graphics.

If you're in the  
market for a top-  
notch sports sim,  
look no further.

92%



Figher Duel  
January '96

Philips Media,  
Inc.  
10960 Wilshire  
Blvd, Los  
Angeles, CA  
90024  
(800) 340-7888

Outstanding two-  
player dogfighting,  
excellent frame rate  
on modest systems.

Weak single-player  
game; no real  
campaign mode.

Modem  
dogfighters are in  
for a treat, but solo  
players should  
stick kto in-depth  
sims.

84%

Fighter Wing  
June '95

Merit Studios,  
13707 Gamma  
Road, Dallas, TX  
75244, (800) 238-  
4277

Looks great; and  
multi-player games  
in low resolution  
can be fun.

Abysmally slow on  
the best systems.

It's better than  
Operation  
Airstorm, but not  
by much.

49%

First Encounters August '95	GameTek Inc., 2999 N.E. 191st Street, Suite 500, Aventura, FL 33180, (305) 935- 3995	Impressive depth and variety; nice texture-mapped graphics.	Can be painfully repetitive, and combat is frustratingly tough.	First Encounters is an ambitious game--but it has a lot of problems that drag it down.
--------------------------------	---	--	--	--

70%

Fleet Defender May/June '94	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771- 0440	Great graphics and sound; multiple realism options make it as challenging (or as easy) as you like.	Much horsepower needed to keep it airborne; learning the controls can be time-consuming.	MicroProse has scored a direct hit with it. If you enjoy modern air-combat sims, this is definitely for you.
--------------------------------	---	--	--	---

88%



Flight Commander 2 March '95	Avalon Hill, 4517 Hartford Road, Baltimore, MD 21214, (410) 254- 9200	A thoughtful, intelligent simulation, and one that really has no current competition.	May be too leisurely for many flight-sim fans; pedestrian graphics just barely pull the plow.	If the subject interests you, by all means give it a try. It's different, and it's designed very cleverly.
---------------------------------	---	---	---	---

82%

Flight Sim Toolkit May/June '94	Domark, 1900 S. Norfolk Street, San Mateo, CA 94403, (415) 513- 8929	A super program that really does let you create your very own worlds.	It's in dire need of better documentation and can prove frustrating at first because of it.	Despite its limitations, a clever and original program worth sticking with.
------------------------------------	--	--	--	---

87%



Flight Unlimited September '95

Looking Glass Technologies, 1 Alewife Center, Suite 450, Cambridge, MA 02140, (617) 576-3310

Best graphics ever seen in a flight sim; excellent flight school puts an instructor right beside you.

You'll need at least a Pentium 90 before the game really starts to cook.

With its incredible graphics and great flight school, Flight Unlimited soars above the pack of flight simulations.

91%



Fortress of Dr. Radiaki, The February '95

Merit Studios, 1307 Gamma Road, Dallas, TX 75244, (800) 238-4277

Good character graphics and a sense of humor; plenty of action.

The level graphics and architecture leave a lot to be desired; no joystick support.

Fortress of Dr. Radiaki may not be the best shooter around, but it's definitely worth a look.

81%

Frankenstein February '96

Interplay, 17922 Fitch Ave., Irvine, CA 92714 (800) 969-4263

Looks great; the sinister mood is well done.

Exploration is unnecessarily frustrating, game's solitary nature can get boring.

Folks who loved *Myst* might find it appealing, but if you demand more depth, you'd probably be better off reading Shelley's book.

75%

Front Lines May '95	Impressions Software, 222 Third Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500	Beautiful graphics; a friendly interface; and a challenging variety of mission scenarios.	Experienced wargamers will probably feel like they've seen it all before.	This is a well- designed product that should have wide appeal.
------------------------	--	---	---	---

**80%**

Front Page Sports: Baseball December '94	Sierra, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757- 7707	The career play, physics-based action, and unmatched graphics and sound set a new standard for baseball simulations.	Weak stats and a few annoying bugs keep it from earning an Editors' Choice Award.	If you love baseball and even a computer, you must have this game.
---	--	---	---	--

**86%**

Full Throttle August '95	LucasArts, P.O. Box 10307, San Rafael CA 94912, (800) 782-7927	A head-long adventure that will take your breath away from the very start.	Veteran players will finish the game quickly; gameplay is rigidly linear; arcade sequences get old.	It may be a little short, but it's one wild ride while it lasts.
-----------------------------	---	--	--	---

**90%**



Fury3 December '95	Microsoft 1 Microsoft Way, Redmond, WA (206) 882-8080	3D action fans will love the nonstop flyin' and shootin' excellent terrain graphics.	High system requirements; gameplay gets old; where's the modem-play option?	This is a first-rate 3D game that proves Microsoft is serious about gaming.
-----------------------	--	--	--	---

**84%**

FX Fighter  
September  
'95

GTE Interactive  
Media, P.O. Box  
4358, Carlsbad,  
CA 92018-4358,  
(800) 438-8632

The best fighting  
game ever created  
for the PC. Period.

Sparse manual; a  
few extra features  
like instant replay or  
a full-install would  
have been nice.

A stunning and  
impressive piece  
of work that sets a  
new standard in  
PC fighting games.

94%



Gadget  
December '94

Synergy, 605 W.  
7th Street, Los  
Angeles, CA  
90017, (213) 891-  
9636

Fantastic visuals  
and a powerful  
soundtrack give  
Gadget atmosphere  
to spare.

Where's the game?  
A few good puzzles  
could have put this  
in game-of-the-year  
territory.

Cinema meets  
gaming; cinema  
wins with a TKO.

63%

Galactic  
Civilizations  
May '95

Stardock  
Systems, Inc.,  
Gibraltar, MI,  
(313) 782-2248

Great AI; computer  
players have  
distinctive  
personalities and  
respond to your  
playing style.

You'll need OS/2 to  
run this one;  
graphics could be  
better; it's just  
another resource  
management game.

If you're wondering  
if a good game can  
be done under  
OS/2, you ought to  
check out Galactic  
Civilizations.

78%

<p>Game Creation System June '95</p>	<p>Pie in the Sky Software, 1596 Ayrault Road, Fair Port, NY 14450, (716) 425-8782</p>	<p>A simple interface; plenty of tools; and a library of objects to get you started.</p>	<p>The basic engine you're building on doesn't stand a chance against the current crop of 3D games.</p>	<p>A reasonably priced construction kit that lets you show your friends how games should be made.</p>	<p><b>81%</b></p>
--	--	--	---	---	-------------------

<p>Games Magazine Presents: Word Puzzles, Vol. 1 July '94</p>	<p>Vila Crespo, 1725 McGovern Street, Highland Park, IL 60035</p>	<p>Good range of puzzles for a little bit of cash.</p>	<p>Once you've done each of the puzzles, there's really no replay value.</p>	<p>Lots o' puzzles; lots o' fun--at least for a limited period.</p>	<p><b>79%</b></p>
---	---	--	--	---	-------------------

<p>Gazillionaire April '95</p>	<p>Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (800) 695-4263</p>	<p>It's addictive; you just can't stop yourself from visiting one more planet.</p>	<p>It would be nice if there were more planets to choose from.</p>	<p>The funky atmosphere is much of what makes this simple but fun game work.</p>	<p><b>84%</b></p>
------------------------------------	---	--	--	--	-------------------

<p>Ghengis Khan II: Clan of the Gray Wolf May/June '94</p>	<p>Koei Corp., 1350 Old Bayshore Hwy., Suite 540, Burlingame, CA 94010, (415) 348- 0500</p>	<p>A detailed sim with speed, drama, and depth.</p>	<p>Might be too complex for some.</p>	<p>One of the best Koei titles in some time. If you like historical sims, get this one!</p>	<p><b>81%</b></p>
--	---	---	---	---	-------------------

<p>Glider December '94</p>	<p>Casady &amp; Greene, 22734 Portola Drive, Salinas, CA 93908-1119, (408) 484-9228</p>	<p>Addictive, challenging gameplay makes it fun.</p>	<p>The simplicity and 2-D gameplay may discourage hard- core gamers from giving it a chance.</p>	<p>A fun, relatively non-violent game that will appeal to gamers of all ages.</p>
--------------------------------	---	--	--	---

84%

<p>Goblin's Quest 3 May/June '94</p>	<p>Sierra On-Line, 3380 146th Place S.E., Suite 300, Bellevue, Washington 98007, (800) 757- 7707</p>	<p>Terrific gameplay, graphics, and sound.</p>	<p>A few of the puzzles might be a little too tough.</p>	<p>Part puzzle game, part graphic adventure, this is sure to please fans of either genre; a very good title.</p>
--	--	--	--	--

89%



<p>Gone Fishin' April '95</p>	<p>Amtex, P.O. Box 572 Belleville, Ontario, Canada K8N 5B2, (613) 967-7900</p>	<p>Captures the relaxing and thrilling feel of fishing. It's simple, addictive stuff.</p>	<p>The artwork could be better in spots, and the action may be too low key for some.</p>	<p>Try it. Even if you don't fish, you may be surprised how much fun this game is.</p>
-----------------------------------	--	---	--	--

88%



Good to Firm September '94	Wizard Games of Scotland, P.O. Box 498, Wilmington, MA 01887	Loaded with all the statistics and the info you need to go horse racing.	Primitive graphics and lack of sound effects severely handicaps the racing action.	A solid horse- racing sim, but a visually weak presentation.	<b>75%</b>
----------------------------------	--	---	--	---	------------

Grandest Fleet, The July '94	QQP, 495 Highway 202, Flemington, NJ 08822, (505) 837- 5447	Plenty of depth; easy to learn but tough to master; good graphics.	Contrived scenarios require suspension of disbelief.	If you like The Lost Admiral, you'll love this, though there are as many differences as similarities between the two.	<b>82%</b>
------------------------------------	---	---	--	---	------------

Great Naval Battles II: Guadalacanal 1942-1943 July '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	Good sound, graphics and realism.	Steep learning curve.	A detailed, rich, and terrific-looking naval combat sim. Good job, SSI!	<b>85%</b>
---	--	---	--------------------------	--	------------

Great Naval Battles Vol. III June '95	Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901, (408) 737-6800	Gripping intensity; great graphics/sound; exceptional complexity.	Definitely an advanced simulator; for newcomers, a steep learning curve.	The balance between epic sweep and war- movie detail is ideal. Simply the best WWII naval sim on the market.	<b>92%</b>
---	--	---	---	--	------------



Great Naval Battles Vol. IV February '96	SSI, 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086-2901 (800) 601-7529	Great graphics, sound; a fascinating range of historical might-have-beens.	It's still a very complicated sim, especially if you haven't played the previous installments.	If you're really into the subject, you'll have a great time changing history.
---	---	--	--	---

**79%**

H.U.R.L. August '95	Millennium Media, 234 N. Columbus Boulevard, Philadelphia, PA (215) 625-8928	The idea is there for a great, non-violent kids game with Doom-like qualities.	There isn't much challenge, satisfaction, or fun here.	It fills a void in the kids market, just not very well.
------------------------	--	--	--	---

**53%**

Hammer of the Gods March '95	New World Computing, P.O. Box 4302, Hollywood, CA 90078, (818) 889-5650	Vikings, this is your game.	If the whole Nordic thing turns you off, you probably won't get it.	A fresh and original concept, realized with energy and zest. The whole is decidedly better than it's parts.
---------------------------------	---	-----------------------------	---	---

**83%**

Hannibal May/June '94	MicroLeague, 1001 Millersville Road, Lancaster, PA 17604, (717) 872-6567	Good strategic elements.	No real tactical component.	Beautifully detailed graphics, but it lacks the depth to make it great.	
--------------------------	--	-----------------------------	--------------------------------	--	--

65%

HardBall 4 March '95	Accolade, 5300 Stevens Creek Boulevard #500, San Jose, CA 95129, (408) 985- 1700	Stunning SVGA graphics; more extensive statistics than previous HardBall games.	Unrealistic play on the field; disappointing sound effects.	If you're a HardBall fan, or more interested in fun than realism, this latest version will surely satisfy.	
-------------------------	---	---	--	---	--

79%

HardBall 5 January '96	Accolade 5300 Stevens Creek Blvd., #500, San Jose, CA 95129 (408) 985-1700	Excellent arcade play; improved league play and modem options make this the best HardBall yet.	Unrealistic replay statistics.	It's still weak on realism, but HardBall 5's the best action baseball game available.	
---------------------------	---	---	-----------------------------------	--	--

86%

Harpoon II September '94	Three-Sixty Pacific, 2105 South Bascom, Suite 165, Campbell, CA 95008	Sleek interface; extraordinary realism; excellent scenarios; a massive database.	A tough game to learn and master; appeal is limited to those with an interest in modern naval warfare.	Simply the best modern warfare game ever. This is a classic made even better.	
--------------------------------	--	--	---	---	--

93%





Harry and the Haunted House  
December '94

Living Books, P.O. Box 6144, Novato, CA 94948-6144, (800) 776-4724

The well-written story stars four funny friends and a gang of deliciously ghastly ghouls.

The story's message is a bit confusing.

Harry and the Haunted House entertains children with an excellent story and surprising embellishments.

95%



Hell  
March '95

Take 2 Interactive, 1004 Ligonier Street, 3rd Floor, Latrobe, PA 15650, (412) 539-3077

Great story, puzzles, graphics, and believable voice-acting.

The nudity, violence and strong language may be a bit too much for some folks.

Hell draws the latest line in the sand for other designers to cross.

92%



Hello Kitty's Big Fun Piano  
December '94

Big Top Productions, 548 Fourth Street, San Francisco, CA 94107, (415) 978-5363

A beautifully executed program with smooth graphics and clever options.

Limited scope might not hold a child's interest for long periods at a time.

Does one thing very well rather than spreading itself thinly across several activities.

87%

Heretic  
April '95

id Software, Town East Tower 180601 LBJ Freeway, Suite 615, Mesquite, TX 75150, (800) 434-2637

Slick graphics; new enemies; and the chance to change your friends into chickens.

Heretic's mystic setting just doesn't equal Doom in bone-crushing atmosphere.

The same kick-in-the-teeth violence buffet as Doom, but with great new trimmings.

88%



Hexen: Beyond Heretic February '96	id Software/GT Interactive, 16 East 40th St. New York, NY 10016, (800) 434-2637	Beautifully executed, with a wide variety of weapons and non- stop action. Many novel twists.	Gameplay is limited to the same mindless slaughter found in previous shooters. Not many secrets or puzzles.	A solid action game with terrific fantasy trappings, but ultimately familiar gameplay.	<b>85%</b>
---	---	--	--	--	------------

Hexx: Heresy of the Wizard July '94	Psygnosis, 675 Massachusetts Avenue, Cambridge, MA 02139, (617) 497- 7794	Nice atmosphere, fast action, and a cleaner interface than in most RPGs.	There may be too many puzzles and not enough variety to keep your interest alive.	A well-designed, straight-forward game, well worth considering if you crave a similar form of roleplaying.	<b>79%</b>
---	--	---	---	---	------------

Hi-Octane September '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571- 7171	Real sense of speed; great graphics; and plenty of gunplay.	The game just ends, and much too quickly.	A very good game--but it could have been a great one.	<b>82%</b>
-------------------------------	---	--	---	--	------------

High Seas Trader October '95	Impressions, 222 Third Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500	A good, solid trading sim with enough variables to keep gameplay fresh.	There's just not much to do besides trading; too many still screens.	Plenty of fun if you're a big fan of economic sims, but not enough variety for most gamers.	<b>68%</b>
------------------------------------	--	---	---	--	------------

Hodj Ôn' Podj June '95	Virgin Interactive Entertainment, 18061 Fitch Avenue, Irvine, CA 92714, (800) 874-4607	A truly "G-rated" game that's fun for the entire family.	Veteran PC gamers have seen it all before and may not care to see it again.	Within its modest parameters, this is a solid and successful game design.	<b>80%</b>
---------------------------	---	--	--	---	------------

Horde, The May/June '94	Crystal Dynamics, 2460 Embarcadero Way, Palo Alto, CA 94303	Good acting in the video clips; a great soundtrack; and fast-paced gameplay.	The interface is somewhat clunky, and gameplay can get a little repetitive.	This is a solid mix of strategy and fun that anyone can start enjoying as soon as they pop it in their CD-ROM drive.	<b>80%</b>
----------------------------	---	--	--	--	------------

I Have No Mouth and I Must Scream January '96	CyberDreams 23586 Calabasas Rd., Ste 102, Calabasas, CA 91302 (818) 223-9990	Narrative elements that go deeper than any previous adventure game.	Extremely grim subject matter means the game isn't exactly fun.	An intriguing adult game that definitely won't be everyone's cup of entertainment.	<b>87%</b>
--	---	--	--	--	------------

In the First Degree December '95	Broderbund 500 Redwood Blvd., Novato, CA 94948 (800) 521-6263	A great idea; quality video segments; good acting and story line.	It would be more fun if there were other cases; slow access times; excessive sit-and-watch segments.	A quality game. If you don't mind lots of video clips and some repetition, you'll like it.	<b>82%</b>
-------------------------------------	---	---	--	--	------------

Inca II July '94	Sierra On-Line, 3380 146th Place S.E., Suite 300, Bellevue, Washington 98007, (800) 757-7707	Great diversity of gameplay; and at \$34.95, it's a real value.	Some of the gameplay is too simple, and the acting is pretty cheesy (not necessarily a bad thing!).	It's a weird mix, but Inca II is ultimately a winner. It's fun to play, easy on the wallet, and often stunning to look at.	<b>81%</b>
---------------------	---	---	---	--	------------

Incredible Machine 2, The January '95	Sierra, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757-7707	Dozens of puzzles; a do-it-yourself mode; and near open-ended game play.	None, really, unless you consider a somewhat sensitive cursor and a hunger for base memory to be fatal flaws.	How often can you say really got what you paid for?	<b>90%</b>
--	--	--	---	---	------------



IndyCar Racing II February '96	Papyrus, 1 Arsenal Marketplace, Watertown, MA 02172 (617) 926-7575	Stunning graphics and sound; ;very detailed car physics. The replay mode is really excellent.	You'll still need a fast Pentium to enjoy the SVGA graphics mode.	Racing simulations don't get any better than this.	<b>95%</b>
-----------------------------------	---	---	---	--	------------



Inferno: The Odyssey Continues May '95	Ocean of America, Inc., 1855 O'Toole Avenue, Suite D-102, San Jose, CA 95131, (408) 289-1411	Impressive graphics and outstanding music.	Complex keyboard commands almost make a programmable controller a necessity.	If you're itching for something new, Inferno's well worth the trouble.	<b>76%</b>
---	---	--	--	--	------------

Inherit the Earth August '94	New World Computing, P.O. Box 4302, Hollywood, CA 90078, (800) 251-9582	Beautiful VGA graphics; good voice acting; and an exciting new game world.	Slow-paced with tedious gameplay and puzzles that just never seem to entertain.	It has everything going for it, except the thing that matters the most--enjoyable game play.	<b>63%</b>
---------------------------------	---	--	---	--	------------

International Tennis Tour December '94	Philips Interactive Media, 10960 Wilshire Boulevard, Seventh Floor, Los Angeles, CA 90024, (310) 444-6666	Excellent animation and digitized speech, plus a good selection of difficulty options.	Doesn't save player statistics; no option for doubles play.	Terrific graphics and sound wrapped into this top-notch tennis sim make this game an ace.	<b>83%</b>
---	---	--	---	---	------------

Interplay's 10 Year Anthology August '94	Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-4263	A great collection for nostalgia fans with some surprisingly playable old titles.	If you already have the two newer titles, the rest might not be worth the asking price.	A solid collection, and one of special value to those with a serious interest in the history of PC gaming.	<b>83%</b>
---	---	---	---	--	------------

Invasion of the Mutant Space Bats of Doom  
September '94

Pop Software,  
P.O. Box 60995,  
Sunnyvale, CA  
94088

Cheap, challenging,  
and runs on almost  
any system.

Gets very hard very  
fast.

If you're a shooter  
fan, there's no  
excuse not to get  
this one.

**80%**

Iron Assault  
August '95

Virgin Interactive  
Entertainment,  
18061 Fitch  
Avenue, Irvine,  
CA 92714, (714)  
833-1999

Easy to manage;  
fun for two players  
in the city  
scenarios.

Primitive enemy  
animation and ill-  
conceived play  
areas.

Pretend it's an old  
Amiga game, and  
you'll love it.

**74%**

Iron Cross  
January '95

New World  
Computing, P.O.  
Box 4302,  
Hollywood, CA  
90078, (818) 889-  
5650

Much more  
attractive than the  
real war.

But then again, it  
doesn't have  
anything to do with  
the real war.

A lightweight  
combat game  
packaged as a  
tactical simulation.  
Not as fun as The  
Perfect General.

**65%**

Ishar 3  
March '95

ReadySoft, 3375  
14th Avenue,  
Markham,  
Ontario, Canada  
L3R OH2, (905)  
475-4801

Thoughtful  
character  
development;  
sumptuous  
graphics; and a vast  
world to explore.

The combat system  
stinks, and the  
automapping  
function is  
frustratingly limited.

Hard-core FRPG  
fans will probably  
like it--novices will  
find it tedious,  
overwhelming, and  
frustrating.

74%

Jagged  
Alliance  
July '95

Sir-tech Software,  
Inc., Ogdensburg  
Business Center,  
Ogdensburg, NY  
13669, (315) 393-  
6633

An utterly  
engrossing  
experience, equal  
to the best fantasy  
RPGs.

As in a complex  
fantasy RPG, there  
are a zillion things  
to keep track of,  
which makes it  
frustrating.

Whatever you  
choose to call this  
hybrid genre,  
Jagged Alliance is  
right at the top of  
it.

89%



Jazz  
Jackrabbit  
CD-ROM  
June '95

Epic Megagames  
Inc., 3204 Tower  
Oaks Boulevard  
#410, Rockville,  
MD 20852, (301)  
983-9771

Beautiful graphics;  
great music; and  
high-speed action.

Control with a  
standard joystick  
can be a little  
awkward.

If you find yourself  
missing the simple  
excitement of your  
old Sega or  
Nintendo machine,  
you need this  
game.

87%

Jewels of the  
Oracle  
July '95

Discis, P.O. Box  
66, Buffalo, NY  
14223-0066,  
(800) 567-4321

A generous  
selection of good  
logic puzzles nicely  
integrated into  
SVGA scenes.

Some spotty  
graphics and  
choppy animations;  
action is minimal.

If you like puzzle  
games of the Myst  
variety, you'll  
certainly enjoy this.

81%

Johnny Mnemonic September '95	Sony Imagesoft, 2400 Broadway Avenue, Suite 550, Santa Monica, CA 90404, (310) 449- 2999	It's a step in the right direction for IM games.	Substantial system requirements; initially confusing; not much replay value.	An acquired taste; if you're a traditionalist who shuns the video movement or have a slow system, forget it!	<b>80%</b>
----------------------------------	--	--	--	--	------------

Jump Raven September '94	Paramount Interactive, 700 Hansen Way, Palo Alto, CA 94304, (415) 812- 8255	Nice graphics and voice acting; a lot of work went into creating this game.	Little variation in background graphics, in-flight dialog, and gameplay.	Die-hard arcade fans will probably love it, but others may not feel they're getting their money's worth.	<b>76%</b>
-----------------------------	--	--	--	---	------------

Jungle Strike June '95	Gremlin Interactive, 2551 N. Clark Street, Suite 496, Chicago, IL 60614, (312) 244- 0040	Good, solid, shoot-'em-up action.	The action can get repetitive, and the sound is pretty thin.	If you like shooters, this one's worth checking out.	<b>74%</b>
---------------------------	--	---	--	---	------------



Jurassic Park May/June '94	Ocean, 1855 O'Toole Avenue, San Jose, CA 95131, (408) 289- 1411	Solid graphics and two types of gameplay.	The action quickly becomes repetitive.	There are much better action games out there.
-------------------------------	---	---	---	---

54%

Kingdom: The Far Reaches September '95	Interplay Productions, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-GAME	Excellent sound and music. It'll make you nostalgic for Dragon's Lair.	It's repetitive, frustrating, and almost arbitrary in the many ways it kills you.	It just doesn't seem to have been made by people who play games.
---	--	---	---	---

60%

Kingdoms of Germany August '94	Realism Entertainment, 6N 522 Pine Street, Bensenville, IL, 60106	The game's easy- to-learn, easy-to- use interface gets you into the fray fast.	There's not much in the way of chrome, and the relative simplicity of gameplay limits overall complexity.	A good, solid wargame-- although perhaps not as detailed as it could be.
--------------------------------------	---	--	--	--

77%

Kingmaker July '94	Avalon Hill, 4517 Hartford Road, Baltimore, MD 21214, (410) 254- 9200	An historical soap opera in the best blood-and-guts tradition.	So-so graphics and steep base memory requirements; complex gameplay will frighten newcomers.	A great game for hard-core strategy fans that has the added value of unraveling a confusing historical area.
-----------------------	---	---	---	--

81%

<p>Kings' Quest VII: The Princeless Bride March '95</p>	<p>Sierra On-Line, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757- 7707</p>	<p>Sierra always delivers pretty, enjoyable graphic adventures.</p>	<p>The interface doesn't leave much for the gamer to do, and the save-game method stinks.</p>	<p>It's not the best graphic adventure--or even the best in the KQ line--but it's fun and pretty and not too hard.</p>	<p><b>84%</b></p>
---	--	---	---	--	-------------------

<p>Lawnmower Man, The May/June '94</p>	<p>Sony Electronic Publishing, 2400 Broadway Avenue, Suite 550, Santa Monica, CA 90404, (310) 449- 2999</p>	<p>Sounds great; lots of animation; addictive.</p>	<p>32-color palette; no saved games--three strikes and you're out.</p>	<p>An intriguing, but flawed, first effort. Wait for the 256- color sequel that'll be released later this year.</p>	<p><b>67%</b></p>
--	---	--	--	---	-------------------

<p>Legend of Kyrandia, Book 3: Malcom's Revengem, The January '95</p>	<p>Virgin Interactive, 18061 Fitch Avenue, Irvine, CA 92714, (714) 833-8710</p>	<p>Great characterizations; simple interface.</p>	<p>So-so graphics except in the Windows Mode; interface can get in your way.</p>	<p>Tricky puzzles; hilarious dialog; no single right way to win; provides a challenging and entertaining adventure.</p>	<p><b>88%</b></p>
---	---	---	--	---	-------------------



Lemmings Chronicles, The March '95	Sony Interactive.	Challenging puzzles; lots of levels.	New interface doesn't measure up to the classic.	Fans of previous Lemmings will still want to add this to their collection. Newbies should try the earlier games.	<b>77%</b>
---	-------------------	--	--	---	------------

LineWars II December '94	Safari Software/Epic Megagames, 10406 Holbrook Drive, Potomac, MD 20854, (301) 983-9771	The use of light and shading is effective and eye-catching.	Controlling your ship is difficult, and the game screen is so dark that it becomes hard to even see the targets.	With so much good shareware out there, there's no sense in bothering with this.	<b>50%</b>
-----------------------------	---	---	--	---	------------

Lilil Divil January '95	Philips Interactive, 11111 Santa Monica Boulevard, Los Angeles, CA 90025, (310) 444- 6600	A great title character; varied gameplay; and nice graphics and sound.	Meandering labyrinths can get tiring; some game elements are often repeated.	You'll love that cute lilil divil despite what he may have done to end up in hell.	<b>86%</b>
----------------------------	---	--	--	--	------------

Little Monster at School October '94	Living Books, P.O. Box 5144, Novato, CA 94948, (800) 776- 4724	Excellent graphics and music provide long-term interest for kids.	It doesn't make advances over other Living Books; a little more educational content would be nice.	This is a program you'll really enjoy exploring with your kids.	<b>89%</b>
--	--	--	---	--	------------



Live Action Football April '95	Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129, (408) 985-1700	A quick, pretty dose of NFL action; good video and excellent audio play-by-play.	Video plays quickly become repetitive.	Kids will love it, but serious football fans may lose interest.
-----------------------------------	--	--	--	---

75%

Lode Runner: The Legend Continues November '94	Sierra On-Line, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757-7707	Easy to learn but very tough to stop playing; perfect mood music and captivating character animations.	A modem-support option would give the head-to-head mode much more replay value.	Great fun for puzzle fans and arcade fiends alike--a real winner!
---	--	--	---	---

85%

Lords of Midnight February '96	Domark, 1900 South Norfolk St., Ste., 110 San Mateo, CA 94403 (415) 513-8929	<i>Lords of Midnight</i> does have an interesting idea or two.	Bad sound, bad graphics, bad interface, impenetrable gameplay.	An absolute mess.
-----------------------------------	--	--	--	-------------------

40%

Lords of the Realm November '94	Impressions Software, 222 Third Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500	A good balance between micro and macro management.	The battlefield screens could stand a bit of enhancement.	Lords of the Realm has all the ingredients, and in the right proportions, to satisfy anyone interested in historical simulations.
------------------------------------	---	--	---	---

91%



Los Angeles  
Times  
Crossword  
Puzzles  
May '95

Random House  
Electronic Pub.,  
201 E. 50th  
Street, 3rd Floor,  
New York, NY  
10022, (212) 940-  
7393

Super-friendly  
interface;  
tournament play  
option.

It is just a  
crossword game;  
non-abecedarians  
need not apply.

For crossword  
lovers, L.A. Times  
is a whole lot of  
entertainment at a  
great price.

**74%**

Lost Eden  
June '95

Virgin Interactive  
Entertainment,  
18061 Fitch  
Avenue, Irvine,  
CA 92714, (714)  
833-1999

Beautiful graphics;  
wonderful music;  
and an original  
setting.

Lurking behind the  
innovative premise  
are some old  
adventure-game  
cliches.

If you're looking for  
something different  
and genuinely  
entertaining, Lost  
Eden is your  
paradise.

**89%**



Lunicus  
December '94

Paramount  
Interactive, 700  
Hansen Way,  
Palo Alto, CA  
94304, (415) 812-  
8200

Nice graphics,  
sound, and music  
with lots of  
explosions.

Incredibly repetitive  
combat sequences;  
doesn't coexist  
peacefully with  
QEMM memory  
manager.

The lack of variety  
in gameplay gives  
this one little  
replay value. If you  
do stick with it to  
the end, you'll be  
glad it's over.

**55%**

<p>M4: Sherman Tank Simulator July '94</p>	<p>Deadly Games, 312 E. 23rd, New York, NY 10010</p>	<p>Combat and navigation are easy to master.</p>	<p>Gameplay is very repetitive, and the graphics and sound do nothing to suspend your disbelief.</p>	<p>There's a good game here somewhere, but it's crippled by lifeless graphics and repetitive gameplay.</p>	<p><b>48%</b></p>
--	--	--	--	--	-------------------

<p>Maabus June '95</p>	<p>Microforum Inc., 1 Woodborough Avenue, Toronto, Canada M6M 5A1, (416) 656-6406</p>	<p>The graphics and animation aren't too bad.</p>	<p>A sluggish interface; vague documentation; and a zillion unavoidable deaths.</p>	<p>Buy it if you like flashy graphics and don't care about gameplay--otherwise, steer clear.</p>	<p><b>55%</b></p>
----------------------------	---	---	---	--	-------------------

<p>Machiavelli the Prince July '95</p>	<p>MicroProse Software, Inc., 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771-0440</p>	<p>One of the best powermonger games around.</p>	<p>It is a revamped, repackaged title.</p>	<p>Colorful, complex, addictive, and subversive! Play with a friend (while you still have one...).</p>	<p><b>84%</b></p>
--	--	--	--	--	-------------------

<p>Mad Dog McCree II: The Lost Gold October '94</p>	<p>American Laser Games, 4801 Lincoln Road NE, Albuquerque, NM 87109, (800) 880-1718</p>	<p>Good video, good acting and music; you'll need a calculator to keep track of the body count.</p>	<p>It doesn't take long to finish even if you play all three games.</p>	<p>It doesn't have a lot of replay value, but it's a real kick while it lasts.</p>	<p><b>78%</b></p>
---	--	---	---	--	-------------------

Magic Carpet  
April '95

Electronic Arts,  
1450 Fashion  
Island Boulevard,  
San Mateo, CA  
94404-2064,  
(415) 571-7171

Amazing graphics;  
terrific sound and  
action.

No way to save a  
game in the middle  
of the level, which  
can take hours to  
complete.

There's a whole lot  
of game here, and  
it's all excellent.  
Magic Carpet may  
well become the  
talked-about game  
for 1995.

95%



Magic Carpet  
2  
December '95

Electronic Arts  
1450 Fashion  
Island Blvd., San  
Mateo, CA 94404-  
2064  
(415) 571-7171

A great game made  
better with new  
visual effects and  
loads of new spells.

Some of the visual  
effects get  
tiresome. The game  
doesn't forge as  
much new ground  
as it might have.

More of what you  
liked in the original  
- and then some.

88%



The Martian  
Chronicles  
February '96

Simon & Schuster  
Interactive, 175  
Fifth Ave., Suite  
2122, New York,  
NY 10010  
(970) 339-7137

The Ray Bradbury  
interviews are  
interesting and  
provide some  
appeal.

Stunningly boring,  
cliched, lifeless,  
and bland.

A tragic waste of  
brilliant source  
material.

49%

Master of Magic January '95	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771-0440	Fantasy world has a vast array of races, spells, and combat units.	Uninspired sound; graphics could be better; and the artificial intelligence routines are sub-par.	A powerful mix of empire building, wizardry, and combat.	<b>83%</b>
--------------------------------	--	--	---	--	------------

Mavis Beacon Teaches Typing for Kids December '94	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883-3000	Kids will easily identify with the charming main character.	The actual typing exercises are presented against an environment that can be distracting to kids.	Kids who enjoy the main character will learn to type, but there are better children's typing tutorials on the market.	<b>75%</b>
--	--	---	---	---	------------

Mechwarrior 2 September '95	Activision, 11801 Willshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473-9200	Cinema-quality visuals and sounds; silky-smooth control; demanding missions.	Demanding system requirements for hi-res modes; full-fledged net gaming will have to wait.	If you can only play one battling-robot game a year, make sure it's this one.	<b>93%</b>
--------------------------------	--	--	--	---	------------



MegaRace July '94	The Software Toolworks (now known as Mindscape), 60 Leveroni Court, Novato, CA 94949, (415) 883-3000	Psychedelics tracks alone are nearly worth the price.	The cars handle like motorized shopping carts; aside from different track designs, there's not much variety in gameplay.	If you like non-stop action and killer graphics, you'll love MegaRace.	<b>83%</b>
----------------------	--	---	--	--	------------



Menzoberranzan February '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901, (408) 737-6800	Good graphics and sound, and, eventually, a good plot.	Hack, slash, hack, slash. Are we having fun yet?	A solid engine, and a good premise, but is combat oriented in early levels and takes its sweet time getting to the narrative elements.	<b>85%</b>
--------------------------------	--	--	--	--	------------

Merchant Prince May/June '94	QQP, 495 Highway 202, Flemington, NJ 08822, (505) 837-5447	If smooth, addictive gameplay packed with skull-duggery appeals to you, this game's for you.	The graphics aren't anything to write home about.	With its balanced gameplay, Merchant Prince is one of the best new trading games around.	<b>85%</b>
---------------------------------	--	--	---	--	------------

Metal Marines May '95	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883-3000	Delightful graphics and animation; fast and furious action.	Solo play is too damn fast for you to enjoy all the details.	Excellent for modem play; a bit too frustrating in the solo mode.	<b>63%</b>
--------------------------	--	---	--	---	------------

Metaltech: Battledrome April '95	Sierra On-Line, 3380 146th Place S.E., Suite 300, Bellevue, WA 98007, (800) 757- 7707	The ability to play over modem or network.	Mediocre graphics and shell; repetitive combat scenarios.	Rather uninspired and a sore disappointment after the terrific EarthSiege; head- to-head could sell this to dedicated modem players.	<b>65%</b>
--	--	--	---	---	------------

Metaltech: EarthSiege March '95	Sierra On-Line, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757- 7707	Plenty of action and a wide degree of control.	Hard to master the controls; some overly difficult missions.	A super battling robots game; undoubtedly the best on the market; a challenging but rewarding game.	<b>90%</b>
---------------------------------------	--	--	---	---	------------



Microcosm July '94	Psygnosis, 675 Massachusetts Avenue, Cambridge, MA 02139, (617) 497- 7794	Fluid animation and a good soundtrack keep the game moving.	Frustration levels are high, and the gameplay value is low.	It could only appeal to the hard- core arcade- shooter fans, but there's not enough gameplay on display for that crowd.	<b>45%</b>
-----------------------	--	--	--	--	------------

Microsoft Space Simulator March '95	Microsoft, 1 Microsoft Way, Redmond, WA 98052-6399, (206) 882-8080	Stunning high-res graphics; realistic approach to space travel.	Poor or non- existent sound; the interface can be awkward and confusing.	Solid science combined with a sense of wonder equals an entertaining, educational way to explore the galaxy.	<b>84%</b>
--	--	--	--	--	------------

Millennia: Altered Destinies January '96	Take 2 Interactive 1004 Ligonier St., Latrobe, PA 15650 (412) 539-3077	Innovative approach combining time- travel, strategy, and narrative elements.	Some sense of frustration over how to deal with certain problems or dead ends. Awkward and unnecessary combat sequences.	A refreshingly different type of narrative science- fiction game.
---	--	---	--	--

88%



Millennium Auction August '94	Eidolon, 5716 Mosholu Avenue, Riverdale, NY 10471	Lavishly rendered solid 3D character, surreal animation and lovely digitized photos flesh out this engaging sim.	Little variation from game to game.	A believable game world that's entertaining and (gasp!) educational; much fun for CD-ROM owners.
-------------------------------------	--	---	--	--

79%

Mirage October '95	Atlantis Interactive, 15127 Califa Street, Van Nuys, CA 91411, (818) 908-9663	The graphics are pretty.	Stilted video, puzzling transitions, bad acting, and clumsy interface make it almost painful to play.	Nice visuals aren't enough to save this disjointed, confusing game.
-----------------------	---	-----------------------------	--	--

47%

Mission Critical February '96	Legend Entertainment, P.O. Box 10810, 14200 Park Meadow Dr., Chantilly, VA 22021 (703) 222-8500	Fine graphics and sound, silky interface, good acting, exceptional script.	Inadequate online help, a bit too much corridor-prowling between the more intense sequences, and an anti-climatic ending.	A mature and thought-provoking adventure that plays the way a good science fiction novel reads.	<b>85%</b>
-------------------------------------	--	--	---	--	------------

Monopoly CD-ROM December '95	Virgin Interactive 18061 Fitch Ave., Irvine, CA 92714 (714) 833-9710	Super smooth animations, Internet play, slick interface and plenty of options.	It is, after all, still a board game conversions, and so ultimately has a flat feel.	We bet that even Monopoly-haters will be charmed by this clever and well-executed game.	<b>90%</b>
------------------------------------	---	--	--	--	------------



Monopoly Deluxe November '94	Virgin Interactive, 1806 Fitch Avenue, Irvine, CA 92714, (714) 833-8710	Smooth VGA graphics and enchanting animations; change the rules to suit you.	Some of the animation is repetitive and merely slows down game play.	Enjoyment for gamers of all ages and skill levels.	<b>85%</b>
------------------------------------	---	--	--	--	------------

Mortal Kombat May/June '94	Ultratech, 584 Broadway, New York, NY 10012	Great fighting action; clever graphics; and near- perfect gameplay.	A little bit too violent for some people-- but hey, it's a fighting game.	If you've been burned by watered-down IBM action in the past, here's your chance to make up for it!	<b>91%</b>
----------------------------------	---	--	--	--	------------



Mortal  
Kombat 3  
October '95

Acclaim  
Distribution Inc.,  
71 Audrey  
Avenue, Oyster  
Bay, NY 11771,  
(516) 624-9300

Network options;  
more special moves  
than you can shake  
a bloody spine at.

The look and feel of  
the Mortal Kombat  
series is getting a  
little stale.

Yet another  
excellent arcade  
experience from  
the king of fighting  
games.

89%



Mortal  
Kombat II  
May '95

Acclaim  
Distribution Inc.,  
71 Audrey  
Avenue, Oyster  
Bay, NY 11771,  
(516) 624-9300

All of the blood and  
gore and gameplay  
of the arcade  
version; excellent  
control with a  
gamepad.

If you've already  
spent a fortune in  
quarters playing  
MKII, you won't find  
anything new here.

A great arcade  
fighter that makes  
the transition to the  
PC with no  
compromises.

86%

Multimedia  
Celebrity  
Poker  
September  
'95

New World  
Computing, Inc.,  
P.O. Box 4302,  
Hollywood, CA  
90078-4302,  
(818) 889-5650

Nice full-motion  
video footage;  
simple and intuitive  
interface.

Motions and  
comments by the  
stars become  
repetitive very  
quickly, so there's  
not much replay  
value.

Don't expect to  
stay up late nights  
with this one.

58%

Myst  
May/June '94

Broderbund, 500  
Redwood  
Boulevard,  
Novato, CA  
94948, (415) 382-  
4567

Graphics, sound,  
and gameplay that  
pull you in and  
never let you go.

It's a crap shoot as  
to whether your  
particular hardware  
set up combo will  
bring even more  
woe to Myst Island.

Finally a game that  
validates the hype  
of CD-ROM. If you  
were looking for a  
reason to move up  
to those silvery  
little discs, this is it.

95%



NASCAR Racing  
February '95

Papyrus, 35  
Medford Street  
Somerville, MA  
02143, (617) 868-5440

Great graphics; stirring sound; hair-raising action.

A mid-range 486 is barely adequate to run the game, even in standard VGA mode.

If you're a race fan with a fast computer, your life simply isn't complete without NASCAR Racing.

94%



National Lampoon's Blind Date  
December '94

Trimark Interactive, 2644  
30th Street, Santa Monica, CA  
90405-3009,  
(310) 392-3243

Realistic depiction of the tribulations of strategic naval command.

Limited appeal, and the usual drawbacks of the Windows environment.

An entertaining revival of the "dating simulation" concept.

74%

Navy Strike  
February '96

Empire Interactive, 4  
Professional Drive., Ste 123,  
Gaithersburg, MD  
20879  
(301) 216-9707

Good graphics, campaign mode adds new dimension.

Bewildering keystrokes, menus; unrealistic flight models.

With its emphasis on fun air combat and the intriguing Command Module, *Navy Strike* is a good introductory sim.

80%

NBA Live '95  
June '95

Electronic Arts, 1450 Fashion  
Island Boulevard,  
San Mateo, CA,  
(415) 571-7171

You name it. Every about NBA Live '95 is a treat for the eyes and ears.

You can't edit players, and coaching and strategy options are limited.

If you're a hoops fan, and you have a high-end machine, you shouldn't be without this game.

90%



NCAA: Road to the Final Four 2 February '95	Bethesda Softworks, 1370 Piccard Drive, Rockville, MD 20850-4304, (301) 926-8300	Three seasons of NCAA tournament fields; handsome graphics and some exciting action.	Choppy animation; awkward coaching interface.	If you've been waiting for a good basketball sim, Road to the Final Four 2 is definitely worth a look.	<b>80%</b>
--	--	--	---	--	------------

New Horizons July '95	KOEI Corp., 1350 Old Bayshore Hwy., Suite 540, Burlingame, CA 94010, (415) 348-0500	Plenty of variety gives this one a good replay value.	Way too cutesy, with cliched dialogue, videogame-looking graphics, and little real challenge.	Light, lively entertainment, but nothing new; not for the serious strategist.	<b>68%</b>
--------------------------	---	---	---	---	------------

NFL Pro League Football October '95	MicroSports, One Northgate Park, Suite 103, Chattanooga, TN 37415, (800) 937-7737	Lots of players, teams, and statistics; accurate and lightning-fast replay results.	Rough animations; sparse sound effects.	As a number cruncher, this is a solid football sim, but if you demand graphics as well, you can do better.	<b>76%</b>
--	---	---	---	--	------------

NHL '96 December '95	Electronic Arts 1450 Fashion Island Blvd., San Mateo, CA 94404-2064 (415) 571-7171	Knockout graphics, thrilling sound effects, moderm options and the best hockey action around.	Some camera angles don't give the optimum view of the rink; steep system requirements.	If you love hockey or sports games in general, be sure and add this one to your collection.	<b>90%</b>
-------------------------	--	---	--	---	------------



NHL Hockey  
'95  
January '95

Electronic Arts,  
1450 Fashion  
Island Boulevard,  
San Mateo, CA  
94404-2064,  
(415) 571-7171

Professional  
presentation and  
great game play.

There's not much  
other than improved  
game presentation  
and stats to  
separate this from  
the original NHL  
Hockey.

If you don't own  
the original, this is  
as good as it gets.  
If you do, try  
before you buy.

**90%**



Nigell  
Mansell's  
World  
Championship  
July '94

Gremlin Graphics,  
2-4 Carver Street,  
Sheffield, England

Driving is a snap  
because you  
couldn't wreck if you  
tried.

There's no real  
challenge  
whatsoever; racing  
has never been this  
tedious.

There are much  
better driving sims  
around.

**40%**

Noctropolis  
February '95

Electronic Arts,  
1450 Fashion  
Island Boulevard,  
San Mateo, CA  
94404-2064,  
(415) 571-7171

Gorgeous SVGA  
graphics and  
challenging but fair  
puzzles.

The dialogue could  
have used another  
pass through the  
typewriter, and the  
acting is strictly  
amateur.

Noctropolis is a  
solid adventure set  
in an intriguing and  
visually stunning  
world.

**82%**



Nothing But Net! Pro League Basketball November '94	Strategic Gaming Designs, 659 Cary Towne Boulevard 176, Cary, NC 27511, (919) 552-1807	The draft and playbook features are as good as you'll find.	Lack of a schedule creator makes for a lot of needless work; no real NBA players used; gameplay is slow.	Nothing But Net! is a good coaching simulation, but it's shortcomings are too serious to justify a recommendation.	<b>64%</b>
--	--	---	--	--	------------

Novastorm February '95	Arcade Shooter, 675 Massachusetts Ave., Cambridge, MA 02139, (617) 497-7794	A good shooter; uses CD-ROM enhancements instead of being limited by them.	No save features; not everyone likes shooters, and that's all this is.	A refreshingly simple and effective CD-ROM title.	<b>85%</b>
---------------------------	---	--	--	---	------------

Old Time Baseball February '96	Stormfront Studios, P.O. Box 11686, San Rafael, CA 94912 (800) 245-4525	Beautiful graphics, especially the stadiums.	A few bugs and some questionable statistical results.	A couple of errors keep this from being a perfect game.	<b>82%</b>
-----------------------------------	---	--	---	---	------------

One Must Fall: 2097 February '95	Epic MegaGames, 10406 Holbrook Drive, Potomac, MD 20854, (301) 983-9771	Excellent moves and variety; just the thing for bloodless carnage.	Repetitive commentary following each bout; the graphics aren't particularly exciting.	Grab your gamepad and buy yourself some Band-aids because your thumbs are gonna get sore!	<b>84%</b>
-------------------------------------	---	--	---	---	------------

Operation Airstorm April '95	Expert Software, 800 Douglas Road, Coral Gables, FL 33134, (305) 567- 9990	The computerized model-assembly instructions are kind of neat.	Stupid narrative context; crude flight models; awful explosion graphics; cretinous AI.	Experienced gamers beware; for the budget- conscious novice only.
------------------------------------	---	---	--	---

45%

Operation Body Count February '95	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131, (305) 373-7700	Having comrades that you control is nice, and one of the best ideas we've seen.	The flat, cardboard- cutout enemies are bad enough, but why does every floor have to look so much alike?	Check it out if you're a fan of the genre, but there's really nothing new here.
---	--	---	---	---

64%

Operation Crusader December '94	Avalon Hill, 4517 Hartford Road, Baltimore, MD 21214, (410) 254- 9200	A superb and wonderfully playable war game. It rules.	Disappointingly terse Tobruk scenario if you play the Allied side.	There are few PC wargames, past or present, that are able to reach a comparable level of excellence.
---------------------------------------	---	--	---	---

94%



<p>Operation Europe December '94</p>	<p>KOEI Corp., One Bay Plaza, Suite 540, 1350 Bayshore Highway, Burlingame, CA 94010, (415) 348-0200</p>	<p>The battlefield scenes are very good.</p>	<p>Complex, arbitrary rules will discourage novice gamers while veteran grognards will find the game risable in the extreme.</p>	<p>If you accept the game on its own terms, it can be quite entertaining; but it is not a serious simulation by any stretch.</p>	<p><b>64%</b></p>
--	--	--	--	--	-------------------

<p>Origamo August '94</p>	<p>QQP, 495 Highway 202, Flemington, NJ 08822, (505) 837-5447</p>	<p>One of the better Tetris-style games.</p>	<p>If your mouse is sluggish, you'll be frustrated; limited number of puzzles.</p>	<p>Plenty of options make it accessible to all skill ranges, and the backgrounds and music spice things up nicely.</p>	<p><b>78%</b></p>
-------------------------------	---	--	--	--	-------------------

<p>Orion Conspiracy September '95</p>	<p>Domark Software, 1900 S. Norfolk Street, San Mateo, CA 94403, (415) 513-8929</p>	<p>An intriguing plot, and a fairly good cast of characters.</p>	<p>Sparse animation; lots of poorly written dialogue; and weak voice acting.</p>	<p>If you can endure the game's slow pace, there is a good mystery to solve.</p>	<p><b>50%</b></p>
---	---	--	--	--	-------------------

<p>Outpost September '94</p>	<p>Sierra On-Line, 3380 146th Place S.E., Suite 300, Bellevue, Washington 98007, (800) 757-7707</p>	<p>Unbelievable graphics; fantastic sound; addictive and ever-changing gameplay.</p>	<p>Windows slows it down, and there isn't enough info in the manual to get you started on your first colony. Might be hard for first-timers.</p>	<p>It you're a strategy fan, you most own Outpost. Period.</p>	<p><b>93%</b></p>
----------------------------------	---	--	--	--	-------------------



Pacific Strike August '94	Origin, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200	The story setting makes for a great flight-sim environment, and there are tons of great planes to fly.	Poor frame rate; touchy controls; and confusing setup instructions.	Hold off until a CD- ROM version comes out. It's bound to be the best choice.
------------------------------	--	---	--	---

70%

Panthers in the Shadows December '95	HPS Simulations P.O. Box 3245, Santa Clara, CA 95055-2345 (408) 554-8381	Unexcelled realism and detail. A serious tool for study and a formidable game.	Drab graphics, wretched sound effects; demands a high level of commitment.	Overwhelming for casual wargamers; hardcore gamers will love its complexities.
--	--	---	--	--

78%

Panzer General February '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086, (408) 737-6800	A beautiful, superbly balanced, hyper-addictive war game.	May be deemed too populist by the crustier grognards.	The best wargame since Empire--and we certainly can't think of any higher praise for a game.
-----------------------------------	--	--	---	--

93%



Paparazzi! Tales of Tinseltown October '95	Activision, 11601 Wilshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473- 9200	Original idea; some funny riffs about Hollywood.	Tasteless jokes; repetitive gameplay; little interaction; not much challenge.	It would be too nice to say that it's mind-numbingly entertaining--it's actually just plain mind-numbing.
---	--	--	---	--

47%

Perfect General II August '95	Quantum Quality Productions, 495 Highway 202, Flemington, NJ 08822, (908) 788- 2799	A beautiful, addictive, smooth- playing game with terrific replay value.	The manual is a disgrace and fails to explain adequately a number of elements.	A sequel worth the wait! It will make you long for those days of playing with toy soldiers. A masterpiece.
-------------------------------------	--	---	--	---

91%



PGA Tour '96 December '95	Electronic Arts 1450 Fashion Island Blvd., San Mateo, CA 94403- 7578 (800) 245-4525	Spectacular graphics, sound, gameplay. Good difficulty levels.	You'll need a Pentium to overcome the slow load times. More courses would be a welcome addition.	If you love the game of golf, this is a duffer's delight.
------------------------------	--	---	---	--

90%



PGA Tour Golf 486 December '94	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571- 7171	Outstanding graphics; real PGA pro playing partners; the best golf sounds yet.	Runs slow on all but the fastest machines.	PGA Tour Golf 486 is a serious contender--in fact, we'd say it's the current leader.
--------------------------------------	---	--	--	--

90%



Pinball Illusions January '96	21st Century Entertainment Inc. P.O. Box 415 Webster, NY 14580 (716) 872-1200	New display options, great pinball action and controls; authentic sights and sounds.	Can't change display options during gameplay; four tables may not be enough for some.	If pinball is your thing, you can't go wrong with Pinball Illusions.
-------------------------------------	---	--	--	---

87%

Pizza Tycoon June '95	MicroProse Software, Inc., 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771-0440	A detailed strategy/resource game graced with good graphics; it's practically an alternative career.	It's practically an alternative career...	If you like nano- management tasks and hanker to own a chain of restaurants, by all means go for it.	<b>65%</b>
Planet Soccer October '94	Infogrammes, 1341 Ocean Avenue, Box 417, Santa Monica, CA 90401	Great graphics; full team rosters; and plenty of options.	Bad documentation; awkward view of the action; and vague player control.	With all its stats and options, it has plenty of strengths--but you have to contend with a lot to enjoy them.	<b>70%</b>
Power August '95	Power Games International, 280 West 4800 South, Murray, UT 84107, (800) 671- 6333	Good strategy game with simple rules; a potential for complex strategy.	No "chrome" on this one; just bare- bones graphics and sound.	As a player-vs.- computer strategy game it's OK, but the real strength is in modem, network, and internet play.	<b>75%</b>

Power Poker October '94	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571- 7171	Great new graphics and a million extra features add depth to a classic game.	The graphics seem a little spartan, even while you play in SVGA mode.	A great game if you're into playing all those crazy poker variations, but only fair to middlin' if you ain't.
----------------------------	---	---	--	--

79%

Powerhouse September '95	Impressions, 222 Third Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500	Engaging mix of economics, strategy, and dirty deeds; good interface; detailed SVGA graphics.	Long-term play seems redundant. Modest video quality adds little to game.	A good game for business sim fans and SimCity aficionados, but others might find it a bit of a yawn.
--------------------------------	--	--	---	---

80%

Primal Rage December '95	Time Warner Interactive 674 Sycamore Dr., Milpitas, CA 95035-0782 (408) 433-3999	Killer graphics and animation, cool soundtrack, and enough hidden moves and goodies to satisfy hard-core arcade fans.	You need 16MB RAM and a 486/66 to see this game at its best; pulling off some of the special moves on a four- button pad is tough.	If you like fighting games, but this one.
-----------------------------	---	---	--	---

90%



Pro League Baseball September '94	Micro Sports, One Northgate Park, Suite 103, Chattanooga, TN 37415, (800) 937- 7737	A potentially solid combination of stats replay and action graphics.	The game locks up a lot, and the thin manual isn't much help.	Micro Sports supports their products, so there's a good change this game could be excellent once they work out the kinks.
--	--	---	--	--

77%

Psychotron November '94	Merit Studios, 13707 Gamma Road, Dallas, TX 75244, (800) 238- 4277	The quality of the video is fairly good, as is the acting.	Veterans will find little challenge in this very linear adventure. The save-game routine is clumsy.	Another stab at "interactive movies" falls short of the hype.
----------------------------	--	--	--	--

**57%**

Pure Wargame July '95	Quantum Quality Productions, 495 Highway 202, Flemington, NJ 08822, (908) 788- 2799	Good-looking; sweet-playing; drenched in authenticity.	So-so replay value (only seven battles); shoddy- looking documentation.	If you're at all interested in airborne operations, don't pass this one by.
-----------------------------	--	---	---	---

**82%**

Pursue the Pennant August '94	Pursue the Pennant, P.O. Box 19703, Greensboro, NC 27419	Full rosters, realistic results and stats-- and all in a flexible, easy-to-play game.	The company could have spruced up the display a bit. But nah, why bother?	You can't ask for anything more from a text-only baseball sim.
-------------------------------------	--	--	---	---

**84%**



<p>Quarantine December '94</p>	<p>GameTek, 2999 Northeast 191st Street, Suite 500, North Miami Beach, FL 33180, (305) 935-3995</p>	<p>Super-fast action; lots of cool weapons and plenty of enemies to use them on; nice sound effects.</p>	<p>Some will think the action is repetitive; EMM386 compatibility problems can make it tough to run.</p>	<p>A high-octane addition to anyone's gaming library--it rocks!</p>
------------------------------------	---	--	--	---

92%



<p>Raptor: Call of the Shadows September '94</p>	<p>Apogee Software, 3960 Broadway, Suite 235, Garland, TX 75043, (800) 276- 4331</p>	<p>Satisfies the appetite for destruction and looks good doing it.</p>	<p>Like all shooters, it gets a bit repetitive after a while.</p>	<p>This one's about the best-looking PC shoot-'em up around.</p>
--	--	--	---	--

82%

<p>Ravenloft May/June '94</p>	<p>Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529</p>	<p>Great graphics; plenty of options; nice cut-scenes; new horror-setting adds much.</p>	<p>Weapons, spells, attributes, etc., all getting very familiar now.</p>	<p>One of SSI's best AD&amp;D-based games; packed with character; featuring just enough novelty; very nicely put together.</p>
-----------------------------------	---	--	--	--

82%

<p>Ravenloft: Stone Prophet July '95</p>	<p>Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901, (408) 737-6800</p>	<p>The same great engine, sounds, graphics, and design as in the other titles in this series.</p>	<p>No surprises or innovations; material is very familiar.</p>	<p>This type of game seems almost retro now, but if you still like first-person RPGs, it's certainly a good one.</p>
--	--	---	--	--

79%

Rebel Assault II February '96	LucasArts, P.O. Box 10307, San Rafael, CA 94912, (800) 782-7927	Great cutscenes, sound-track, effects; entertaining story.	Almost no interactive fun; ridiculously short gameplay.	If you want Star Wars, get <i>X-Wing</i> or <i>TIE Fighter</i> . If you want a challenging arcade game, look elsewhere.	<b>65%</b>
----------------------------------	---	--	---	---	------------

Red Crystal May/June '94	QQP, 495 Highway 202, Flemington, NJ 08822, (505) 837-5447	Your goals are clear, the interface is simple, and you'll be ready to play in no time.	The game won't blow you away with innovations.	It's fun, fast and addictive, but not particularly complex.	<b>75%</b>
-----------------------------	--	--	--	---	------------

Red Sky at Morning July '94	Simulations Canada, P.O. Box 452, Bridgewater, Nova Scotia, Canada, B4V 2X6	Realistic depiction of the tribulations of strategic naval command.	Poor documentation; minimalist graphics; can be off-putting.	Naval combat buffs might get their money's worth--but all others should steer clear of this anachronism.	<b>62%</b>
--------------------------------	---	---	--	--	------------

Relentless: Twinsen's Adventure January '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404-2064, (800) 254-4525	Great look; extremely easy to use interface; and nice sound effects.	Cartoonish storyline; poor voice acting; and a clumsy save-game feature.	Beyond the few flaws, Relentless: Twinsen's Adventure is a pretty unique--and enjoyable-- game.	<b>82%</b>
--	---	---	--	--	------------

Renegade: Battle for Jacob's Star May '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086, (408) 737-6800	Great-looking graphics and some interesting roleplaying elements.	Long waits for data to load are frustrating; much of the in-flight speech is meaningless.	It has some nice touches, but lots of little flaws weaken the overall package.	<b>75%</b>
--	--	---	---	--	------------

Renju December '94	Denver Software Development Company, 1401 17th Street, Suite 1400 Denver, CO 80202, (303) 298- 1722	Simple to learn, but its tough AI makes it a challenge to master.	Minimal graphics and sound; nothing here will attract anyone other than hard-core strategy gamers.	Proves that simple and easy don't always go hand-in- hand.	<b>71%</b>
-----------------------	---	--	---	---	------------

Retribution April '95	Gremlin Interactive, 2551 N. Clark Street, Suite 496, Chicago, IL 60614, (312) 244- 0040	Good graphics; high degree of challenge and action.	Missions get very hard very fast; narrative pretext is vapid; interactive sense is ludicrous.	It's a good, solid, shooter--no frills, but lots and lots of intense bang- bang.	<b>71%</b>
--------------------------	--	---	---	--	------------

Return to  
Ringworld  
October '94

Tsunami Media,  
Inc., 48677  
Victoria Lane,  
Suite 201,  
Oakhurst, CA  
93644

An expansive  
game-world;  
challenging  
gameplay; true to  
Niven's works.

The Ringworld  
landscape is a bit  
overwhelming, and  
the graphics could  
be better.

True Niven fans--  
and anyone  
looking for an  
enormous new  
world to explore--  
will enjoy this one  
tremendously.

88%



Reunion  
November '94

Merit Studios,  
13707 Gamma  
Road, Dallas, TX  
75244, (800) 238-  
4277

Reunion's  
exploration, colony  
building, and  
military strategy  
provide its depth.

Takes a loooong  
time to get to the  
good stuff. Too  
much time is spent  
with busy work.

An interesting,  
accessible game  
undetermined  
somewhat by a  
slow beginning  
and too much  
micro-  
management.

72%

Richard  
Scarry's Best  
Neighborhood  
Ever and  
Busiest  
Neighborhood  
Ever  
September  
'94

Activision, 11601  
Wilshire  
Boulevard, Suite  
1000, Los  
Angeles, CA  
90025, (310) 473-  
9200

The programs are  
true to Richard  
Scarry's style and  
are very nicely  
animated.

The graphics are  
so-so with the kind  
of jaggies we used  
to see years ago;  
little depth.

Both  
neighborhoods will  
engage children  
through words and  
pictures, but  
parents will wish  
each disc had  
more activities.

73%

The Riddle of Master Lu December '95	Sanctuary Woods 1825 S. Grant Street, San Mateo, CA 94402 (800) 943-3664	Great graphics, great puzzles, and a fantastic story that most gamers will love to spend time with.	No real deviation from standard graphic adventure format.	If you love graphic adventure, you'll find your heart's desire here.
---	--	---	---	--

91%



Rise of the Triad June '95	Apogee Software, Ltd., 3960 Broadway, Suite 235, Garland, TX 75043, (214) 278-4670	Huge, complex levels; rich multi-player features; the option to tone down the violence for the kiddies.	Mediocre graphics and a distinct 2D feel. There's nothing new here.	It's not a knockout, but it'll more than satisfy your most violent urges until something better comes along.
-------------------------------	--	---	---	--

81%

Robinson's Requiem October '94	ReadySoft, 30 Wertheim Court, Suite 2, Richmond Hill, Ontario, Canada, L4B 1R9, (905) 475-4801	A well-thought-out world that might have been interesting in another game.	Pixel lovers will find a lot to cherish here. These are big juicy pixels you can really sink your teeth into. It's pixelicious!	The meaningless wandering puts this one high on the frustration index.
-----------------------------------	--	--	---	--

49%

Russian Six Pack July '94	Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-4263	Six games in one; Windows environment makes for easy access.	Only two of the six are worth playing.	It may be from Russia, but Tetris it ain't. This collection will appeal to only especially dedicated puzzle gamers.
------------------------------	---	--	--	---

54%

Sabre Team November '94	MicroLeague Interactive Software, Bellevue Building, Suite 201, 262 Chapman Road, Newark, DE 19702, (308) 368- 9990	Easy to get into; novices may enjoy it for a brief period of time.	Serious flaws and impossibly jerky game-play; why should it cost 3 Action Points to turn my head?	This simulation simply does not measure up to the competition.	<b>49%</b>
----------------------------	---	---	--	---	------------

Sail Simulator October '95	Amtex Software Corp., P.O. Box 572, Belleville, Ontario, Canada K8N 5B2, (613) 967-7900	Accurately depicts all aspects of sailing.	Except for most of the fun.	An excellent instructional aid, but there's not much of a game here.	<b>63%</b>
-------------------------------	--	--	--------------------------------	--	------------

Savage Warriors October '95	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883- 5157	High-quality soundtrack; good variety of fighters; colorful backgrounds.	Blocky graphics and unconvincing animation; no way to reconfigure keyboard commands.	It just doesn't stand up to the current crop of fighting games.	<b>65%</b>
-----------------------------------	---	--	---	--	------------

Seaworthy August '94	Alliance Interactive Software, 1859 N. Pine Island Road 103, Plantation, FL 33322	These games should run fine on just about any machine. Deep in historical data and play options.	Graphics are just too dated and the games weren't top- of-the-line even when new.	Unless you just can't afford better, don't waste your money on these.	<b>55%</b>
-------------------------	--	---	---	--	------------

Sensible Soccer October '94	Everyware, 1119 Colorado Avenue, Santa Monica, CA 90401	Good control and fast action combine for fun gameplay.	Sub-par graphics and a lack of options may have you shelving this one before long.	A semi-realistic soccer simulation that's relatively easy to learn, but lacks replay value.	<b>62%</b>
Serf City: Life is Feudal August '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	Good landscapes and engaging gameplay.	So-so character graphics; cluttered interface; only moderate depth.	Fun if you're unfamiliar with kingdom-building, but it needs more variety.	<b>75%</b>
Shadow of the Comet August '94	I-Motion, 1333 Ocean Avenue, Suite J, Santa Monica, CA 90401, (310) 576-1888	It can be a lot of fun to play, especially if you're a Lovecraft fan.	Primitive interface; the game never really delivers on its horror promise.	Steadfastly average gaming; it's not bad, though, and you might enjoy it. There are a lot better games out there.	<b>59%</b>

Shadows of Cairn June '95	Masque Publishing, Inc., P.O. Box 5223, Englewood, CO 80155, (303) 290- 9853	The graphics are nice.	What little there is to do in this game is extremely frustrating.	This one fails on just about every level--there's no story to speak of, and the action is slow and repetitive.	<b>40%</b>
---------------------------------	---	---------------------------	--	--	------------

Shanghai II: Dragon's Eye December '94	Activision, P.O. Box 67713, Los Angeles, CA 90067, (310) 479- 5644	A faithful Windows adaptation of an old favorite means a whole new audience can enjoy this classic.	We would like to have seen a few more tile sets included.	The perfect nerve tonic for burned- out arcade freaks.	<b>79%</b>
--	--	--	--	--	------------

Shanghai: Great Moments July '95	Activision, 11801 Willshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473- 9200	Beautiful graphics; entertaining animations; challenging play.	Resource-hungry; long decompress times before new games.	The deluxe version of a popular puzzle game, Shanghai: Great Moments has something for everyone.	<b>81%</b>
---	---	---	---	---	------------

Silent Steel December '95	Sigma Realmagic Interactive 46501 Landing Parkway, Fremont, CA 94538 (800) 494-8848	Excellent video (with MPEG hardware), acting, and writing make drama work well.	Wafer-thin game elements and very little replayability.	A surprisingly entertaining game, despite its lack of substance.	<b>75%</b>
------------------------------	--	---	---	---	------------



SimCity 2000 May/June '94	Maxis, 2 Theatre Square, Orinda, CA 94563, (510) 254-9700	Great new graphics and a ton of extra features add depth to a classic game.	It can take an awfully long time to get to a stage where you can enjoy some of the game's new options.	One of those rare games that presents a different challenge each time you play.
------------------------------	---	---	--	---

95%



SimIsle January '96	Maxis 2 Theatre Square, Orinda, CA 94563-335 (510) 254-9700	Challenging mix of economic and environmental concerns.	Graphics and animations are dated; not enough action to keep the game engaging.	If you're a fan of Maxis sims, this is worth adding to your collection.
------------------------	--	---	---	---

82%

SimTower August '95	Maxis, 2 Theater Square, Orinda, CA 94563, (510) 254-9700	Good-looking SVGA graphics, and an interesting concept. Oh yeah, and little people to lord over.	Not enough to do, and not enough real challenge.	At first, you'll play it a lot. But then you'll figure out the strategy and find yourself just watching the thing.
------------------------	---	--	--	--

74%

SimTown September '95	Maxis, 2 Theater Square, Orinda, CA 94563, (510) 254-9700	There's a lot to explore and plenty of variety.	It can get boring if you don't take advantage of all the extra touches the program has to offer.	You learn valuable management lessons and have fun at the same time.	<b>76%</b>
-----------------------------	--	---	---	--	------------

The Skins Game at Bighorn December '95	Interplay 17922 Fitch Ave., Irvine, CA 92714 (714) 553-6678	Simple interface; decent sound effects.	Limited perspectives; incredibly easy to shoot low scores.	Unless you demand unrealistic scores from your golf games, don't bother with The Skins Game.	<b>45%</b>
---	--	---	---	---	------------

Skyrealms of Jorune: Alien Logic March '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086, (408) 737-6800	Beautiful graphics and intriguing plotline.	Real-time combat and a so-so side view will turn off cerebral RPG veterans.	If you're tired of "more of the same" in RPGs, then you'll agree--Alien Logic is a breath of fresh air in a stale genre.	<b>83%</b>
---	--	---	---	--	------------

Slam City with Scotty Pippen May '95	Digital Pictures, 1825 South Grant Street, Suite 900, San Mateo, CA 94402, (415) 345- 5300	The full-motion video is high quality stuff.	Little interaction; lame acting; stereotypes straight out of "Sanford and Son."	It's just plain bad; even if you've got the hardware for the Pentium version, you'll want to stay out of Slam City.	<b>46%</b>
--	---	--	---	---	------------

Slipstream  
5000  
July '95

Gremlin  
Interactive, 2551  
N. Clark Street,  
Suite 496,  
Chicago, IL  
60614, (312) 244-  
0040

Fast-paced action  
and absolutely  
beautiful graphics.

Pretty steep  
hardware  
requirements;  
unfriendly game-  
saving feature.

Gremlin isn't  
known for  
knockout games,  
but they've got a  
real winner in this  
one.

89%



Soccer Kid  
October '94

MicroLeague,  
1001 Millersville  
Road, Lancaster,  
PA 17604, (717)  
872-6567

Sharp graphic  
detail; smooth  
animation; pleasant  
soundtrack.

Somewhat  
repetitive  
gameplay; may be  
a little difficult for  
beginners.

A good platform  
title if you're  
looking for some  
pretty mindless  
gaming.

75%

Solitaire  
Deluxe for  
Windows  
December '95

Interplay  
17922 Fitch Ave.,  
Irvine, CA 92714  
(714) 553-6687

It's an easy-to-use  
adaption of the  
classic card game.

If you've never  
cared for solitaire,  
there's nothing here  
that'll change your  
mind.

If you want to play  
a whole slew of  
variations on  
solitaire, this is for  
you.

75%

Space Quest 6 September '95	Sierra On-Line, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757-7707	Plenty of the puzzles and sci-fi jabs you've come to expect from the SQ series.	Annoying narration; the animation feels too cute for the subject matter.	It's not the best of the series, but it's something fans of the previous Space Quest games will want to check out.	<b>82%</b>
--------------------------------	--	---	--	--	------------

Spaceship Warlock September '94	Reactor, 442 West Erie, Chicago, IL 60610	It doesn't take up any hard drive space; graphics are OK.	Boring, slow, and bereft of imagination; the lack of an install program costs this one 15 points right off the bat.	It's a drag, man, a real drag.	<b>40%</b>
------------------------------------	---	---	---	--------------------------------	------------

Spectre VR May/June '94	Velocity, P.O. Box 2749, San Francisco, CA 94126	Can be mucho fun when a lot of players compete on a network.	Weak graphics, and the one- and two-player games get tiresome pretty quick.	It this is Virtual Reality, I'm in no hurry to "jack in."	<b>68%</b>
----------------------------	--	--	---	---	------------

SSN-21 Seawolf August '94	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571-7171	Sweet graphics and sound; modem play gives it life beyond its 32 scenarios.	Stupid interface decisions; spotty AI; bad campaign mode; and some unrealistic elements.	An entertaining game, but one that could have been so much better.	<b>75%</b>
---------------------------------	--	---	--	--	------------

Stalingrad May '95	Avalon Hill, 4517 Hartford Road, Baltimore, MD 21214, (410) 254- 9200	The beautiful "World at War" engine has been refined even further.	Play balance is a problem in some scenarios; German forces placed in no- win situations.	It's got every feature seasoned wargamers want; also lets beginners jump right in.
-----------------------	---	---	--	--

95%



Star Crusader November '94	Take 2 Interactive, 575 Broadway, New York, NY 10013, (212) 941-2988	A seductive, involving storyline; Unequaled degree of campaign control.	The space combat-- the very core of the game--could be more satisfying.	This promising first title from Take 2 is a terrific and innovative addition to your sci-fi collection.
-------------------------------	--	---	--	--

86%

Star Reach November '94	Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (714) 553-6655	Fairly challenging and varied computer opponents; nice two-player mode.	Graphics and sound effects are mediocre, and there are very few things to build.	A simple space- strategy game, but without the depth to keep you interested in the long run.
----------------------------	--	---	--	---

70%

<p>Star Trail: Realms of Arkania February '95</p>	<p>Sir-Tech, Ogdensburg Business Center, P.O. Box 245 Ogdensburg, NY 13669, (315) 393- 6633</p>	<p>Incredibly detailed roleplaying; tons of options and a crisp interface.</p>	<p>Complex play will most likely turn off newcomers to the genre; graphics can get a bit repetitive.</p>	<p>A great title for those who're tired of adventure games masquerading as RPGs--but not for the uninitiated.</p>
---	---	--	--	---

88%



<p>Star Trek: Judgment Rites May/June '94</p>	<p>Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-4263</p>	<p>Smooth play; excellent characters; clever storylines; a real Star Trek feel.</p>	<p>The space-combat scenes could be more realistic, and installing the game can be pretty time consuming.</p>	<p>Whether you're a true Trekker or a casual fan, you're going to enjoy this game.</p>
---	--	---	---	--

90%



<p>Star Trek: The Next Generation: A Final Unity September '95</p>	<p>Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (510) 522-1164</p>	<p>The familiar faces, familiar voices-- even familiar sound effects--ought to please any Trek fans.</p>	<p>The adventure game elements are a little too familiar, and at times this game is slow going.</p>	<p>If you loved the Next Generation, you want A Final Unity--just don't expect anything extraordinary.</p>
--	---	--	---	--

74%

<p>Steel Panthers December '95</p>	<p>SSI 675 Almanor Ave., Suite 201, Sunnyvale, Ca 94086-2901 (408) 737-6800</p>	<p>Beautiful to behold, easy to learn, and full of drama.</p>	<p>Inadequate manual (you'll definitely want to print out the READ.ME file!); artillery support system can be a little tricky to master.</p>	<p>One of the best tactical-level wargames ever designed for the PC.</p>
--	---	---	--	--

90%



Stonekeep  
February '96

Interplay, 17922  
Fitch Ave., Irvine,  
CA 92714  
(800) 969-4263

Fantastic sound  
effects, nice  
graphics, intuitive  
and simple  
interface.

It's just not fun in  
the long term, and  
the graphics and  
sound can't carry it.

It's certainly not  
the best RPG out  
there, but if you're  
a roleplaying  
fanatic, it might be  
worth your while.

77%

SU-27  
Flanker  
February '96

SSI, 675 Almanor  
Ave., Suite 201,  
Sunnyvale, CA  
94086-2901  
(800) 601-7529

Dynamic flight  
model, excellent  
missions and  
mission builder,  
challenging  
opponents, deep  
play.

Bugs, confusing  
interface, zero  
chrome.

If SSI does the  
proper patches for  
it, *SU-27* might just  
be the next classic  
air combat sim.

78%

Super Street  
Fighter II  
Turbo  
August '95

GameTek Inc.,  
2999 NE 191st  
Street, Suite 500,  
Aventura, FL  
33180, (305) 935-  
3995

Great graphics;  
solid control; white-  
knuckle fighting  
action.

All of this still isn't  
enough to bring a  
very old, 2D fighting  
game up to today's  
standards.

A great translation  
of the arcade  
game, if you're still  
interested in trying  
it.

78%

Superhero  
League of  
Hoboken  
October '94

Legend  
Entertainment,  
P.O. Box 10810,  
14200 Park  
Meadow Drive,  
Chantilly, VA  
22021, (703) 222-  
8500

Good, solid  
gameplay with a  
high level of  
difficulty and plenty  
of humor.

Mediocre graphics  
and sound;  
movement can  
become irritating  
during exploration.

An exciting mix of  
adventure and  
roleplaying; perfect  
for the gamer  
who's more  
concerned with  
gameplay than  
graphics.

84%

SuperKarts August '95	Williams Entertainment, 16 East 40th Street, New York, NY 10016, (212) 686- 9432	Lots of tracks with clever hazards; good modem and network options.	On tough settings, you'll have a hard time keeping your cart on track; single-player mode gets repetitive.	If you're frustrated by the demands of NASCAR, SuperKarts is a sure-fire way to driving excitement.	<b>83%</b>
--------------------------	---	--	---	--	------------

System Shock January '95	Origin, 12940 Research Boulevard, Austin, TX 78750, (800) 245-4525	The most astonishing movement control in any game anywhere ever.	Some of the puzzles aren't very inspired; steep system requirements.	One of the finest, best-executed, and most enjoyable first-person RPG shooters ever; a landmark achievement.	<b>96%</b>
--------------------------------	--	--	--	--	------------



Tank Commander August '95	Domark Software, 1900 S. Norfolk Street, San Mateo, CA 94403, (415) 513-8929	Some good features (way points, helicopter views), and multi- player action.	Inconsistent graphics and sound quality; thick headed crews; awkward controls.	A fair action game, but certainly not a sim or strategy title.	<b>69%</b>
---------------------------------	--	--	--	---	------------



Tanks! War Game Construction Set July '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	Incredibly friendly interface; virtually infinite replay value.	If you're not naturally fond of board wargames, this computerized adaptation isn't likely to convert you.	An old honorable style of wargame and loads of fun.	<b>84%</b>
--	---	---	---	---	------------

TekWar February '96	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131 (305) 373-7700	Sharp, living game world with moving vehicles and innocent civilians.	Unsophisticated combat, inaccurate manual, tedious searches, and flat special effects.	It's a fun game to play on a high-end machine at least for a little while but it's no <i>Doom</i> -killer.	<b>74%</b>
------------------------	---	---	--	--	------------

Terminal Velocity October '95	Apogee Software, Ltd., 3960 Broadway, Suite 235, Garland, TX 75043, (800) 276-4331	Highly playable, fast, and addictive with almost no learning curve.	Not much depth, but that's hardly a negative in this kind of game.	This is a great shoot-'em-up with lots of new worlds to destroy.	<b>86%</b>
----------------------------------	--	---	--	--	------------

Terrace November '94	Siler/Siler Ventures, P.O. Box 2405, Lake Oswego, OR 97035, (503) 635-6333	The rules are simple, and the play is lively.	Finding an equal opponent might be a challenge in itself.	Even with the Star Trek tie-in, it may not beat the Chess Checkers Backgammon barrier.	<b>75%</b>
-------------------------	--	---	---	--	------------

Theme Park  
September  
'94

Electronic Arts,  
1450 Fashion  
Island Boulevard,  
San Mateo, CA  
94404, (415) 571-  
7171

Terrific premise;  
great sound and  
graphics; more  
resource  
management than  
most strategy fans  
could hope for.

Annoying  
movement  
interface; control of  
the park is  
unreliable; little  
long-term play  
value.

A first-rate strategy  
game with some  
let-downs. Fans of  
SimCity will like it.

79%

TIE Fighter  
October '94

LucasArts, P.O.  
Box 10307, San  
Rafael, CA  
94912, (800) 969-  
4263

This is one of the  
most absorbing and  
satisfying PC  
games ever  
designed.

There are no add-  
on disks available--  
yet.

If I were stuck on a  
desert island (with  
electricity and a  
PC) and could only  
have one game to  
play, I'd choose  
TIE Fighter.

96%



Tigers on the  
Prowl  
August '94

HPS Simulations,  
P.O. Box 3245,  
Santa Clara, CA  
95055

More guns and  
tanks than you can  
shake a panzer-  
faust at.

Let's face it--even  
Zhukov might get  
frustrated trying to  
move these units.

A wealth of detail,  
but badly in need  
of plastic surgery.  
Gameplay is  
cumbersome for all  
but hard-core  
wargamers.

65%

Time Out Sports Baseball August '94	MicroLeague, 1001 Millersville Road, Lancaster, PA 17604, (717) 872-6567	Great graphics; games are quick, clever, and easy to learn.	Lacks depth, but that's to be expected from a product like this; the ump-baiting game is pretty silly.	A nice time-out from work.
-------------------------------------	--	---	--	----------------------------

75%

Title Fight Pro Boxing for Windows February '96	Comp-U-Sports, 317 Stewart St., Saltsburg, PA 15681 (412) 845-7843	Lots of boxers; historically accurate; runs on just about any PC.	Canned commentary seems random and often inappropriate.	<i>Title Fight</i> is a realistic and comprehensive simulation for boxing fans who can live without flashy graphics.
---	--	---	---	--

79%

Tony La Russa Baseball 3 July '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571-7171	Outstanding graphics; solid stats; and dynamite career and league play.	CD-ROM access can be slow during menu transitions; the flow of action not as fluid as it could be.	All negatives aside, this is a crowning achievement in sports sims.
-----------------------------------	---	---	--	---

95%



Transport Tycoon March '95	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771-0440	You name it-- beautiful graphics, a near-perfect interface, and a chance to play god (or at least Andrew Carnegie).	The inadequate documentation is the game's only big drawback.	Buy it. Classic games like this don't come around often.
----------------------------	--	---	---	--

91%



Trivial Pursuit Interactive May '95	Virgin Interactive Entertainment, 18061 Fitch Avenue, Irvine, CA 92714, (714) 833-1999	It has potential for being a party game.	Not very interactive; too many missing pieces.	A flawed attempt to bring Trivial Pursuit into the 1990s.
---	---	---	--	---

65%

Trophy Bass February '96	Sierra, 3380 146th S.E., Suite 300, Bellevue, WA 98007 (800) 757-7707	Great graphics, plenty of options, and good fish AI.	The odd, "omnipotent fisherman" perspective isn't very realistic.	A great simulation, and a hell of a lot of fun.
-----------------------------	---	--	---	---

90%



Tubular Worlds October '94	Dongelware Publishing, 35 Howard Street, Cambridge, MA 02139, (617) 497- 1130	A good-looking, good-sounding shooter.	If you don't like shooters, there's not much here for you.	A lot of fun, but it seems pretty pricey for what you actually get.
----------------------------------	--	--	---	--

75%

TuneLand July '94	7th Level, 5225 San Fernando Road West, Los Angeles, CA 90039	The sound and graphics are very well crafted.	There's not a whole lot to do in the program, and some of the voices are pretty hard to understand.	In spite of the admirably creative presentation, TuneLand could be more engaging than it is.
----------------------	---	---	--	---

80%

Tyrian October '95	Epic Megagames, Inc., 10406 Hollbrook Drive, Potomac, MD 20854, (800) 972- 7434	Great graphics; non-stop action.	It's an excellent shooter, but there's no great depth hiding under the surface.	Gamers looking for a break from complex RPGs and simulations will welcome this fast-paced challenge.	<b>87%</b>
-----------------------	--	-------------------------------------	---	--	------------

U.S. Navy Fighters February '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404-2064, (415) 571-7171	Great attention to the details of naval flight operations.	A couple of minor techno-gaffes, plus a dire need for the latest CPU in existence.	If you've got the horses, this sim will really show you what being a naval aviator is really all about.	<b>82%</b>
---------------------------------------	---	--	--	--	------------

U.S.S. Ticonderoga June '95	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883- 3000	Super graphics provide a "you are there" feel as no other naval game has.	Game play is flawed, buggy, and confusing.	Harpoon 2 it ain't, but users looking for a warm, fuzzy naval warfare game might enjoy it.	<b>64%</b>
-----------------------------------	---	---	--	---	------------

Ultima VIII: Pagan May/June '94	Origin, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200	Great graphics, sound, storyline, and special effects.	The arcade emphasis is likely to turn off roleplaying fans, and the roleplaying elements will turn off arcade fans.	A really strange mix of gameplay that doesn't quite pay off.	<b>78%</b>
---------------------------------------	--	--	---	---	------------

<p>Ultimate Backgammon May '95</p>	<p>Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131, (800) 468-7226</p>	<p>The easy-to-use interface allows for a quick game without a lot of setting up.</p>	<p>No way for two players to compete at the same computer.</p>	<p>No hoopla here, just a solid game. Capstone took a simple concept and kept it that way.</p>
--	---	---	--	--

77%

<p>Ultimate Domain July '94</p>	<p>The Software Toolworks (now known as Mindscape), 60 Leveroni Court, Novato, CA 94949, (415) 883- 3000</p>	<p>It has some of everything--great graphics, strategy, and AI that will give you a run for your money.</p>	<p>The game tends to get unbalanced toward the end, and a few more sound effects would have been nice.</p>	<p>An all-round excellent title.</p>
---	--	---	--	--

91%



<p>Ultimate Football December '94</p>	<p>MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771- 0440</p>	<p>Great-looking graphics, modem play; super playbook editor.</p>	<p>Choppy animation on all but the fastest machines; questionable statistical results.</p>	<p>A solid effort, but this isn't quite the ultimate football simulation.</p>
---	--	---	--	---

83%

Under a Killing Moon  
January '95

Access, 4910 W. Amelia Earhart Drive, Salt Lake City, UT 84116, (800) 800-4880

Truly interactive video with great characters, script, and puzzles.

Low frame rates for slower computers and all-but-forgotten art of disk swapping.

It's a game that challenges and entertains; it leaves you wanting more of this believable virtual world.

92%



Under Pressure  
December '95

Starhil Productions  
139 Townsend Street, San Francisco, CA 94107  
(415) 442-5000

Intriguing puzzles, super graphics.

Slow and unwieldy, unless you have some considerable horsepower in your computer.

Only high-end Windows '95 users who love puzzles need apply.

68%

Unnecessary Roughness  
May/June '94

Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129, (800) 245-7744

Great graphics; an NFLPA license; and easy-to-use tools for creating custom leagues.

The football action is so unrealistic that it all but cripples the game.

Unless you don't care about realism, pass this one up. Although it looks great, it just ain't football.

64%

Virtua Chess  
September '95

Titus Software Corp., 20432 Corisco Street, Chatsworth, CA 91311, (818) 709-3692

A powerful chess engine; sharp graphics and plenty of extras.

Players eager to gain insight into advanced techniques will be disappointed by the lack of a tutorial.

If you like a challenge, Virtua Chess is a surprisingly strong entry into the computer chess arena.

86%

Virtual Pool  
July '95

Interplay  
Productions,  
17922 Fitch  
Avenue, Irvine,  
CA 92714, (800)  
969-GAME

One of the most  
realistic and  
addictive sims ever.

Some of the  
multimedia stuff is  
bad and feels  
tacked on.

The pool engine is  
so impressive that  
everything else  
you get is just  
gravy. It will make  
you a better pool  
player.

93%



Vortex:  
Quantum  
Gate II  
April '95

Hyperbole  
Studios, 2225 4th  
Avenue, 2nd  
Floor, Seattle, WA  
98121, (800) 693-  
3253

Good concept,  
impressive acting;  
some strong visual  
ideas.

An embarrassingly  
gooey script; total  
"playing" time is two  
or three hours max,  
which ain't much.

If I want a sermon,  
thank you, I'll go to  
church.

59%

Warcraft:  
Orcs and  
Humans  
March '95

Blizzard  
Entertainment,  
P.O. Box 18077,  
Irvine, CA 92713,  
(714) 556-6671

Good graphics, two-  
player options, and  
unbeatable play  
value.

It's so addictive, it  
belongs on the  
FDA's controlled-  
substance list with  
Civilization and  
SimCity 2000.

If you like action,  
strategy or fantasy  
games, check out  
Warcraft. It doesn't  
get much better  
than this, folks.

92%



Werewolf vs.  
Comanche  
December '95

NovaLogic  
26010 Mureau,  
Suite 200,  
Calabasas, CA  
(818) 878-0325

Network and  
modem game-play,  
challenging if  
unrealistic missions.

Flight model and  
missions are  
simplistic, games a  
little too similar.

An excellent value  
for people looking  
to play a helicopter  
game head-to-  
head.

78%



Wetlands January '96	New World Computing P.O. Box 4302, Hollywood, CA 90078	Gritty animation and graphic novel-style story-telling.	Touchy controls and action sequences that could've used some work.	If you really want arcade action with a story line, wait for Rebel Assault II.	<b>73%</b>
-------------------------	--	---	---	--	------------

Who Killed Brett Penance? November '94	Creative Multimedia, 513 NW 13th Avenue, Suite 400, Portland, OR 97209, (503) 241- 4351	Armchair detectives may be entertained for an hour or two.	No replay value; it's disappointing that suspect and witness stories remain consistent for all three cases.	Good multimedia elements, but there's not enough meat in this mystery title for experienced crime- solvers.	<b>68%</b>
---	---	--	--	---	------------

Who Shot Johnny Rock? September '94	American Laser Games, 4801 Lincoln Road NE, Albuquerque, NM 87109, (800) 880- 1718	You couldn't ask for a simpler interface, and there's lot of bang-bang.	Games like this need good graphics--and Johnny Rock doesn't have 'em. Video-card compatible problems don't help either.	If you want a CD- ROM shooter, with live action video, pass this one up.	<b>59%</b>
--	---	--	---	---	------------

Wing Commander Armada  
September '94

Origin, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200

Solid arcade-like strategy and action; outstanding multi-player options.

In combat against the computer, the battles start to feel all too similar.

WC nuts will find a lot to like in Armada; everyone will enjoy battling friends head-to-head via modem.

88%



Wing Commander III: Heart of the Tiger  
March '95

Origin Systems, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200

A stunning visual and aural feast; good acting.

Requires the ultimate PC to work properly, and, on a dream machine, it features a long wait during mission loading.

A fantastic interactive experience blending drama and action so skillfully that it will redefine multimedia standards.

96%



Wingnuts  
December 95

Rocket Science Games  
139 Townsend St., San Francisco, CA 94107  
(415) 442-5000

Wonderfully goofy Easter eggs; a decent shooter with some interesting features.

Needs meat in gameplay; fuzzy controls.

If you're looking for the ultimate shooter, pass on Wingnuts, but if you enjoy fun surprises, pick it up.

71%

Wings of Glory  
May '95

Origin Systems, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200

Wonderful graphics; superb sound; believable flight models; a corny-but-lovable narrative.

The primitive aircraft may be too ornery for some players.

The best WWI simulation ever; this one flies with the eagles.

92%



Wolf  
November '94

Sanctuary  
Woods, Suite  
260, 1875 S.  
Grant Street, San  
Mateo, CA 94402,  
(415) 578-6349

Hours pass like  
minutes in this  
fascinating RPG for  
nature lovers.

In simulation mode,  
the game can get a  
little slow.

An unusual,  
entertaining game  
that gives genuine  
insight into one of  
nature's most  
magnificent and  
misunderstood  
creatures.

**88%**



Woodruff &  
the Schnibble  
August '95

Sierra On-Line,  
3380 146th Place  
SE, Suite 300,  
Bellevue, WA  
98007, (800) 757-  
7707

Looks great; fun  
and detailed  
storyline; solid,  
logical challenges.

Some characters  
are tough to  
understand; inability  
to skip through  
dialogs and  
animations gets  
tiresome.

A great graphic  
adventure, and  
further reason to  
praise Coktel  
Vision.

**90%**



World Cup  
Golf  
April '95

U.S. Gold, 303  
Sacramento Street,  
San Francisco,  
CA 94111, (415)  
693-0297

It's pretty, and  
match-play options  
add variety.

There are so many  
little flaws,  
idiosyncrasies, and  
odd design choices  
that playing seems  
like a chore.

Not the best golf  
sim out there. Not  
even close.

**61%**

World Hockey  
95  
September  
'95

Merit Studios,  
13707 Gamma  
Road, Dallas, TX  
75244, (800) 238-  
4277

Training mode and  
penalty shots are  
welcome additions.

Retina-burning  
graphics; sluggish  
controls; and very  
weak AI.

Unless you're a  
die-hard fan of  
international  
hockey, steer clear  
of this one.

**53%**

World Series of Poker July '94	Masque Publishing, P.O. Box 5223, Englewood, CO 80155, (303) 290-9853	The strongest poker AI to date, plus you get to sit in on the World Series.	No tutorial option included; poor segue graphics.	One of the best poker sims on the market, and a true Las Vegas experience.
-----------------------------------	---	---	---	--

86%

Wrath of the Gods July '94	Luminaria, 3288 21st Street, Suite 64, San Francisco, CA 94110	It has a load of puzzles, and the acting is good to excellent throughout.	Very choppy animation; moving between locales can take an eternity.	A good choice for novice or average games, but there's so much gameplay here that veterans can appreciate it too.
-------------------------------	--	---	---	---

79%

WuKung September '95	Abudoe Software Inc., 320 108th Avenue NE, Suite 500, Bellevue, WA 98004, (206) 462-8303	It's a promising idea. There's some nice cartoon animation, and the interface is easy to use.	Long loading times; terrible voice acting; lack of subtitles; etc.; etc.	Man, this game sure is bad...
-------------------------	--	---	--	-------------------------------

37%

WWF Wrestlemania February '96	Acclaim, 1 Acclaim Plaza, Glen Cove, NY 11542-2777 (516) 656-5000	Big characters, lots of moves, and nice control.	Two-dimensional feel, and no new characters to face in tournament mode.	Plenty of mat-slamming fun for the whole family.
-------------------------------------	---	--	---	--

80%

X-COM August '94	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771- 0440	The gameplay is great. Custom characters, great storyline, and simple combat make it absorbing.	Graphics and sound are simple fare. It's not for those who want to be wowed by imagery.	Well worth buying-- what it lacks in flash, it makes up for in playability.
---------------------	---	--	--	--

88%



X-COM: Terror from the Deep July '95	MicroProse Software Inc., 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771- 0440	It's almost a dead- ringer for last year's best strategy game.	That's just about all there is--there's very little new here.	If you're just dying for more X-COM, this is your game; but don't look for any major differences.
---	--	--	---	--

82%

Zephyr March '95	New World Computing, P.O. Box 4302, Hollywood, CA 90078, (818) 889- 5650	Zephyr's sound effects and music are good.	Cluttered graphics, poor documentation, and a slight case of vaporware.	If Zephyr is any indication, New World should stay away from action games and stick to publishing good strategy and RPGs.
---------------------	---	--	---	--

48%

<p>Zeppelin April '95</p>	<p>Good concept; nice graphics; smooth gameplay.</p>	<p>Once you've played through WWI, you've seen and done all there is to see and do.</p>	<p>This coulda been a contender, if the idea was developed to the fullest; a paradigm of failed design.</p>	<p><b>57%</b></p>
-------------------------------	--	---	---	-------------------

<p>Zig-Zag August '95</p>	<p>Quantum Quality Productions, 495 Highway 202, Flemington, NJ 08822, (908) 788-2799</p>	<p>A classy brain-teaser that will challenge even the most experienced word-game maven.</p>	<p>The quest variants didn't turn me on, although others will surely respond differently.</p>	<p>A crossword puzzle with attitude--if you play one game and like it, you'll be hooked.</p>	<p><b>85%</b></p>
-------------------------------	---	---	---	--	-------------------

<p>Zorro June '95</p>	<p>The full-motion video clips are pretty well done.</p>	<p>Poor control; boring graphics; and an ample supply of cheesy music.</p>	<p>You don't need this kind of frustration in a simple platform puzzler.</p>	<p><b>57%</b></p>
---------------------------	--	--	--	-------------------

<p>(The artist formerly known as Prince) Interactive September 94</p>	<p>Compton's New Media 2320 Camino Vida Roble, Carlsbad, CA 92009 (619) 929-2500</p>	<p>Great full-motion videos and two new jams.</p>	<p>The gaming is silly with sluggish movements and a total absence of interaction with the artist formerly known as Prince.</p>	<p>If you are a true fan, you should consider waiting awhile for this baby to be reduced in price before purchasing it.</p>	<p><b>49%</b></p>
---	--	---	---	---	-------------------



