

Intercom label text (centered on labels)

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Magazine Subscription Info

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

The battle in the desert raged on, as Stearns dropped the terrorist guards, one by one.

Meanwhile, back at Company Headquarters, in a secret sublevel accessible only with a special cheat code, Colonel Gaskins and the mysterious agent known only as “the Coconut Monkey” observed the epic struggle transmitted through Stearns’ handy wristlink.

Projected onto a giant wall screen, Stearns' every move was analyzed and dissected by the Company computers, preserved for prosperity and future training videos.

"Well Gaskins," said the Monkey, as the fourth guard collapsed under Stearns' ruthless onslaught, "Do you think we'll be able to find the plans to the Jihad's new weapons satellite?"

“Well,” said the Colonel, “if he doesn’t, we’ll have one heckuva time fending off those aliens from Zargon-Nine.”

“Non-sequitur,” said the Monkey.

“Garnash. Hey look, he’s going to use the Spoon. This should be good.”

Both spymasters turned their eyes to the viewscreen....

(to be continued...)

INDIAN HEAD

Stearns peeked his head up over the dune. The satellites were right; the terrorist base was there.

One, two... three... four guards walking the perimeter. There were another four inside the Army tent guarding what the free world considered the deadliest information to fall into enemy hands in decades: plans to a new satellite so powerful it can take out an entire metropolis

withone blast. The Jihad made a mistake to leave the plans so poorly guarded.

And soon, the Jihad would know Stearns was back. Back with that dreaded spoon.

As darkness fell, Stearns slipped over the dune. The first guard was easy. As he sat smoking one of those nasty Cuban cigars, Stearns grabbed him behind and snapped his

neck. As much as Stearns wanted to use his grapefruit spoon, he knew it would have to wait.

The second, third and fourth guards were just as easy. Stearns moved in toward the tent. It would be simple to draw them out. He faked a cry for help, and they came running. Stearns clobbered the first guard with the butt of his CAR-15. The second and third guards went for their guns,

but Stearns gunned them down and forced the fourth one to drop his gun. Then Stearns pulled out the spoon.
(to be continued...)

Top Ten Text

PC- Gamer Top Ten List

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

Warcraft II/Everybody

Command and Conquer/Dan, Todd

The Dig/Joe, Lisa

CyberMage/Dan, Jason

Capitalism/Jason, Carol, Joe

Beavis & Butt-Head/Everyone

Descent 2/Mike, Dean

Heroes of Might & Magic/Jason, Joe

Destruction Derby/Dan, Dean, Carol

EF2000/Todd, Dan, Jason

Letter from the Editor text

ED NOTES

As you can imagine, things are pretty crazy around here since our beloved team mascot, Rikits the monkey, was kidnapped. The police have been little help -- sadly, this sort of thing happens too often for them to commit their full resources. I fear Rikits' only hope lies with us.

Luckily, my keen investigative mind --honed on years of watching Columbo and Starsky and Hutch -- have led us to our first real clue. The kidnapper has been going by the alias of George G Furthelman. We have

his personel file from when he tried to get a job here, but his phone number has been mysteriously deleted.

But all is not lost. Our managing editor, Lisa Howie, remembers calling to inform him he didn't get the job. She may still have the number.

I left a message for Lisa to call and tell me anything she remembers about that call. I'm going to step over to the jukebox and play the new *Heroes of Might & Magic* demo. I hope I don't miss her call; that game *is* mighty addictive. If I do, the message should go through to the receptionists desk.

Jukebox category titles (centered vertically and horizontally on labels)

DOS
games

**Windows
games**

**Win '95
games**

**Bug
Patches**

**WADS &
add-ons**

**Online
Services**

WIN '95 USERS: IMPORTANT NOTE

Important Note for Windows '95 Users

If you're using **WINDOWS '95**, you cannot shell out to **DOS** from the **Jukebox**.

To install any of the following **DOS** games, you must exit this **Jukebox**. Then, go to a **DOS** prompt. Once at a **DOS** prompt, change to your CD-ROM drive (type **D:** and press **Enter**, where **D:** is the letter of your CD-ROM drive).

Once you're at the CD-ROM drive, type **MENU** to install any of the **DOS** games. You can also install each game manually by following the chart that appears in the **Disc Pages** of the magazine.

Heroes of Might & Magic

Heroes of Might & Magic

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

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

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

Ready to install *Heros of Might & Magic*?

Star Rangers

Star Rangers

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

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

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

Ready to install *Star Rangers*?

Space Bucks

Space Bucks

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

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

Are you ready to begin your demo of *Space Bucks*?

HardBall 5

HardBall 5

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

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

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

Ready to begin *HardBall 5*?

Maurice Ashley Teaches Chess

Maurice Ashley Teaches Chess

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

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

Full Tilt Pinball

Full Tilt Pinball

This demo of *Full Tilt Pinball* will install to your hard drive. Click on the **YES** button below to begin the installation..

To **RUN** the game, you'll need to exit from our **PC Gamer** front end and launch the program from your **Desktop**.

Are you ready to begin installing *Full Tilt Pinball*?

HEXEN

HEXEN

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

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

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

Ready to install *HEXEN*?

Lion

Lion

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

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

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

Ready to install *Lion*?

EarthSiege 2

EarthSiege 2

To run *EarthSiege 2*, click on the **YES** button below. This will install and run the game automatically.

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

Are you ready to begin your demo of *EarthSiege 2*?

Advanced Civilization

Advanced Civilization

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

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

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

Ready to install *Advanced Civilization*?

I Have No Mouth & I Must Scream

I Have No Mouth, and I Must Scream

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

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

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

Ready to install *I Have No Mouth*?

Cyberia 2

Cyberia 2

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

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

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

Ready to install *Cyberia 2*?

Vigilance on Talos V

Vigilance on Talos V

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

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

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

Ready to install *Vigilance on Talos V*?

Black Knight

Black Knight

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

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

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

Ready to install *Black Knight*?

Locus

Locus

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

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

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

Silent Thunder

Silent Thunder

This demo of *Silent Thunder* will install to your hard drive.

To **RUN** this game, you will need to exit our **PC Gamer** front end and launch the game from your **Desktop**.

Are you ready to begin installing *Silent Thunder*?

The Incredible Machine v.3.0

The Incredible Machine v.3.0

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

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

Are you ready to begin your demo of *The Incredible Machine*?

Pitfall

Pitfall

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

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

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

Shockwave Assault

Shockwave Assault

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

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

Are you ready to begin your demo of *Shockwave Assault*?

America Online

America Online

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

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

Are you ready to begin *America Online*?

Notes on Using Patches

Notes on Using Patches

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

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

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

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

Advanced Civilization v.1.01

Advanced Civilization v.1.01 by Avalon Hill

Filename: **ACPTCH01.EXE**

Description: Fixes many small problems and addresses the Win95 city construction problem.

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

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

Ascendancy: Antagonizer Patch

Ascendancy: Antagonizer AI Module & Patch

Filename: **ANTAG.ZIP**

Description: Logic Factory issued this "Antagonizer AI" patch to make the AI more challenging. (see the Extended Play column for more info.)

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

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

CivNet Upgrade

CivNet by Microprose

Filename: **CIVNETV1.ZIP**

Description: Is mostly to make "hot-seat" play more secretive, but also addresses some multi-player tech issues.

All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **CIVNETV1.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

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

Comanche 2.01D

Comanche 2.01D Patch by NovaLogic

Filenames: **COM201.EXE**

Description: Primarily addresses modem compatibility issues.

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

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

Command & Conquer

Command & Conquer by *Virgin*

Filenames: **CC118P.EXE**

Description: Fixes all known bugs and makes some game balance changes.

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

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

Flight Sim Toolkit Final Update

Flight Sim Toolkit by Final Update

Filename: **FSTUPDAT.EXE**

Description: Handles a lot of problems, including improved AI dogfighting, torpedo use, team play (red vs blue), improved AA guns, carrier landings and development, bombers can be constructed and implemented, improved flight model with better thrust ratios.

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

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

Frontier Elite: First Encounters

Frontier Elite: First Encounters v.1.06

Filename: **106ENGFP.ZIP & 106ENGCD.ZIP**

Description: General maintenance patch. Separate floppy and CD versions.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **106ENGCD.ZIP & 106ENGFP.ZIP** files must be unzipped using the utility **PKUNZIP** (not provided with this CD).

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

Great Naval Battles III v.1.2

Great Naval Battles III v.1.2

Filenames: **GNBII_12.EXE**

Description: General maintenance patch.

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

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

HardBall 5 v.5.11

HardBall 5 v.5.11 by Accolade

Filename: **HBALL511.ZIP**

Description: Fixes errant "out" call after force was taken off by tagging a runner and problem which prevented customized stat selections to be reloaded when booting the game.

All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **HBALL511.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

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

Harpoon Classic for Windows v.1.55

Harpoon Classic for Windows v.1.55

Filename: **HAR155D.ZIP**

Description: Fixes various problems and contains the Windows Scenario Editor.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **HAR155D.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

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

Heretic/Hexen: New VFX1 Driver

Heretic/Hexen: New VFX1 Driver

Filename: **VFX1HERE.EXE**

Description: This is the new driver for the VFX1 headset.

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

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

The Hive

The Hive Update

Filename: **HIVE_101.ZIP**

Description: Makes the game a bit easier to play.

All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **HIVE_101.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

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

MechWarrior 2 Patch for DOS

MechWarrior 2 Patch for DOS

Filename: **MECH2V11.EXE**

Description: Addresses such issues as the right side taking more damage than the other on some mechs, added joystick support, and Win95 crashes..

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

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

NHL '96

NHL '96

Filename: **HOCKEY.ZIP**

Description: Is specifically for playoff lock-ups or problems with playoff games saving to the hard drive..

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

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

Rise of the Triad

Rise of the Triad

Filename: **VFX1ROTT.EXE**

Description: The new driver for the VFX1 headset.

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

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

Steel Panthers v.1.2

Steel Panthers TEST UPDATE v.1.2

Filename: **STEEL11X.EXE**

Description: Is specifically for playoff lock-ups or problems with playoff games saving to the hard drive..

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

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

The Civil War v.1.1

The Civil War: 1861-1864 v.1.1

Filename: **ACW_UPDT.ZIP**

Description: Addresses both the Campaign and Battle AI as well as updating naval battles, city supply, and route planning.

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

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

Road from Sumpter to Appomattox

The Road from Sumpter to Appomattox

Filename: **RFSTA125.EXE**

Description: Corrects retreat rule problems, allows confederate recruiting in Kentucky and Missouri even if under union control and corrects other unspecified bugs.

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

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

Tower

Tower Update

Filename: **TOWERINS.ZIP**

Description: Deals with "running Windows 3.1 or higher" errors.

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

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

Werewolf 1.01D

Werewolf 1.01D Patch

Filename: **WER101.EXE**

Description: Primarily addresses modem compatibility issues.

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

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

Bane of the Cosmic Forge

Wizardry: Bane of the Cosmic Forge

Filename: **BANEFIX.ZIP**

Description: Corrects the divide overflow problem experienced by some users with 486s and Pentiums.

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

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

World Series of Poker

World Series of Poker v.1.01

Filename: **WSD_101.ZIP**

Description: Fixes bug in Caribbean Stud Poker.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **WSD_101.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

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

Patches: How To

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

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

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

Notes on Using Add-on Levels

Notes on Using Add-on Levels

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

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

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

DOOM HEROES WAD

DOOM Heroes WAD

Filename: **HEROES.WAD** - A replacement for all 36 levels of Ultimate DOOM.

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

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

DOOM 2 MOUNTAIN KING

DOOM 2 Mountain King WAD

Filename: **MOUNTKNG.WAD**

DOOM 2 levels are located in the **\DOOM2** directory on the CD. Each level must be copied to the **DOOM2** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\DOOM2** directory.

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

DOOM 2 TOWNHOUSES WAD

DOOM 2 Townhouses WAD

Filename: **TOWNHOUS.WAD**

DOOM 2 levels are located in the **\DOOM2** directory on the CD. Each level must be copied to the **DOOM2** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\DOOM2** directory.

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

Heretic Lava Lord WAD

Heretic Lava Lord Wad

Filename: **LAVALORD.WAD**

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

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

Heretic Flenzer's Castle WAD

Heretic Flenzer's Castle Wad

Filename: **FLENZER.WAD**

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

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

Descent Meridian Level

Descent Meridian Level

Filename: **MERIDIAN.ZIP**

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

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

Descent Creeping Death Level

Descent Creeping Death Level

Filename: **CD.ZIP**

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

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

Hexen Elements WAD

Hexen Elements WAD

Filename: **ELEMENTS.WAD**

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

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

Hexen The Swamp WAD

Hexen The Swamp WAD

Filename: **THESWAMP.WAD**

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

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

Warcraft 2 Towns Level

Warcraft Battle Between 2 Towns Level

Filename: **SAVE7.SAV**

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

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

Warcraft Megatropolis Level

Warcraft Megatropolis Level

Filename: **SAVE3.SAV**

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

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

Personnel drawer pages

Suspect No. 1

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

Suspect No. 2

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

Suspect No. 3

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

Suspect No. 4

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

Suspect No. 5

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

