

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

As the familiar aroma of cow manure wafted up through the rafters into Stearns' nostrils, Stearns took a cautious step toward the pigeon. He carefully maneuvered his gun, trying to make as little noise as possible. If he startled the pigeon, he knew his chance at winning the town shooting contest was slim. He was only one bird away from breaking Clarence Johnson's record of 40 birds in a

week, and he didn't want to blow it. The pigeon shifted and stared at Stearns, as though it knew Stearns was about to waste it. Stearns got a bead on the bird, took a deep breath, pulled back on the trigger, and ...BAM! Suddenly, Stearns broke through the floor, plummeted through the air, and landed in a deep pile of bovine pie. He immediately felt two painful sensations - one in his

head and one in his behind. Blood was streaming into his eyes from his forehead, and as he put his hand up to stop the blood flow, he began vomiting. When the nausea passed, Stearns lay back in the manure gasping for breath. Then he noticed that the excruciating pain in his butt had not gone away. He reached back and pulled the grapefruit spoon - his

favorite grapefruit spoon - out of his ass. His mother always told him not to carry it around...
(to be continued...)

INDIAN HEAD

Stearns stood impatiently in the shadows of the terrorist camp. He was very good at killing, but this whole lurking thing... not so much.

He had no choice, though. Dramatic tension had to be maintained, and the back-story had to come from somewhere. If that

meant cutting away from the mayhem at the camp to a long, rambling lump of exposition with Private Pepperhat and Colonel Gaskins, well that was the price of staring in a lurid techno-thriller. Stearns could wait. His grapefruit spoon would taste terrorist blood soon enough.

shifting his feet in the North African sand, he realized that he had time for a quick flashback. Nothing too elaborate, he decided before too long, the sun would be chasing away the shadows that hid him from view but maybe a little something to heighten the

mystery of his character and make him a little more sympathetic. It was too early to reveal the story behind the legendary grapefruit spoon, but...

Suddenly, Stearns was 12 years old, standing in the fragrant hayloft on his Aunt Mothra's thoroughbred ranch...

(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. Especially these..

Descent 2/Interplay -- Everybody

Duke Nukem 3D/3D Realms -- Everybody.

Warcraft II/Blizzard -- Joe, Todd, Jason

Terra Nova/Looking Glass -- Todd, Dan

Earthsiege 2/Sierra -- Dan, Joe, Todd

NBA Live '96/EA Sports -- Joe, Mike, Ned

NFL QB Club '96/Acclaim -- Mike, Robin

C&C: Covert Operations/Westwood -- Dean

The Beast Within/Sierra -- Dan, Mike

Dip & Twiddle III: The Final Dip/DipCo -- Dean, Lisa

Letter from the Editor text

ED NOTES

Oh the agony! Every time we uncover a hot lead on where to find our precious Rickets the Monkey, the kidnapper eludes us. He's always one step ahead. We're all beginning to lose hope.

The pressure of putting out the best games magazine in the business and finding Rickets is almost too much. We may have to face the facts and find a, dare I say it... new mascot! I must be strong and pull myself together. The others must not see me cry.

There is still hope. This green mud we found last month is being analyzed by the top mud expert in the world. I'm waiting to hear the results. In fact, there appeared to be some green mud around the filing cabinets this morning, and our receptionist, Cheryl, has been the only other person here today. She couldn't be in on it, could she? Hmm, I may have to play a little hard ball with her.

What am I saying!?! How could I even think it!?! I need to unwind. Maybe I'll step over to the Jukebox and play **Afterlife** and **Rebel Assault II**, those two cool **LucasArts** demos. That'll help me to relax.

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.

Rebel Assault II

Rebel Assault II

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 *Rebel Assault II*?

Roadwarrior

Roadwarrior

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 *Roadwarrior*?

Knights Chase

Knights Chase

This demo will 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 *Knights Chase*?

Afterlife

Afterlife

To run *Afterlife*, 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 *Afterlife*?

Rise & Rule of Ancient Civilizations

Rise & Rule of Ancient Civilizations

To run *Rise & Rule of Ancient Civilizations*, 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 *Rise & Rule of Ancient Civilizations*?

Rise & Rule of Ancient Civilizations

Rise & Rule of Ancient Civilizations

To run *Rise & Rule of Ancient Civilizations*, 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 *Rise & Rule of Ancient Civilizations*?

Virtual Snooker

Virtual Snooker

This demo will 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 *Virtual Snooker*?

Battle Isle 2220

Battle Isle 2220

To run *Battle Isle 2220*, 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 *Battle Isle 2220*?

Stars! 2

Stars! 2

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

Are you ready to begin your demo of *Stars! 2*?

Bruce Jenner Decathlon

Bruce Jenner Decathlon

To run *Decathlon*, 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 *Decathlon*?

Assault Riggs

Assault Riggs

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 *Assault Riggs*?

Warbirds

Warbirds

To run *Warbirds*, 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 *Warbirds*?

Strife

Strife

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 *Strife*?

Big Red Racing

Big Red Racing

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 *Big Red Racing*?

Rebel Runner

Rebel Runner

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 *Rebel Runner*?

Storm

Storm

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 *Storm*?

Seek and Destroy

Seek and Destroy

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 *Seek and Destroy*?

Cylindrix

Cylindrix

This demo will install and run 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 *Cylindrix*?

Operation Carnage

Operation Carnage

This demo will install and run 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 *Operation Carnage*?

VR Soccer

VR Soccer

This demo will install and run 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 *VR Soccer*?

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.

Aide De Camp v.1.16b (HPS)

Aide De Camp v.1.16b (HPS) Patch

Filename: **ADC-116B.EXE**

Description: Adds printouts, the ability to import from spreadsheets/databases, a map "fill" feature, and new symbol editing tools..

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.

Aliens v.1.0.3

Aliens v.1.0.3 Patch

Filenames: **ALIEN103.EXE**

Description: Addresses various crashes and 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.

Allied General v.1.1

Allied General v.1.1 Patch

Filenames: **AGWIN11.EXE**

Description: Fixes E-mail bugs and makes it more stable.

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.

Angel Devoid Update

Angel Devoid - Sony CDU-33A Update

Filenames: **ANGEL.ZIP**

Description: This update fixes a problem with the SONY CDU 33A CD-ROM player accessing Disk 2 of *Angel Devoid*.

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 **ANGEL.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.

Anvil of Dawn v.1.1

Anvil of Dawn v.1.1

Filenames: **ANVUP11.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.

Battleground: Ardennes

Battleground: Ardennes

Filenames: **BGA11.ZIP**

Description: Various fixes and enhancements.

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.

Civilization II Sound Update

Civilization II Sound Update

Filename: **CIV2106.ZIP**

Description: This update will fix the problems encountered by people with no sound cards..

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 **CIV2106.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 v.1.03

CivNet v.1.03

Filename: **CIVNETP3.ZIP**

Description: Fixes the "Cannot write to AUX" error that some people have encountered.

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 **CIVNETP3.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.

Descent (registered version)

Descent (registered version)

Filename: **DREG14A5.ZIP**

Description: Adds new command line switches and fixes minor 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. The **DREG14A5.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.

Entomorph v.1.1

Entomorph v.1.1

Filename: **ENTOV11.EXE**

Description: Fixes various 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.

Great Naval Battles 4 v.1.1

Great Naval Battles Vol.4 v.1.1

Filename: **GNB4V11.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 Roster Update

HardBall 5 Roster Update

Filename: **HB5LGD96.EXE**

Description: Updates stats for HardBall 5 to the end of the 1995 season. Rosters updated to the end of January 1996.

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.

Harpoon Classic for Windows

Harpoon Classic for Windows v.1.58

Filenames: **HAR158.ZIP**

Description: This version fixes all known program problems, such as General protection Faults, and adds several user requested enhancements.

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 **HAR158.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.

PBA Bowling v.1.13

PBA Bowling v.1.13 Update

Filename: **PBA113.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.

Power Dolls v.1.2

Power Dolls v.1.2

Filename: **PDPATCH.ZIP**

Description: This features faster game play, compatibility with all sound cards, full voice, improved sound effects, and so on.

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 **PDPATCH.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.

Ripper

Ripper

Filename: **RIPPAT1A.ZIP**

Description: Adds a patch for video problems associated with Matrox Millenium cards, and fixes filled notebook problems, corrupted SETTINGS.DEF and TAKE2.INI files, and other minor 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. The **RIPPAT1A.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.

Solitaire Deluxe for Windows

Solitaire Deluxe for Windows Update

Filename: **SOLWIN11.ZIP**

Description: Fixes a "General Protection Fault" error message seen when you select a tour, and it adds the game "Double or Quits."

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 **SOLWIN11.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.

Terminator: Future Shock v.1.20

Terminator: Future Shock v.1.20

Filename: **P120_US.EXE**

Description: This fixes problems with the Virtual i-O i-Glasses!, frame rate for fast PCs, the Goliath's hit points, and random crashes.

All patches are located in the **PATCHES** subdirectory on the CD. Each patch must be copied to the directory where its 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.

World Series of Poker Deluxe v.1.0.7

World Series of Poker Deluxe v.1.0.6

Filename: **WSD_107.ZIP**

Description: For bugs in Baccarat, Carribean Stud, Craps & Let it Ride where taking a break can cause the blinds to be reset..

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_107.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.

Terra Nova v.1.09

Terra Nova v.1.09

Filename: **TNV109.EXE**

Description: Fixes the problem with the Random Scenario Builder which causes the game to hang if it was used four times consecutively.

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.

Unnecessary Roughness '95

Unnecessary Roughness '95 Update

Filename: **UR95CLOK.EXE**

Description: Corrects ATI Mach 64 support and fixes play clock.

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.

Wing Commander IV - Joystick

Wing Commander IV Alt. Joystick Routine

Filename: **WC4JOY.EXE**

Description: This changes the way the joystick data is acquired in the game, and will allow some systems to work properly with the joystick routines in 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.

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.

Wing Commander IV - Notebook

Wing Commander IV Notebook Gameport Update

Filename: **WC4JOYNG.EXE**

Description: Adds support for notebook gameports.

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.

Wizard Pinball Controls Update

Wizzard Pinball Controls Update

Filename: **EXTWIZ.ZIP**

Description: Adds support for Extreme Pinball.

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 **EXTWIZ.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 for **Tie Fighter** is **TIECDJOY.ZIP** and your **CD-ROM** drive is **D:**. You would go to your **D** drive and type **CD\PATCHES**. Then copy the **TIECDJOY.ZIP** file to the directory on your Hard Drive where the **Tie Fighter** program resides.

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

Notes on Using Add-on Levels

Notes on Using Add-on Levels

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

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

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

DOOM 2: Camp Hell

DOOM 2 Camp Hell WAD

Filename: **CAMPHELL.ZIP**

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: Eye Storm

DOOM 2: Eye Storm WAD

Filename: **EYESTORM.ZIP**

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: The Lift

Heretic: The Lift Wad

Filename: **THELIFT.ZIP**

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

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

Heretic: Palace of Malice

Heretic: Palace of Malice Wad

Filename: **HPOM.ZIP**

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

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

Descent: Kronos Iopa

Descent: Kronos Iopa Level

Filename: **KRONOS.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: The Mad Decorator

Descent: The Mad Decorator Level

Filename: **MAD.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: BongoFur

Hexen: BongoFur WAD

Filename: **BONGOFUR.ZIP**

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

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

Hexen: The Worship

Hexen: The Worship WAD

Filename: **WORSHIP.ZIP**

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

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

Warcraft 2: The Hobbit

Warcraft 2: The Hobbit

Filename: **HOBBIT.ZIP**

Warcraft 2 levels are located in the **\WARCRAFT** directory on the CD. Each level must be copied to the **WAR2** directory on your Hard Drive. After that, you'll be able to access it by starting a custom scenario game. 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 2: Boot Camp

Warcraft 2: Boot Camp

Filename: **BOOT.ZIP**

Warcraft 2 levels are located in the **\WARCRAFT** directory on the CD. Each level must be copied to the **WAR2** directory on your Hard Drive. After that, you'll be able to access it by starting a custom scenario game. 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

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