

Sheet1

| TITLE,C,59 | ALISSUE_PAGE,C,30 | CATEGORY, |
|--|-------------------------|-------------|
| A Fork in the Tale | A May '97, p. 129 | Adventure |
| A-10 Cuba! | A March '97, p. 160 | Simulation |
| Absolute Zero | A March '96, p. 114 | Action |
| Abuse | A January '96, p. 202 | Action |
| Aces of the Deep | A February '95, p. 105 | Simulation |
| Achtung Spitfire | A December '97, p. 268 | Wargame |
| Across the Rhine | A November '95, p. 129 | Wargame |
| Addiction Pinball | A September '98, p. 164 | Arcade |
| Admiral: Sea Battles | A February '97, p. 164 | Strategy |
| Advanced Tactical Fighters | A June '96, p. 74 | Simulation |
| Aegis: Guardian of the Fleet | A July '94, p. 66 | Simulation |
| Afterlife | A October '96, p. 132 | Simulation |
| Age of Empires | A December '97, p. 240 | Strategy |
| Age of Rifles | A November '96, p. 238 | Wargame |
| Age of Sail | A March '97, p. 141 | Wargame |
| Agile Warrior F-111X | A May '97, p. 116 | Action |
| AH-64D Longbow | A July '96, p. 74 | Simulation |
| AHX1 | A February '98, p. 177 | Action |
| Air Havoc Controller | A January '95, p. 136 | Simulation |
| Air Power | A March '96, p. 144 | Simulation |
| Air Warrior III | A May '98, p. 92 | Simulation |
| Al-Qadim: The Genie's Curse | A July '94, p. 79 | Roleplaying |
| Albion | A November '96, p. 268 | Roleplaying |
| Alien Breed | A May/June '94, p. 88 | Arcade |
| Alien Incident | A February '97, p. 129 | Adventure |
| Alien Legacy | A August '94, p. 78 | Adventure |
| Alien Odyssey | A February '96, p. 124 | Adventure |
| Alien Virus | A August '95, p. 92 | Adventure |
| Aliens | A February '96, p. 120 | Adventure |
| Allied General | A April '96, p. 109 | Wargame |
| Alone in the Dark 2 | A May/June '94, p. 58 | Adventure |
| Alone in the Dark 3 | A May '95, p. 103 | Adventure |
| Amber | A May '97, p. 133 | Puzzle |
| American Civil War: From Sumter to Appomatox | A September '96, p. 106 | Strategy |
| Amok | A May '97, p. 125 | Action |
| Andretti Racing | A March '98, p. 112 | Sports |
| Angel Devoid | A May '96, p. 144 | Adventure |
| Anvil of Dawn | A March '96, p. 113 | Roleplaying |
| Anyone for Cards? for Windows | A January '95, p. 115 | Strategy |
| Apache | A October '95, p. 84 | Simulation |
| Apache Havoc | A July '99, p. 114 | Simulation |
| APBA Baseball | A October '95, p. 122 | Sports |
| Archimedean Dynasty | A March '97, p. 138 | Action |
| Archon Ultra | A May/June '94, p. 90 | Strategy |
| Area 51 | A February '97, p. 167 | Action |
| Ares Rising | A November '98, p. 260 | Action |
| Armed and Delirious | A May '98, p. 133 | Adventure |
| Armor Command | A June '98, p. 86 | Strategy |

Sheet1

| | | |
|---------------------------|-------------------------|-------------|
| Armored Fist | A February '95, p. 102 | Simulation |
| Armored Fist 2 | A January '98, p. 309 | Action |
| Armored Moon | A July '98, p. 154 | Strategy |
| Army Men | A August '98, p. 111 | Action |
| Army Men II | A June '99, p. 136 | Action |
| Arrival, The | A June '97, p. 80 | Adventure |
| Ascendancy | A November '95, p. 160 | Strategy |
| Ashes to Ashes | A February '97, p. 145 | Action |
| Assassin 2015 | A January '97, p. 236 | Action |
| Assault Rigs | A August '96, p. 101 | Arcade |
| Asteriods | A April '99, p. 132 | Action |
| AstroFire | A October '94, p. 75 | Arcade |
| Atari 2600 Action Pack | A May '95, p. 86 | Arcade |
| Atari 2600 Action Pack 2 | A October '95, p. 113 | Arcade |
| Atlantis: The Lost Tales | A November '97, p. 291 | Adventure |
| Atomic Bomberman | A October '97, p. 210 | Arcade |
| Avery Cardoza's 100 Slots | A May '98, p. 129 | Simulation |
| Azrael's Tear | A February '97, p. 160 | Adventure |
| The Abyss | A January '99, p. 207 | Adventure |
| Back to Baghdad | B September '96, p. 121 | Simulation |
| Bad Day on the Midway | B August '96, p. 88 | Adventure |
| Bad Mojo | B February '96, p. 140 | Adventure |
| Baku Baku | B January '97, p. 251 | Puzzle |
| Baldies | B April '97, p. 121 | Strategy |
| Baldur's Gate | B April '99, p. 94 | Roleplaying |
| Balls of Steel | B June '98, p. 103 | Arcade |
| Banzai Bug | B May '97, p. 134 | Action |
| Barrage | B February '99, p. 176a | Arcade |
| Baseball Mogul | B December '97, p. 255 | Sports |
| Bass Masters Classic T.E. | B December '98, p. 228 | Simulation |
| Batman Forever | B June '96, p. 115 | Arcade |
| Battle Arena Toshinden | B September '96, p. 101 | Arcade |
| Battle Arena Toshinden 2 | B June '98, p. 114 | Action |
| Battle Beast | B December '95, p. 270 | Action |
| Battle Bugs | B October '94, p. 69 | Wargame |
| Battle Isle 2200 | B October '94, p. 58 | Wargame |
| Battle Isle 2220 | B May '96, p. 129 | Strategy |
| Battle of Britain | B November '94, p. 62 | Wargame |
| Battle of Britain | B July '99, p. 126 | Strategy |
| Battlecruiser 3000 AD | B January '97, p. 208 | Action |
| Battleground 4: Shiloh | B October '96, p. 192 | Wargame |
| Battleground: Ardennes | B January '96, p. 205 | Wargame |
| Battleground: Gettysburg | B March '96, p. 146 | Wargame |
| Battleground: Waterloo | B August '96, p. 82 | Wargame |
| Battles in Time | B January '96, p. 193 | Strategy |
| Battleship | B March '97, p. 110 | Strategy |
| Battlespire | B April '98, p. 154 | Roleplaying |

Sheet1

| | | |
|---|-------------------------|-------------|
| Battlesport | B August '97, p. 127 | Action |
| Battlezone | B June '98, p. 94 | Action |
| BC Racers | B October '95, p. 110 | Arcade |
| Beast Wars: Transformers | B September '98, p. 142 | Action |
| Beast Within: A Gabriel Knight Mystery | B April '96, p. 92 | Adventure |
| Beat the House 2 | B April '98, p. 153 | Simulation |
| Beavis and Butt-head: Bunghole in One | B May '99, p. 134 | Arcade |
| Beavis & Butt-Head in Virtual Stupidity | B February '96, p. 114 | Adventure |
| | | |
| Bedlam | B January '97, p. 225 | Action |
| Beneath A Steel Sky | B December '94, p. 130 | Adventure |
| Betrayal in Antara | B October '97, p. 214 | Roleplaying |
| Big 3 (The) | B May '95, p. 85 | Strategy |
| Big Red Racing | B July '96, p. 89 | Arcade |
| Bio Freaks | B October '98, p. 209a | Arcade |
| BioForge | B June '95, p. 80 | Adventure |
| Birthright: The Gorgon's Alliance | B December '97, p. 234 | Strategy |
| Black Dahlia | B July '98, p. 151 | Adventure |
| Blackstone Chronicles | B February '99, p. 211 | Adventure |
| Blackthorne | B January '95, p. 141 | Adventure |
| Blade Runner | B February '98, p. 110 | Adventure |
| Blake Stone: Planet Strike | B February '95, p. 79 | Action |
| Blood | B July '97, p. 208 | Action |
| Blood Bowl | B August '95, p. 91 | Strategy |
| Blood II: The Chosen | B February '99, p. 216 | Action |
| Blood & Magic | B March '97, p. 118 | Strategy |
| Blood Omen: Legacy of Kain | B December '97, p. 242 | Action |
| Bloodwings | B September '95, p. 121 | Adventure |
| Blown Away | B February '95, p. 89 | Puzzle |
| Blues Brothers' Jukebox Adventure | B October '94, p. 50 | Arcade |
| Bobby Fischer Teaches Chess | B March '95, p. 99 | Simulation |
| Boggle | B March '98, p. 138 | Puzzle |
| Brainstorm! | B October '96, p. 171 | Puzzle |
| Bravo Romeo Delta | B June '95, p. 121 | Strategy |
| Breach 3 | B January '96, p. 222 | Strategy |
| Breakthru | B December '94, p. 137 | Puzzle |
| Brett Hull Hockey '95 | B July '95, p. 98 | Simulation |
| Bridge Baron for Windows | B August '94, p. 84 | Simulation |
| Bridge Olympiad | B September '94, p. 84 | Simulation |
| British Open Championship Golf | B July '97, p. 204 | Sports |
| | | |
| Broken Sword: The Smoking Mirror | B February '98, p. 142 | Adventure |
| Bruce Jenner's World Class Decathlon | B October '96, p. 158 | Simulation |
| Brunswick Circuit Pro Bowling | B January '99, p. 181 | Sports |
| Brutal: Paws of Fury | B November '95, p. 139 | Action |
| | | |
| Bug! | B January '97, p. 259 | Arcade |
| Bureau 13 | B May '95, p. 79 | Adventure |
| Buried in Time | B October '95, p. 91 | Adventure |

Sheet1

| | | | |
|---|---|-----------------------|------------|
| Burn Cycle | B | January '96, p. 214 | Action |
| Burnout | B | June '98, p. 96a | Simulation |
| Byzantine: The Betrayal | B | January '98, p. 246 | Adventure |
| Metaltech: Battledrome | B | April '95, p. 110 | Action |
| C.E.O. | C | October '95, p. 107 | Simulation |
| C&C: Sole Survivor | C | April '98, p. 104 | Action |
| Caddyhack | C | December '96, p. 289 | Simulation |
| Caesar II | C | January '96, p. 172 | Strategy |
| Caesar III | C | January '99, p. 169 | Strategy |
| Caesar's Palace | C | February '98, p. 185 | Simulation |
| Callahan's Crosstime Saloon | C | May '97, p. 139 | Adventure |
| Campaign II | C | May/June '94, p. 86 | Simulation |
| Cannon Fodder | C | November '94, p. 56 | Action |
| Capitalism | C | December '95, p. 238 | Simulation |
| Captain Quazar | C | February '97, p. 141 | Arcade |
| Carmageddon | C | October '97, p. 211 | Action |
| Carmageddon 2: Carpocalypse Now | C | April '99, p. 96 | Action |
| Carnivores | C | April '99, p. 130 | Action |
| Carriers at War II | C | July '94, p. 80 | Wargame |
| CART Precision Racing | C | May '98, p. 137 | Simulation |
| Casino Deluxe | C | October '95, p. 87 | Simulation |
| Casino Expert for Windows | C | August '94, p. 57 | Simulation |
| Casino Tournament of Champions | C | June '95, p. 122 | Strategy |
| Castrol Honda Superbike World Champions | C | August '98, p. 145a | Simulation |
| Catfight | C | October '96, p. 183 | Action |
| Cave Wars | C | March '97, p. 162 | Strategy |
| Celtic Tales: Balor of the Evil Eye | C | September '95, p. 111 | Strategy |
| Chaos | C | July '96, p. 106 | Adventure |
| Chaos Continuum | C | May/June '94, p. 89 | Adventure |
| Chaos Control | C | December '95, p. 220 | Arcade |
| Chaos Gate | C | February '99, p. 218 | Strategy |
| Chaos Overlords | C | September '96, p. 138 | Strategy |
| Chasm | C | January '98, p. 312 | Action |
| Chessmaster 5000 | C | November '96, p. 236 | Simulation |
| Chessmaster 5500 | C | February '98, p. 167 | Strategy |
| Chessnet 3 | C | November '94, p. 73 | Simulation |
| Chronicles of the Sword | C | September '96, p. 126 | Adventure |
| Chronomaster | C | April '96, p. 105 | Adventure |
| CIA: Central Intelligence | C | June '95, p. 91 | Strategy |
| Circle of Blood | C | January '97, p. 234 | Adventure |
| Circuit Racer | C | November '97, p. 230 | Arcade |
| City of Lost Children, The | C | July '97, p. 194 | Adventure |
| Civil War: 1861-1864 | C | May '95, p. 83 | Strategy |
| Civil War Generals II | C | February '98, p. 140 | Wargame |
| Civilization 2 | C | July '96, p. 82 | Strategy |
| Civilization: Call to Power | C | July '99, p. 98 | Strategy |
| Clandestiny | C | March '97, p. 157 | Puzzle |

Sheet1

| | | |
|--|------------------------|-------------|
| Classic Five | C July '94, p. 91 | Strategy |
| Classic Jackpot! | C September '94, p. 90 | Simulation |
| Claw | C December '97, p. 230 | Arcade |
| Clockwerx | C July '95, p. 108 | Action |
| Close Combat | C October '96, p. 162 | Wargame |
| Close Combat: A Bridge Too Far | C January '98, p. 225 | Wargame |
| Close Combat III | C April '99, p. 120 | Wargame |
| Comanche 3 | C July '97, p. 148 | Simulation |
| Combat Flight Simulator | C February '99, p. 200 | Simulation |
| Command & Conquer | C November '95, p. 108 | Strategy |
| Command & Conquer: Red Alert | C December '96, p. 238 | Strategy |
| Commander Blood | C May '95, p. 81 | Adventure |
| Commandos | C November '98, p. 240 | Strategy |
| Commandos: Beyond the Call of Duty | C July '99, p. 124 | Strategy |
| Congo: Descent Into Zinj | C April '96, p. 137 | Adventure |
| Connections | C December '96, p. 293 | Puzzle |
| Conquer for Windows | C August '96, p. 110 | Strategy |
| Conqueror, A.D. 1086 | C March '96, p. 141 | Strategy |
| Conquest of the New World | C July '96, p. 113 | Strategy |
| Conspiracy | C May/June '94, p. 87 | Adventure |
| Corridor 7: Alien Invasion | C July '94, p. 75 | Action |
| Cowboy Casino | C September '94, p. 79 | Simulation |
| Creature Shock | C March '95, p. 100 | Action |
| Crime Patrol | C February '95, p. 119 | Action |
| Croc: Legend of the Gobbos | C June '98, p. 122 | Action |
| Crossword Wizard | C September '94, p. 86 | Puzzle |
| | | |
| CrossWorld | C July '96, p. 121 | Puzzle |
| Crow: The City of Angels | C July '97, p. 205 | Action |
| Crusader: No Regret | C November '96, p. 248 | Action |
| Crusader: No Remorse | C December '95, p. 202 | Adventure |
| | | |
| Crush! Deluxe | C November '97, p. 250 | Strategy |
| Crystal Caliburn | C December '94, p. 157 | Simulation |
| Crystal Skull, The | C February '97, p. 172 | Adventure |
| Curse of Monkey Island, The | C February '98, p. 108 | Adventure |
| Custer's Last Command | C November '95, p. 168 | Wargame |
| Cyber Judas | C October '96, p. 188 | Strategy |
| CyberBykes: Shadow Racer VR | C January '96, p. 213 | Action |
| CyberGladiators | C February '97, p. 117 | Arcade |
| Cyberia | C April '95, p. 87 | Adventure |
| Cyberia 2: Resurrection | C July '96, p. 101 | Arcade |
| CyberMage | C April '96, p. 96 | Action |
| Cybermercs | C June '99, p. 148 | Roleplaying |
| Cyberstorm 2: Corporate Wars | C October '98, p. 232 | Strategy |
| CyberStrike 2 | C April '99, p. 103 | Action |
| Cyclemania | C February '95, p. 117 | Sports |
| Cyclones | C March '95, p. 110 | Action |
| Cydonia -- Mars: The First Maned Mission | C February '99, p. 208 | Adventure |

Sheet1

| | | | |
|--|---|-----------------------|-------------|
| Sid Meier's Colonization | C | January '95, p. 132 | Simulation |
| The Lost Files of Sherlock Holmes: Case of the Rose Tattoo | C | December '96, p. 282 | Adventure |
| D | D | June '96, p. 102 | Adventure |
| D.A. Pursuit of Justice: The Sunset Boulevard Deuce | D | August '97, p. 124 | Adventure |
| D-Day: America Invades | D | October '95, p. 117 | Wargame |
| D-Day: The Beginning of the End | D | August '94, p. 72 | Wargame |
| Daedalus Encounter | D | July '95, p. 105 | Adventure |
| Dagger's Rage | D | December '95, p. 243 | Arcade |
| Dame Was Loaded (The) | D | July '96, p. 90 | Adventure |
| Dark Colony | D | November '97, p. 235 | Strategy |
| Dark Earth | D | February '98, p. 121 | Adventure |
| Dark Eye | D | August '96, p. 119 | Adventure |
| Dark Forces | D | May '95, p. 64 | Action |
| Dark Legions | D | July '94, p. 58 | Strategy |
| Dark Reign | D | December '97, p. 186 | Strategy |
| Dark Side of the Moon | D | May '99, p. 113a | Adventure |
| Dark Sun: Wake of the Ravager | D | January '95, p. 119 | Roleplaying |
| Dark Vengeance | D | April '99, p. 140 | Action |
| Darklight Conflict | D | July '97, p. 158 | Action |
| Darkseed II | D | May '96, p. 141 | Adventure |
| Dawn Patrol | D | March '95, p. 75 | Simulation |
| Daytona USA | D | February '97, p. 171 | Arcade |
| Daytona USA Deluxe | D | February '98, p. 188 | Racing |
| Deadline | D | August '96, p. 96 | Strategy |
| Deadlock | D | December '96, p. 304 | Strategy |
| Deadlock II: The Shrine Wars | D | May '98, p. 90 | Strategy |
| Deadly Tide | D | January '97, p. 260 | Arcade |
| Death Rally | D | February '97, p. 142 | Arcade |
| DeathDrome | D | April '97, p. 130 | Action |
| Deathgate | D | April '95, p. 79 | Adventure |
| Deathkeep | D | November '96, p. 272 | Roleplaying |
| Deathtrap Dungeon | D | October '98, p. 238 | Action |
| Decisive Battles of WWI: The Ardennes Offensive | D | October '97, p. 258 | Wargame |
| Deer Hunter II: The Hunt Continues | D | February '99, p. 220 | Simulation |
| Delta Force | D | January '99, p. 182 | Action |
| Delta-V | D | December '94, p. 153 | Adventure |
| Demonstar | D | May '98, p. 122 | Arcade |
| Descent | D | May '95, p. 91 | Action |
| Descent: Freespace -- The Great War | D | September '98, p. 152 | Action |

Sheet1

| | | |
|--|-------------------------|-------------|
| Descent II | D June '96, p. 82 | Action |
| Descent to Undermountain | D April '98, p. 125 | Roleplaying |
| Desert Strike: Return to the Gulf | D February '95, p. 75 | Arcade |
| Destiny | D January '97, p. 242 | Strategy |
| Destruction Derby | D March '96, p. 99 | Action |
| Destruction Derby 2 | D March '97, p. 124 | Arcade |
| Dethkarz | D April '99, p. 122 | Arcade |
| Detroit | D July '94, p. 62 | Simulation |
| Deus | D April '97, p. 137 | Adventure |
| Devo Presents Adventures of the Smart Patrol | D December '96, p. 265 | Adventure |
| Diablo | D March '97, p. 102 | Roleplaying |
| Die by the Sword | D June '98, p. 84 | Action |
| Die Hard Trilogy | D June '97, p. 82 | Arcade |
| Dig (The) | D February '96, p. 110 | Adventure |
| Diggers | D April '95, p. 84 | Action |
| Dilbert's Desktop Games | D December '97, p. 207 | Arcade |
| Dinotopia | D June '96, p. 109 | Adventure |
| Discworld II: Mortality Bytes | D April '97, p. 102 | Adventure |
| Dominion: Storm Over Gift 3 | D September '98, p. 174 | Strategy |
| Dominus | D January '95, p. 127 | Wargame |
| Don't Quit Your Day Job | D November '96, p. 234 | Adventure |
| Doom II: Hell on Earth | D December '94, p. 134 | Action |
| Double Talk | D February '95, p. 87 | Arcade |
| Dragon Dice | D November '97, p. 303 | Strategy |
| Dragon Lore | D May '95, p. 73 | Adventure |
| Dragon Lore II: The Heart of the Dragon Man | D December '97, p. 226 | Adventure |
| Dragon's Lair | D August '94, p. 68 | Adventure |
| Dragonheart: Fire and Steel | D April '97, p. 113 | Arcade |
| Dragonsphere | D May/June '94, p. 78 | Adventure |
| Dreamweb | D January '95, p. 117 | Adventure |
| Drowned God | D February '97, p. 110 | Puzzle |
| Drug Wars | D June '95, p. 123 | Action |
| Druid: Daemons of the Mind | D March '96, p. 123 | Roleplaying |
| Duke Nukem 3D | D July '96, p. 78 | Action |
| Dune 2000 | D December '98, p. 188 | Strategy |
| Dungeon Keeper | D September '97, p. 142 | Strategy |
| Dungeon Master II | D November '95, p. 154 | Roleplaying |
| Dust: A Tale of the Wired West | D December '95, p. 231 | Adventure |
| The Elder Scrolls: Daggerfall | D December '96, p. 242 | Roleplaying |
| 11th Hour, The | E April '96, p. 141 | Puzzle |
| 1830: Railroads & Robber Barons | E June '95, p. 105 | Simulation |
| Earth 2140 | E May '98, p. 106 | Strategy |
| EarthSiege 2 | E June '96, p. 90 | Action |
| Earthworm Jim 1&2: The Whole Can of Worms | E August '96, p. 123 | Arcade |
| East Front | E February '98, p. 148 | Wargame |

Sheet1

| | | | |
|--|---|-----------------------|-------------|
| Eastern Mind: The Lost Souls of Tong Nou | E | November '95, p. 135 | Adventure |
| Ecco the Dolphin | E | January '96, p. 197 | Arcade |
| ECO: East Africa | E | August '95, p. 105 | Simulation |
| Ecstatica | E | February '95, p. 93 | Adventure |
| Ecstatica II | E | September '97, p. 170 | Action |
| Eddie Kantar's Bridge Companion | E | April '95, p. 83 | Strategy |
| EF2000 | E | March '96, p. 124 | Simulation |
| Elder Scrolls, Volume 1: Arena | E | May/June '94, p. 70 | Roleplaying |
| Elements | E | October '94, p. 74 | Puzzle |
| Elk Moon Murder | E | October '96, p. 172 | Adventure |
| Emergency | E | November '98, p. 272 | Strategy |
| Emperor of the Fading Suns | E | May '97, p. 138 | Strategy |
| Empire II: The Art of War | E | December '95, p. 249 | Wargame |
| Empire Soccer 94 | E | September '94, p. 69 | Sports |
| Endorfun | E | December '95, p. 267 | Puzzle |
| Enemy Infestation | E | May '99, p. 137 | Strategy |
| Enemy Nations | E | August '97, p. 110 | Strategy |
| Entomorph | E | January '96, p. 187 | Roleplaying |
| Entrepreneur | E | March '98, p. 126 | Strategy |
| | | | |
| Eradicator | E | January '97, p. 212 | Action |
| ESPN: Baseball Tonight | E | March '95, p. 106 | Sports |
| European Air War | E | February '99, p. 182 | Simulation |
| Evasive Action | E | August '94, p. 66 | Simulation |
| Evel Kinevel 3D Stunt Game | E | December '98, p. 227 | Action |
| EverQuest | E | June '99, p. 122 | Roleplaying |
| Evolution | E | May '98, p. 132 | Strategy |
| Excalibur 2555 AD | E | February '98, p. 128 | Action |
| Expect No Mercy | E | September '96, p. 118 | Arcade |
| Expert Chess for Windows | E | January '95, p. 125 | Simulation |
| Exploration | E | September '95, p. 123 | Strategy |
| Extractors | E | July '95, p. 120 | Action |
| | | | |
| Extreme Assault | E | October '97, p. 224 | Arcade |
| Extreme Chess | E | April '97, p. 131 | Strategy |
| eXtreme Paintbrawl | E | February '99, p. 212 | Action |
| Extreme Rodeo | E | July '99, p. 109 | Sports |
| Extreme Sports | E | May '96, p. 117 | Action |
| Extreme Tactics | E | October '98, p. 236 | Strategy |
| Extreme Tennis | E | May '99, p. 120 | Sports |
| 5th Fleet | F | January '95, p. 98 | Simulation |
| F-15 | F | July '98, p. 130 | Simulation |
| F-16 Multirole Fighter/MiG-29 Fulcrum | F | April '99, p. 110 | Simulation |
| | | | |
| F-22 Air Dominance Fighter | F | April '98, p. 94 | Simulation |
| F-22 Lightning II | F | December '96, p. 246 | Simulation |
| F/A-18 Hornet 3.0 | F | July '97, p. 167 | Simulation |
| F/A-18 Korea | F | April '98, p. 139 | Simulation |

Sheet1

| | | |
|--|-------------------------|-------------|
| F1 Racing Simulation | F May '98, p. 118 | Sports |
| Fable | F July '97, p. 190 | Adventure |
| Fade to Black | F November '95, p. 126 | Adventure |
| Faery Tale Adventure II: Halls of the Dead | F April '98, p. 140 | Roleplaying |
| Falcon 4.0 | F March '99, p. 100 | Simulation |
| Fallen Haven | F June '97, p. 113 | Strategy |
| Fallout | F January '98, p. 221 | Roleplaying |
| Fallout 2 | F February '99, p. 178 | Roleplaying |
| Fantasy General | F June '96, p. 88 | Strategy |
| Fast Action Paq | F July '94, p. 92 | Arcade |
| Fast Attack | F June '96, p. 93 | Simulation |
| Fatal Abyss | F March '99, p. 128 | Action |
| Field & Stream Trophy Buck | F April '99, p. 138 | Sports |
| Fields of Glory | F August '94, p. 62 | Simulation |
| FIFA International Soccer | F October '94, p. 48 | Sports |
| FIFA: Road to World Cup 98 | F April '98, p. 144 | Sports |
| FIFA Soccer 96 | F December '95, p. 207 | Sports |
| FIFA Soccer 97 | F March '97, p. 152 | Sports |
| Fighter Duel | F January '96, p. 209 | Simulation |
| Fighter Pilot | F February '99, p. 217 | Action |
| Fighter Squadron: Screamin' Demons Over Europe | F June '99, p. 126 | Simulation |
| Fighter Wing | F June '95, p. 125 | Simulation |
| Final Doom | F November '96, p. 233 | Action |
| Final Fantasy VII | F September '98, p. 136 | Roleplaying |
| Final Liberation: Warhammer Epic 40,000 | F February '98, p. 172 | Strategy |
| Fire Fight | F August '96, p. 91 | Arcade |
| Fireteam | F May '99, p. 133 | Action |
| First Encounters | F August '95, p. 98 | Simulation |
| Fleet Command | F July '99, p. 94 | Strategy |
| Fleet Defender | F May/June '94, p. 60 | Simulation |
| Flesh Feast | F October '98, p. 210 | Action |
| Flight Commander 2 | F March '95, p. 90 | Simulation |
| Flight Sim Toolkit | F May/June '94, p. 80 | Simulation |
| Flight Unlimited | F September '95, p. 101 | Simulation |
| Flight Unlimited II | F May '98, p. 102 | Simulation |
| Flying Corps | F May '97, p. 120 | Simulation |
| Formula 1 | F September '97, p. 190 | Racing |
| Forsaken | F August '98, p. 106 | Action |
| Fortress of Dr. Radiaki | F February '95, p. 85 | Action |
| Fox Sports Golf '99 | F September '98, p. 161 | Sports |
| Foxhunt | F May '96, p. 113 | Adventure |
| FPS: Baseball '94 | F December '94, p. 101 | Simulation |
| FPS Baseball Pro 96 | F October '96, p. 155 | Sports |
| FPS: Baseball Pro '98 | F September '97, p. 174 | Sports |
| FPS: Football Pro 96 | F March '96, p. 138 | Sports |
| FPS Football Pro '97 | F April '97, p. 116 | Sports |
| FPS:Football Pro '98 | F March '98, p. 112a | Sports |
| FPS: Ski Racing | F May '98, p. 128 | Sports |
| Fragile Allegiance | F July '97, p. 176 | Strategy |

Sheet1

| | | | |
|---|---|-----------------------|------------|
| Frank Thomas Big Hurt Baseball | F | September '96, p. 98 | Sports |
| Frankenstein | F | February '96, p. 136 | Adventure |
| Frogger | F | April '98, p. 132 | Arcade |
| Front Lines | F | May '95, p. 111 | Wargame |
| FSP: Golf | F | August '97, p. 114 | Sports |
| Full Throttle | F | August '95, p. 80 | Adventure |
| Full Tilt! 2 Pinball | F | March '97, p. 149 | Arcade |
| Full Tilt Pinball | F | March '96, p. 108 | Arcade |
| Fury 3 | F | December '95, p. 260 | Arcade |
| Future Cop L.A.P.D. | F | February '99, p. 197 | Action |
| FX Fighter | F | September '95, p. 117 | Action |
| FX Fighter Turbo | F | March '97, p. 105 | Arcade |
| G-Nome | G | May '97, p. 117 | Action |
| G-Police | G | February '98, p. 160 | Action |
| Gadget | G | December '94, p. 159 | Adventure |
| Galactic Civilizations | G | May '95, p. 96 | Strategy |
| Galapagos | G | February '98, p. 158 | Action |
| Game Creation System | G | June '95, p. 93 | Action |
| Game, Net & Match | G | September '98, p. 170 | Sports |
| Gangsters: Organized Crime | G | April '99, p. 102 | Strategy |
| Gazillionaire | G | April '95, p. 109 | Strategy |
| Gearheads | G | June '96, p. 115 | Arcade |
| Gender Wars | G | December '96, p. 281 | Action |
| Gene Wars | G | December '96, p. 285 | Strategy |
| Genghis Khan II | G | May/June '94, p. 89 | Simulation |
| Get Medieval | G | October '98, p. 215 | Arcade |
| Gex | G | April '97, p. 141 | Arcade |
| Glider 4.0 for Windows | G | December '94, p. 156 | Arcade |
| Global Domination | G | April '99, p. 97a | Strategy |
| Glover | G | March '99, p. 142 | Action |
| Goblins Quest 3 | G | May/June '94, p. 79 | Puzzle |
| Golden Gate | G | May '97, p. 128 | Puzzle |
| Golden Nugget | G | May '97, p. 132 | Simulation |
| Golden Tee Golf | G | November '98, p. 274 | Sports |
| Gone Fishin' | G | April '95, p. 93 | Simulation |
| Good to Firm | G | September '94, p. 80 | Simulation |
| Grand Prix II | G | October '96, p. 140 | Sports |
| Grand Prix Legends | G | January '99, p. 176 | Simulation |
| Grand Prix Manager | G | April '96, p. 103 | Sports |
| Grand Slam | G | September '97, p. 146 | Sports |
| Grand Theft Auto | G | May '98, p. 136 | Arcade |
| Grandest Fleet | G | July '94, p. 74 | Strategy |
| Great Battles of Alexander | G | September '97, p. 178 | Simulation |
| Great Battles of Hannibal | G | February '98, p. 129 | Wargame |
| Great Naval Battles II: Guadalcanal 1942 - 1943 | G | July '94, p. 72 | Simulation |
| Great Naval Battles IV | G | February '96, p. 159 | Simulation |
| Great Naval Battles Vol. III | G | June '95, p. 126 | Simulation |

Sheet1

| | | | |
|-------------------------------------|---|-----------------------|-------------|
| Greg Norman Ultimate Challenge Golf | G | March '96, p. 137 | Sports |
| Grid Runner | G | March '97, p. 144 | Arcade |
| Grim Fandango | G | January '99, p. 186 | Adventure |
| The Golf Pro | G | June '98, p. 102 | Sports |
| H*E*D*Z | H | March '99, p. 149 | Action |
| H.U.R.L. | H | August '95, p. 110 | Action |
| Half-Life | H | January '99, p. 166 | Action |
| Hammer of the Gods | H | March '95, p. 104 | Strategy |
| Hannibal | H | May/June '94, p. 88 | Strategy |
| Hardball 4 | H | March '95, p. 113 | Sports |
| HardBall 5 | H | January '96, p. 217 | Sports |
| HardBall 6 | H | July '98, p. 135 | Sports |
| Hardline | H | May '97, p. 109 | Action |
| Harpoon 2 | H | September '94, p. 70 | Simulation |
| Harry and the Haunted House | H | December '94, p. 149 | Adventure |
| Harvester | H | December '96, p. 276 | Roleplaying |
| Haunted Casino | H | October '97, p. 231 | Simulation |
| Havoc | H | July '96, p. 109 | Action |
| HeadRush | H | December '98, p. 217 | Trivia |
| Heart of Darkness | H | November '98, p. 224 | Adventure |
| Heavy Gear | H | March '98, p. 120 | Action |
| Helicops | H | July '97, p. 201 | Action |
| Hell | H | March '95, p. 82 | Adventure |
| Hellbender | H | December '96, p. 268 | Action |
| Hello Kitty's Big Fun Piano | H | December '94, p. 144 | Arcade |
| Heretic | H | April '95, p. 103 | Action |
| Heretic II | H | February '99, p. 190 | Action |
| Heroes of Might and Magic III | H | June '99, p. 132 | Strategy |
| Heroes of Might & Magic | H | November '95, p. 153 | Strategy |
| Heroes of Might & Magic II | H | February '97, p. 138 | Strategy |
| Hexen: Beyond Heretic | H | February '96, p. 143 | Action |
| Hexen II | H | December '97, p. 190 | Action |
| Hexplore | H | November '98, p. 226 | Roleplaying |
| Hexx: Heresy of the Wizard | H | July '94, p. 84 | Roleplaying |
| Hi-Octane | H | September '95, p. 87 | Action |
| High Heat Baseball | H | July '98, p. 122 | Sports |
| High Heat Baseball 2000 | H | July '99, p. 101 | Sports |
| High Seas Trader | H | June '95, p. 100 | Simulation |
| Hind | H | December '96, p. 272 | Simulation |
| History of the World | H | September '97, p. 192 | Strategy |
| Hive (The) | H | May '96, p. 133 | Action |
| Hodj 'n' Podj | H | October '95, p. 132 | Puzzle |
| Hooves of Thunder | H | April '96, p. 129 | Simulation |
| Horde (The) | H | May/June '94, p. 84 | Strategy |
| House of the Dead | H | December '98, p. 218 | Arcade |
| Hoyle Poker | H | August '97, p. 125 | Strategy |
| Hunter Hunted | H | February '97, p. 155 | Action |
| Huygen's Disclosure | H | April '97, p. 153 | Adventure |
| Hyper 3-D Pinball | H | April '96, p. 138 | Arcade |

Sheet1

| | | | |
|---|---|-----------------------|-------------|
| HyperBlade | H | February '97, p. 120 | Action |
| I Have No Mouth and I Must Scream | I | January '96, p. 218 | Adventure |
| Icarus: Sanctuary of the Gods | I | September '98, p. 133 | Roleplaying |
| Icebreaker | I | August '96, p. 127 | Puzzle |
| iF-16 | I | March '98, p. 129 | Simulation |
| | | | |
| iF-22 | I | October '97, p. 206 | Simulation |
| iF/A-18E Carrier Strike Fighter | I | December '98, p. 206 | Simulation |
| iM1A2 Abrams | I | June '97, p. 100 | Simulation |
| | | | |
| Imperialism | I | November '97, p. 297 | Strategy |
| Imperialism II | I | June '99, p. 151 | Strategy |
| Imperium Galactica | I | July '97, p. 186 | Strategy |
| In Pursuit of Greed | I | August '96, p. 95 | Action |
| In the First Degree | I | December '95, p. 255 | Adventure |
| Inca II | I | July '94, p. 60 | Adventure |
| Incoming | I | September '98, p. 169 | Action |
| Incredible Machine 2 | I | January '95, p. 123 | Puzzle |
| | | | |
| Incubation | I | January '98, p. 281 | Strategy |
| Independence Day | I | July '97, p. 181 | Arcade |
| Independence War | I | November '98, p. 214 | Action |
| Indiana Jones and His Desktop Adventures | I | September '96, p. 117 | Adventure |
| Industry Giant | I | November '98, p. 271 | Strategy |
| IndyCar Racing II | I | February '96, p. 127 | Simulation |
| Inferno: The Odyssey Continues | I | May '95, p. 113 | Simulation |
| Inherit the Earth | I | August '94, p. 54 | Adventure |
| International Tennis Open | I | December '94, p. 126 | Sports |
| Interplay's 10 Year Anthology: Classic Collection | I | August '94, p. 82 | Adventure |
| Interstate '76 | I | June '97, p. 76 | Action |
| Invasion of the Mutant Space Bats of Doom | I | September '94, p. 90 | Arcade |
| iPanzer '44 | I | August '98, p. 146 | Simulation |
| Iron Assault | I | August '95, p. 83 | Simulation |
| Iron Cross | I | January '95, p. 103 | Wargame |
| Iron Man/X-O Manowar In Heavy Metal | I | April '97, p. 129 | Arcade |
| Ishar 3: The Seven Gates of Infinity | I | March '95, p. 103 | Roleplaying |
| Island Peril | I | August '96, p. 120 | Action |
| Israeli Air Force | I | December '98, p. 182 | Simulation |
| Jack Nicklaus 4 | J | August '97, p. 100 | Sports |
| Jack Nicklaus 5 | J | March '98, p. 150 | Sports |
| Jack Nicklaus 6 | J | July '99, p. 117 | Sports |
| Jack the Ripper | J | April '96, p. 133 | Adventure |
| Jagged Alliance | J | July '95, p. 117 | Strategy |

Sheet1

| | | | |
|---|---|-----------------------|-------------|
| Jazz Jackrabbit 2 | J | September '98, p. 128 | Arcade |
| Jazz Jackrabbit CD-ROM | J | June '95, p. 114 | Arcade |
| Jedi Knight: Dark Forces II | J | December '97, p. 174 | Action |
| Jet Moto | J | April '98, p. 126 | Arcade |
| JetFighter: Full Burn | J | October '98, p. 220 | Simulation |
| Jetfighter III | J | March '97, p. 142 | Simulation |
| Jewels of the Oracle | J | July '95, p. 102 | Puzzle |
| Jimmy Houston's Bass Tournament U.S.A. 97 | J | November '97, p. 289 | Simulation |
| Johnny Herbert's Grand Prix World Champions | J | April '99, p. 128 | Racing |
| Johnny Mnemonic | J | September '95, p. 112 | Adventure |
| Jonny Quest: Cover-Up At Roswell | J | January '97, p. 240 | Adventure |
| JSF: Joint Strike Fighter | J | April '98, p. 111 | Simulation |
| Judge Dredd | J | October '96, p. 187 | Arcade |
| Jumanji | J | February '97, p. 145 | Arcade |
| Jump Raven | J | September '94, p. 67 | Action |
| Jungle Strike | J | June '95, p. 83 | Action |
| Jurassic Park | J | May/June '94, p. 90 | Arcade |
| The Journeyman Project 3: Legacy of Time | J | April '98, p. 114 | Adventure |
| Kick Off 97 | K | September '97, p. 148 | Sports |
| King's Quest: Mask of Eternity | K | March '99, p. 106 | Adventure |
| Kingdom O' Magic | K | June '96, p. 116 | Adventure |
| Kingdom: The Far Reaches | K | September '95, p. 126 | Adventure |
| Kingdoms II: Shadoan | K | February '98, p. 134 | Adventure |
| Kingdoms of Germany | K | August '94, p. 80 | Wargame |
| Kingmaker | K | July '94, p. 89 | Simulation |
| Kings' Quest VII: The Princeless Bride | K | March '95, p. 72 | Adventure |
| KKND2 Krossfire | K | February '99, p. 207 | Strategy |
| Klingon Honor Guard | K | January '99, p. 196 | Action |
| Knight Moves | K | March '96, p. 108 | Puzzle |
| Knight's Chase | K | September '96, p. 129 | Adventure |
| Knights and Merchants | K | January '99, p. 211 | Strategy |
| Krazy Ivan | K | April '97, p. 154 | Action |
| Krush Kill 'N Destroy | K | May '97, p. 112 | Strategy |
| Kuba | K | October '98, p. 208 | Strategy |
| Lands of Lore: Guardians of Destiny | L | January '98, p. 245 | Roleplaying |
| Lands of Lore III | L | July '99, p. 106 | Roleplaying |
| Last Bounty Hunter | L | November '95, p. 145 | Arcade |
| Last Bronx | L | June '98, p. 100 | Arcade |
| Last Dynasty | L | November '95, p. 162 | Adventure |
| Last Express, The | L | June '97, p. 108 | Adventure |
| Lawnmower Man | L | May/June '94, p. 62 | Action |
| Legend of Kyrandia, Book Three: Malcolm's Revenge | L | January '95, p. 130 | Adventure |
| Legends '98 | L | December '97, p. 213 | Sports |
| Leisure Suit Larry in Love For Sail! | L | April '97, p. 133 | Adventure |
| Lemmings Chronicles | L | March '95, p. 107 | Puzzle |
| Lemmings Paintball | L | September '96, p. 108 | Action |

Sheet1

| | | | |
|--|---|-----------------------|-------------|
| Liberation Day | L | September '98, p. 140 | Strategy |
| Lighthouse | L | December '96, p. 290 | Adventure |
| LineWars II | L | December '94, p. 128 | Arcade |
| Links LS | L | November '96, p. 228 | Simulation |
| Links LS 1998 Edition | L | October '97, p. 240 | Sports |
| Links LS 1999 | L | January '99, p. 212 | Sports |
| Lion | L | March '96, p. 129 | Simulation |
| Litil Divil | L | January '95, p. 107 | Adventure |
| Little Monster at School | L | October '94, p. 72 | Adventure |
| Live Action Football | L | April '95, p. 99 | Sports |
| Lode Runner: The Legend Returns | L | November '94, p. 60 | Arcade |
| Longbow 2 | L | February '98, p. 152 | Simulation |
| Lords of Magic | L | March '98, p. 134 | Strategy |
| Lords of Midnight | L | February '96, p. 132 | Roleplaying |
| Lords of the Realm | L | November '94, p. 89 | Simulation |
| Lords of the Realm II | L | February '97, p. 148 | Strategy |
| Los Angeles Times Crossword Puzzles Vol. 1 | L | May '95, p. 115 | Puzzle |
| Lose Your Marbles | L | November '97, p. 241 | Puzzle |
| Lost Eden | L | June '95, p. 117 | Adventure |
| Luftwaffe Commander | L | May '99, p. 128 | Simulation |
| Lunicus | L | December '94, p. 147 | Action |
| M.A.X. 2 | M | November '98, p. 236 | Strategy |
| M.A.X.: Mechanized Assault & Exploration | M | April '97, p. 124 | Strategy |
| M1 Tank Platoon II | M | June '98, p. 106 | Simulation |
| M4: Sherman Tank Simulator | M | July '94, p. 64 | Simulation |
| Maabus | M | June '95, p. 136 | Adventure |
| Machiavelli the Prince | M | July '95, p. 115 | Strategy |
| Machine Hunter | M | November '97, p. 232 | Action |
| Machines | M | July '99, p. 120 | Strategy |
| Mad Dog McCree II: The Lost Gold | M | October '94, p. 65 | Action |
| Madden NFL 97 | M | January '97, p. 216 | Sports |
| Madden NFL 98 | M | January '98, p.278 | Sports |
| Madden NFL 99 | M | December '98, p. 172 | Sports |
| Mageslayer | M | December '97, p. 176 | Action |
| Magic Carpet | M | April '95, p. 75 | Action |
| Magic Carpet 2 | M | December '95, p. 217 | Action |
| Magic: The Gathering | M | June '97, p. 86 | Strategy |
| Magic: The Gathering -- BattleMage | M | May '97, p. 102 | Action |
| Majestic | M | July '96, p. 98 | Adventure |
| Man of War | M | December '97, p. 220 | Wargame |
| Manic Karts | M | August '96, p. 124 | Arcade |

Sheet1

| | | |
|---|-------------------------|-------------|
| Manx TT Superbike | M February '98, p. 130 | Arcade |
| Marble Drop | M July '97, p. 159 | Puzzle |
| Martian Chronicles | M February '96, p. 160 | Adventure |
| Mass Destruction | M May '98, p. 114 | Action |
| Master of Magic | M January '95, p. 109 | Roleplaying |
| Master of Orion: Battle at Antares | M March '97, p. 134 | Strategy |
| Maui Mallard in Cold Shadow | M April '97, p. 113 | Arcade |
| Mavis Beacon Teaches Typing! for Kids | M December '94, p. 139 | Simulation |
| MDK | M July '97, p. 166 | Action |
| Meat Puppet | M October '97, p. 244 | Action |
| MechCommander | M September '98, p. 156 | Strategy |
| MechWarrior 2 | M September '95, p. 78 | Simulation |
| MechWarrior II: Mercenaries | M December '96, p. 252 | Action |
| Medieval | M September '98, p. 163 | Wargame |
| MegaRace | M July '94, p. 56 | Arcade |
| MegaRace 2 | M December '96, p. 254 | Arcade |
| Men in Black | M March '98, p. 111 | Action |
| Menzoberranzan | M February '95, p. 81 | Roleplaying |
| Merchant Prince | M May/June '94, p. 76 | Strategy |
| Metal Marines | M May '95, p. 88 | Action |
| Metaltech: EarthSiege | M March '95, p. 85 | Action |
| Micro Machines 2 | M October '96, p. 180 | Arcade |
| Microcosm | M July '94, p. 65 | Arcade |
| Microsoft Baseball 3D | M August '98, p. 120 | Sports |
| Microsoft Flight Simulator 98 | M January '98, p. 273 | Simulation |
| Microsoft Golf 1998 | M August '98, p. 113a | Sports |
| Microsoft Golf 3.0 | M April '97, p. 136 | Sports |
| Microsoft Monster Truck Madness | M December '96, p. 248 | Sports |
| Microsoft Soccer | M March '97, p. 129 | Sports |
| Microsoft Space Simulator | M March '95, p. 80 | Simulation |
| Might & Magic VI: The Mandate of Heaven | M August '98, p. 128 | Roleplaying |
| Millennia: Altered Destinies | M January '96, p. 225 | Strategy |
| Millennium Auction | M August '94, p. 60 | Strategy |
| Mind Grind | M November '96, p. 264 | Trivia |
| Mirage | M October '95, p. 131 | Adventure |
| Mission Critical | M February '96, p. 155 | Adventure |
| MissionForce: Cyberstorm | M October '96, p. 136 | Strategy |
| Mode | M January '97, p. 248 | Adventure |
| Monaco Grand Prix Racing Simulation 2 | M March '99, p. 148 | Sports |
| Monday Night Football '98 | M December '97, p. 219 | Sports |
| Monopoly CD-ROM | M December '95, p. 275 | Strategy |
| Monopoly Deluxe | M November '94, p. 86 | Strategy |
| Monopoly: Star Wars CD-ROM Edition | M February '98, p. 187 | Strategy |
| Monster Truck Madness 2 | M August '98, p. 138 | Action |
| Montezuma's Return | M December '98, p. 230 | Action |
| Monty Python and the Quest for the Holy Grail | M October '96, p. 168 | Adventure |

Sheet1

| | | | |
|------------------------------------|---|-----------------------|-------------|
| Mordor | M | November '95, p. 150 | Roleplaying |
| Mortal Kombat | M | May/June '94, p. 83 | Arcade |
| Mortal Kombat 3 | M | October '95, p. 98 | Arcade |
| Mortal Kombat 4 | M | October '98, p. 224 | Arcade |
| Mortal Kombat II | M | May '95, p. 71 | Arcade |
| Mortal Kombat Trilogy | M | March '98, p. 117 | Arcade |
| Moto Racer GP | M | December '97, p. 181 | Racing |
| Motocross Madness | M | November '98, p. 222 | Action |
| Motorhead | M | October '98, p. 203 | Arcade |
| Multimedia Celebrity Poker | M | September '95, p. 98 | Simulation |
| Mummy: Tomb of the Pharaoh | M | April '97, p. 150 | Adventure |
| Muppets Inside | M | September '96, p. 125 | Adventure |
| Mutant Penguins | M | June '97, p. 96 | Arcade |
| Myst | M | May/June '94, p. 64 | Adventure |
| Mysteries of the Sith | M | April '98, p. 96 | Action |
| Myth II: Soulblighter | M | May '99, p. 101 | Strategy |
| Myth: The Fallen Lords | M | February '98, p. 180 | Strategy |
| Nahan: The Ultimate 3D Puzzle Game | N | June '98, p. 111 | Puzzle |
| NAM | N | October '98, p. 225a | Action |
| NASCAR Racing | N | February '95, p. 94 | Simulation |
| NASCAR Racing 2 | N | March '97, p. 116 | Simulation |
| NASCAR Revolution | N | June '99, p. 128 | Racing |
| National Lampoon's Blind Date | N | December '94, p. 150 | Adventure |
| Navy Strike | N | February '96, p. 119 | Simulation |
| NBA Action 98 | N | June '98, p. 88 | Sports |
| NBA Full Court Press | N | January '97, p. 247 | Sports |
| NBA Live 95 | N | June '95, p. 85 | Sports |
| NBA Live 96 | N | May '96, p. 97 | Simulation |
| NBA Live 97 | N | April '97, p. 98 | Sports |
| NBA Live 98 | N | January '98, p. 234 | Sports |
| NBA Live 99 | N | February '99, p. 219 | Sports |
| NCAA Basketball Final Four '97 | N | July '97, p. 154 | Sports |
| NCAA Championship Basketball | N | December '96, p. 308 | Simulation |
| NCAA Football 98 | N | February '98, p. 168 | Sports |
| NCAA Football 99 | N | November '98, p. 254 | Sports |
| NCAA: Road to the Final Four 2 | N | February '95, p. 114 | Simulation |
| Necrodome | N | February '97, p. 114 | Arcade |
| Need for Speed | N | November '95, p. 112 | Action |
| Need for Speed II | N | July '97, p. 180 | Arcade |
| Need for Speed III: Hot Pursuit | N | December '98, p. 177a | Arcade |
| Nemesis: The Wizardry Adventure | N | February '97, p. 134 | Adventure |
| NetStorm: Islands at War | N | March '98, p. 153 | Strategy |
| netWAR | N | July '98, p. 116 | Action |

Sheet1

| | | | |
|---|---|-----------------------|------------|
| Neverhood Chronicles | N | December '96, p. 258 | Adventure |
| New Horizons | N | July '95, p. 125 | Simulation |
| Newman/Haas Racing | N | May '99, p. 111 | Racing |
| NFL Blitz | N | January '99, p. 192 | Sports |
| NFL Gameday 99 | N | November '98, p. 242 | Sports |
| NFL Pro League Football | N | October '95, p. 104 | Sports |
| NFL Quarterback Club 96 | N | May '96, p. 121 | Simulation |
| NFL Quarterback Club 97 | N | November '96, p. 244 | Sports |
| NHL 96 | N | December '95, p. 227 | Simulation |
| NHL 97 | N | December '96, p. 298 | Simulation |
| NHL 98 | N | December '97, p. 250 | Sports |
| NHL 99 | N | December '98, p. 187 | Sports |
| NHL Hockey 95 | N | January '95, p. 142 | Simulation |
| NHL PowerPlay 96 | N | August '96, p. 87 | Sports |
| NHL Powerplay 98 | N | February '98, p. 114 | Sports |
| NHRA Drag Racing | N | March '99, p. 140 | Racing |
| Nigel Mansell's World Championship | N | July '94, p. 86 | Simulation |
| Nightmare Creatures | N | April '98, p. 149 | Action |
| Nihilist | N | March '97, p. 158 | Arcade |
| Noctropolis | N | February '95, p. 76 | Adventure |
| Noir | N | February '97, p. 126 | Adventure |
| Normality | N | September '96, p. 111 | Adventure |
| Norse by Norsewest | N | August '97, p. 122 | Strategy |
| North vs. South | N | June '99, p. 137 | Strategy |
| Nothing But Net! Pro League Basketball | N | November '94, p. 79 | Sports |
| Novastorm | N | February '95, p. 91 | Action |
| Nuclear Strike | N | January '98, p. 256 | Arcade |
| 101: The 101st Airborne in Normandy | O | April '99, p. 123 | Wargame |
| O.D.T. | O | March '99, p. 141 | Action |
| Obsidian | O | May '97, p. 124 | Adventure |
| Oddworld: Abe's Exoddus | O | May '99, p. 127 | Arcade |
| Oddworld: Abe's Oddysee | O | April '98, p. 150 | Action |
| Of Light and Darkness: The Prophecy | O | August '98, p. 140 | Adventure |
| Old Time Baseball | O | February '96, p. 139 | Simulation |
| One Must Fall: 2097 | O | February '95, p. 113 | Arcade |
| Operation Airstorm | O | April '95, p. 83 | Simulation |
| Operation Body Count | O | February '95, p. 72 | Action |
| Operation Crusader | O | December '94, p. 123 | Strategy |
| Operation Europe: Path to Victory | O | December '94, p. 118 | Strategy |
| Origamo | O | August '94, p. 74 | Puzzle |
| Orion Conspiracy | O | September '95, p. 96 | Adventure |
| Outlaws | O | July '97, p. 174 | Action |
| Outpost | O | September '94, p. 64 | Strategy |
| Outpost 2 | O | November '97, p. 225 | Strategy |
| Outwars | O | July '98, p. 138 | Action |
| Over the Reich | O | March '97, p. 165 | Wargame |
| The Operational Art of War Vol. 1 (1939-1955) | O | September '98, p. 126 | Wargame |

Sheet1

| | | |
|-----------------------------------|-------------------------|------------|
| Pacific Air War 1942 | P May/June '94, p. 66 | Simulation |
| Pacific General | P November '97, p. 312 | Strategy |
| Pacific Strike | P August '94, p. 52 | Simulation |
| Pandemonium | P November '97, p. 246 | Action |
| Pandora Directive | P October '96, p. 174 | Adventure |
| Panthers in the Shadows | P December '95, p. 265 | Wargame |
| Panzer Commander | P August '98, p. 135 | Simulation |
| Panzer Dragoon | P May '96, p. 114 | Arcade |
| Panzer General | P February '95, p. 100 | Wargame |
| Panzer General II | P January '98, p. 258 | Wargame |
| Paparazzi! | P October '95, p. 126 | Adventure |
| Pax Imperia: Eminent Domain | P March '98, p. 116 | Strategy |
| PBA Bowling | P May '96, p. 125 | Sports |
| People's General | P December '98, p. 201 | Wargame |
| Perfect General II | P August '95, p. 107 | Wargame |
| Perfect Weapon | P July '97, p. 171 | Action |
| PGA Tour 96 | P December '95, p. 241 | Sports |
| PGA Tour Golf 486 | P December '94, p. 111 | Sports |
| PGA Tour Pro | P September '97, p. 184 | Sports |
| Phantasmagoria | P November '95, p. 156 | Adventure |
| Phantasmagoria: A Puzzle of Flesh | P March '97, p. 122 | Adventure |
| Philip Marlowe: Private Eye | P October '96, p. 156 | Adventure |
| Pictionary | P January '98, p. 306 | Puzzle |
| Pinball Illusions | P January '96, p. 221 | Arcade |
| Pitfall: The Mayan Adventure | P November '95, p. 136 | Arcade |
| Pizza Tycoon | P June '95, p. 109 | Strategy |
| Plane Crazy! | P November '98, p. 225a | Arcade |
| Planet Soccer | P October '94, p. 52 | Sports |
| Play This, Play That | P November '98, p. 233 | Action |
| POD | P July '97, p. 155 | Racing |
| Police Quest: S.W.A.T. | P March | Adventure |
| Police Quest: SWAT 2 | P November '98, p. 249 | Strategy |
| Pool Champion | P June '96, p. 101 | Sports |
| Populous: The Beginning | P March '99, p. 134 | Strategy |
| Power F1 | P September '97, p. 150 | Sports |
| Power Poker | P October '94, p. 61 | Simulation |
| Power: The Game | P August '95, p. 102 | Strategy |
| Powerhouse | P September '95, p. 105 | Simulation |
| Powerslave | P May '97, p. 107 | Action |
| Powerslide | P April '99, p. 113a | Racing |
| Pray for Death | P February '97, p. 163 | Action |
| Primal Rage | P December '95, p. 281 | Action |
| Prince Interactive | P September '94, p. 62 | Action |

Sheet1

| | | | |
|----------------------------------|---|-----------------------|-------------|
| Prisoner of Ice | P | November '95, p. 120 | Adventure |
| Privateer 2: The Darkening | P | March '97, p. 108 | Action |
| Pro Bass Fishing | P | September '98, p. 132 | Sports |
| Pro League Baseball | P | September '94, p. 82 | Sports |
| Pro League Baseball '97 | P | May '97, p. 106 | Sports |
| Pro Pinball: Big Race USA | P | April '99, p. 139 | Arcade |
| Pro Pinball: The Web | P | August '96, p. 112 | Arcade |
| Pro-Pinball: Timeshock! | P | October '97, p. 241 | Arcade |
| Psychic Detective | P | April '96, p. 113 | Adventure |
| Psychotron | P | November '94, p. 68 | Adventure |
| Pure Wargame | P | July '95, p. 123 | Wargame |
| Pursue the Pennant | P | August '94, p. 84 | Sports |
| | | | |
| Puzzle Collection, The | P | November '97, p. 308 | Puzzle |
| Qin | Q | November '96, p. 275 | Adventure |
| Quake | Q | October '96, p. 150 | Action |
| | | | |
| Quake II | Q | March '98, p. 102 | Action |
| Quarantine | Q | December '94, p. 107 | Action |
| Quarterback Attack | Q | March '96, p. 104 | Sports |
| Queensryche's Promised Land | Q | August '96, p. 102 | Adventure |
| Qwirks | Q | November '95, p. 117 | Puzzle |
| Rage of Mages | R | January '99, p. 200 | Roleplaying |
| Railroad Tycoon II | R | February '99, p. 172 | Strategy |
| Rally Championship | R | September '97, p. 188 | Arcade |
| Rama | R | February '97, p. 152 | Adventure |
| Rampage: World Tour | R | October '98, p. 216 | Arcade |
| Raptor: Call of the Shadows | R | September '94, p. 86 | Arcade |
| Ravenloft | R | May/June '94, p. 72 | Roleplaying |
| Ravenloft: Stone Prophet | R | July '95, p. 93 | Roleplaying |
| Rayman | R | June '96, p. 121 | Arcade |
| Realms of the Haunting | R | April '97, p. 140 | Adventure |
| Rebel Assault II | R | February '96, p. 131 | Arcade |
| Rebel Moon Rising | R | December '97, p. 256 | Action |
| Recoil | R | June '99, p. 129 | Action |
| Red Baron II | R | April '98, p. 119 | Simulation |
| Red Crystal | R | May/June '94, p. 68 | Roleplaying |
| Red Ghost | R | June '96, p. 128 | Strategy |
| Red Sky at Morning | R | July '94, p. 83 | Wargame |
| Redguard | R | March '99, p. 122 | Adventure |
| Redjack: Revenge of the Brethren | R | September '98, p. 144 | Adventure |
| Redline | R | June '99, p. 152 | Action |
| Redline Racer | R | November '98, p. 252 | Arcade |
| Redneck Rampage | R | July '97, p. 162 | Action |
| Redneck Rampage Rides Again | R | August '98, p. 118 | Action |
| Relentless: Twinsen's Adventure | R | January '95, p. 138 | Adventure |
| Renegade | R | May '95, p. 107 | Action |

Sheet1

| | | | |
|--|---|-----------------------|-------------|
| Renegade II | R | June '96, p. 77 | Action |
| Renju | R | December '94, p. 145 | Strategy |
| Requiem: Avenging Angel | R | July '99, p. 96 | Action |
| Resident Evil | R | November '97, p. 215 | Adventure |
| Resident Evil 2 | R | June '99, p. 149 | Action |
| Retribution | R | April '95, p. 107 | Action |
| Return Fire | R | July '96, p. 89 | Action |
| Return Fire 2 | R | December '98, p. 195 | Action |
| Return of Arcade | R | May '96, p. 119 | Arcade |
| Return to Krondor | R | March '99, p. 115 | Roleplaying |
| Return to Ringworld | R | October '94, p. 54 | Adventure |
| Reunion | R | November '94, p. 94 | Strategy |
| Revenge of Arcade | R | October '98, p. 208 | Arcade |
| Revolution X | R | October '96, p. 191 | Arcade |
| Richard Scarry's Best Neighborhood Ever | R | September '94, p. 76 | Puzzle |
| Riddle of Master Lu | R | December '95, p. 244 | Adventure |
| Ripper | R | May '96, p. 109 | Adventure |
| Rise and Rule of Ancient Empires | R | July '96, p. 102 | Adventure |
| Rise of the Triad | R | June '95, p. 131 | Action |
| Riven | R | January '98, p. 289 | Puzzle |
| Road Rash | R | December '96, p. 310 | Arcade |
| Road Warrior | R | March '96, p. 133 | Action |
| Robert E. Lee: Civil War General | R | December '96, p. 301 | Simulation |
| Robinson's Requiem | R | October '94, p. 67 | Roleplaying |
| RoboQuest | R | April '97, p. 145 | Action |
| Robot City | R | November '95, p. 165 | Adventure |
| Rocket Jockey | R | February '97, p. 130 | Action |
| RogueSquadron 3D | R | March '99, p. 102 | Arcade |
| Rollcage | R | July '99, p. 118 | Action |
| RollerCoaster Tycoon | R | July '99, p. 102 | Strategy |
| Romance of the Three Kingdoms IV: Wall of Fire | R | May '96, p. 143 | Strategy |
| Russian Six-Pak | R | July '94, p. 86 | Puzzle |
| 688[I] Hunter/Killer | S | September '97, p. 164 | Simulation |
| 7th Legion | S | January '98, p. 301 | Strategy |
| Realms of Arkania: Star Trail | S | February '95, p. 70 | Roleplaying |
| Sabre Ace | S | February '98, p. 184 | Simulation |
| Sabre Team | S | November '94, p. 84 | Simulation |
| Safecracker | S | November '98, p. 235 | Puzzle |
| Sail Simulator 2.1 | S | October '95, p. 121 | Simulation |
| Sanitarium | S | August '98, p. 125 | Adventure |
| Savage | S | November '96, p. 276 | Simulation |
| Savage Warriors | S | October '95, p. 125 | Arcade |
| SCARAB | S | June '97, p. 116 | Action |
| SCARS | S | May '99, p. 136 | Racing |
| Sci-Fi Pinball | S | July '99, p. 107 | Arcade |

Sheet1

| | | |
|-------------------------------|-------------------------|-------------|
| Scorched Planet | S April '97, p. 146 | Action |
| Scrabble | S October '97, p. 230 | Strategy |
| Screamer | S April '96, p. 121 | Racing |
| Screamer 2 | S January '97, p. 256 | Arcade |
| Scud: Industrial Revolution | S April '98, p. 96a | Action |
| Sea Legends | S October '96, p. 179 | Strategy |
| Seaworthy | S August '94, p. 56 | Simulation |
| Sega Rally PC | S May '97, p. 140 | Arcade |
| Sega Touring Car Championship | S August '98, p. 122 | Arcade |
| Semper Fi | S June '98, p. 96 | Wargame |
| Sensible Soccer | S October '94, p. 57 | Sports |
| Sentient | S August '97, p. 118 | Adventure |
| Sentinel Returns | S January '99, p. 208 | Strategy |
| Serf City | S August '94, p. 58 | Strategy |
| Settlers II | S September '96, p. 133 | Strategy |
| Seven Kingdoms | S March '98, p. 143 | Strategy |
| Shadow Master | S July '98, p. 144 | Action |
| Shadow of the Comet | S August '94, p. 64 | Adventure |
| Shadow Warrior | S December '97, p. 199 | Action |
| Shadows of Cairn | S June '95, p. 98 | Action |
| Shadows of the Empire | S December '97, p. 244 | Action |
| Shadows Over Riva | S August '97, p. 130 | Roleplaying |
| Shanghai: Great Moments | S July '95, p. 126 | Puzzle |
| Shanghai II: Dragon's Eye | S December '94, p. 136 | Puzzle |
| Shannara | S April '96, p. 125 | Adventure |
| Shattered Steel | S January '97, p. 239 | Action |
| Shellshock | S June '96, p. 87 | Arcade |
| Shipwreckers! | S March '98, p. 158 | Action |
| Shivers | S March '96, p. 118 | Adventure |
| Shivers II: Harvest of Souls | S July '97, p. 170 | Puzzle |
| Shogo | S December '98, p. 176 | Action |
| Sid Meier's Alpha Centauri | S April '99, p. 92 | Strategy |
| Sid Meier's Gettysburg | S January '98, p. 218 | Wargame |
| Sierra Pro Pilot | S May '98, p. 113 | Simulation |
| Silent Hunter | S June '96, p. 106 | Simulation |
| Silent Steel | S December '95, p. 284 | Adventure |
| Silent Thunder | S June '96, p. 97 | Action |
| SimCity 2000 | S May/June '94, p. 75 | Simulation |
| SimCity 3000 | S May '99, p. 98 | Strategy |
| SimCopter | S March '97, p. 150 | Simulation |
| SimGolf | S April '97, p. 107 | Sports |
| SimIsle | S January '96, p. 199 | Simulation |
| SimTower | S August '95, p. 95 | Simulation |
| SimTown | S September '95, p. 108 | Simulation |
| Sin | S January '99, p. 164 | Action |

Sheet1

| | | |
|---|-------------------------|-------------|
| Skiing 1999 Edition | S December '98, p. 220 | Sports |
| Skins Game at Bighorn | S December '95, p. 224 | Sports |
| Sky Realms of Jorune: Alien Logic | S March '95, p. 77 | Roleplaying |
| SkyNET | S February '97, p. 108 | Action |
| Slam City with Scotty Pippen | S May '95, p. 75 | Arcade |
| Slamscape | S February '97, p. 146 | Action |
| Slipstream 5000 | S July '95, p. 110 | Action |
| Smart Games Challenge 1 | S September '96, p. 137 | Puzzle |
| Smart Games Challenge 2 | S February '98, p. 178 | Puzzle |
| Snow Wave Avalanche | S April '99, p. 108 | Arcade |
| Snowmobile Racing | S April '99, p. 129 | Racing |
| Soccer Kid | S October '94, p. 77 | Arcade |
| SODA Off-Road Racing | S February '98, p. 112 | Simulation |
| Soldier Boyz | S September '97, p. 156 | Arcade |
| Soldiers at War | S August '98, p. 143 | Strategy |
| Solid Ice | S February '97, p. 124 | Sports |
| Solitaire Deluxe for Windows | S December '95, p. 243 | Strategy |
| Sonic CD | S December '96, p. 267 | Arcade |
| Soultrap | S May '97, p. 113 | Action |
| South Park | S June '99, p. 144 | Action |
| Space Bar, The | S October '97, p. 254 | Adventure |
| Space Bucks | S May '96, p. 126 | Simulation |
| Space Bunnies Must Die | S February '99, p. 198 | |
| Space Dude | S October '96, p. 149 | Arcade |
| Space Hulk: Vengeance of the Blood Angles | S September '96, p. 103 | Action |
| Space Quest 6 | S September '95, p. 93 | Adventure |
| Spaceship Warlock | S September '94, p. 89 | Adventure |
| Spaceward Ho! IV | S February '97, p. 118 | Strategy |
| Spec Ops: Rangers Lead the Way | S July '98, p. 142 | Action |
| Spectre VR | S May/June '94, p. 81 | Arcade |
| Speed Busters | S March '99, p. 112 | Racing |
| Spycraft: The Great Game | S June '96, p. 125 | Adventure |
| SSN-21 Seawolf | S August '94, p. 70 | Wargame |
| ST:TNG: A Final Unity | S September '95, p. 81 | Adventure |
| Stalingrad | S May '95, p. 99 | Wargame |
| Star Command: Revolution | S June '97, p. 94 | Strategy |
| Star Control 3 | S December '96, p. 260 | Adventure |
| Star Crusader | S November '94, p. 75 | Action |
| Star General | S March '97, p. 113 | Strategy |
| Star Rangers | S January '96, p. 176 | Simulation |
| Star Reach | S November '94, p. 92 | Strategy |
| Star Trek DS9 - Harbinger | S June '96, p. 118 | Adventure |
| Star Trek: Generations | S August '97, p. 96 | Adventure |
| Star Trek: Judgement Rites | S May/June '94, p. 77 | Adventure |
| Star Trek: Klingon | S July '96, p. 97 | Adventure |
| Star Trek Pinball | S June '98, p. 101 | Arcade |
| Star Trek: Starfleet Academy | S November '97, p. 255 | Action |

Sheet1

| | | | |
|---|---|----------------------|-------------|
| Star Wars: Rebellion | S | June '98, p. 83 | Strategy |
| Starball | S | July '96, p. 109 | Arcade |
| StarCraft | S | July '98, p. 114 | Strategy |
| Starfighter | S | March '97, p. 166 | Arcade |
| Stargunner | S | June '97, p. 91 | Arcade |
| Stars! | S | April '97, p. 106 | Strategy |
| Starship Titanic | S | July '98, p. 120 | Adventure |
| Starsiege | S | June '99, p. 140 | Action |
| Starsiege: Tribes | S | April '99, p. 100 | |
| Steel Panthers | S | December '95, p. 257 | Wargame |
| Steel Panthers II | S | February '97, p. 158 | Wargame |
| Steel Panthers III: Brigade Command 1939-1999 | S | February '98, p. 122 | Wargame |
| Stonekeep | S | February '96, p. 147 | Roleplaying |
| Stratosphere | S | November '98, p. 263 | Strategy |
| Streets of Sim City | S | March '98, p. 125 | Action |
| Strife | S | August '96, p. 104 | Action |
| Striker 96 | S | December '96, p. 257 | Sports |
| SU-27 Flanker | S | February '96, p. 163 | Simulation |
| Sub Culture | S | May '98, p. 123 | Action |
| Subspace | S | June '98, p. 112 | Action |
| Super Street Fighter II Turbo | S | August '95, p. 86 | Arcade |
| Superbike World Championship | S | June '99, p. 150 | Racing |
| Superhero League of Hoboken | S | October '94, p. 62 | Roleplaying |
| SuperKarts | S | August '95, p. 111 | Arcade |
| Surface Tension | S | February '97, p. 156 | Action |
| SWIV 3D Assault | S | May '98, p. 138 | Action |
| Syndicate Wars | S | January '97, p. 221 | Action |
| System Shock | S | January '95, p. 93 | Roleplaying |
| The Settlers III | S | March '99, p. 108 | Strategy |
| 20th Century Trivia Challenge | T | December '97, p. 192 | Trivia |
| 3-D Ultra Mini-Golf Deluxe | T | December '98, p. 219 | Sports |
| 3-D Ultra Pinball for Windows | T | December '95, p. 237 | Arcade |
| 3D Lemmings | T | January '96, p. 179 | Puzzle |
| 3D Ultra Mini-Golf | T | August '97, p. 123 | Arcade |
| 3D Ultra Pinball: The Lost Continent | T | February '98, p. 178 | Arcade |
| 3DO Games: Decathlon | T | June '97, p. 118 | Arcade |
| T-MEK | T | June '97, p. 90 | Arcade |
| TacOps | T | July '96, p. 118 | Wargame |
| Take No Prisoners | T | December '97, p. 206 | Action |
| Tanarus | T | July '98, p. 153 | Action |
| Tank Commander | T | August '95, p. 88 | Arcade |
| Tanks! War Game Construction Set II | T | July '94, p. 68 | Wargame |
| Team Apache | T | October '98, p. 228 | Simulation |
| TekWar | T | February '96, p. 151 | Action |
| Tempest 2000 | T | April '96, p. 138 | Arcade |

Sheet1

| | | | |
|---------------------------------------|---|-----------------------|-------------|
| Temujin | T | January '98, p. 305 | Adventure |
| Ten Pin Alley | T | July '97, p. 163 | Sports |
| Terminal Velocity | T | October '95, p. 103 | Arcade |
| Terminator: Future Shock | T | April '96, p. 99 | Action |
| Terra Nova | T | May '96, p. 104 | Action |
| Terrace | T | November '94, p. 87 | Strategy |
| Terracide | T | December '97, p. 262 | Action |
| Terror T.R.A.X.: Track of the Vampire | T | September '96, p. 135 | Adventure |
| Terry Bradshaw Fantasy Football | T | November '96, p. 263 | Simulation |
| Test Drive 4 | T | April '98, p. 143 | Arcade |
| Test Drive 5 | T | March '99, p. 132 | Arcade |
| Test Drive Off Road | T | June '97, p. 112 | Racing |
| Test Drive Off-Road 2 | T | March '99, p. 147 | |
| Tex Murphy: Overseer | T | June '98, p. 118 | Adventure |
| Theme Hospital | T | June '97, p. 104 | Simulation |
| Theme Park | T | September '94, p. 72 | Strategy |
| Thexder | T | April '96, p. 115 | Arcade |
| Thief: The Dark Project | T | April '99, p. 114 | Action |
| Third Reich PC | T | February '97, p. 168 | Wargame |
| This Means War! | T | April '96, p. 142 | Wargame |
| Thunder Brigade | T | May '99, p. 112 | Action |
| Thunder Truck Rally | T | January '98, p. 240 | Racing |
| Thunderscape | T | November '95, p. 146 | Roleplaying |
| TIE Fighter | T | October '94, p. 46 | Simulation |
| Tiger Woods 99 | T | November '98, p. 216 | Sports |
| Tigers On the Prowl | T | August '94, p. 83 | Wargame |
| Time Commando | T | November '96, p. 258 | Action |
| Time Out Sports Baseball | T | August '94, p. 57 | Sports |
| Time Warriors | T | November '97, p. 238 | Arcade |
| Timelapse | T | April '97, p. 110 | Puzzle |
| Titanic | T | December '98, p. 210 | Adventure |
| Title Fight Pro Boxing for Windows | T | February '96, p. 135 | Sports |
| TNN Outdoors Pro Hunter | T | March '99, p. 110 | Sports |
| TOCA Championship Racing | T | October '98, p. 241 | Simulation |
| Tom Clancy SSN | T | March '97, p. 130 | Simulation |
| Tom Clancy's Politika | T | May '98, p. 105 | Strategy |
| Tom Clancy's Rainbow Six | T | October '98, p. 198 | Action |
| Tom Clancy's ruthless.com | T | March '99, p. 113a | Strategy |
| Tomb Raider | T | February '97, p. 104 | Action |
| Tomb Raider II | T | February '98, p. 132 | Action |
| Tomb Raider III | T | March '99, p. 130 | Action |
| Tone Rebellion, The | T | May '98, p. 93 | Strategy |
| Tony La Russa Baseball 3 | T | July '95, p. 87 | Sports |
| Tony LaRussa Baseball 4 | T | September '97, p. 196 | Sports |
| Toonstruck | T | January '97, p. 254 | Adventure |
| Top Gun | T | May '96, p. 101 | Simulation |
| Top Gun: Hornet's Nest | T | May '99, p. 108 | Action |

Sheet1

| | | | |
|---|---|----------------------|------------|
| Torin's Passage | T | April '96, p. 116 | Adventure |
| Total Air War | T | January '99, p. 191 | Simulation |
| Total Annihilation | T | January '98, p. 295 | Strategy |
| Total Control Football | T | December '96, p. 294 | Sports |
| Total Distortion | T | March '96, p. 130 | Adventure |
| Total Knockout Championship Female Boxing | T | August '96, p. 109 | Arcade |
| Total Mayhem | T | August '96, p. 92 | Action |
| Touche | T | April '96, p. 119 | Adventure |
| Toy Story | T | April '97, p. 149 | Arcade |
| Tracer | T | October '96, p. 184 | Puzzle |
| Transport Tycoon | T | March '95, p. 88 | Simulation |
| Trespasser | T | January '99, p. 172 | Action |
| Triple Play 2000 | T | July '99, p. 111 | Sports |
| Triple Play 97 | T | November '96, p. 241 | Sports |
| Triple Play 98 | T | August '97, p. 106 | Sports |
| Triple Play 99 | T | July '98, p. 128a | Sports |
| TriTryst | T | April '96, p. 134 | Puzzle |
| Trivial Pursuit Interactive | T | May '95, p. 115 | Trivia |
| Trophy Bass | T | February '96, p. 123 | Simulation |
| Tubular Worlds | T | October '94, p. 74 | Action |
| TuneLand | T | July '94, p. 87 | Puzzle |
| Turok 2: Seeds of Evil | T | May '99, p. 107 | Action |
| Turok: Dinosaur Hunter | T | March '98, p. 149 | Action |
| TV Guide Multimedia Crosswords | T | April '96, p. 134 | Puzzle |

| | | | |
|------------------------------------|---|----------------------|-------------|
| Twinsen's Odyssey | T | October '97, p. 220 | Adventure |
| Twisted Metal 2 | T | March '98, p. 154 | Action |
| Tyrian | T | October '95, p. 96 | Action |
| 3D Ultra Pinball: Creep Night | U | February '97, p. 141 | Arcade |
| U.S. Navy Fighters | U | February '95, p. 108 | Simulation |
| U.S.S. Ticonderoga | U | June '95, p. 135 | Wargame |
| Ultim@te Race Pro | U | June '98, p. 123 | Arcade |
| Ultima Online | U | January '98, p. 262 | Roleplaying |
| Ultima VIII: Pagan | U | May/June '94, p. 56 | Roleplaying |
| Ultimate Backgammon | U | May '95, p. 88 | Strategy |
| Ultimate Domain | U | July '94, p. 76 | Strategy |
| Ultimate Football 95 | U | November '95, p. 166 | Sports |
| Ultimate NFL Coaches Club Football | U | December '94, p. 141 | Sports |
| Under A Killing Moon | U | January '95, p. 89 | Adventure |
| Under Pressure | U | December '95, p. 279 | Puzzle |
| Unnecessary Roughness | U | May/June '94, p. 85 | Sports |
| Unnecessary Roughness '96 | U | March '96, p. 134 | Sports |
| Unreal | U | August '98, p. 104 | Action |
| Uprising | U | February '98, p. 144 | Strategy |
| Uprising 2: Lead and Destroy | U | May '99, p. 118 | Action |

Sheet1

| | | | |
|--------------------------------------|---|----------------------|------------|
| Urban Assault | U | October '98, p. 192 | Action |
| USCF Chess | U | May '98, p. 96 | Strategy |
| Vangers | V | October '98, p. 194 | Strategy |
| Vigilance | V | February '99, p. 184 | Action |
| Viper Racing | V | March '99, p. 146 | Racing |
| Virtua Chess | V | September '95, p. 99 | Strategy |
| Virtua Fighter 2 | V | December '97, p. 214 | Arcade |
| Virtua Fighter PC | V | November '96, p. 254 | Arcade |
| Virtua Squad | V | January '97, p. 226 | Arcade |
| Virtua Squad 2 | V | May '98, p. 98 | Action |
| Virtual Karts | V | March '96, p. 116 | Arcade |
| Virtual Pool | V | July '95, p. 90 | Simulation |
| Virtual Pool 2 | V | January '98, p. 239 | Sports |
| Virtual Snooker | V | June '96, p. 78 | Sports |
| Virus | V | May '98, p. 96a | Strategy |
| Vortex: Quantum Gate II | V | April '95, p. 100 | Adventure |
| Voyeur II | V | October '96, p. 166 | Adventure |
| VR Baseball 2000 | V | January '99, p. 193a | Sports |
| VR Powerboat Racing | V | July '98, p. 136 | Arcade |
| VR Soccer 96 | V | August '96, p. 114 | Sports |
| Wages of War: The Business of Battle | W | March '97, p. 106 | Strategy |
| War Along the Mohawk | W | January '99, p. 214 | Strategy |
| War College | W | July '96, p. 110 | Strategy |
| War, Inc. | W | December '97, p. 261 | Strategy |
| War Wind | W | January '97, p. 230 | Strategy |
| WarBirds | W | October '97, p. 234 | Simulation |
| Warbreeds | W | July '98, p. 128 | Strategy |
| WarCraft | W | March '95, p. 93 | Action |
| WarCraft II: Tides of Darkness | W | March '96, p. 96 | Strategy |
| WarGames | W | October '98, p. 204 | Strategy |
| Wargasm | W | May '99, p. 124 | Action |
| Warhammer: Dark Crusaders | W | July '96, p. 85 | Action |
| Warhammer: Dark Omen | W | July '98, p. 145 | Strategy |
| Warhammer: Shadow of the Horned Rat | W | May '96, p. 137 | Strategy |
| Warlords III | W | October '97, p. 248 | Strategy |
| WarWind II: Human Onslaught | W | April '98, p. 101 | Strategy |
| Warzone 2100 | W | July '99, p. 110 | Strategy |
| Waterworld: The Quest for Dry Land | W | April '98, p. 131 | Strategy |
| Werewolf vs. Comanche | W | December '95, p. 268 | Simulation |
| West Front | W | March '99, p. 124 | Wargame |
| Wetlands | W | January '96, p. 185 | Arcade |
| Whiplash | W | June '96, p. 122 | Arcade |
| Who Killed Brett Penance? | W | November '94, p. 66 | Adventure |
| Who Shot Johnny Rock? | W | September '94, p. 74 | Arcade |

Sheet1

| | | |
|--|-------------------------|------------|
| Wing Commander Armada | W September '94, p. 60 | Simulation |
| Wing Commander III: Heart of the Tiger | W March '95, p. 78 | Action |
| Wing Commander IV | W May '96, p. 92 | Action |
| Wing Commander Prophecy | W March '98, p. 106 | Action |
| Wingnuts | W December '95, p. 213 | Arcade |
| Wings of Glory | W May '95, p. 67 | Action |
| Wipeout | W July '96, p. 117 | Arcade |
| Wipeout XL | W September '97, p. 161 | Racing |
| Witchaven | W November '95, p. 149 | Action |
| Witchaven II | W November '96, p. 253 | Action |
| Wolf | W November '94, p. 81 | Simulation |

| | | |
|---------------------------|--------------------------|------------|
| Wooden Ships and Iron Men | W January '97, p. 262 | Wargame |
| Woodruff & Schnibble | W August '95, p. 113 | Adventure |
| Word Puzzles, Vol. 1 | W July '94, p. 92 | Puzzle |
| World Cup Golf | W April '95, p. 113 | Simulation |
| World Hockey 95 | W September '95, p. 88 | Arcade |
| World Series of Poker | W July '94, p. 91 | Simulation |
| World Wide Soccer | W December '97, p. 267 | Sports |
| Worms | W March '96, p. 107 | Strategy |
| Worms 2 | W April '98, p. 102 | Strategy |
| Worms Armageddon | W July '99, p. 115 | Strategy |
| Wrath of the Gods | W July '94, p. 70 | Adventure |
| WuKung | W September '95, p. 114 | Adventure |
| WWF In Your House | W April '97, p. 120 | Arcade |
| WWF Wrestlemania | W February '96, p. 135 | Arcade |
| WWII Fighters | W March '99, p. 116 | Simulation |
| The X-Files | X September '98, p. 129a | Adventure |
| X-COM | X August '94, p. 76 | Strategy |

| | | |
|-----------------------------|-------------------------|----------|
| X-COM: Apocalypse | X October '97, p. 202 | Strategy |
| X-COM Interceptor | X September '98, p. 148 | Action |
| X-COM: Terror from the Deep | X July '95, p. 101 | Strategy |
| X-Men: Children of the Atom | X September '97, p. 152 | Arcade |
| X-Wing Alliance | X June '99, p. 118 | Action |
| X-Wing vs. TIE Fighter | X July '97, p. 146 | Action |

| | | |
|----------------------------|------------------------|------------|
| XCar: Experimental Racing | X November '97, p. 210 | Simulation |
| Yoda Stories | Y July '97, p. 161 | Adventure |
| Yoot Tower | Y July '99, p. 125 | Simulation |
| You Don't Know Jack | Y March '96, p. 116 | Trivia |
| You Don't Know Jack Movies | Y July '97, p. 200 | Trivia |
| You Don't Know Jack TV | Y February '98, p. 159 | Trivia |

Sheet1

You Don't Know Jack Volume 3
Z
Zapitalism
Zeddas: Servants of Sheol
Zephyr
Zeppelin
Zig-Zag
Zone Raiders
Zork Grand Inquisitor
Zork Nemesis
Zorro
ZuluWar!

| | | |
|---|-----------------------|------------|
| Y | February '98, p. 159 | Trivia |
| Z | October '96, p. 144 | Strategy |
| Z | September '96, p. 112 | Simulation |
| Z | July '96, p. 86 | Adventure |
| Z | March '95, p. 109 | Action |
| Z | April '95, p. 95 | Strategy |
| Z | August '95, p. 85 | Puzzle |
| Z | April '96, p. 130 | Action |
| Z | May '98, p. 115 | Adventure |
| Z | July '96, p. 94 | Adventure |
| Z | June '95, p. 99 | Action |
| Z | November '96, p. 271 | Wargame |

Sheet1

| CONAME,C,36 | ADDRESS,C,42 |
|-------------------------------|--------------------------------------|
| AnyRiver Entertainment | 280 Utah Avenue |
| Activision | 11601 Wilshire Boulevard, Suite 1000 |
| Eidos | 303 Sacramento Street |
| Crack.dot.com | Austin, TX |
| Sierra | 3380 146th Place SE |
| Avalon Hill | 4517 Hartford Road |
| MicroProse Software, Inc. | 180 Lakefront Dr. |
| MicroProse | 2490 Mariner Square Loop |
| Megamedia Corp. | 47381 Bayside Parkway |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Time-Warner Interactive Group | 2210 Olive Ave. |
| LucasArts | P.O. Box 10307 |
| Microsoft | 1 Microsoft Way |
| SSI | 675 Almanor Ave. |
| TalonSoft | P.O. Box 632 |
| Virgin Interactive | 18061 Fitch Avenue |
| Electronic Arts | 1450 Fashion Island Blvd. |
| GT Interactive | 16 East 40th St. |
| Trimark Interactive | 2644 30th Street |
| Mindscape | 88 Rowland Way |
| Interactive Magic | P.O. Box 13491 |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| Blue Byte Software | 870 E. Higgins Rd., Suite 143 |
| MicroLeague | 1001 Millersville Road |
| Gametek, Inc. | 3 Harbor Drive, Suite 110 |
| Sierra On-Line | 3380 146th Place SE |
| Philips Media Inc. | 10960 Wilshire Blvd. |
| Vic Tokai | 22940 Lockness Avenue |
| Mindscape | 88 Rowland Way |
| SSI | 675 Almanor Ave |
| I-Motion | 1333 Ocean Avenue |
| I-Motion | 1333 Ocean Avenue |
| Changeling | 2507 Albata Avenue |
| Interactive Magic | P.O. Box 13491 |
| GT Interactive | 16 East 40th Street |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Mindscape | 88 Rowland Way |
| New World Computing | PO Box 4302 |
| Capstone | 501 Brickell Key Drive |
| Interactive Magic | P.O. Box 13491 |
| Empire Interactive | 580 California Street, 16th Floor |
| Miller Associates | 11 Burtis Avenue |
| Blue Byte Software | 870 Giggins Rd., Suite 143 |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| Midway/GT Interactive | 16 East 40th St. |
| Imagine Studios | |
| Sir-Tech | Ogdensburg Business Center Suite 2E |
| Ripcord Games | 4701 Patrick Henry Drive, Suite 1601 |

Sheet1

| | |
|-----------------------------|---|
| NovaLogic | 19510 Ventura Boulevard |
| NovaLogic | 26010 Mureau Rd. |
| Microforum | One Woodborough Avenue |
| Studio 3DO | 600 Galveston Drive |
| 3DO Company | 600 Galveston Drive |
| Live Interactive | 15400 Sherman Way, P.O. Box 10124 |
| Broderbund | 500 Redwood Boulevard |
| Corel Corp. | 1600 Carling Ave. |
| Inscape | P.O. Box 251829 |
| Psygnosis | 919 E. Hillsdale Blvd. |
| Activision | 3100 Ocean Park Boulevard |
| ORT Software | 2A Berceau Walk |
| Activision | 11601 Willshire Boulevard |
| Activision | 11601 Willshire Boulevard |
| Cryo | 1592 Union St. #155 |
| Interplay | 16815 Von Karman Ave. |
| Cardoza Entertainment | 591 Camino de la Reina Suite 728 |
| Mindscape | 88 Rowland Way |
| Sound Source | |
| Military Simulations, Inc. | 5 Tannery Drive |
| Inscape | P.O. Box 251829 |
| Pulse Entertainment | 246 First Street, 402 |
| | P.O. Box 8097 |
| Sega Entertainment | |
| Panasonic Interactive Media | 4701 Patrick Henry Dr., Ste. 1101 |
| Interplay Productions | 16815 Von Karman Avenue |
| GT Interactive | 16 East 40th Street |
| Grolier Interactive Inc. | 90 Sherman Turnpike |
| Activision | 3100 Ocean Park Boulevard |
| Infinite Monkey Systems | 21 Burr Ave. |
| THQ | 5016 North Parkway Calabasas, Suite 100 |
| Acclaim Entertainment | 1 Acclaim Plaza |
| Playmates Interactive Ent. | 16200 S. Trojan Way |
| Fujitsu Interactive | 128 Spear St. |
| 7th Level Inc. | P.O. Box 832190 |
| Sierra On-Line | 380 146th Place SE |
| Accolade | 5300 Stevens Creek Boulevard |
| Blue Byte Software | 870 E. Higgins Rd., Suite 143 |
| Deadly Games | 38 Wayaawi Avenue |
| TalonSoft | PO Box 43730 |
| Take 2 Interactive | 1004 Ligonier St. |
| TalonSoft | P.O. Box 632 |
| Empire Interactive | 13220 Wisteria Dr. |
| TalonSoft | PO Box 632 |
| TalonSoft | P.O. Box 632 |
| QQP | 495 Highway 202 |
| Hasbro Interactive | 50 Dunham Road |
| Bethesda Softworks | 1370 Piccard Drive |

Sheet1

| | |
|------------------------------|--|
| Acclaim Entertainment | 1 Acclaim Plaza |
| Activision | 3100 Ocean Park Boulevard |
| U.S. Gold | 303 Sacramento Street |
| Hasbro Interactive | 50 Dunham Road |
| Sierra | 3380 146th Place SE |
| Interplay | 16815 Von Karman Ave. |
| GT Interactive | 16 East 40th Street |
| Viacom New Media | 1515 Broadway |
| | 16 East 40th St. |
| GT Interactive | |
| Virgin Interactive | 1806 Fitch Avenue |
| Sierra | 3380 146th Place S.E. |
| Alliance Interactive Systems | 1859 N. Pine Island Road |
| Eidos | 303 Sacramento Street |
| Midway | |
| Origin Systems | 12940 Research Boulevard |
| Sierra | 3380 146th Place S.E. |
| Take 2 Interactive | 1004 Ligonier St. |
| Mindscape | 88 Roland Way |
| Interplay | 17922 Fitch Avenue |
| Westwood Studios | 2440 North Tenaya Way |
| FormGen | 7641 E. Gray Rd |
| GT Interactive | 16 East 40th St. |
| MicroLeague | 1001 Millersville Road |
| GT Interactive | 16 East 40th Street |
| Interplay | 17922 Fitch Avenue |
| Activision | 11601 Wilshire Boulevard |
| MPCA Interactive | 1401 Ocean Avenue |
| IVI Publishing | 7500 Flying Cloud Drive |
| Titus Software | 20432 Corisco Street |
| Mission Studios | P.O. Box 1265 |
| Hasbro Interactive | 50 Dunham Road |
| Simon & Schuster Interactive | 175 Fifth Ave. |
| R.A.W. Entertainment Inc. | 957 NASA Road One, #146 |
| Impressions | 222 Third St. |
| Spectrum HoloByte | 2490 Mariner Square Loop |
| Accolade Inc. | 5300 Stevens Creek Boulevard |
| Great Game Products, Inc. | 8804 Chalon Drive |
| QQP | 495 Highway 202 |
| Eidos Interactive | 303 Sacramento St. |
| Virgin Interactive | 18061 Fitch Avenue |
| Interactive Magic | P.O. Box 13491 |
| THQ | 5016 North Parkway Calabasas, Suite 100 |
| GameTek | 2999 Northeast 191st St. P. O. Box 8097 |
| Sega Entertainment | |
| Take 2 Interactive | 1004 Ligonier Street |
| Sanctuary Woods | 1825 S. Grant Street |

Sheet1

| | |
|----------------------------------|-------------------------------|
| Philips Media, Inc. | 10960 Wilshire Blvd |
| Bethesda Softworks | 1370 Packard Drive |
| Discovery Channel | 7700 Wisconsin Ave |
| Sierra On-Line | 3380 146th Place S.E. |
| I-Motion | 1341 Ocean Avenue |
| Westwood Studios | 3540 West Sahara Ave. #323 |
| Virgin Interactive Entertainment | 18601 Fitch Avenue |
| Sierra Online | 3380 146th Place S.E. |
| Sierra | 222 Third Street |
| Interplay | 16815 Von Karman Ave. |
| Take 2 Interactive | 1004 Ligonier Street |
| Empire Software | 4 Professional Drive |
| | 222 3rd Street |
| Impressions Software | |
| Interactive Magic | P.O. Box 13491 |
| Studio 3DO | 600 Galveston Dr. |
| | 16815 Von Karman Ave. |
| Interplay | |
| Interplay Productions | 16815 Von Karman Avenue |
| WizardWorks | 16 East 40th Street |
| SSG | P.O. Box 30085 |
| Microsoft | 1 Microsoft Way |
| Impressions Software | 222 Third Street |
| Expert Software | 800 Douglas Road |
| Capstone | 501 Brickell Key Drive |
| Intense Entertainment | |
| Atlantean Interactive Games | 15127 Califa St. |
| Avalon Hill | 4517 Hartford Road |
| KOEI Corp. | 1350 Old Bayshore Hwy. |
| Multimedia 2000 | 1100 Olive Way |
| Creative Multimedia | 514 N.W. 11th Avenue |
| I-Motion | 1341 Ocean Ave. |
| SSI | 675 Almanor Avenue, Suite 201 |
| New World Computing | 600 Galveston Drive |
| GT Interactive | 16 East 40th St. |
| Mindscape | 88 Rowland Way |
| Mindscape | 88 Roland Way |
| Masque Publishing | P.O. Box 5223 |
| Psygnosis | 919 E. Hillsdale Blvd. |
| Capstone | 501 Brickell Key Dr. |
| Ocean of America, Inc. | 1855 O'Toole Avenue |
| Virgin Interactive | 18061 Fitch Avenue |
| WizardWorks | 2300 Berkshire Lane North |
| Psygnosis | 919 E. Hillsdale Blvd. |
| Empire Interactive | 13220 Wisteria Drive |
| Sierra | 3380 146th Place S.E. |
| MicroProse | 180 Lakefront Drive |
| Activision | 3100 Ocean Park Boulevard |
| Virgin Interactive | 18061 Fitch Avenue |

Sheet1

| | |
|----------------------------------|--|
| Interplay | 17922 Fitch Avenue |
| Impressions Software | 222 3rd Street |
| Monolith Productions | 10516 N.E. 37th Circle |
| Spectrum HoloByte | 2490 Mariner Square Loop |
| Microsoft | 1 Microsoft Way |
| Microsoft | 1 Microsoft Way |
| Microsoft | 1 Microsoft Way |
| NovaLogic | 18510 Ventura Blvd., Suite 200 |
| Microsoft | 1 Microsoft Way |
| Virgin Interactive Entertainment | 18061 Fitch Ave. |
| Virgin Interactive Entertainment | 18601 Fiitch Avenue |
| Mindscape | 88 Roland Way |
| Eidos Interactive | 651 Brannan Street |
| Eidos Interactive | 651 Brannan Street |
| Viacom New Media | 1515 Broadway |
| Discover Channel Multimedia | 7700 Wisconsin Ave. |
| Micro Star | 2245 Camino Vida Roble |
| Sierra On-Line | 3380 146th Place S.E. |
| Interplay Productions | 17922 Fitch Ave. |
| Virgin | 18061 Fitch Avenue |
| Capstone | 501 Brickell Key Drive |
| Intellimedia Sports, Inc. | Suite 300 |
| Virgin Interactive | 18061 Fitch Avenue |
| American Laser Games | 4801 Lincoln Road NE |
| Fox Interactive | 2121 Avenue of the Stars, 25th Floor |
| Cogix Corp. | 419 Redwood Rose |
| GameTek | 2999 Northeast 191st St. |
| Acclaim | 1 Acclaim Plaza |
| Origin | 5918 Courtyard DR. |
| Origin | 5918 W. Courtyard Dr. |
| | 47381 Bayside Parkway |
| MegaMedia | |
| StarPlay Productions Inc. | P.O. Box 217 |
| Maxis | 2121 N. California Blvd. |
| LucasArts | P.O. Box 10307 |
| HPS Simulations | PO Box 3245 |
| Merit Studios | 13707 Gamma Road |
| GameTek | 2999 Northeast 191st St. |
| Sierra | 3380 146th Place S.E. |
| Interplay | 17922 Fitch Ave. |
| Virgin Interactive Ent. | 18061 Fitch Ave. |
| Origin | 5918 Courtyard Dr. |
| JC Research | 606 North First Street, Suite 101 |
| Sierra | 222 Third Street |
| 989 Studios | 989 E. Hillsdale Boulevard, Fourth Floor |
| Accolade | 5300 Stevens Creek Boulevard |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| Dreamcatcher Interactive | |

Sheet1

| | |
|----------------------------------|---------------------------|
| MicroProse | 180 Lakefront Drive |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Acclaim Entertainment | 1 Acclaim Plaza |
| Legacy Software | 5340 Alla Road |
| Avalon Hill | 4517 Hartford Road |
| Impressions Software | 222 3rd Street |
| Virgin Interactive Entertainment | 18061 Fitch Avenue |
| Microforum | 1 Woodborough Ave. |
| Philips Media, Inc. | 10960 Wilshire Blvd. |

675 Almanor Ave., Suite 201

| | |
|-----------------------------|-------------------------------|
| SSI | |
| MicroProse | 180 Lakefront Drive |
| Inscape | P.O. Box 251829 |
| LucasArts | P.O. Box 10307 |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| Activision | 11601 Wilshire Boulevard |
| SouthPeak Interactive | One Research Drive |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| GT Interactive | 16 East 40th Street |
| Electronic Arts | P.O. Box 7578 |
| CyberDreams/MGM Interactive | 2500 Broadway |
| Empire Interactive | 13220 Wisteria Drive, Bay N-2 |
| Sega Entertainment | P.O. Box 8097 |
| Sega | PO Box 8097 |
| Vic Tokai, Inc. | 22904 Lockness Ave. |
| Accolade | 5300 Stevens Creek Blvd. |
| Accolade | 5300 Stevens Creek Boulevard |

One Microsoft Way

| | |
|----------------------|-------------------------|
| Microsoft | |
| GT Interactive | 16 East 40th St. |
| Viacom New Media | 1515 Broadway |
| Legend Entertainment | 14200 Park Meadow Drive |
| SSI | 675 Almanor Ave. |
| Eidos Interactive | 651 Brannan Street |

675 Almanor Ave., Suite 201

| | |
|-----------------------|-------------------------------|
| SSI | |
| WizardWorks | 16 East 40th Street |
| NovaLogic | 1450 Fashion Island Boulevard |
| Bethesda Softworks | 1370 Piccard Drive |
| ionos, inc | 7944 East Beck Lane Suite 240 |
| Interplay Productions | 17922 Fitch Avenue |
| Interplay Productions | 16815 Von Karman Avenue |

Sheet1

| | |
|-------------------------------|------------------------------------|
| Interplay | 17922 Fitch Ave. |
| Interplay | 16815 Von Karman Ave. |
| Gremlin | 2551 N. Clark Street |
| | P.O. Box 13491 |
| Interactive Magic | |
| Sony Interactive | 919 E. Hillsdale Blvd. |
| Psygnosis/Sony Interactive | 919 E. Hillsdale Blvd. |
| Melbourne House | |
| Impressions Software | 222 3rd Street |
| ReadySoft | 2221 Yonge St., Suite 400 |
| Inscape | P.O. Box 251829 |
| Blizzard Entertainment | P.O. Box 18077 |
| Interplay Productions | 16815 Von Karman Avenue |
| Fox Interactive | P.O. Box 900 |
| LucasArts | P.O. Box 10307 |
| Millennium Media Group | 234 North Columbus Boulevard |
| DreamWorks | 640 N. Sepulveda Blvd. |
| Turner Interactive | 1050 Techwood Drive NW |
| Psygnosis | 919 E. Hillsdale Blvd., 2nd Floor |
| Eidos Interactive | 651 Brannan Street |
| U.S. Gold | 303 Sacramento Street |
| Philips Media | 10960 Wilshire Blvd. |
| GT Interactive | 16 East 40th St. |
| Boyle and Elggren Games, Inc. | 77 W. 2nd S. |
| | 16815 Von Karman Ave. |
| Interplay | |
| Mindscape | 88 Roland Way |
| Interplay | 16815 Von Karman Ave. |
| ReadySoft | 375 14th Avenue |
| Acclaim | One Acclaim Plaza |
| MicroProse | 180 Lakefront Drive |
| Empire Interactive | 13220 Wisteria Drive |
| Inscape | P.O. Box 251829 |
| American Laser Games Inc. | 4801 Lincoln Road NE |
| Sir-tech | PO Box 245 |
| 3D Realms | P.O. Box 496419 |
| Westwood Studios | 3540 West Sahara Aveune, Suite 323 |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Interplay | 17922 Fitch Ave. |
| Cyberflix, Inc. | 4 Market Square |
| Bethesda Softworks | 1370 Piccard Drive |
| Virgin | 18061 Fitch Ave. |
| Avalon Hill | 4517 Hartford Road |
| Interplay | 16815 Von Karman Ave. |
| Sierra | 3380 146th Place S.E. |
| Playmates Interactive | 16200 S. Trojan Way |
| TalonSoft | P.O. Box 632 |

Sheet1

| | |
|---------------------------------|---|
| Sony Imagesoft | 2400 Broadway Ave. |
| Sega of America | 255 Shoreline Dr. |
| IVI Publishing | 7500 Flying Cloud Drive |
| Psygnosis | 675 Massachusetts |
| Psygnosis | 919 E. Hillsdale Blvd. |
| Lifestyle Software Group | 63 Orange Street |
| Ocean of America | 1870 Little Orchard St. |
| Bethesda Softworks | 1370 Piccard Drive |
| Villa Crespo | 1725 McGovern Street |
| Activision | 11601 Wilshire Blvd. |
| WizardWorks | 16 East 40th Street |
| SegaSoft | 150 Shoreline Drive |
| New World Computing | P.O. Box 4302 |
| Empire Software | 4 Professional Drive |
| Time Warner Interactive | 2210 West Olive Ave. |
| Ripcord Games | 4701 Patrick Henry Drive, Suite 1601 |
| Head Games | P.O. Box 2698 |
| SSI | 675 Almanor Ave. |
| Stardock Systems | 17292 Farmington Road |
| Accolade | 5300 Stevens Creek Boulevard, Suite 500 |
| Sony Imagesoft | 2400 Broadway |
| MicroProse | 2490 Mariner Square Loop |
| Mindscape | 88 Roland Way |
| Valuesoft | |
| 989 Studios | |
| Discovery Channel Multimedia | 7700 Wisconsin Ave. |
| Sir-Tech Software | P.O. Box 245 |
| Microforum | 1 Woodborough Ave. |
| Expert Software | 800 Douglas Road |
| Interactive Magic | P.O. Box 13491 |
| Vic Tokai | 22940 Lockness Avenue |
| | 33 S. Roselle Rd., Suite 201 |
| Blue Byte | |
| Davidson/Simon & Schuster | 19840 Pioneer Ave., |
| Activision | 3100 Ocean Park Boulevard |
| Head Games | |
| Sony Interactive | 919 E. Hillsdale Blvd. |
| Piranha Interactive | |
| HeadGames | |
| Avalon Hill | 4517 Hartford Rd. |
| Origin Systems | 1450 Fashion Island Boulevard |
| NovaLogic | 1450 Fashion Island Boulevard |
| | |
| | 1870 Little Orchard St. |
| Ocean of America | |
| NovaLogic Inc. 2 | 6010 Mureau Road |
| Graphic Simulations Corporation | 15400 Knoll Trail #104 |
| Graphic Simulations Corp | 15400 Knoll Trail #104 |

Sheet1

| | |
|-----------------------------|--|
| Ubi Soft | 625 Third Street, Third Floor |
| Sir-Tech | Ogdensburg Business Center, P.O. Box 245 |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Encore Software | 83rd Street |
| MicroProse | 2490 Mariner Square Loop |
| Interactive Magic | P.O. Box 3491 |
| Interplay | 16815 Von Karman Ave. |
| Interplay Productions | 16815 Von Karman Avenue |
| SSI | 675, Almanor Ave. |
| Quackers (Mallard Software) | 3207 Justin Road |
| Sierra | 3380 146th Place S.E. |
| Segasoft | 150 Shoreline Drive |
| Sierra | 222 Third Street |
| Spectrum HoloByte | 2490 Mariner Square Loop |
| Electronic Arts | 1450 Fashion Island Boulevard |
| EA Sports | 1450 Fashion Island Boulevard |
| Electronic Arts | 11450 Fashion Island Blvd. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Philips Media Inc. | 10960 Wilshire Blvd |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Activision | 3100 Ocean Park Boulevard |
| Merit Studios | 13707 Gamma Road |
| GT Interactive | 16 East 40th Street |
| Eidos Interactive | 651 Brannan Street |
| SSI | 675 Almanor Ave. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Multitude | |
| GameTek Inc. | 2999 N.E. 191st Street |
| Jane's Combat Simulations | 1450 Fashion Island Boulevard |
| MicroProse | 180 Lakefront Drive |
| SegaSoft | 150 Shoreline Drive |
| Avalon Hill | 4517 Hartford Road |
| Eidos Interactive | 651 Brannan St. |
| Looking Glass Technologies | 1 Alewife Center |
| Eidos Interactive | 651 Brannan St. |
| Empire | 13220 Wisteria Dr., Bay N-2 |
| Psygnosis | 919 E. Hillsdale Blvd. |
| Acclaim Entertainment | One Acclaim Plaza |
| Merit Studios | 1307 Gamma Road |
| Fox Sports | |
| Capcom | 475 Oakmead |
| Sierra | 3380 146th Place SE |
| Sierra Online | 3380 146th Place S.E. Suite 300 |
| Sierra | 3380 146th Place S.E. |
| Sierra On-Line | 3380 146th Place S.E. |
| Sierra | 3380 146th Place S.E., Suite 300 |
| Sierra | 3380 146th Place S.E. |
| Sierra | 3380 146th Place S.E. |
| Interplay | 16815 Von Karman Ave. |

Sheet1

| | |
|-----------------------|--|
| Acclaim Entertainment | 1 Acclaim Plaza |
| Interplay | 17922 Fitch Ave. |
| Hasbro Interactive | 50 Dunham Road |
| Impressions Software | 222 Third Street |
| Sierra | 3380 146th Place S.E. Suite 300 |
| LucasArts | P.O. Box 10307 |
| Maxis | 2121 North California Blvd., Suite 600 |
| Maxis | 2121 N. California Blvd. |
| Microsoft | 1 Microsoft Way |
| Electronic Arts | 1450 Fashion Island Boulevard |
| | 1035 Corte Del Nogal |

| | |
|-----------------------------|-------------------------------------|
| GTE Interactive Media | |
| GTE | 2035 Corte Del Nogal, Suite 200 |
| 7th Level | P.O. 832190 |
| Psygnosis | 919 E. Hillsdale Blvd. |
| Synergy | 605 W. 7th Street |
| Stardock Systems, Inc. | Gibraltar, MI |
| Anark | 1730 15th Street |
| Pie in the Sky Software | 1596 Ayrault Road |
| Blue Byte Software | 870 E. Higgins Road, Suite 143 |
| Eidos Interactive | 651 Brannan Street |
| Spectrum HoloByte | 2490 Mariner Square Loop |
| Philips Media, Inc. | 10960 Wilshire Blvd. |
| GT Interactive | 16 East 40th St. |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Koei Corp. | 1350 Old Bayshore Hwy. |
| Monolith Productions | 10516 N.E. 37th Circle |
| Microsoft | One Microsoft Way |
| Casady & Greene | 22734 Portola Drive |
| Psygnosis | 989 East Hillsdale Boulevard |
| Hasbro Interactive | 50 Dunham Road |
| Sierra On-Line | 3380 146th Place S.E. |
| Panasonic Interactive Media | 4701 Patrick Henry Drive |
| Virgin Interactive | 18061 Fitch Avenue |
| Interplay Productions | 16815 Von Karman Avenue |
| Amtex | P.O. Box 572 |
| Wizard Games of Scotland | P.O. Box 498 |
| MicroProse | 180 Lakefront Drive |
| Sierra | 222 Third Street |
| Spectrum HoloByte | 2490 Mariner Square Loop |
| Virgin Interactive | 18061 Fitch Ave. |
| ASC Games | 9 Old Kings Highway South Suite 301 |
| QQP | 495 Highway 202 |
| Interactive Magic | P.O. Box 13491 |
| Interactive Magic | P.O. Box 13491 |
| SSI | 675 Almanor Ave. |
| SSI | 675 Almanor Ave. |
| Strategic Simulations, Inc. | 675 Almanor Avenue |

Sheet1

| | |
|----------------------------------|---|
| Grolier Electronic Publishing | 90 Sherman Turnpike |
| Virgin Interactive | 18061 Fitch Avenue |
| LucasArts | P.O. Box 10307 |
| Empire Interactive | 580 California Street, 16th Floor |
| Hasbro Interactive | 50 Dunham Road |
| Millennium Media | 234 N. Columbus Boulevard |
| Sierra | 222 Third Street |
| New World Computing | P.O. Box 4302 |
| MicroLeague | 1001 Millersville Road |
| Accolade | 5300 Stevens Creek Boulevard #500 |
| Accolade | 5300 Stevens Creek Blvd. |
| Accolade | 5300 Stevens Creek Boulevard, Suite 500 |
| Virgin Interactive | 1861 Fitch Avenue |
| Three-Sixty Pacific | 2105 South Bascom |
| Living Books | P.O. Box 6144 |
| Merit Studios | 13707 Gamma Rd. |
| Micro Star | 2245 Camino Vida Roble, Ste. 100 |
| Reality Bytes | 1 Kendall Square |
| Sierra | 222 Third Street |
| Interplay Productions | 16815 Von Karman Avenue |
| Activision | 3100 Ocean Park Blvd. |
| 7th Level | P.O. Box 832190 |
| Take 2 Interactive | 1004 Ligonier Street |
| Microsoft Corporation | 1 Microsoft Way |
| Big Top Productions | 548 Fourth Street |
| id Software | Town East Tower 180601 LBJ Freeway |
| Activision | 3100 Ocean Park Boulevard |
| 3DO Company | 600 Galveston Drive |
| New World Computing | PO Box 4302 |
| New World Computing | PO Box 4302 |
| id Software/GT Interactive | 16 East 40th St. |
| Activision | 11601 Wilshire Boulevard |
| Infogrames Entertainment | |
| Psygnosis | 675 Massachusetts Avenue |
| Electronic Arts | 1450 Fashion Island Boulevard |
| 3DO Company | 600 Galveston Drive |
| 3DO Company | 600 Galveston Drive |
| Impressions | 222 Third Street |
| Interactive Magic | P.O. Box 13491 |
| Avalon Hill | 4517 Hartford Rd. |
| Trimark Interactive | 2644 30th St.. |
| Virgin Interactive Entertainment | 18061 Fitch Avenue |
| MicroLeague | 750 Dawson Dr. |
| Crystal Dynamics | 2460 Embarcadero Way |
| SegaSoft | 150 Shoreline Drive |
| Sierra | 3380 146th Place S.E. Suite 300 |
| Sierra | 3380 146th Place S.E. |
| Microforum | 1 Woodborough Ave. |
| Virgin Interactive | 18061 Fitch Ave. |

Sheet1

| | |
|--------------------------------------|--------------------------------------|
| Activision | 11601 Wilshire Boulevard, Suite 1000 |
| CyberDreams | 23586 Calabasas Rd. |
| JC Research, Inc. | |
| Twentieth Century Fox/Magnet Studios | 3255 Grace St. NW |
| Interactive Magic | P.O. Box 13491 |
| | |
| | P.O. Box 13491 |
| Interactive Magic | |
| Interactive Magic | PO Box 13491 |
| Interactive Magic | P.O. Box 13491 |
| | |
| | 675 Almanor Ave., Suite 201 |
| SSI | |
| SSI | 675 Almanor Avenue, Suite 201 |
| GT Interactive | 16 East 40th St. |
| Softdisk Publishing | 606 Common St. |
| Broderbund | 500 Redwood Blvd. |
| Sierra On-Line | 3380 146th Place S.E. |
| Rage Software | |
| Sierra | 3380 146th Place SE |
| | 33 S. Roselle Rd., Suite 201 |
| Blue Byte Software | |
| Fox Interactive | P.O. Box 900 |
| Infogrames Entertainment | |
| LucasArts | P.O. Box 10307 |
| Interactive Magic | PO Box 13491 |
| Papyrus | 1 Arsenal Marketplace |
| Ocean of America, Inc. | 1855 O'Toole Avenue |
| New World Computing | P.O. Box 4302 |
| Philips Interactive Media | 10960 Wilshire Boulevard |
| Interplay | 17922 Fitch Avenue |
| Activision | 11601 Wilshire Blvd., Suite 1000 |
| Pop Software | P.O. Box 60995 |
| Interactive Magic | PO Box 13491 |
| Virgin Interactive Entertainment | 18061 Fitch Avenue |
| | |
| New World Computing | P.O. Box 4302 |
| Acclaim Entertainment | One Acclaim Plaza |
| ReadySoft | 3375 14th Avenue |
| Atlantean Interactive Games | 15127 Califa St. |
| Jane's Combat Simulations | 1450 Fashion Island Boulevard |
| Accolade | 5300 Stevens Creek Blvd., Suite 500 |
| Accolade | 5300 Stevens Creek Boulevard |
| Activision | 3100 Ocean Park Boulevard |
| GameTek Inc. | 2999 N.E. 191st St. |
| Sir-tech Software, Inc. | Ogdensburg Business Center |

Sheet1

| | |
|----------------------------|------------------------------------|
| Epic MegaGames | 3204 Tower Oaks Blvd., Suite 410 |
| Epic Megagames Inc. | 3204 Tower Oaks Boulevard #410 |
| LucasArts | P.O. Box 10307 |
| Sony Interactive | 919 E. Hillsdale Blvd. |
| Interplay Productions | 16815 Von Karman Avenue |
| Interplay | 17922 Fitch Avenue |
| Discis | P.O. Box 66 |
| Sammy USA | 901 Cambridge Dr. |
| Intense Games | |
| Sony Imagesoft | 2400 Broadway Avenue |
| | |
| | 122 South Robertson Blvd. |
| Virgin Sound & Vision | |
| Eidos Interactive | 303 Sacramento Street |
| Acclaim Entertainment | 1 Acclaim Plaza |
| Philips Media | 10960 Wilshire Blvd. |
| Paramount Interactive | 700 Hansen Way |
| Gremlin Interactive | 2551 N. Clark Street |
| Ocean | 1855 O'Toole Avenue |
| Red Orb | PO Box 6121 |
| Maxis | 2121 N. California Blvd. |
| Sierra | 222 Third Street |
| Philips Media, Inc. | 10960 Wilshire Blvd. |
| Interplay Productions | 17922 Fitch Avenue |
| TIG Publishing | 7810 Trade St |
| Realism Entertainment | 6N 522 Pine Street |
| Avalon Hill | 4517 Hartford Road |
| Sierra On-Line | 3380 146th Place SE |
| Beam Software | |
| Hasbro Interactive | 50 Dunham Road |
| Spectrum HoloByte | 2490 Mariner Square Loop |
| I-Motion | 1341 Ocean Avenue |
| Interactive Magic | PO Box 13491 |
| Psygnosis | 919 East Hillsdale Blvd. |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Patch Products | |
| | |
| Virgin Interactive | 18061 Fitch Avenue |
| Westwood Studios | 3540 West Sahara Aveune, Suite 323 |
| American Laser Games Inc. | 4801 Lincoln Road NE |
| Sega of America | P.O. Box 8097 |
| Sierra | 3380 146th Place S.E. |
| Broderbund | 500 Redwood Boulevard |
| Sony Electronic Publishing | 2400 Broadway Avenue |
| Virgin Interactive | 18061 Fitch Avenue |
| Accolade | 5300 Stevens Creek Boulevard |
| Sierra | P.O. Box 85006 |
| Psygnosis | 675 Massachusetts Avenue |
| Psygnosis | 919 E. Hillsdale Blvd. |

Sheet1

| | |
|----------------------------------|--|
| Interactive Magic | PO Box 13491 |
| Sierra | 3380 146th Place S.E. |
| Safari Software/Epic Megagames | 10406 Holbrook Drive |
| Access | 4750 Wiley Post Way |
| Access | 4750 Wiley Post Way, Bldg. 1, Ste. 200 |
| Access Software | 4750 Wiley Post Way, Building 1, Suite 200 |
| Sanctuary Woods | 1825 S. Grant St. |
| Philips Interactive | 11111 Santa Monica Boulevard |
| Living Books | P.O. Box 5144 |
| Accolade | 5300 Stevens Creek Boulevard |
| Sierra On-Line | 3380 146th Place SE |
| Jane's Combat Simulatuions | 5918 West Courtyard Drive |
| Sierra | 3380 146th Place S.E. |
| Eidos | 303 Sacramento Street |
| Impressions Software | 222 Third Street |
| Sierra Online | 3380 146th Place S.E. |
| Random House Electronic Pub. | 201 E. 50th Street |
| | 150 Shoreline Dr. |
| SegaSoft | |
| Virgin Interactive Entertainment | 18061 Fitch Avenue |
| SSI | 675 Almanor Avenue, Suite 201 |
| Paramount Interactive | 700 Hansen Way |
| Interplay Productions | 16815 Von Karman Avenue |
| Interplay | 16815 Von Karman Ave., |
| MicroProse | 2490 Mariner Square Loop |
| Deadly Games | 312 E. 23rd |
| Microforum Inc. | 1 Woodborough Avenue |
| MicroProse Software, Inc. | 180 Lakefront Drive |
| MGM Interactive | 2500 Broadway St. |
| Acclaim Entertainment | One Acclaim Plaza |
| American Laser Games | 4801 Lincoln Road NE |
| | |
| | 1450 Fashion Island Boulevard |
| Electronic Arts | |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Electronic Arts | 1450 Fashion Island Boulevard |
| GT Interactive | 16 East 40th St. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Electronic Arts | 1450 Fashion Island Blvd. |
| | |
| | 2490 Mariner Square Loop |
| Spectrum HoloByte | |
| Acclaim | 1 Acclaim Plaza |
| Piranha Interactive Publishing | 1839 West Drake |
| Virgin Interactive | 18061 Fitch Avenue |
| Virgin Interactive | 18061 Fitch Avenue |

Sheet1

| | |
|-------------------------------------|-------------------------------------|
| Sega Entertainment | 150 Shoreline Dr. |
| Maxis | 2121 N. California Blvd., Suite 600 |
| Simon & Schuster Interactive | 175 Fifth Ave. |
| ASC Games | 9 Old Kings Highway S. Suite 301 |
| MicroProse | 180 Lakefront Drive |
| MicroProse | 280 Lakefront Drive |
| Disney Interactive | 500 South Beuna Vista St. |
| Mindscape | 88 Roland Way |
| Playmates Interactive | 16200 S. Trojan Way |
| | 611 Anton Blvd. Suite 500 |
| Playmates Interactive Entertainment | |
| MicroProse | 2490 Mariner Square Loop |
| Activision | 11601 Willshire Boulevard |
| Activision | 11601 Wilshire Blvd. |
| Incredible Simulations | |
| Mindscape | 88 Roland Way |
| Mindscape | 88 Rowland Way |
| SouthPeak Interactive | One Research Dr. |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| QQP | 495 Highway 202 |
| Mindscape | 88 Roland Way |
| Sierra On-Line | 3380 146th Place SE |
| GameTek | 2999 Northeast 191st St. |
| Psygnosis | 675 Massachusetts Avenue |
| Microsoft | 1 Microsoft Way |
| Microsoft | 1 Microsoft Way |
| Microsoft | 1 Microsoft Way |
| Microsoft | One Microsoft Way |
| Microsoft Corporation | 1 Microsoft Way |
| Microsoft | 1 Microsoft Way |
| Microsoft | 1 Microsoft Way |
| 3DO Company | 600 Galveston Drive |
| Take 2 Interactive | 1004 Ligonier St. |
| Eidolon | 5716 Mosholu Avenue |
| Microforum | 1 Woodborough Ave. |
| Atlantis Interactive | 15127 Califa Street |
| Legend Entertainment | P.O. Box 10810 |
| Sierra Online | 3380 146th Place S.E. Suite 300 |
| | 1600 Carling Ave. |
| Corel Corp. | |
| Ubi Soft | 625 Third Street, Third Floor |
| OT Sports | 120 Lakefront Dr. |
| Virgin Interactive | 18061 Fitch Ave. |
| Virgin Interactive | 18061 Fitch Avenue |
| Hasbro Interactive | 50 Dunham Road |
| Microsoft | 1 Microsoft Way |
| GT Interactive | 16 East 40th Street |
| 7th Level Inc. | P.O. Box 832190 |

Sheet1

| | |
|---------------------------|--------------------------------------|
| TDA | 720 132nd St. SW |
| Ultratech | 584 Broadway |
| Acclaim Distribution Inc. | 71 Audrey Avenue |
| Midway | |
| Acclaim Distribution Inc. | 71 Audrey Avenue |
| GT Interactive | 16 East 40th St. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Microsoft | 1 Microsoft Way |
| Fox Interactive | 2121 Avenue of the Stars, 25th Floor |
| New World Computing, Inc. | P.O. Box 4302 |
| Interplay | 16815 Von Karman Ave. |
| Starwave Corporation | 13810 SE Eastgate Way |
| GameTek | Three Harbour Dr., Suite 110 |
| Broderbund | 500 Redwood Boulevard |
| LucasArts | P.O. Box 10307 |
| Bungie Software | 350 West Ontario, Seventh Floor |

| | |
|----------------------|-------------------------------|
| | 1935 S. Halsted, Ste. 204 |
| Bungie Software | |
| Global Star Software | 20 Barnes Ct., Bldg. G |
| GT Interactive | 16 East 40th Street |
| Papyrus | 35 Medford Stree |
| Sierra | 3380 146th Place S.E. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Trimark Interactive | 2644 30th Street |
| Empire Interactive | 4 Professional Drive. |
| Sega Entertainment | 150 Shoreline Drive |

| | |
|------------------------|-------------------------------|
| | 1 Microsoft Way |
| Microsoft | |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Mindscape | 88 Rowland Way |
| GTE Entertainment | 2035 Corte Del Nogal, #200 |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Bethesda Softworks | 1370 Piccard Drive |
| SSI | 675 Almanor Ave., Suite 210 |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Electronic Arts | P.O. Box 7578 |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Sir-tech Software | P.O. BOX 245 |
| Activision | 3100 Ocean Park Blvd. |
| Headland Digital Media | 88 Roland Way |

Sheet1

| | |
|--------------------------|-------------------------------------|
| Dreamworks Interactive | 640 N. Sepulveda Blvd. |
| KOEI Corp. | 1350 Old Bayshore Hwy. |
| Psygnosis | 989 East Hillsdale Boulevard |
| Midway | |
| 989 Studios | |
| MicroSports | One Northgate Park |
| Acclaim Entertainment | 1 Acclaim Plaza |
| Acclaim Entertainment | 1 Acclaim Plaza |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Virgin Interactive | 18061 Fitch Avenue |
| Virgin Interactive | 18061 Fitch Avenue |
| Mind Magic | |
| Gremlin Graphics | 2-4 Carver Street |
| Activision | 3100 Ocean Park Blvd. |
| Philips Media | 10960 Wilshire Blvd., Seventh Floor |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Cyberdreams | 23586 Calabasas Road, Suite 102 |
| Interplay | 17922 Fitch Avenue |
| Interplay | 16815 Von Karman Ave. |
| Interactive Magic | PO Box 13491 |
| Strategic Gaming Designs | 659 Cary Towne Boulevard 176 |
| Psygnosis | 675 Massachusetts Ave. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Empire Interactive | 580 California Street, 16th Floor |
| Psygnosis | 989 East Hillsdale Boulevard |
| SegaSoft | 150 Shoreline Drive |
| GT Interactive | 16 East 40th Street |
| Gt Interactive | 16 East 40th St. |
| Interplay Productions | 16815 Von Karman Avenue |
| Stormfront Studios | P.O. Box 11686 |
| Epic MegaGames | 10406 Holbrook Drive |
| Expert Software | 800 Douglas Road |
| Capstone | 501 Brickell Key Drive |
| Avalon Hill | 4517 Hartford Road |
| KOEI Corp. | One Bay Plaza |
| QQP | 495 Highway 202 |
| Eidos Interactive | 651 Brannan St. |
| LucasArts | P.O. Box 10307 |
| Sierra On-Line | 3380 146th Place S.E. |
| | 3380 146th Place S.E., Suite 300 |
| Sierra | |
| Microsoft | 1 Microsoft Way |
| Avalon Hill | 4517 Hartford Road |
| TalonSoft | PO Box 43730 |

Sheet1

| | |
|---------------------------------|---|
| MicroProse | 180 Lakefront Drive |
| | |
| | 675 Almanor Ave., Suite 201 |
| SSI | |
| Origin | 12940 Research Boulevard |
| | |
| | 2460 Embarcadero Way |
| Crystal Dynamics | |
| Access | 4750 Wiley Post Way |
| HPS Simulations | P.O. Box 3245 |
| SSI | 675 Almanor Avenue, Suite 201 |
| Sega of America | 255 Shoreline Dr. |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| SSi | 675 Almanor Ave. |
| Activision | 11601 Wilshire Boulevard |
| THQ | 5016 North Parkway Calabasas, Suite 100 |
| Bethesda Softworks | 15235 Shady Grove Rd. |
| SSI | 675 Almanor Avenue, Suite 201 |
| Quantum Quality Productions | 495 Highway 202 |
| ASC Games | 9 Old Kings Highway South, Suite 301 |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Electronic Arts | 1450 Fashion Island Blvd. |
| EA Sports | P.O. Box 7578 |
| Sierra | 3380 146th Place S.E. |
| Sierra | 3380 146th Place S.E. |
| Byron Preiss Multimedia Co. | 24 West 25th St. |
| Hasbro Interactive | 50 Dunham Road |
| 21st Century Entertainment Inc. | P.O. Box 415 Webster |
| Activision | 11601 Wilshire Blvd. |
| MicroProse Software, Inc. | 180 Lakefront Drive |
| Segasoft | 150 Shoreline Drive |
| Infogrammes | 1341 Ocean Avenue |
| Patch Products | |
| Ubi Soft Entertainment | 625 Third Street, 3rd Floor |
| Sierra On-Line | 3380 146th Place S.E. |
| Sierra | 222 Third Street |
| Mindscape | 88 Rowland Way |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Eidos Interactive | 303 Sacramento St. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Power Games International | 280 West 4800 South |
| Impressions | 222 Third Street |
| Playmates Interactive | 611 Anton Blvd., Suite 500 |
| GT Interactive | 16 East 40th Street |
| Virgin Interactive Ent. | 18061 Fitch Ave. |
| Time Warner Interactive | 674 Sycamore Dr. |
| Compton's New Media | 2320 Camino Vida Roble |

Sheet1

| | |
|-----------------------------|-----------------------------------|
| I-Motion | 1333 Ocean Ave. |
| Origin | 5918 Courtyard Dr. |
| GT Interactive | 16 East 40th Street |
| Micro Sports | One Northgate Park |
| Micro Sports Inc. | 1001 Millersville Road |
| Empire Interactive | 580 California Street, 16th Floor |
| Empire Interactive | 4 Professional Drive |
| Empire | 580 California St., 16th Flr. |
| Electronic Arts | 1450 Fashion Island Blvd |
| Merit Studios | 13707 Gamma Road |
| Quantum Quality Productions | 495 Highway 202 |
| Pursue the Pennant | P.O. Box 19703 |

| | |
|-----------------------------|---|
| | 1 Microsoft Way |
| Microsoft | |
| Time Warner Electronic Pub. | 2210 West Olive Ave. |
| GT Interactive | 16 East 40th St. |
| Activision | |
| | 3100 Ocean Park Blvd. |
| GameTek | 2999 Northeast 191st Street |
| Digital Pictures | 1825 South Grant St. |
| Virgin/EMI | 1290 Avenue of the Americas |
| Spectrum HoloByte | 2490 Mariner Square Loop |
| Monolith Productions | 10516 N.E. 37th Circle |
| Gathering of Developers | |
| Virgin Interactive | 18061 Fitch Ave. |
| Sierra Online | 3380 146th Place S.E., Suite 300 |
| Midway | |
| Apogee Software | 3960 Broadway, Suite 235 |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| Ubi Soft Ltd. | Bridge House |
| Interplay | 16815 Von Karman Ave., |
| LucasArts | P.O. Box 10307 |
| GT Interactive | 16 East 40th St. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Sierra | 3380 146th Place S.E. |
| QQP | 495 Highway 202 |
| Empire Interactive | 13220 Wisteria Dr. |
| Simulations Canada | P.O. Box 452 |
| Bethesda Softworks | 1370 Packard Drive |
| THQ | 5016 North Parkway Calabasas, Suite 100 |
| Accolade | 5300 Stevens Creek Boulevard, Suite 500 |
| Ubi Soft | 625 Third Street, Third Floor |
| Interplay | 16815 Von Karman Ave. |
| Interplay Productions | 16815 Von Karman Avenue |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Strategic Simulations Inc. | 675 Almanor Avenue |

Sheet1

| | |
|-------------------------------------|--------------------------------------|
| Strategic Simulations Inc. | 675 Almanor Avenue |
| Denver Software Development Company | 1401 17th Street |
| 3DO Company | 600 Galveston Drive |
| | 18061 Fitch Avenue |
| Virgin Interactive | |
| Capcom | 475 Oak mead Parkway |
| Gremlin Interactive | 2551 N. Clark Street |
| Time Warner Interactive | 674 Sycamore Dr. |
| Ripcord Games | 4701 Patrick Henry Drive, Suite 1601 |
| Microsoft | 1Microsoft Way |
| Sierra | 222 Third Street |
| Tsunami Media, Inc. | 48677 Victoria Lane |
| Merit Studios | 13707 Gamma Road |
| Microsoft | 1 Microsoft Way |
| Acclaim Entertainment | 1 Acclaim Plaza |
| Activision | 11601 Wilshire Boulevard |
| Sanctuary Woods | 1825 S. Grant Street |
| Take 2 Interactive | 1004 Ligonier St. |
| CyberDreams | 23586 Calabasas Rd. |
| Apogee Software, Ltd. | 3960 Broadway |
| Red Orb | PO Box 6121 |
| Electronic Arts | 1450 Fashion Island Blvd. |
| GameTek | 2999 Northeast 191st St. |
| Sierra Online | 3380 146th Place S.E. Suite 300 |
| ReadySoft | 30 Wertheim Court |
| Philips Media | 10960 Wilshire Blvd., |
| Byron Preiss Multimedia Co. | 24 West 25th St. |
| SegaSoft | 150 Shoreline Dr. |
| LucasArts | P.O. Box 10307 |
| Psygnosis | 989 East Hillsdale Boulevard |
| MicroProse | 2490 Mariner Square Loop |
| Koei Corp. | 1350 Old Bayshore Hwy |
| Interplay | 17922 Fitch Avenue |
| Jane's Combat Simulations | 1450 Fashion island Blvd. |
| | 180 Lakefront Drive |
| Microprose | |
| Sir-Tech | Ogdensburg Business Center |
| | |
| Virgin Interactive | 18061 Fitch Avenue |
| MicroLeague Interactive Software | Bellevue Building |
| PXL Computers | |
| Amtex Software Corp. | P.O. Box 572 |
| ASC Games | 9 Old Kings Highway South, Suite 301 |
| Discovery Channel Multimedia | 7700 Wisconsin Ave. |
| Mindscape | 88 Roland Way |
| Electronic Arts | P.O. Box 7578 |
| Ubi Soft | 625 Third Street, Third Floor |
| Fox Arcade | |

Sheet1

| | |
|-------------------------------|--|
| Virgin Interactive | 18061 Fitch Ave. |
| Hasbro Interactive | 50 Dunham Road |
| Virgin | 18061 Fitch Ave. |
| | 18601 Fitch Avenue |
| Virgin Interactive | 150 Shoreline Dr. |
| SegaSoft | |
| Ocean of America, Inc. | 1855 O'Toole Avenue |
| Alliance Interactive Software | 1859 N. Pine Island Road 103 |
| Sega | 150 Shoreline Drive |
| Sega of America | P.O. Box 8097 |
| Interactive Magic | PO Box 13491 |
| Everyware | 1119 Colorado Avenue |
| Psygnosis | 919 E. Hillsdale Blvd. |
| Psygnosis | 989 East Hillsdale Boulevard |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| Blue Byte Software | 870 E. Higgins Rd., Suite 143 |
| Interactive Magic | P.O. Box 13491 |
| Psygnosis | 989 East Hillsdale Boulevard |
| I-Motion | 1333 Ocean Avenue |
| GT Interactive | 16 East 40th St. |
| Masque Publishing, Inc. | P.O. Box 5223 |
| LucasArts | P.O. Box 10307 |
| Sir-tech Software | P.O. Box 245 |
| Activision | P.O. Box 67713 |
| Activision | P.O. Box 67713 |
| Legend Entertainment | P.O. box 10810 |
| | 16815 Von Karman Ave. |
| Interplay | |
| U.S. Gold | 303 Sacramento Street |
| Psygnosis | 989 Hillsdale Blvd. |
| Sierra On-Line | 3380 146th Place S.E. |
| Sierra | P.O. Box 85006 |
| Monolith Productions | 10516 N.E. 37th Circle |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Sierra | 3380 146th Place S.E. |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| Sigma Realmagic Interactive | 46501 Landing Parkway |
| Sierra | 3380 146th Place S.E. |
| Maxis | 2 Theatre Square |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Maxis | 2121 North California Blvd., Suite 600 |
| Maxis | 2121 N. California Blvd., Suite 600 |
| Maxis | 2 Theatre Square |
| Maxis | 2 Theater Square |
| Maxis | 2 Theater Square |
| Activision | 3100 Ocean Park Boulevard |

Sheet1

| | |
|-----------------------------------|--------------------------------------|
| Sierra | 222 Third Street |
| Interplay | 17922 Fitch Ave. |
| Strategic Simulations Inc. | 675 Almanor Avenue |
| Bethesda Softworks | 1370 Piccard Drive |
| Digital Pictures | 1825 South Grant Street |
| Viacom NewMedia | 1515 Broadway |
| Gremlin Interactive | 2551 N. Clark Street |
| Grolier Electronic Publishing | 90 Sherman Turnpike |
| Smart Games, Inc. | 27 Congress St. Suite 211 |
| Intense Entertainment Interactive | |
| GT Interactive | 16 East 40th Street |
| MicroLeague | 1001 Millersville Road |
| Sierra | 3380 146th Place S.E. |
| DreamCatcher Interactive | 265 Rimrock Rd. |
| SSI | 675 Almanor Avenue, Suite 201 |
| Empire Interactive | 13220 Wisteria Dr. |
| Interplay | 17922 Fitch Ave. |
| Sega Entertainment | P.O. Box 8097 |
| Microforum | 1 Woodborough Avenue |
| Acclaim Entertainment | One Acclaim Plaza |
| | 150 Shoreline Dr. |
| SegaSoft | |
| Sierra | 3380 146th Place S.E. |
| Ripcord Games | 4701 Patrick Henry Drive, Suite 1601 |
| FormGen | 15649 Greenway-Hayden Loop |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Sierra On-Line | 3380 146th Place SE |
| Reactor | 442 West Erie |
| New World Computing | P.O. Box 4302 |
| Ripcord Games | 4701 Patrick Henry Drive, Suite 1601 |
| Velocity | P.O. Box 2749 |
| Ubi Soft | 625 Third Street, Third Floor |
| Activision | 11601 Wilshire Blvd. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Spectrum HoloByte | 2490 Mariner Square Loop |
| Avalon Hill | 4517 Hartford Road |
| GT Interactive | 16 East 40th Street |
| Accolade | 5300 Stevens Creek Boulevard |
| Take 2 Interactive | 575 Broadway |
| SSI | 675 Almanor Ave., Suite 210 |
| Interactive Magic | PO Box 13491 |
| Interplay | 17922 Fitch Avenue |
| Viacom New Media | 1515 Broadway |
| MicroProse | 2490 Mariner Square Loop |
| Interplay | 17922 Fitch Avenue |
| Simon & Schuster Interactive | 1230 Avenue of the Americas |
| Interplay Productions | 16815 Von Karman Avenue |
| | 16815 Von Karman Ave. |
| Interplay | |

Sheet1

| | |
|----------------------------|---|
| LucasArts | P.O. Box 10307 |
| GameTek | 2999 Northeast 191st St. |
| Blizzard Entertainment | 222 Third Street |
| 3DO | 600 Galveston Drive |
| Apogee | P.O. Box 496419 |
| Empire Interactive | 13220 Wisteria Drive |
| Simon & Schuster | 175 Fifth Avenue |
| Sierra | 222 Third Street |
| Sierra | 222 Third Street |
| SSI | 675 Almanor Ave. |
| SSI | 675 Almanor Ave., Suite 201 |
| SSI | 675 Almanor Ave. |
| Interplay | 17922 Fitch Ave. |
| Ripcord Games | 4701 Patrick Henry Drive, Suite 1601 |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Velocity Inc. | P.O. Box 2749 |
| Acclaim Entertainment | 1 Acclaim Plaza |
| SSI | 675 Almanor Ave. |
| Ubi Soft | 625 Third Street, Third Floor |
| Virgin Interactive | 18061 Fitch Avenue |
| GameTek Inc. | 2999 NE 191st Street |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Legend Entertainment | P.O. Box 10810 |
| Williams Entertainment | 16 East 40th Street |
| Gametek Inc. | 3 Harbor Drive, Suite 110 |
| Interplay | 16815 Von Karman Ave. |
| | 1450 Fashion Island Boulevard |
| Electronic Arts | 12940 Research Boulevard |
| Origin | 870 E. Higgins Road, Suite 143 |
| Blue Byte Software | P.O. Box 245 |
| Sir-tech Software | 222 Third Street |
| Sierra | 3380 146th Place S.E. |
| Sierra | 919 E. Hillside Blvd. |
| Psygnosis/Sony Interactive | 3380 146th Place S.E. Suite 300 |
| Sierra | 3380 146th Place S.E. |
| Sierra | 600 Galveston Drive |
| Studio 3DO | 2300 Berkshire Lane, No., |
| WizardWorks Software | 449091 Falcon Place |
| Arsenal Publishing, Inc. | PO Box 6121 |
| Red Orb | 989 E. Hillside Boulevard, Fourth Floor |
| Sony Interactive | 303 Sacramento Street |
| Eidos Interactive | 675 Almanor Avenue |
| Strategic Simulations Inc. | 88 Roland Way |
| Mindscape | 501 Brickell Key Drive |
| Capstone | 1196 Borregas Avenue |
| Atari Interactive | |

Sheet1

| | |
|----------------------------------|--|
| SouthPeak Interactive | One Research Dr. |
| ASC Games | 9 Old Kings Highway South, Suite 301 |
| Apogee Software, Ltd. | 3960 Broadway |
| Bethesda Softworks | 1370 Piccard Dr. |
| Looking Glass Technologies | 100 Cambridge Park Dr. |
| Siler/Siler Ventures | P.O. Box 2405 |
| Eidos Interactive | 303 Sacramento Street |
| Grolier Electronic Publishing | 90 Sherman Turnpike |
| Fantasy Sports Properties, Inc. | P.O. Box 2698 |
| Accolade | 5300 Stevens Creek Boulevard |
| Accolade | 5300 Stevens Creek Boulevard, Suite 500 |
| Accolade | 5300 Stevens Creek Blvd., Suite 500 |
| Accolade | 5300 Stevens Creek Boulevard, Suite 500 |
| Access Software | 4750 Wiley Post Way, Building 1, Suite 200 |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Sierra | 3380 146th Place SE |
| Eidos Interactive | 651 Brannan Street |
| Avalon Hill | 4517 Hartford Rd. |
| MicroProse Software, Inc. | 180 Lakefront Dr. |
| Interactive Magic | PO Box 13491 |
| Psygnosis | 919 E. Hillsdale Blvd. |
| SSI | 675 Almanor Ave. |
| LucasArts | P.O. Box 10307 |
| Electronic Arts | 1450 Fashion Island Boulevard |
| | P.O. Box 3245 |
| HPS Simulations | |
| Activision | 11601 Wilshire Blvd. |
| MicroLeague | 1001 Millersville Road |
| Malofilm Interactive | 3575 St-Laurent St., Ste 650 |
| GTE Interactive Media | 1035 Corte Del Nogal |
| Panasonic Int. Media | |
| Comp-U-Sports | 317 Stewart St. |
| ASC Games | 9 Old Kings Highway South, Suite 301 |
| 3DO Company | 600 Galveston Drive |
| Simon & Schuster | 1230 Avenue of the Americas |
| Mindscape | 88 Roland Way |
| Red Storm Entertainment | |
| Red Storm Entertainment | |
| Eidos Interactive | 303 Sacramento Street |
| Eidos Interactive | 303 Sacramento Street |
| Eidos Interactive | 651 Brannan Street |
| Virgin | 18061 Fitch Avenue |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Maxis | 212 N. California Blvd., Suite 600 |
| | |
| Virgin Interactive Entertainment | 18061 Fitch Avenue |
| Spectrum HoloByte | 2490 Mariner Square Loop |
| MicroProse | 2490 Mariner Square Loop |

Sheet1

| | |
|----------------------------------|--------------------------------------|
| Sierra | 3380 146th Place SE |
| Infogrames Entertainment | |
| GT Interactive | 16 East 40th St. |
| Philips Media | 10960 Wilshire Blvd. |
| Pop Rocket | 1320 7th Ave. |
| Digital Lobster Co. | 810 W. Amy Trail Road |
| Eidos | 303 Sacramento Street |
| U.S. Gold | 303 Sacramento St. |
| Disney Interactive | 500 S. Buena Vista St. |
| 7th Level Inc. | P.O. Box 832190 |
| MicroProse | 180 Lakefront Drive |
| Dreamworks Interactive | 640 North Sepulveda Boulevard |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Electronic Arts | 1450 Fashion Island Blvd. |
| Electronic Arts | 1450 Fashion Blvd. |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Virgin | 18061 Fitch Ave. |
| Virgin Interactive Entertainment | 18061 Fitch Avenue |
| Sierra | 3380 146th S.E. |
| Dongelware Publishing | 35 Howard Street |
| 7th Level | 5225 San Fernando Road West |
| Acclaim Entertainment | One Acclaim Plaza |
| Acclaim | 1 Acclaim Plaza |
| InterMedia | 3624 Market St. |
| | 11601 Wilshire Boulevard, Suite 1000 |
| Activision | |
| Sony Interactive | 919 E. Hillside Blvd. |
| Epic Megagames, Inc. | 10406 Hollbrook Drive |
| Sierra Online | 3380 146th Place S.E., Suite 300 |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Mindscape | 88 Roland Way |
| MicroProse | 2490 Mariner Square Loop |
| Origin | 5918 W. Courtyard Dr. |
| Origin | 5918 W. Courtyard Dr. |
| Capstone | 501 Brickell Key Drive |
| Mindscape | 88 Roland Way |
| MicroProse Software | 180 Lakefront Dr. |
| MicroProse | 180 Lakefront Drive |
| Access | 4910 W. Amelia Earhart Drive |
| Starhil Productions | 139 Townsend Street |
| Accolade | 5300 Stevens Creek Boulevard |
| Accolade | 5300 Stevens Creek Blvd. |
| GT Interactive | 16 East 40th Street |
| | 600 Galveston Drive |
| 3DO Company | |
| 3DO Company | 600 Galveston Drive |

Sheet1

| | |
|------------------------|-----------------------------------|
| Microsoft | 1 Microsoft Way |
| Interplay | 16815 Von Karman Ave. |
| Interactive Magic | PO Box 13491 |
| Segasoft | 150 Shoreline Drive |
| Sierra | 222 Third Street |
| Titus Software Corp. | 20432 Corisco Street |
| Sega of America | P.O. Box 8097 |
| Sega Entertainment | 150 Shoreline Dr. |
| Sega Entertainment | 150 Shoreline Dr. |
| Sega Entertainment | 150 Shoreline Dr. |
| MicroProse | 180 Lakefront Dr. |
| Interplay Productions | 17922 Fitch Avenue |
| Interplay | 16815 Von Karman Ave. |
| Interplay | 17922 Fitch Ave. |
| Sir-Tech | PO Box 245 |
| Hyperbole Studios | 2225 4th Avenue |
| Philips Media | 10960 Wilshire Blvd. |
| Interplay Productions | 16815 Von Karman Avenue |
| Interplay Productions | 16815 Von Karman Avenue |
| Virgin Interactiv | 18601 Fitch Ave. |
| New World Computing | P.O. Box 4302 |
| Empire Interactive | 580 California Street, 16th Floor |
| GameTek, Inc. | 2999 Northeast 191 St. |
| Interactive Magic | P.O. Box 13491 |
| | 675 Almanor Ave., Suite 201 |
| SSI | |
| iMagic Online | 1701 NW Hwy. |
| Red Orb | PO Box 6125 |
| Blizzard Entertainment | P.O. Box 18077 |
| Blizzard | 19840 Pioneer Ave. |
| MGM Interactive | 2500 Broadway St. |
| DID | |
| Mindscape | 88 Rowland Way |
| Electronic Arts | 1450 Fashion Island Boulevard |
| Mindscape | 88 Rowland Way |
| Broderbund/Red Orb | 500 Redwood Boulevard |
| SSI | 675 Almanor Ave. |
| Eidos Interactive | 651 Brannan Street |
| Interplay | 16815 Von Karman Ave. |
| NovaLogic | 26010 Mureau |
| TalonSoft | PO Box 43730 |
| New World Computing | P.O. Box 4302 |
| Interplay | 17922 Fitch Ave. |
| Creative Multimedia | 513 NW 13th Avenue |
| American Laser Games | 4801 Lincoln Road NE |

Sheet1

| | |
|---------------------------|--------------------------------------|
| Origin Systems | P.O. Box 161750 |
| Origin Systems | 12940 Research Boulevard |
| Origin Systems | 5918 W. Courtyard Dr. |
| Origin | 5918 W. Courtyard Dr. |
| Rocket Science Games | 139 Townsend St., |
| Origin Systems | 12940 Research Boulevard |
| Psygnosis | 919 E. Hillsdale Blvd. |
| Psygnosis | 919 E. Hillsdale Blvd. |
| Capstone | 501 Brickell Key Dr. |
| Capstone | 501 Brickell Key Dr. |
| Sanctuary Woods | Suite 260 |
| | 4517 Hartford Road |
| Avalon Hill | |
| Sierra On-Line | 3380 146th Place SE |
| Villa Crespo | 1725 McGovern Street |
| U.S. Gold | 303 Sacramento Street |
| Merit Studios | 13707 Gamma Road |
| Masque Publishing | P.O. Box 5223 |
| Sega | P.O. Box 8097 |
| Ocean of America | 1870 Little Orchard St. |
| MicroProse | 180 Lakefront Drive |
| MicroProse | 2490 Mariner Square Loop |
| Luminaria | 3288 21st Street |
| Abudoe Software Inc. | 320 108th Avenue NE |
| Acclaim | One Acclaim Plaza |
| Acclaim | 1 Acclaim Plaza |
| Jane's Combat Simulations | 1450 Fashion Island Boulevard |
| Fox Interactive | 2121 Avenue of the Stars, 25th Floor |
| MicroProse | 180 Lakefront Drive |
| | 180 Lakefront Drive |
| MicroProse | |
| MicroProse | 2490 Mariner Square Loop |
| MicroProse Software Inc. | 180 Lakefront Drive |
| Acclaim | One Acclaim Plaza |
| LucasArts | P.O. Box 10307 |
| LucasArts | PO Box 10307 |
| | 1370 Piccard Drive |
| Bethesda Softworks | |
| LucasArts | PO Box 10307 |
| Sega of America | P.O. Box 8097 |
| Berkeley Systems | 2095 Rose St. |
| Berkeley Systems | 2095 Rose Street |
| Sierra | 3380 146th Place S.E. |

Sheet1

| | |
|-----------------------------|-----------------------|
| Sierra | 3380 146th Place S.E. |
| Virgin Interactive | 1806 Fitch Avenue |
| LavaMind | |
| Synergy Interactive | 444 DeHaro St. |
| New World Computing | P.O. Box 4302 |
| MicroProse | 180 Lakefront Dr. |
| Quantum Quality Productions | 495 Highway 202 |
| Virgin | 18061 Fitch Ave. |
| Activision | 3100 Ocean Park Blvd. |
| Activision Inc. | 11601 Wilshire Blvd. |
| Intracorp | 501 Brickell Key Dr. |
| HPS Simulations | PO Box 3245 |

Sheet1

| CITY,C,35 | STATE,C,31 | ZIP,C,10 |
|----------------------------------|----------------------------|------------|
| South San Francisco | CA | 94080 |
| Los Angeles | CA | 90025 |
| San Francisco, CA 94111 | | |
| | (800) 810-0022 | |
| Suite 300 | Bellevue, Washington 98007 | |
| Baltimore | MD | 21214 |
| Hunt Valley, MD 21030 | | |
| Alameda | CA | 94501 |
| Fremont | CA | 94539 |
| San Mateo, CA 94404 | | |
| Burbank, CA 91506 | | |
| San Rafael, CA 94912 | | |
| Redmond | WA | 98052-6399 |
| Suite 201 | Sunnyvale, CA 94086 | |
| Forest Hill | MD | 21050-0632 |
| Irvine | CA | 92614 |
| San Mateo, CA 94404 | | |
| New York | NY | 10016 |
| Santa Monica, CA 90405 | | |
| Novato, CA 94945 | | |
| Research Triangle Park | NC | 27709 |
| Suite 210 | Sunnyvale, CA 94086 | |
| Shaumburg | IL | 60173 |
| Lancaster, PA 17604 | | |
| Sausalito | CA | 94965 |
| Suite 300 | Bellevue, Washington 98007 | |
| Los Angeles, CA 90024 | | |
| Torrance, CA 90501 | | |
| Novato, CA 94945 | | |
| Suite 201 | Sunnyvale, CA 94086-2901 | |
| Suite J | Santa Monica, CA 90401 | |
| Suite J | Santa Monica, CA 90401 | |
| Austin | TX | 78757-2102 |
| Research Triangle Park | NC | 27709 |
| New York | NY | 10016 |
| San Mateo | CA | 94404 |
| Novato, CA 94945 | | |
| Hollywood CA 90078 | | |
| 6th Floor | Miami, FL 33131 | |
| Research Triangle Park, NC 27709 | | |
| San Francisco | CA | 94104 |
| Suite 200 | New Canaan, CT 06840 | |
| Shaumburg | IL | 60173 |
| Suite 210 | Sunnyvale, CA 94086 | |
| New York | NY | 10016 |
| Ogdensburg | NY | 13669 |
| Santa Clara | CA | 95054 |

Sheet1

| | | |
|------------------------------|----------------------------|---------|
| Suite 200 | Tarzana, CA 91356 | |
| Calabasas | CA | 91302 |
| Toronto | Canada | M6M 5A1 |
| Redwood City | CA | 94063 |
| Redwood City | CA | 94063 |
| Van Nuys | CA | 91410 |
| Novato, CA 94948 | | |
| Ottawa, Ont., Cananda K1Z8R7 | | K1Z 8R7 |
| Los Angeles | CA | 90025 |
| Foster City | CA | 94404 |
| Santa Monica | CA | 90405 |
| Watford, Herts WDI 38L | United Kingdom | |
| Suite 1000 | Los Angeles, CA 90025 | |
| Suite 1000 | Los Angeles, CA 90025 | |
| San Francisco | CA | 94123 |
| Irvine | CA | 92606 |
| San Diego | CA | 92108 |
| Novato, CA 94945 | | |
| Medfield, MA 02052 | | |
| Los Angeles, CA 90025 | | |
| San Francisco, CA 94105 | | |
| Redwood City | CA | 94063 |
| Santa Clara | CA | 95054 |
| Irvine | CA | 92714 |
| New York | NY | 10016 |
| Danbury | CT | 06816 |
| Santa Monica | CA | 90405 |
| Middletown | CT | 06457 |
| Calabasas | CA | 91302 |
| Glen Cove, NY 11542-2777 | | |
| LaMirada, CA 90638 | | |
| San Francisco | CA | 94105 |
| Richardson, TX 75083-2190 | | |
| Suite 300 | Bellevue, Washington 98007 | |
| San Jose, CA 95129 | | |
| Shaumburg | IL | 60173 |
| Bayville, NY 11709-10115 | | |
| White Marsh | MD | 21236 |
| Latrobe | PA | 15650 |
| Forst Hill, MD 21050-0632(| | |
| Germantown, MD 20874 | | |
| Forest Hill, MD 21050-0632 | | |
| Forst Hill, MD 21050-0632 | | |
| Flemington, NJ 08822 | | |
| Beverly | MA | 01915 |
| Rockville | MD | 20850 |

Sheet1

| | | |
|-----------------------------------|-----------------------------|------------|
| Glen Cove | NY | 11542-2777 |
| Santa Monica | CA | 90405 |
| San Francisco, CA 94111 | | |
| Beverly | MA | 01915 |
| Suite 300 | Bellevue, Washington 98007 | |
| Irvine | CA | 92714 |
| New York | NY | 10016 |
| New York, N.Y.,10036 | | |
| New York | | |
| | NY | 10016 |
| Irvine, CA 92714 | | |
| Bellevue | WA | 98007 |
| Plantation, FL 33322 | | |
| San Francisco, CA 94111 | | |
| Austin, TX 78750 | | |
| Bellevue | WA | 98007 |
| Latrobe | PA | 15650 |
| Novato | CA | 94945 |
| Irvine, CA 92714 | | |
| Las Vegas | NV | 89128 |
| Scottsdale, AZ 85260 | | |
| New York | NY | 10016 |
| Lancaster, PA 17604 | | |
| New York | NY | 10016 |
| Irvine | CA | 92714 |
| Los Angeles | CA | 90025 |
| Suite 301 | Santa Monica, CA 90401 | |
| Eden Prairie, MN 55344 | | |
| Chatsworth, CA 91311 | | |
| Palatine, IL 60078 | | |
| Beverly | MA | 01915 |
| Suite 2122 | New York, NY 10010 | |
| Houston, TX 77058-3098 | | |
| Suite 234 | Cambridge, MA 02142 | |
| Alameda, CA 94501 | | |
| San Jose, CA 95129 | | |
| Bethesda, MD 20817 | | |
| Flemington, NJ 08822 | | |
| San Francisco | CA | 94111 |
| Irvine | CA | 92714 |
| Research Triangle Park, NC 27709, | | |
| Calabasas | CA | 91302 |
| Suite 500 | North Miami Beach, FL 33180 | |
| Redwood City | CA | 94063 |
| Latrobe, PA 15650 | | |
| San Mateo, CA 94402 | | |

Sheet1

| | | |
|----------------------------------|------------------------|------------|
| Los Angeles, CA 90024 | | |
| Rockville | MD | 20850 |
| Bethesda | MD | 20814 |
| Suite 300 | Bellevue, WA 98007 | |
| Box 417 | Santa Monica, CA 90401 | |
| Las Vegas | NV | 89102 |
| Irvine, CA 92714 | | |
| Suite 300 | Bellevue, WA 98007 | |
| Cambridge | MA | 02142 |
| Irvine | CA | 92714 |
| Latrobe | PA | 15650 |
| Suite 123 | Gaithersburg, MD 20879 | |
| Cambridge | | |
| | MA | 02142 |
| Research Triangle Park, NC 27709 | | |
| Redwood City | CA | 94063 |
| Irvine | CA | 92714 |
| Irvine | CA | 92714 |
| New York | NY | 10016 |
| Pensacola, FL 32503 | | |
| Redmond | WA | 98052-6399 |
| Cambridge, MA 02142 | | |
| North Tower, Suite 355 | Coral Gables, FL 33134 | |
| 6th Floor | Miami, FL 33131 | |
| Van Nuys, CA 91411 | | |
| Baltimore | MD | 21214 |
| Suite 540 | Burlingame, CA 94010 | |
| Seattle | WA | 98101 |
| Suite 203 | Portland, OR 97209 | |
| Box 417 | Santa Monica, CA 90401 | |
| Sunnyvale | CA | 94086 |
| Redwood City | CA | 94063 |
| New York | NY | 10016 |
| Novato, CA 94945 | | |
| Novato, CA 94945 | | |
| Englewood, CO 80155 | | |
| 2nd Floor | Foster City, CA 94404 | |
| 6th Floor | Miami, FL 33131 | |
| Suite D-102 | San Jose, CA 95131 | |
| Irvine | CA | 92714 |
| Plymouth | MN | 55441 |
| Foster City | CA | 94404 |
| Germantown, MD 20874 | | |
| Bellevue | WA | 98007 |
| Hunt Valley | MD | 21030-2245 |
| Santa Monica | CA | 90405 |
| Irvine | CA | 92714 |

Sheet1

| | | |
|------------------------|--------------------------|------------|
| Irvine, CA 92714 | | |
| Suite 0234 | Cambridge, MA 02142 | |
| Kirkland | WA | 98083 |
| Alameda, CA 94501 | | |
| Redmond, WA 98052-6399 | | |
| Redmond | WA | 98052-6399 |
| Redmond | WA | 98052-6399 |
| Tarzana | CA | 91356 |
| Redmond | WA | 98052-6399 |
| Irvine, CA 92714 | | |
| Irvine, CA 92714 | | |
| Novato CA 94945 | | |
| San Francisco | CA | 94107 |
| San Francisco | CA | 94107 |
| New York, NY 10036 | | |
| Bethesda, MD 20814 | | |
| Carlsbad, CA 92009 | | |
| Suite 300 | Bellevue, WA 98007 | |
| Irvine CA 92714 | | |
| Irvine, CA 92714 | | |
| 6th Floor | Miami, FL 33131 | |
| Two Piedmont Center | Atlanta, GA 30305 | |
| Irvine, CA 92714 | | |
| Albuquerque, NM 87109 | | |
| Los Angeles | CA | 90067 |
| San Anselmo, CA 94960 | | |
| Suite 500 | Aventura, FL 33180 | |
| Glen Cove | NY | 11542-2777 |
| Austin, TX 78730 | | |
| Austin, TX 78730 | | |
| Fremont | | |
| | CA | 94538 |
| Greeley, CO 80632 | | |
| Walnut Creek | CA | 94596-3572 |
| San Rafael | CA | 94912 |
| Santa Clara, CA 95055 | | |
| Dallas, TX 75244 | | |
| Suite 500 | Aventura, FL 33180 | |
| Bellevue | WA | 98007 |
| Irvine, CA 92714 | | |
| Irvine, CA 92714 | | |
| Austin TX 78730 | | |
| san jose | CA | 95112 |
| Cambridge | MA | 02142 |
| Foster City | CA | 94404 |
| San Jose, CA 95129 | | |
| Suite 201 | Sunnyvale, CA 94086-2901 | |

Sheet1

| | | |
|--------------------------|--------------------------|------------|
| Hunt Valley, MD 21030 | | |
| San Mateo, CA 94404 | | |
| Glen Cove, NY 11542-2777 | | |
| Los Angeles | CA | 90066 |
| Baltimore | MD | 21214 |
| Suite 0234 | Cambridge, MA 02142 | |
| Irvine, CA 92714 | | |
| Toronto, Canada M6M5A1 | | |
| Los Angeles, CA 90024 | | |
| Sunnyvale | | |
| | CA | 94086-2901 |
| Hunt Valley | MD | 21030-2245 |
| Los Angeles, CA 90025 | | |
| San Rafael CA 94912 | | |
| Suite 210 | Sunnyvale, CA 94086 | |
| Los Angeles | CA | 90025 |
| Cary | NC | 27513 |
| Suite 201 | Sunnyvale, CA 94086-2901 | |
| New York | NY | 10016 |
| San Mateo | Ca | 94403-7578 |
| Santa Monica, CA 90404 | | |
| Germantown, MD 20874 | | |
| Redwood City | CA | 94063 |
| Redwood City | CA | 94063 |
| Torrance, CA 90501 | | |
| Suite 500 | San Jose, CA 95129 | |
| San Jose | CA | 95129 |
| Redmond | | |
| | WA | 98052-6399 |
| New York | NY | 10016 |
| New York | NY | 10036 |
| Chantilly, VA 22021 | | |
| Suite 201 | Sunnyvale, CA 94086 | |
| San Francisco | CA | 94107 |
| Sunnyvale | | |
| | CA | 94086 |
| New York | NY | 10016 |
| San Mateo | CA | 94404 |
| Rockville, MD 20850 | | |
| Scottsdale | AZ | 85260 |
| Irvine, CA 92714 | | |
| Irvine | CA | 92714 |

Sheet1

| | | |
|-------------------------------|---------------------------------|------------|
| Irvine, CA 92714 | | |
| Irvine | CA | 92714 |
| Suite 496 | Chicago, IL 60614 | |
| Research Triangle Park | | |
| | NC | 27709 |
| 2nd Floor | Foster City, CA 94404 | |
| Foster City | CA | 94404 |
| Suite 0234 | Cambridge, MA 02142 | |
| Toronto, Ontario | Canada | M4S24B |
| Los Angeles, CA 90025 | | |
| Irvine | CA | 92713 |
| Irvine | CA | 92714 |
| Beverly Hills | CA | 90213 |
| San Rafael, CA 94912 | | |
| Philadelphia, PA 19106 | | |
| Los Angeles | CA | 90049 |
| Atlanta, GA 30318 | | |
| Foster City | CA | 94404 |
| San Francisco | CA | 94107 |
| San Francisco, CA 94111 | | |
| Los Angeles, CA 90024 | | |
| New York | NY | 10016 |
| Salt Lake City, UT 84101 | | |
| Irvine | CA | 92714 |
| Novato CA 94945 | | |
| Irvine | CA | 92714 |
| Suite 7 | Marham, Ontario, Canada L3R OH2 | |
| Glen Cove | NY | 11542-2777 |
| Hunt Valley, MD 21030 | | |
| Bay N-2, Germantown, MD 20874 | | |
| Los Angeles | CA | 90025 |
| Albuquerque, NM 87109 | | |
| Ogdensburg, NY 13669 | | |
| Garland | TX | 75049 |
| Las Vegas | NV | 89102 |
| San Mateo | CA | 94404 |
| Irvine, CA 94086 | | |
| Knoxville, TN 37902 | | |
| Rockville, MD 20850 | | |
| Irvine, CA 92714 | | |
| Baltimore, MD 21214 | | |
| Irvine | CA | 92714 |
| Suite 300 | Bellevue, WA 98007 | |
| LaMirada, CA 90638 | | |
| Forest Hill | MD | 21050-0632 |

Sheet1

| | | |
|----------------------------------|--------------------------|-------|
| Suite 550 | Santa Monica, CA 90404 | |
| Redwood City, CA 94065 | | |
| Minneapolis, MN 55344 | | |
| Cambridge, MA 02139 | | |
| Foster City | CA | 94404 |
| Street Augustine, FL 32084-3584 | | |
| San Jose, CA 95125 | | |
| Rockville, MD 20850 | | |
| Highland Park, IL 60035 | | |
| Suite 1000 | Los Angeles, CA 90025 | |
| New York | NY | 10016 |
| Redwood City | CA | 94065 |
| Hollywood, CA 90078 | | |
| Suite 123 | Gaithersburg, MD 20879 | |
| Burbank, CA 91506 | | |
| Santa Clara | CA | 95054 |
| Reston | VA | |
| Suite 201 | Sunnyvale, CA 94086-2901 | |
| Livonia | MI | 48152 |
| San Jose | CA | 95129 |
| Suite 510 | Santa Monica, CA 90404 | |
| Alameda | CA | 94501 |
| Novato CA 94945 | | |
| Bethesda | MD | 20814 |
| Ogdensburg | NY | 13669 |
| Toronto, Canada M6M5A1 | | |
| Coral Gables, FL 33134 | | |
| Research Triangle Park, NC 27709 | | |
| Torrance, CA 90501 | | |
| Schaumburg | IL | 60193 |
| Torrance | CA | 90503 |
| Santa Monica | CA | 90405 |
| 2nd Floor | Foster City, CA 94404 | |
| Baltimore, MD 21214 | | |
| San Mateo | CA | 94404 |
| San Mateo | CA | 94404 |
| San Jose | | |
| | CA | 95125 |
| Suite 200 | Calabasas, CA 91302 | |
| Dallas | TX | 75248 |
| Dallas | TX | 75248 |

Sheet1

| | | |
|----------------------------|--------------------------|------------|
| San Francisco | CA | 94104 |
| Ogdensburg | NY | 13669 |
| San Mateo, CA 94404 | | |
| Los Angeles | CA | 90045 |
| Alameda | CA | 94501 |
| Research Triangle Park | NC | 27709 |
| Irvine | CA | 92714 |
| Irvine | CA | 92714 |
| Suite 201 | Sunnyvale, CA 94086-2901 | |
| Flower Mound, TX 75028 | | |
| Suite 300 | Bellevue, WA 98007 | |
| Redwood City | CA | 94065 |
| Cambridge | MA | 02142 |
| Alameda, CA 94501 | | |
| San Mateo, CA 94404 | | |
| San Mateo | CA | 94404 |
| San Mateo, CA 94404-2064 | | |
| San Mateo | CA | 94404 |
| Los Angeles, CA 90024 | | |
| San Mateo | CA | 94404 |
| Santa Monica | CA | 90405 |
| Dallas, TX 75244 | | |
| New York, NY 1006 | | |
| San Francisco | CA | 94107 |
| Sunnyvale | CA | 94086 |
| San Mateo, CA 94404-2064 | | |
| Suite 500 | Aventura, FL 33180 | |
| San Mateo | CA | 94404 |
| Hunt Valley, MD 21030 | | |
| Redwood City | CA | 94065 |
| Baltimore, MD 21214 | | |
| San Francisco | CA | 94107 |
| Suite 450 | Cambridge, MA 02140 | |
| San Francisco | CA | 94107 |
| Germantown | MD | 20874 |
| Foster City | CA | 94404 |
| Glen Cove | NY | 11542-2708 |
| Dallas, TX 75244 | | |
| Sunnyvale, CA 94086 | | |
| Suite 300 | Bellevue, WA 98007 | |
| Bellevue, Washington 98007 | | |
| Bellevue | WA | 98007 |
| Suite 300 | Bellevue, WA 98007 | |
| Bellevue | WA | 98007 |
| Bellevue | WA | 98007 |
| Bellevue | WA | 98007 |
| Irvine | CA | 92606 |

Sheet1

| | | |
|-------------------------------------|--------------------------|------------|
| Glen Cove, NY 11542-2777 | | |
| Irvine, CA 92714 | | |
| Beverly | MA | 01915 |
| Suite 0234 | Cambridge, MA 02142 | |
| Bellevue | WA | 98007 |
| San Rafael CA 94912 | | |
| Walnut Creek | CA | 94596 |
| Walnut Creek, CA 94596-3572 | | |
| Redmond, WA | | |
| San Mateo | CA | 94404 |
| Carlsbad | CA | 92009 |
| Carlsbad | CA | 92009 |
| Richardson | TX | 75083-2190 |
| Foster City | CA | 94404 |
| Los Angeles, CA 90017 | | |
| | (313) 782-2248 | |
| Boulder | CO | 80302 |
| Fair Port, NY 14450 | | |
| Shaumburg | IL | 60173 |
| San Francisco | CA | 94107 |
| Alameda, CA 94501 | | |
| 7th Flr. | Los Angeles, CA 90024 | |
| New York, NY 10016 | | |
| San Mateo, CA 94404 | | |
| Suite 540 | Burlingame, CA 94010 | |
| Kirkland | WA | 98033 |
| Redmond | WA | 98052-6399 |
| Salinas, CA 93908-1119 | | |
| Foster City | CA | 94404 |
| Beverly | MA | 01915 |
| Bellevue | WA | 98007 |
| Santa Clara | CA | 95054 |
| Irvine | CA | 92714 |
| Irvine | CA | 92714 |
| Belleville, Ontario, Canada K8N 5B2 | | |
| Wilmington, MA 01887 | | |
| Hunt Valley, MD 21030 | | |
| Cambridge | MA | 02142 |
| Alameda, CA 94501 | | |
| Irvine | CA | 92714 |
| Darien | CT | 06820 |
| Flemington, NJ 08822 | | |
| Research Triangle Park | NC | 27709 |
| Research Triangle Park | NC | 27709 |
| Sunnyvale | CA | 94086 |
| Suite 201 | Sunnyvale, CA 94086-2901 | |
| Suite 201 | Sunnyvale, CA 94086-2901 | |

Sheet1

| | | |
|----------------------------------|---------------------|------------|
| Danbury, CT 06816 | | |
| Irvine | CA | 92614 |
| San Rafael | CA | 94912 |
| San Francisco | CA | 94104 |
| Beverly | MA | 01915 |
| Philadelphia, PA (| | |
| Cambridge | MA | 02142 |
| Hollywood, CA 90078 | | |
| Lancaster, PA 17604 | | |
| San Jose, CA 95129 | | |
| #500 | San Jose, CA 95129 | |
| San Jose | CA | 95129 |
| Irvine | CA | 92614 |
| Suite 165 | Campbell, CA 95008 | |
| Novato, CA 94948-6144 | | |
| Dallas, TX 75244 | | |
| Carlsbad | CA | 92009 |
| Bldg. 400 | Cambridge, MA 02139 | |
| Cambridge | MA | 02142 |
| Irvine | CA | 92714 |
| Santa Monica | CA | 90405 |
| Richardson | TX | 75081 |
| 3rd Floor | Latrobe, PA 15650 | |
| Redmond, WA 98052-6399 | | |
| San Francisco, CA 94107 | | |
| Suite 615 | Mesquite, TX 75150 | |
| Santa Monica | CA | 90405 |
| Redwood City | CA | 94063 |
| Hollywood, CA 90078 | | |
| Hollywood | CA | 90078 |
| New York, NY 10016 | | |
| Los Angeles | CA | 90025 |
| Cambridge, MA 02139 | | |
| San Mateo, CA 94404 | | |
| Redwood City | CA | 94063 |
| Redwood City | CA | 94063 |
| Suite 0234 | Cambridge, MA 02142 | |
| Research Triangle Park, NC 27709 | | |
| Baltimore | MD | 21214-3192 |
| Santa Monica, CA 90405 | | |
| Irvine, CA 92714 | | |
| Newark, DE 19713 | | |
| Palo Alto, CA 94303 | | |
| Redwood City | CA | 94065 |
| Bellevue | WA | 98007 |
| Bellevue | WA | 98007 |
| Toronto, Ontario | Canada | M6M5A1 |
| Irvine, CA 92714 | | |

Sheet1

| | | |
|--|---|--|
| Los Angeles Ste 102 | CA Calabasas, CA 91302 | 90025 |
| Washington, D.C. 20007 Research Triangle Park Research Triangle Park | NC | 27709 |
| Research Triangle Park Research Triangle Park Sunnyvale | NC NC NC | 27709 27709 27709 |
| Sunnyvale New York Shreveport, LA 71101 Novato, CA 94948 Suite 300 | CA CA NY Bellevue, Washington 98007 | 94086-2901 94086 10016 |
| Suite 300 | Bellevue, WA 98007 | |
| Shaumburg Beverly Hills | IL CA | 60193 90213 |
| San Rafael, CA 94912 Research Triangle Park Watertown, MA 02172 Suite D-102 Hollywood, CA 90078 Seventh Floor Irvine, CA 92714 Los Angeles Sunnyvale, CA 94088 Research Triangle Park Irvine, CA 92714 | NC San Jose, CA 95131 Los Angeles, CA 90024 CA NC | 27709 90025 27709 |
| Hollywood, CA 90078 Glen Cove Markham, Ontario, Canada L3R OH2 Van Nuys, CA 91411 San Mateo San Jose San Jose Santa Monica Suite 500 Ogdensburg, NY 13669 | NY CA CA CA CA Aventura, FL 33180 | 11542-2777 94404 95129 95129 90405 |

Sheet1

| | | |
|--------------------------|------------------------|-------|
| Rockville | MD | 20852 |
| Rockville, MD 20852 | | |
| San Rafael | CA | 94912 |
| Foster City | CA | 94404 |
| Irvine | CA | 92714 |
| Irvine | CA | 92714 |
| Buffalo, NY 14223-0066 | | |
| Elk Grove Village | IL | 60007 |
| Suite 550 | Santa Monica, CA 90404 | |
| Los Angeles | | |
| | CA | 90048 |
| San Francisco | CA | 94111 |
| Glen Cove, NY 11542-2777 | | |
| Los Angeles | CA | 90024 |
| Palo Alto, CA 94304 | | |
| Suite 496 | Chicago, IL 60614 | |
| San Jose, CA 95131 | | |
| Novato | CA | 94948 |
| Walnut Creek | CA | 94596 |
| Cambridge | MA | 02142 |
| 7th Flr. | Los Angeles, CA 90024 | |
| Irvine, CA 92714 | | |
| San Diego | CA | 92121 |
| Bensenville, IL, 60106 | | |
| Baltimore, MD 21214 | | |
| Suite 300 | Bellevue, WA 98007 | |
| Beverly | MA | 01915 |
| Alameda, CA 94501 | | |
| Box 417 | Santa Monica, CA 90401 | |
| Research Triangle Park | NC | 27709 |
| Foster City | CA | 94404 |
| San Mateo | CA | 94403 |
| Irvine | CA | 92714 |
| Las Vegas | NV | 89102 |
| Albuquerque, NM 87109 | | |
| Redwood City | CA | 94065 |
| Bellevue | WA | 98007 |
| Novato, CA 94948 | | |
| Suite 550 | Santa Monica, CA 90404 | |
| Irvine, CA 92714 | | |
| San Jose | CA | 95129 |
| Bellevue | WA | 98007 |
| Cambridge, MA 02139 | | |
| 2nd Floor | Foster City, CA 94404 | |

Sheet1

| | | |
|--------------------------|--------------------------|------------|
| Research Triangle Park | NC | 27709 |
| Bellevue | WA | 98007 |
| Potomac, MD 20854 | | |
| Bldg. 1 Suite 200 | Salt Lake City, UT 84116 | |
| Salt Lake City | UT | 84116-2878 |
| Salt Lake City | UT | 84116 |
| San Mateo, CA 94402 | | |
| Los Angeles, CA 90025 | | |
| Novato, CA 94948 | | |
| San Jose, CA 95129 | | |
| Suite 300 | Bellevue, WA 98007 | |
| Austin | TX | 78730 |
| Bellevue | WA | 98007 |
| San Francisco, CA 94111 | | |
| Suite 0234 | Cambridge, MA 02142 | |
| Bellevue | WA | 98007 |
| 3rd Floor | New York, NY 10022 | |
| Redwood City | CA | 94065 |
| Irvine, CA 92714 | | |
| Sunnyvale | CA | 94086 |
| Palo Alto, CA 94304 | | |
| Irvine | CA | 92714 |
| Irvine | CA | 92606 |
| Alameda | CA | 94501 |
| New York, NY 10010 | | |
| Toronto, Canada M6M 5A1 | | |
| Hunt Valley, MD 21030 | | |
| Santa Monica | CA | 90404-3061 |
| Glen Cove | NY | 11542-2708 |
| Albuquerque, NM 87109 | | |
| San Mateo | | |
| | CA | 94404 |
| San Mateo | CA | 94404 |
| San Mateo | CA | 94404 |
| New York | NY | 10016 |
| San Mateo, CA 94404-2064 | | |
| San Mateo, CA 94404-2064 | | |
| Alameda | | |
| | CA | 94501 |
| Glen Cove | NY | 11542-2708 |
| Suite B, | Tempe, AZ 85283 | |
| Irvine | CA | 92714 |
| Irvine, CA 92714 | | |

Sheet1

| | | |
|------------------------------|-------------------------------|------------|
| Redwood City | CA | 94065 |
| Walnut Creek | CA | 94596 |
| Suite 2122 | New York, NY 10010 | |
| Darien | CT | 06820 |
| Hunt Valley, MD 21030 | | |
| Hunt Valley | MD | 21030-2245 |
| Burbank | CA | 91521 |
| Novato CA 94945 | | |
| La Mirada | CA | 90638 |
| Costa Mesa | CA | |
| Alameda | CA | 94501 |
| Suite 1000 | Los Angeles, CA 90025 | |
| Suite 1000 | Los Angeles, CA 90025 | |
| Novato, CA 94945 | | |
| Novato, CA 94945 | | |
| Cary | NC | 27513 |
| Suite 201 | Sunnyvale, CA 94086-2901 | |
| Flemington, NJ 08822 | | |
| Novato CA 94945 | | |
| Suite 300 | Bellevue, WA 98007 | |
| Suite 500 | North Miami Beach, FL 33180 | |
| Cambridge, MA 02139 | (617) 497-7794 | |
| Redmond | WA | 98052-6399 |
| Redmond | WA | 98052-6399 |
| Redmond | WA | 98052-6399 |
| Redmond | WA | 98052-6399 |
| Redmond, WA 98052-6399 | | |
| Redmond, | WA | 98052 |
| Redmond, WA 98052-6399 | | |
| Redwood City | CA | 94063 |
| Latrobe, PA 15650 | | |
| Riverdale, NY 10471 | | |
| Toronto, ONT., Canada M6M5A1 | | |
| Van Nuys, CA 91411 | | |
| 14200 Park Meadow Dr. | Chantilly, VA 22021 | |
| Bellevue, Washington 98007 | | |
| Ottawa, Ont., Canada | Ottawa, Ontario Canada K1Z8R7 | K1Z8R7 |
| San Francisco | CA | 94104 |
| Hunt Valley | MD | 21030 |
| Irvine, CA 92714 | | |
| Irvine | CA | 92714 |
| Beverly | MA | 01915 |
| Redmond | WA | 98052-6399 |
| New York | NY | 10016 |
| Richardson, TX 75083-2190 | | |

Sheet1

Suite 202
 New York, NY 10012
 Oyster Bay, NY 11771

Everett, WA 98204

Oyster Bay, NY 11771

| | | |
|--------------------------|----|------------|
| New York | NY | 10016 |
| San Mateo | CA | 94404 |
| Redmond | WA | 98052-6399 |
| Los Angeles | CA | 90067 |
| Hollywood, CA 90078-4302 | | |
| Irvine | CA | 92606 |
| Bellvue, WA 98005 | | |
| Sausalito | CA | 94965 |
| Novato, CA 94948 | | |
| San Rafael | CA | 94912 |
| Chicago | IL | 60610 |
| Chicago | | |

| | | |
|-----------------------------|------------------------|--------|
| | IL | 60608 |
| Ontario | Canada | L4K4L4 |
| New York | NY | 10016 |
| Somerville, MA 02143 | | |
| Bellevue | WA | 98007 |
| San Mateo | CA | 94404 |
| Santa Monica, CA 90405-3009 | | |
| Ste 123 | Gaithersburg, MD 20879 | |
| Redwood City | CA | 94065 |
| Redmond | | |

| | | |
|--------------------------|----|------------|
| | WA | 98052-6399 |
| San Mateo, CA | | |
| San Mateo, CA 94404 | | |
| San Mateo | CA | 94404 |
| San Mateo | CA | 94404 |
| San Mateo | CA | 94404 |
| Novato, CA 94945 | | |
| Carlsbad, CA 92009 | | |
| San Mateo | CA | 94404 |
| San Mateo | CA | 94404 |
| Rockville, MD 20850-4304 | | |
| Sunnyvale | CA | 94086-2901 |
| San Mateo, CA 94404 | | |
| San Mateo | CA | 94403-7578 |
| San Mateo | CA | 94404 |
| Ogdensburg | NY | 13669 |
| Santa Monica | CA | 90405 |
| Novato | CA | 94945 |

Sheet1

| | | |
|--------------------------|----------------------------|------------|
| Los Angeles, CA 90049 | | |
| Suite 540 | Burlingame, CA 94010 | |
| Foster City | CA | 94404 |
| | | |
| Suite 103 | Chattanooga, TN 37415 | |
| Glen Cove, NY 11542-2777 | | |
| Glen Cove, NY 11542-2777 | | |
| San Mateo, CA 94404-2064 | | |
| San Mateo, CA 94404 | | |
| San Mateo | CA | 94404 |
| San Mateo | CA | 94404 |
| San Mateo, CA 94404-2064 | | |
| Irvine, CA 92714 | | |
| Irvine | CA | 92714 |
| | | |
| Sheffield, England | | |
| Santa Monica | CA | 90405 |
| Los Angeles | CA | 90024 |
| San Mateo, CA 94404-2064 | | |
| Calabasas | CA | 91302 |
| | | |
| Irvine, CA 92714 | | |
| Irvine | CA | 92606 |
| Research Triangle Park | NC | 27709 |
| Cary, NC 27511 | | |
| Cambridge, MA 02139 | | |
| San Mateo | CA | 94404 |
| San Francisco | CA | 94104 |
| Foster City | CA | 94404 |
| Redwood City | CA | 94065 |
| New York | NY | 10016 |
| New York | NY | 10016 |
| Irvine | CA | 92714 |
| San Rafael, CA 94912 | | |
| Potomac, MD 20854 | | |
| Coral Gables, FL 33134 | | |
| 6th Floor | Miami, FL 33131 | |
| Baltimore, MD 21214 | | |
| Suite 540 | 1350 Bayshore Highway | |
| Flemington, NJ 08822 | | |
| San Francisco | CA | 94107 |
| San Rafael | CA | 94912 |
| Suite 300 | Bellevue, Washington 98007 | |
| | | |
| Bellevue | WA | 98007 |
| Redmond | WA | 98052-6399 |
| Baltimore | MD | 21214 |
| White Marsh | MD | 21236 |

Sheet1

Hunt Valley, MD 21030
Sunnyvale

| | | |
|--|-----------------------------|------------|
| | CA | 94086 |
| Austin, TX 78750 Palo Alto | | |
| | CA | 94303 |
| Bldg. 1 Suite 200 Santa Clara, CA 95055-2345 | Salt Lake City, UT 84116 | |
| Sunnyvale Redwood City, CA 94065 | CA | 94086 |
| Suite 201 Sunnyvale | Sunnyvale, CA 94086 CA | 94086 |
| Suite 1000 Calabasas | Los Angeles, CA 90025 CA | 91302 |
| Ste. 100 Sunnyvale | Rockville, MD 20850 CA | 94086 |
| Flemington, NJ 08822 Darien | CT | 06820 |
| San Mateo, CA 94404-2064 San Mateo, CA 94403-7578 | | |
| San Mateo | CA | 94403-7578 |
| Bellevue | WA | 98007 |
| Bellevue | WA | 98007 |
| New York, NY 10010 Beverly | MA | 01915 |
| NY 14580 Suite 1000 | Los Angeles, CA 90025 | |
| Hunt Valley, MD 21030 Redwood City | CA | 94065 |
| Box 417 | Santa Monica, CA 90401 | |
| San Francisco | CA | 94107 |
| Suite 300 | Bellevue, WA 98007 | |
| Cambridge | MA | 02142 |
| Novato, CA 94945 | | |
| San Mateo | CA | 94404 |
| San Francisco | CA | 94111 |
| San Mateo, CA 94404 Murray, UT 84107 | | |
| Suite 0234 | Cambridge, MA 02142 | |
| Costa Mesa | CA | 92626 |
| New York | NY | 10016 |
| Irvine | CA | 92614 |
| Milpitas, CA 95035-0782 Carlsbad, CA 92009 | | |

Sheet1

| | | |
|------------------------------|------------------------------|------------|
| Suite J | Santa Monica, CA 90401 | |
| Austin | TX | 78730 |
| New York | NY | 10016 |
| Suite 103 | Chattanooga, TN 37415 | |
| Lancaster | PA | 17604-9975 |
| San Francisco | CA | 94104 |
| Ste. 123 | Gaithersburg, MD 20879 | |
| San Francisco | CA | 94104 |
| San Mateo, CA 94402 | | |
| Dallas, TX 75244 | | |
| Flemington, NJ 08822 | | |
| Greensboro, NC 27419 | | |
| Redmond | | |
| | WA | 98052-6399 |
| Burbank, CA 91506 | | |
| New York, NY 10016 | | |
| Santa Monica | CA | 90405 |
| Suite 500 | North Miami Beach, FL 33180 | |
| San Mateo, CA 94402 | | |
| New York, NY 10104 | | |
| Alameda, CA 94501 | | |
| Kirkland | WA | 98033 |
| Irvine | CA | 92614 |
| Bellevue | WA | 98007 |
| Garland | TX | 75043 |
| Suite 210 | Sunnyvale, CA 94086 | |
| Suite 210 | Sunnyvale, CA 94086 | |
| 11 Creek Rd. | Hampton Court, Surrey KT89BE | |
| Irvine | CA | 92606 |
| San Rafael, CA 94912 | | |
| New York | NY | 10016 |
| San Mateo | CA | 94404 |
| Bellevue | WA | 98007 |
| Flemington, NJ 08822 | | |
| Bay N-2 Germantown, MD 20874 | | |
| Bridgewater, Nova Scotia | Canada, B4V 2X6 | |
| Rockville | MD | 20850 |
| Calabasas | CA | 91302 |
| San Jose | CA | 95129 |
| San Francisco | CA | 94104 |
| Irvine | CA | 92696 |
| Irvine | CA | 92714 |
| San Mateo, CA 94404-2064 | | |
| Suite 201 | Sunnyvale, CA 94086 | |

Sheet1

| | | |
|-------------------------------------|---------------------------------|------------|
| Suite 201 | Sunnyvale, CA 94086 | |
| Suite 1400 | Denver, CO 80202 | |
| Redwood City | CA | 94063 |
| Irvine | | |
| | CA | 92614 |
| Sunnyvale | CA | 94086 |
| Suite 496 | Chicago, IL 60614 | |
| Milpitas, CA 95035-0782 | | |
| Santa Clara | CA | 95054 |
| Redmond, WA 98052-6399 | | |
| Cambridge | MA | 02142 |
| Suite 201 | Oakhurst, CA 93644 | |
| Dallas, TX 75244 | | |
| Redmond | WA | 98052-6399 |
| Glen Cove, NY 11542-2777 | | |
| Suite 1000 | Los Angeles, CA 90025 | |
| San Mateo, CA 94402 | | |
| Latrobe, PA 15650 | | |
| Ste. 102 | Calabasas, CA 91302 | |
| Suite 235 | Garland, TX 75043 | |
| Novato | CA | 94948 |
| San Mateo, CA 94404 | | |
| Suite 500 | Aventura, FL 33180 | |
| Bellevue, Washington 98007 | | |
| Suite 2 | Richmond Hill, Ontario, L4B 1B9 | |
| Los Angeles | CA | 90024 |
| New York, NY 10010 | | |
| Redwood City | CA | 94065 |
| San Rafael | CA | 94912 |
| Foster City | CA | 94404 |
| Alameda | CA | 94501 |
| Suite 540 | Burlingame, CA 94010 | |
| Irvine, CA 92714 | | |
| San Mateo | CA | 94404 |
| Hunt Valley | | |
| | MD | 21030-2245 |
| P.O. Box 24 | Ogdensburg, NY 13669 | |
| | | |
| Irvine | CA | 92714 |
| Suite 201 | 262 Chapman Road | |
| | | |
| Belleville, Ontario, Canada K8N 5B2 | | |
| Darien | CT | 06820 |
| Bethesda, MD 20814 | | |
| Novato CA 94945 | | |
| San Mateo | CA | 94403-7578 |
| San Francisco | CA | 94104 |

Sheet1

| | | |
|-------------------------|------------------------|-------|
| Irvine | CA | 92614 |
| Beverly | MA | 01915 |
| Irvine, CA 92714 | | |
| Irvine | | |
| | CA | 92714 |
| Redwood City | CA | 94065 |
| Suite D-102 | San Jose, CA 95131 | |
| Plantation, FL 33322 | | |
| Redwood City | CA | 94065 |
| Redwood City | CA | 94065 |
| Research Triangle Park | NC | 27709 |
| Santa Monica, CA 90401 | | |
| Foster City | CA | 94404 |
| Foster City | CA | 94404 |
| Suite 210 | Sunnyvale, CA 94086 | |
| Shaumburg | IL | 60173 |
| Research Triangle Park | NC | 27709 |
| Foster City | CA | 94404 |
| Suite J | Santa Monica, CA 90401 | |
| New York | NY | 10016 |
| Englewood, CO 80155 | | |
| San Rafael | CA | 94912 |
| Ogdensburg | NY | 13669 |
| Los Angeles, CA 90067 | | |
| Los Angeles, CA 90067 | | |
| 14200 Park Meadow Dr. | Chantilly, VA 22021 | |
| Irvine | CA | 92606 |
| San Francisco, CA 94111 | | |
| Foster City | CA | 94404 |
| Suite 300 | Bellevue, WA 98007 | |
| Bellevue | WA | 98007 |
| Kirkland | WA | 98033 |
| San Mateo | CA | 94404 |
| San Mateo | CA | 94404 |
| Bellevue | WA | 98007 |
| Suite 201 | Sunnyvale, CA 94086 | |
| Fremont, CA 94538 | | |
| Suite 300 | Bellevue, WA 98007 | |
| Orinda, CA 94563 | | |
| San Mateo | CA | 94404 |
| Walnut Creek | CA | 94596 |
| Walnut Creek | CA | 94596 |
| Orinda, CA 94563-335 | | |
| Orinda, CA 94563 | | |
| Orinda, CA 94563 | | |
| Santa Monica | CA | 90405 |

Sheet1

| | | |
|----------------------------------|-----------------------|------------|
| Cambridge | MA | 02142 |
| Irvine, CA 92714 | | |
| Suite 201 | Sunnyvale, CA 94086 | |
| Rockville | MD | 20850 |
| Suite 900 | San Mateo, CA 94402 | |
| New York | NY | 10036 |
| Suite 496 | Chicago, IL 60614 | |
| Danbury, CT 06816 | | |
| Salem | MA | 01970 |
| New York | NY | 10016 |
| Lancaster, PA 17604 | | |
| Bellevue | WA | 98007 |
| Toronto | Ontario, Canada | M3J3C6 |
| Sunnyvale | CA | 94086 |
| Germantown | MD | 20874 |
| Irvine, CA 92714 | | |
| Redwood City, CA 94063 | | |
| Toronto, Ontario | Canada | |
| Glen Cove | NY | 11542-2708 |
| Redwood City | CA | 94065 |
| Suite 300 | Bellevue, WA 98007 | |
| Santa Clara | CA | 95054 |
| Scottsdale, AZ 85260-1750 | | |
| San Mateo, CA 94404-2064 | | |
| Suite 300 | Bellevue, WA 98007 | |
| Chicago, IL 60610 | | |
| Hollywood | CA | 90078 |
| Santa Clara | CA | 95054 |
| San Francisco, CA 94126 | | |
| San Francisco | CA | 94104 |
| Suite 1000 | Los Angeles, CA 90025 | |
| San Mateo, CA 94404 | | |
| Alameda, CA 94501 | | |
| Baltimore, MD 21214 | | |
| New York | NY | 10016 |
| San Jose | CA | 95129 |
| New York, NY 10013 | | |
| Sunnyvale | CA | 94086-2901 |
| Research Triangle Park, NC 27709 | | |
| Irvine, CA 92714 | | |
| New York, NY 10036 | | |
| Alameda | CA | 94501 |
| Irvine, CA 92714 | | |
| New York, NY 10020 | | |
| Irvine | CA | 92714 |
| Irvine | CA | 92606 |

Sheet1

| | | |
|-------------------------------------|--------------------------|------------|
| San Rafael | CA | 94912 |
| Suite 500 | Aventura, FL 33180 | |
| Cambridge | MA | 02142 |
| Redwood City | CA | 94063 |
| Garland | TX | 75049 |
| Germantown | MD | 20874 |
| New York | NY | 10010 |
| Cambridge | MA | 02142 |
| Cambridge | MA | 02142 |
| Suite 201 | Sunnyvale, Ca 94086-2901 | |
| Sunnyvale | CA | 94086-2901 |
| Sunnyvale | CA | 94086 |
| Irvine, CA 92714 | | |
| Santa Clara | CA | 95054 |
| San Mateo | CA | 94404 |
| San Francisco, CA 94126 | | |
| Glen Cove, NY 11542-2777 | | |
| Suite 201 | Sunnyvale, CA 94086-2901 | |
| San Francisco | CA | 94104 |
| Irvine | CA | 92714 |
| Suite 500 | Aventura, FL 33180 | |
| San Mateo | CA | 94404 |
| 14200 Park Meadow Drive | Chantilly, VA 22021 | |
| New York, NY 10016 | | |
| Sausalito | CA | 94965 |
| Irvine | CA | 92714 |
| San Mateo | | |
| | CA | 94404 |
| Austin, TX 78750 | | |
| Shaumburg | IL | 60173 |
| Ogdensburg | NY | 13669 |
| Cambridge | MA | 02142 |
| Bellevue | WA | 98007 |
| Second Floor, Foster City, CA 94404 | | |
| Bellevue | WA | 98007 |
| Bellevue | WA | 98007 |
| Redwood City | CA | 94063 |
| Plymouth | MN | 55441 |
| Ste. 108 | Sterling, VA 20166-9531 | |
| Novato | CA | 94948 |
| Foster City | CA | 94404 |
| San Francisco, CA 94111 | | |
| Suite 210 | Sunnyvale, CA 94086 | |
| Novato | CA | 94945 |
| 6th Floor, Miami, FL 33131 | | |
| Sunnyvale, CA 94089 | | |

Sheet1

| | | |
|--|----------------------------|---------|
| Cary | NC | 27513 |
| Darien | CT | 06820 |
| Suite 235 Rockville, MD 20850 Cambridge, MA 02140 Lake Oswego, OR 97035 | Garland, TX 75043 | |
| San Francisco | CA | 94111 |
| Danbury, CT 06816 Reston, VA 22091 | | |
| San Jose | CA | 95129 |
| San Jose | CA | 95129 |
| San Jose | CA | 95129 |
| San Jose | CA | 95129 |
| Salt Lake City | UT | 84116 |
| San Mateo | CA | 94404 |
| San Mateo, CA 94404 Suite 300 | Bellevue, Washington 98007 | |
| San Francisco | CA | 94107 |
| Baltimore | MD | 21214 |
| Hunt Valley, MD 21030-22454 Research Triangle Park | NC | 27709 |
| Foster City | CA | 94404 |
| Suite 201 | Sunnyvale, CA 94086 | |
| San Rafael, CA 94912 San Mateo | CA | 94404 |
| Santa Clara, CA 95055 Suite 1000 | Los Angeles, CA 90025 | |
| Lancaster, PA 17604 | | |
| Montreal | Canada | H2X 2T7 |
| Carlsbad | CA | 92009 |
| Saltsburg, PA 15681 | | |
| Darien | CT | 06820 |
| Redwood City | CA | 94063 |
| New York | NY | 10020 |
| Novato, CA 94945 | | |
| San Francisco, CA 94111 | CA | 94111 |
| San Francisco | CA | 94111 |
| San Francisco | CA | 94107 |
| Irvine | CA | 92614 |
| San Mateo, CA 94404, Walnut Creek | CA | 94596 |
| Irvine | | |
| | CA | 92714 |
| Alameda, CA 94501 | | |
| Alameda | CA | 94501 |

Sheet1

| | | |
|---------------------------|----------------------------|------------|
| Suite 300 | Bellevue, Washington 98007 | |
| New York | NY | 10016 |
| Los Angeles, CA 90024 | | |
| San Francisco, CA 94122 | | |
| Suite 280 | Carol Stream, IL 60188 | |
| San Francisco, CA 94111 | | |
| San Francisco, CA 9411 | | |
| Burbank | CA | 91521 |
| Richardson, TX 75083-2190 | | |
| Hunt Valley, MD 21030 | | |
| Los Angeles | CA | 90049 |
| San Mateo | CA | 94404 |
| San Mateo, CA 94404 | | |
| San Mateo | CA | 94404 |
| San Mateo | CA | 94404 |
| Irvine, CA 92714 | | |
| Irvine, CA 92714 | | |
| Suite 300 | Bellevue, WA 98007 | |
| Cambridge, MA 02139 | | |
| Los Angeles, CA 90039 | | |
| Glen Cove | NY | 11542-2708 |
| Glen Cove | NY | 11542-2708 |
| Suite 302 | Philadelphia, PA 19104 | |
| Los Angeles | | |
| | CA | 90025 |
| Foster City | CA | 94404 |
| Potomac, MD 20854 | | |
| Bellevue | WA | 98007 |
| San Mateo, CA 94404-2064 | | |
| Novato CA 94945 | | |
| Alameda | CA | 94501 |
| Austin | TX | 78730 |
| Austin TX. 78730 | | |
| 6th Floor | Miami, FL 33131 | |
| Novato CA 94945 | | |
| Hunt Valley, MD 21010 | | |
| Hunt Valley, MD 21030 | | |
| Salt Lake City, UT 84116 | | |
| San Francisco, CA 94107 | | |
| San Jose, CA 95129 | | |
| San Jose, CA 95129 | | |
| New York | NY | 10016 |
| Redwood City | | |
| | CA | 94063 |
| Redwood City | CA | 94063 |

Sheet1

| | | |
|----------------------------|-----------------------|------------|
| Redmond | WA | 98052-6399 |
| Irvine | CA | 92714 |
| Research Triangle Park | NC | 27709 |
| Redwood City | CA | 94065 |
| Cambridge | MA | 02142 |
| Chatsworth, CA 91311 | | |
| Redwood City | CA | 94065 |
| Redwood City, CA 94065 | | |
| Redwood City | CA | 94065 |
| Redwood City | CA | 94065 |
| Hunt Valley, MD 21030-2245 | | |
| Irvine, CA 92714 | | |
| Irvine | CA | 92714 |
| Irvine, CA 92714 | | |
| Ogdensburg | NY | 13669 |
| 2nd Floor | Seattle, WA 98121 | |
| Seventh Floor | Los Angeles, CA 90024 | |
| Irvine | CA | 92714 |
| Irvine | CA | 92714 |
| Irvine, CA 92714 | | |
| Hollywood | CA | 90078 |
| San Francisco | CA | 94104 |
| Suite 500 | Aventura, FL 33180 | |
| Research Triangle Park | NC | 27709 |
| Sunnyvale | | |
| | CA | 94086 |
| Grapevine | TX | 76051 |
| Novato | CA | 94948 |
| Irvine, CA 92713 | | |
| Torrance, CA 90503 | | |
| Santa Monica | CA | 90404-3061 |
| Novato, CA 94945 | | |
| San Mateo | CA | 94404 |
| Novato, CA 94945 | | |
| Novato, CA 94948 | | |
| Sunnyvale | CA | 94086 |
| San Francisco | CA | 94107 |
| Irvine | CA | 92714 |
| Suite 200 | Calabasas, CA 91302 | |
| White Marsh | MD | 21236 |
| Hollywood, CA 90078 | | |
| Irvine, CA 92714 | | |
| Suite 400 | Portland, OR 97209 | |
| Albuquerque, NM 87109 | | |

Sheet1

| | | |
|--------------------------|-------------------------|------------|
| Austin, TX 78716 | | |
| Austin, TX 78750 | | |
| Austin, TX 78730 | | |
| Austin | TX | 78730 |
| San Francisco, CA 94107 | | |
| Austin, TX 78750 | | |
| Foster City, CA 94404 | | |
| Foster City | CA | 94404 |
| 6th Floor | Miami, FL 33131 | |
| 6th Floor | Miami, FL 33131 | |
| 1875 S. Grant Street | San Mateo, CA 94402 | |
| Baltimore | | |
| | MD | 21214 |
| Suite 300 | Bellevue, WA 98007 | |
| Highland Park, IL 60035 | | |
| San Francisco, CA 94111 | | |
| Dallas, TX 75244 | | |
| Englewood, CO 80155 | | |
| Redwood City | CA | 94065 |
| San Jose, CA 95125 | | |
| Hunt Valley | MD | 21030-2245 |
| Alameda | CA | 94501 |
| Suite 64 | San Francisco, CA 94110 | |
| Suite 500 | Bellevue, WA 98004 | |
| Glen Cove | NY | 11542-2777 |
| Glen Cove, NY 11542-2777 | | |
| San Mateo | CA | 94404 |
| Los Angeles | CA | 90067 |
| Hunt Valley, MD 21030 | | |
| Hunt Valley | | |
| | MD | 21030-2245 |
| Alameda | CA | 94501 |
| Hunt Valley, MD 21030 | | |
| Glen Cove | NY | 11542-2777 |
| San Rafael | CA | 94912 |
| San Rafael | CA | 94912 |
| Rockville | | |
| | MD | 20850 |
| San Rafael | CA | 94912 |
| Redwood City | CA | 94065 |
| Berkeley, CA 94709 | | |
| Berkeley | CA | 94709 |
| Bellevue | WA | 98007 |

Sheet1

Bellevue
Irvine, CA 92714

WA

98007

Ste. 123
Hollywood, CA 90078
Hunt Valley, MD 21030
Flemington, NJ 08822
Irvine, CA 92714
Santa Monica
Suite 1000
6th Floor
Santa Clara, CA

San Francisco, CA 94107

CA
Los Angeles, CA 90025
Miami, FL 33131

90405

ORDERPHONE,C,31
415-742-7932
(310) 473-9200
Tip Line: (900) 288-GAME

(410) 254-9200
(410) 771-1151
(800) 695-4263
(510) 623-1100
(415) 571-7171
BBS: 1-818-295-6730
(800) 782-7927
(800) 429-9400

(410) 933-9191
714-883-8710
(415) 571-7171
(800) 434-2637
(310) 314-2000
(415) 897-9900
(800) 789-1534

(847) 995-9991
(717) 872-6567
(800) GAMETEK

(800) 340-7888
(310) 326-8880
(415) 897-9900

512-419-7085
(919) 461-0722
212-679-6850
(800) 245-4525
(415) 897-9900
(818) 889-5650

(919) 461-0722
(800) 216-9706

(847) 995-9951

(212) 679-6850
(877) 272-7747
(800) 447-1230
(800) 800-4880

Sheet1

BBS: (818) 880-3444
(800) 685-3863

(800) 336-3506
818-988-5060
(415) 883-5889
(800) 772-6735
(800) 741-3043
(800) 438-7794
(800) 477-3650

(800) 468-3772
(800) 969-GAME
(800) 577-8467
(415) 897-9900
(510) 204-8950
(360) 254-2000
(800) 741-3043
(310) 264-5579

(510) 371-3131
408-653-1898
(800) 969-4263
(800) 434-2637
800-356-5590
(800) 477-3650
(888) 226-6485

(516) 656-5000
(310) 407-1490
(415) 538-2900
(214) 437-5531

(408) 985-1700
(847) 995-9991
(516) 482-4000

(412) 472-2000
800) 211-6504
(800) 216-9706
(800) 211-6504
(800) 211-6504
(800) 880-1718
(617) 746-2903

(301) 926-8300

Sheet1

516-656-5000
(800) 477-3650
(415) 693-0297
(800) 997-7455

(800) 969-4263
(800) 434-2637
(800) 469-2539

(212) 679-6850
(714) 833-8710
(800) 757-7707
(305) 423-4289
Tip Line: (900) 288-GAME
www.midway.com

(512) 335-5200
(800) 757-7707
(900) 28-TAKE2
(415) 895-2000 x1
(714) 553-6655
(702) 228-4040
(602) 443-4109
(800) 305-3390
(717) 872-6567
(800) 434-2637
Tech Support: (714) 553-6655
(800) 477-3650

(800) 432-1332
(818) 709-3692
(708) 991-0598
(800) 997-7455

(713) 286-2386

(800) 695-4263
(800) 245-7744

(505) 837-5447
(415) 616-2022
(800) 874-4607

(919) 461-0722

(510) 371-3131
(412) 539-3077
(415) 286-6000

Sheet1

(800) 340-7888
(301) 926-8300
(301) 986-1999

(702) 228-4040
(714) 833-8710

(800) 757-7707
(800) 969-4263
412-474-2000

Order Hotline: (800) 757-7707
(919) 461-0722
(800) 336-3506

(800) 969-GAME
(800) 969-4263
(800) 434-2637

(800) 429-9400
(615) 225-0848

(888) 240-6172
(818) 908-9663
Order Hotline: (410) 254-9200

(206) 622-5530

(800) 601-7529
(800) 336-3506
(800) 434-2637
(415) 897-9900
(415) 897-9900
(303) 290-9853

(800) 874-4607
(612) 559-5301
(415) 655-8000
(401) 252-5332
(800) 757-7707

(800) 477-3650
Order Hotline: (800) 874-4607

(800) 969-4263

(425) 739-1500

(510) 522-1164

(206) 882-8080

(800) 429-9400

(800) 429-9400

818-744-0600

(800) 429-9400

(714) 833-9710

(714) 833-8710

(800) 617-8737

(800) 617-8737

(800) 469-2539

(301) 986-1999

(800) 444-1343

(800) 969-4263

(800) 874-4607

(714) 833-8710

(800) 880-1718

<http://www.foxstore.com>

(800) 759-7800

(512) 434-4263

(512) 434-4263

(800) MEGAMEDIA

(800) 203-2503

(800) 336-2947

(800) 782-7927

(408) 554-8381

(800) 238-4277

(800) 757-7707

(714) 553-6655

(714) 833-8710

(512) 434-4263

(408) 977-0250

(800) 757-7707

n/a

(408) 985-1700

(416) 638-5000

Sheet1

(410) 771-0440
(415) 571-7171
(516) 656-5000
310-823-2423
(410) 254-9200

(800) 874-4607
(800) 465-2323
(800) 340-7888

(800) 601-7529

(410) 771-1151
(800) 741-3043
(800) 782-7927

(800) 477-3650
(919) 677-4499

(800) 434-2637
415-513-7171
(310) 449-3000
(301) 916-9302
(888) SEGA-SALES
(415) 802-4400
(310) 326-8880

(800) 245-7744

(206) 637-9308
(800) 434-2637
800-469-2539
(703) 222-8500

(800) 617-8737

(800) 601-7529
(800) 434-2637
(650) 571-7171
(301) 926-8300
(602) 607-3785
(800) 969-GAME
(800) 969-4263

(800) 969-4263
(800) 969-4263

(919) 461-0722

(415) 655-5683
www.melbournehouse.com

416-322-7350
(800) 741-3043
(714) 953-7669
(800) 969-4263
310-369-5369
(800) 782-7927
(215) 625-8888
(310) 234-7000
(404) 885-7972
(800)438-7794
(800) 617-8737
(415) 693-0297
(303) 739-4131
(800) 434-2637
(800) 634-8255

(800) 969-4263

(800) 969-4263

516-759-7800
(410) 771-0440
(301) 916-9302
(800) 741-3043
(800) 880-1718
(800) 447-1230
(800) 337-3256
(800) 874-4607
415-513-7171
(800) 969-GAME
(615) 546-7846
(301) 926-8300
(714) 833-8710
(410) 254-9200
(800) 969-4263

(310) 407-1490
(410) 933-9191

Sheet1

(800) 432-1332
(617) 497-7794
415-655-5683
(904) 825-0220
(408) 298-1411

(800) 434-2637
415-802-4400
(818) 899-5650

(800) 482-3766
(800) 800-4880
(612) 321-9470

(313) 762-0687

(800) 245-7744

(800) 695-4263

(612) 442-7701
(650) 665-8000
(301) 986-0444
(800) 447-1230
(800) 465-2323
(305) 567-9990
(919) 461-0722
(310) 326-8880

(847) 534-7950
310-793-0600
(800) 477-3650
(310) 473-9200

(602) 491-0500
www.headgames.net
(410) 254-9200
(650) 571-7171
(650) 571-7171

(408) 289-1200

(972) 386-7575
(800) 580-4725

Sheet1

415-547-4000
(315) 393-6633
(415) 571-7171
(310) 342-0600
(800) 695-4263
919-461-0722
(800) 969-4263
(800) 969-4263

(888) 734-2763
(800) 757-7707
(800) 695-4163
(415) 571-7171
(800) 245-4525
(415) 571-7171
(415) 571-7171
(800) 340-7888
(650) 571-7171
(800) 477-3650
(800) 238-4277
(800) 434-2637
(800) 617-8737
(800) 601-7529
(415) 571-7171
www.fireteam.com

(650) 571-7171
(410) 771-0440
(888) 734-2763
(410) 254-9200
(415) 547-1200

(415) 547-1200
310-916-9303
(800) 438-7794
n/a
(800) 238-4277
<http://www.foxsportsgames.com>
(408) 774-0400

Order Hotline: (800) 757-7707
(800) 757-7707

800-757-7707
(800) 757-7707
(800) 757-7707
(800) 969-PLAY

Sheet1

(800) 759-7800
(800) 969-4263
(800) 997-7455

(800) 757-7707
(800) 782-7927
(800) 33-MAXIS
(800) 336-2947
(206) 882-8080
(650) 571-7171

800-438-86329
(800) GTE-TODAY
800-884-8863 Ext. 77
(800) 438-7794
(213) 891-9636

(650) 572-2787
(716) 425-8782
(800) 933-2983
(800) 617-8737
(800) 695-4263

(800) 434-2637
(415) 571-7171

(425) 739-1584
206-882-8080
(408) 484-9228
(800) 438-7794
(800) 997-7455
(800) 757-7707
408-653-1898
800-874-4607
(800) 969-4263
(613) 967-7900

(800) 879-7529
(800) 757-7707
(510) 522-1164
800-847-4607
(203) 655-0032
(505) 837-5447
919-461-0722
(800) 789-1534
(800) 601-7529

Sheet1

(203) 797-3530
Order Hotline: (800) 874-4607
(888) 532-4263
(800) 216-9706
(800) 997-7455
215) 625-8928
(800) 757-7707
(818) 889-5650
(717) 872-6567
(408) 985-1700

(800) 245-7744
800-874-4607

(800) 776-4724
(214) 385-2353
(760)931-4955

(800) 757-7707
(800) 969-4263
(800) 477-3650
(800) 884-8863

(206) 637-9308
(415) 978-5363

(800) 477-3650
(800) 336-3506
(818) 889-5650
(818) 889-5650
(800) 434-2637
(800) 477-3650
(408) 289-1200
(617) 497-7794
(415) 571-7171
(800) 336-3506
(800) 336-3506

(919) 461-0722
410-254-9200
(310) 310-2000
(800) 874-4607
(717) 872-6576

(888) 734-2763
(800) 757-7707
(800) 757-7707
800-465-2323
(714) 833-8710

(310) 473-9200

(408) 977-0250

(800) 996-0011

(800) 789-1534

(919) 461-0722

(800) 789-1534

919-461-0722

(800) 601-7529

(800) 601-7529

(800) 305-3390

(318) 221-8718

(800) 521-6263

www.rage.co.uk

(800) 933-2983

(310) 369-5369

877-INFOGRAMES

(800) 782-7927

(800) 789-1534

(617) 926-7575

(800) 251-9582

(800) 969-4263

310-473-9200

(800) 789-1534

(714) 833-1999

(818) 889-5650

516-759-7800

(905) 475-4801

(818) 908-9663

(650) 571-7171

(415) 985-1700

(800) 245-7744

(800) 477-3650

(315) 393-6633

(800) 972-7434
(301) 983-9771
(800) 782-7927
(800) 438-7794
(800) 969-4263
(800) 969-4263
(800) 567-4321
(847) 364-9787
www.intense-games.com

(310) 246-4666
(415) 547-1200
(800) 759-7800
(303) 739-4131
(415) 812-8255

(408) 289-1411
(415) 382-4400
800-33-MAXIS
(800) 757-7707

(800) 969-GAME
(619) 566-1900

(410) 254-9200

(425) 398-3051
(800) 997-7455
(800) 695-4263

(800) 789-1534
415-655-5683
415-513-7171
(800) 524-4263
(800) 874-4607

(800) 874-4607
(800) 880-1718
(800) USA-SEGA
(800) 757-7707
415-382-4400

(714) 833-8710
(800) 245-7744
206-644-4343

Sheet1

(800) 789-1534
(800) 757-7707
(301) 983-9771

(800) 800-4880
(800) 800-4880
(415) 286-6000
(310) 444-6600
(800) 776-4724
(408) 985-1700

(800) 245-4525
(800) 757-7707
Tip Line: (900) 288-GAME

(800) 757-7707

(888) SEGASOFT
(714) 833-1999
(800) 601-7529
(415) 812-8200
(800) 969-4263
714-553-6678
(800) 695-4263

(416) 656-6406
(410) 771-0440
(800) 586-2021
n/a
(800) 880-1718

(415) 571-7171
(800) 245-4525
(650) 571-7171
(800) 434-2637
(415) 571-7171
(415) 571-7171

Order Hotline: (800) 695-4263

516-759-7900

(800) 874-4607
(800) 847-4607

Sheet1

(800) 872-7342
(800) 33-MAXIS

(800) 474-7595
(410) 771-0440
(410) 771-1151
800-426-3306

(310) 407-1490

(714) 428-2112
(800) 695-4263

www.incrediblesimulations.com

(415) 897-9900
(919) 677-4499

(505) 837-5447

(800) 429-9400
(800) 429-9400
(800) 429-9400
206-635-6100
(206) 637-9308
(800) 429-9400
(206) 882-8080
(800) 336-3506
(412) 539-3077

(800) 465-2323
(818) 908-9663

Order Hotline: (800) 757-7707

(800) 772-6735
415-547-4000
(410) 771-8550
(714) 833-9710
(800) 874-4607

(800) 997-7455
(800) 429-9400
(800) 434-2637
(214) 437-5531

(516) 624-9300
www.midway.com
(516) 624-9300
(800) 434-2637
(800) 245-4525
(800) 429-9400
<http://www.foxstore.com>
(818) 889-5650
714-533-6678
(206) 957-2000
800-GAMETEK
(415) 382-4567
(800) 782-7927
(800) 295-0060

(312) 255-9600
(905) 738-5645
(800) 434-2637
(617) 868-5440
(800) 757-7707
(650) 571-7171
(310) 392-3243

(800) 872-7342

(206) 637-9308
(415) 571-7171
(415) 571-7171
(415)-571-7171
(800) 245-4525
(650) 571-7171
415-897-9900
(619) 431-8801
(800) 245-4525
(650) 571-7171
(301) 926-8300
(408) 737-6880
(415) 571-7171
(415) 513-7171
(650) 571-7171
(315) 393-6633
(800) 477-3650
(415) 895-2000 x1

Sheet1

(310) 234-7000

(800) 438-7794

(888) 335-597

(888) 426-3702

(516) 656-5000

(800) 759-7800

(415) 571-7171

(415) 571-7171

(800) 245-4525

(650) 571-7171

(415) 571-7171

(800) 847-4607

(800) 874-4607

www.mindmagic.com

(800) 477-3650

(800) 340-7888

(415) 571-7171

(818) 222-9348

(714) 553-6655

(800) 969-4263

(800) 789-1534

(919) 552-1807

(617) 497-7794

(800) 245-4525

(800) 216-9706

(800) 438-7794

415-802-4400

(800) 434-2637

(800) 434-2637

(800) 969-4263

(800) 245-4525

(301) 983-9771

(305) 567-9990

(410) 254-9200

Burlingame, CA 94010

(505) 837-5447

(415) 547-1200

(800) 782-7927

(800) 757-7707

(800) 429-9400

Order Hotline: (410) 254-9200

www.talonsoft.com

(800) 879-7529

(408) 737-6800

(512) 335-5200

(800) 262-7668

(408) 554-8381

(800) 601-7529

(800) 872-7342 (USA-SEGA)

(800) 601-7529

(818) 225-5167

(800) 601-7529

(908) 788-2799

(203) 327-3326

(415) 571-7171

(800) 245-4525

415-513-7171

(800) 757-7707

(800) 757-7707

(212) 989-6252

(508) 921-3700

(716) 872-1200

(410) 771-0440

(888) 734-2763

(800) 524-4263

415-547-4000

(800) 757-7707

(415) 897-9900

(650) 571-7171

415-616-2022

(415) 571-7171

(800) 671-6333

714-428-2112

(800) 434-2637

(714) 883-8710

(408) 433-3999

(619) 929-2500

Sheet1

(512) 434-4357
(800) 434-2637

800-334-2722
(800) 216-9706

(415) 439-4854
(415) 571-7171
(800) 238-4277
(908) 788-2799

(800) 429-9400
(800) 482-3766
(800) 434-2637

(800) 477-3650

(415) 345-5300
(310) 260-4776
(800) 695-4263
(425) 739-1584
(214) 3030-1202
(888) 843-2661
(800) 757-7707
www.midway.com
(800) 276-4331

714-553-6678
(800) 782-7927
(800) 434-2637
(650) 571-7171
(800) 757-7707
(505) 837-5447
(301) 916-9302

(301) 926-8300

(800) 245-7744
415-547-4000
(800) 468-3775
(800) 969-4263
(415) 571-7171

(800) 336-3506

(800) 874-4607

(408) 774-0400

(408) 433-3999

(800) 800-4880

(206) 637-9309

(800) 757-7707

(800) 238-4277

(800) 429-9400

(800) 759-7800

(800) 943-3664

(412) 472-2000

(415) 382-4400

(415) 571-7171

Order Hotline: (800) 757-7707

Canada

800-340-7888

(212) 989-6252

(415) 802-4400

(888) 532-4263

(800) 438-7794

(800) 695-4263

(800) 969-4263

415-571-7171

(510) 522-1164

(800) 874-4607

Newark, DE 19702

(416) 868-6388

(613) 967-7900

n/a

(301) 986-1999

415-571-7171

415-547-4000

(800) 771-3772

Sheet1

714-883-8710
(508) 921-3700
(714) 833-8710

(714) 833-8710

(888) 734-2763

415-802-4400
(800) USA-SEGA
(800) 789-1534

(415) 655-5683
(800) 438-7794

(847) 995-9991
(800) 789-1534
(800) 438-7794

(800) 434-2637
(303) 290-9853
(800) 782-7927
315-393-6633
(310) 479-5644
(310) 479-5644

(800) 969-4263
(415) 693-0297
(800) 438-7794

(800) 757-7707
(425) 739-1584
(650) 571-7171
(800) 245-4525
(800) 757-7707

(800) 494-8848

(510) 254-9700
(650) 571-7171
(800) 33-MAXIS
(800) 336-2947
(510) 254-9700
(510) 254-9700
(510) 254-9700
(800) 477-3650

Sheet1

(800) 757-7707
(714) 553-6678

(301) 926-8300

(800) 469-2539

(203) 797-3530
(508) 745-9900
(410) 321-0947
(800) 434-2637
(717) 872-6567
(800) 757-7707
888-611-9999
(800) 601-7529
(301) 916-9302
(714) 553-6687
(510) 371-3131
800-685-3863
n/a

(888) 734-2763

(800) 800-4880
(602) 443-4109
(415) 571-7171

(818) 889-5600
(800) 800-4880

415-547-4000

(415) 571-7171
(510) 522-1164
(410) 254-9200
800-434-2637
(800) 245-7744
(212) 941-2988
(800) 601-7529
(800) 789-1534
(714) 553-6655
(800) 469-2539
(510) 522-1164
(800) 969-4263
(800) 910-0099
(800) 969-4263

(714) 553-6655

Sheet1

(888) 532-4263

(800) 757-7707

(415) 261-3454

800-APOGEE1

(301) 916-9302

(800) 910-0099

(800) 757-7707

(800) 757-7707

(408) 737-6880

(800) 601-7529

(800) 969-4263

(800) 800-4880

(800) 245-4525

(800) 856-2489

(800) 759-7800

415-547-4000

(800) 874-4607

(650) 571-7171

(212) 686-9432

(800) GAMETEK

(800) 969-4263

(415) 571-7171

(800) 245-4525

(800) 933-2983

(800) 447-1230

(800) 757-7707

(800) 757-7707

Tech/ Tip Line: (415) 655-5683

(800) 757-7707

(800) 757-7707

800-336-3506

612-559-5301

(415) 382-4400

n/a

Tip Line: (900) 288-GAME

(415) 895-2000 x1

(305) 373-7700

800-462-8274

Sheet1

(916) 677-4499
(203) 327-3326

(301) 926-8300
(617) 441-6333
(503) 635-6333
(415) 547-1200
(203) 797-3530
(800) 872-0335
(800) 245-7744
(800) 245-7744
800-245-7744
(800) 245-7744
(800) 800-4880
(800) 245-4525
(415) 571-7171

(800) 617-8737
(410) 254-9200
(401) 771-1151
(800) 789-1534
(800) 438-7794

(800) 969-4263
(650) 571-7171

(717) 872-6567
(514) 844-4555
800-GTE-TODAY
(408) 653-1888
(412) 845-7843
n/a
(800) 336-3506
(800) 910-0099
(888) 287-3800
(919) 460-1776
(919) 460-1776
(415) 616-2022
(415) 547-1200
(800) 617-8737
(888) 843-2661
(415) 571-7171
800-336-2947

(800) 874-4607

(510) 522-1164
(800) 695-4263

Sheet1

(877) 463-6472
(800) 434-2637
(303) 739-4131
(415) 731-9112

Tip Line: (900) 288-GAME

(415) 693-2097
800-426-3306
(214) 437-5531
(410) 771-0440
(310) 234-7000
(650) 571-7171
(415) 571-7171
(415) 571-7171
(650) 571-7171
(714) 833-8710
(714) 833-1999

(617) 497-1130

n/a

(516) 759-7800

(310) 473-9200
(800) 438-7794
(800) 972-7434
(800) 757-7707
(415) 571-7171

(800) 695-4263
(800) 245-4525
BBS: (512) 346-2227

(410) 771-1151
(410) 771-0440
(800) 800-4880
(415) 442-5000
(800) 245-7744
(800) 245-7744
(800) 434-2637

(800) 336-3506
(800) 336-3506

Sheet1

(800) 429-9400
(800) 969-4263
(800) 789-1534
(888) 734-2763
(800) 757-7707
(818) 709-3692
(800) USA-SEGA
(800) 872-7342

(415) 802-4400

(800) 872-7342
(800) 879-7529
(800) 969-GAME
(800) 969-4263
(800) 969-4263
(800) 447-1230

(800) 969-4263
(800) 969-4263
(714) 833-8710
(818) 889-5600
(800) 216-9706

(800) 789-1534

(800) 601-7529

(817) 424-5638
(415) 382-4400
(714) 556-6671
(310) 793-0600
(800) 586-2021
www.did-us.com
(415) 987-9900
(650) 571-7171
(415) 987-9900
(415) 382-4400
(800) 601-7529
(800) 617-8737
(800) 969-4263

(800) 969-4263

(800) 880-1718

(512) 335-5200
(800) 245-4525
(800) 245-4525
(415) 442-5000
(512) 335-5200
(800) 438-7794
415-655-5683

(410) 254-9200

(415) 693-0297
(800) 238-4277
(303) 290-9853
(800) USA-SEGA
(408) 298-1411
(510) 864-4550
(800) 695-4263

516-759-7800
(516) 656-5000
(650) 571-7171
<http://www.foxstore.com>
(410) 771-0440

(800) 659-GAME
(800) 695-4263
(410) 771-0440
516-759-7800
(888) 532-4263
800-782-7927

(301) 926-8300
(800) 782-7927
(800) USA-SEGA
(510) 549-2300
(510) 540-5535
(800) 757-7707

Sheet1

(800) 757-7707
(714) 833-8710

(818) 889-5650
(410) 771-6411
(908) 788-2799
(714) 833-8710
(800) 477-3650

(408) 554-8381

Sheet1

HIGHS,C,142

Lots of great comedy from Rob Schneider; fast-moving, lag-free video.
Detailed and frisky flight model; outstanding sound; smooth, simple graphics.
Playing as a variety of characters gives AZ depth; the story is well-written.
Great design, lots of hidden goodies, and built-in level editor.
When everything works right, AOD is dramatic and convincing.
Stirring battles, rich historical context, an elegant interface, involving campaign mode.
Operational level feels authentic; "alternate history" campaign mode can be fascinating.
Bright 'n sparkly graphics; great ball physics; nice music.
Great graphics, intense action, challenging scenarios.
Beautiful graphics; lots of high-tech planes to fly; high replay value.
A realistic but manageable sim of one of the world's most sophisticated ships.
Humor; novel concept; a fully-fleshed, complex and challenging sim.
Intuitive interface, attractive graphics, robust map editor.
Wide variety of campaigns; detailed, accurate historical info; great editor.
Huge number of scenarios; solid campaign mode; excellent battle-editor.
Numerous missions to accomplish; lots of ammunition to play with.
Gorgeous sights and sounds; incredible realism and detail, balanced by a great tutorial.
May help chopper pilot wannabes ease into more righteous sims.
Truly beautiful 3-D animations and realistic stereo sounds.
Imaginative concept and strategy elements; beautifully executed graphics.
Improved graphics; 3D acceleration; tons of missions; force-feedback support; refined AI
The game's series of simple challenges makes it accessible to beginning players.
Entertaining story; lots of items, charcters, and places to explore; tons of magic.
Delivers plenty of fun.
Colorful graphics, good writing, and a solid game at the core.
Smooth and challenging with solid graphics and an intriguing storyline.
Nice graphics and environments; good sound effects.
Crisp high-res graphics; simple point-and-click interface.
Great graphics and cut scenes
Many of the same qualities that made Panzer General a winner, plus multiple-window interface.
Fantastic graphics and gameplay sure to please all but the most jaded gamer.
Fluid motion; inventive puzzles and gameplay; and good atmosphere.
A promising opening; nicely rendered graphics.
Excellent balance between political and military aspects; clean interface.
Fast, frenetic action; it runs from the CD!
Indy and stock cars; nice track selection; customizable, fun multi-player game.
Good use of video technology and a good story line.
An easy-to-learn interface and some solid, if mindless, RPG action.
A wide variety of card games to choose from, many not available in other Windows game packs.
Terrific flight model; countless options and missions; great gameplay.
Excellent terrain graphics; nifty campaign system; good flight model.
Harwell's play-by-play; great SFX; realistic replays.
Great graphics; sophisticated combat engine; plenty of strategy; involving story line.
Modem play; strategically challenging.
Lots of enemies to kill. Loads of ammo, power-ups, and aliens.
The E-mail system; interesting story line; cool radar.
The five CDs worth of graphics are top of the line.
Emphasis on tactics over brute force; plenty of freedom; cool 3D view of the action.

Sheet1

Good mission editor and some entertaining shooting action.
Good tutorial voice-over. Fun as an action game for a little while.
There's a rebate slip packed in the box.
Fast-paced, often tricky, and quite addictive.
Cool weapons; some fun missions in kitchens and backyards; playable on low-end PCs.
Outstanding graphics and sound, eerie and atmospheric.
What's not to like? Just re-read all the adjectives in the review.
Attractive graphics, multiple vehicles, and interesting outdoor environments.
Adrienne Barbeau's husky voice-overs are nicely done.
Fast action on later levels; wide range of viewing options; varied graphics.
Good 3D; a few new twists on the original.
The prettiest version of Asteroids we've seen; plays well on a 286.
Perfect recreations of some genuine gaming classics; killer nostalgia-fodder.
Happy reminders of good days gone by; some truly classic games.
Stunning scenes; gameplay is reasonably entertaining; good variety.
Fast-paced action; multi-play for up to ten players; entertaining time killer.
Excellent variety; great layout of a PC slot machine.
Beautiful in high-res; interesting plot-line; well-developed characters.
A reasonably fun game for the whole family; playable on a Pentium 75
Lots of options; extremely thorough recreation of instruments, radar modes, etc.
Bizarre, hallucinogenic style keeps you guessing and wanting more.
Absolutely unique; well-conceived and executed; intense and disturbing.

Nicely rendered animals; great two-player mode; extra strategy makes it stand out.

Cute. A new twist.

Intriguing story; beautiful graphics; simple yet powerful interface; multi-player capabilities; huge game world; excellent manual

Lots of tables; good ball physics; cool extras like an Internet ranking system.

Lots of originality; good graphics and sound; cute touches throughout game.

Sugar-sweet graphics from guys who seem like they know what they're doing.

A new perspective on baseball. Actual players depicted. A clean sharp design.

Lots of detail and choices; 3D rendered lakes with total freedom of movement.

Lots of different gadgets to use.

Fast, colorful fighting action--if you have the right hardware to run it.

Lots of characters to choose from.

Wonderful graphics, inventive story, and a whole lot of silly humor.

Idiot-proof interface; funny animations; and a thorough online help system.

It has the most important qualities of any good wargame: it's easy to learn, yet tough to master.

A truly unique strategy game packed with fascinating details and subtleties.

Gives a realistic impression of what the RAF command was up against in the autumn of 1940.

Historical accuracy; strategy is deep and richly detailed.

The intro animation is very cool.

Beautiful map, slick interface, great videos and music.

Colorful and dynamic gameplay, first-rate interface, excellent use of video enhancements.

Magnificent graphics, near-perfect interface; dramatic and creative use of video clips.

Colorful; simple to learn; "what-if?" scenarios will yield hours of replay value.

Good strategic-tactical gaming with lots of unique twists; the usual thorough QQP head-to-head support.

Hey, it's Battleship -- with snazzy cutscenes and great multi-player support.

Character design system; level design; multi-player

Sheet1

The name is kinda nice.
Sharp graphics; slick interface; excellent single-player and multi-player missions.
Great music; humorous animation; challenging racing.
You can play as your favorite Transformers. The explosions are neat.
Superb script, excellent videos, a fresh "take" on the traditional werewolf theme.
Great tutorial and online coach; Sklansky's Poker Challenge is fun.
Fun for the first several holes; Mike Judge provides the voices.
A real, no-foolin' graphic adventure with all the funny elements of the MTV show.

Easy to control, lots of explosions.
Some of the funniest dialog ever; simple interface; runs entirely off the CD.
Engrossing story line; tried-and-true interface; huge game world.
A sincere and well-intentioned game with lofty design goals.
Nice graphics, multi-player features and unique vehicles.
Bloody good graphics and animation, innovative gameplay.
A good mix of action and puzzle-solving; outstanding animations and graphics.
Detailed strategy module; different play modes.
The compelling story and great graphics will keep adventure fans hooked for hours...
Classic-style adventure gameplay; atmospheric visuals; compelling story.
Great animation, cool music and sound effects, and plenty of bang-bang make this the best action-adventure since Flashback.
Incredible atmosphere; faithful to the movie; lavish production; original gameplay elements.
Four skill levels; some mighty mean monsters; and impressive firepower.
Good fun; lots of dark humor; simply awesome Deathmatches.
Original concept; clean design.
Cool looking monsters; creepy atmosphere; all the gore you can handle.
Lots of terrain variety, good graphics (for VGA), great single-player game.
Good playability; great story; lots of variety.
Easy to install; high-quality sound effects and music.
Good full-screen video and some really nice puzzles.
Mindless arcade fun, and you can play it straight off the disk!
Excellent for beginners.
If you're desperate for a game of Boggle and don't have friends, this will probably fill the gap.
Interesting and challenging puzzles.
Generates loads of tension; has a marvelously authentic feel to it.
Entertaining squad-level combat. Good mission builder.
A lot like Tetris, but with more bells and whistles.
Great player and goalie animations.
Basic strength of play is its best feature, but there's so much more.
Great graphics and a smooth interface make for quick play against strong opponents.
Easy to get into; tremendous atmosphere; gorgeous graphics; good commentary.

Improvements to the interface, graphics, and voice acting over the original.
Wide variety of events.
Awesome physics engine for truly realistic pin action; flawless and easy-to-use interface; nice graphics; lots of extras.
Nice cartoon-style characters, a variety of special moves, and some genuine humor.

Cute characters; solid control.
Simple interface; a good variety of puzzles; and lots of replay value.
Beautiful graphics; strong story line; and rich soundtrack.

Sheet1

Cool cyberpunk atmosphere, great soundtrack, complex story line.
Efficient interface; sharp graphics; good sound effects.
Rich, voluptuous graphics combined with a slick interface.
The ability to play over modem or network.
An adequate train and bus simulation.
No hourly or monthly charges.
The animations, graphics, and course design are nicely done.
Magnificent graphics; well balanced strategy elements; highly addictive; rewarding.
Stunning graphics, addictive gameplay, a decidedly "epic" quality throughout.
The graphics are as good as could be expected.
There are some genuinely funny jokes. Gameplay is just right: not too easy or hard.
Fans of the original will probably like it.

Incredible fast-paced gameplay; solid graphics engine; good sound effects.
Broad and deep business simulation, helped along by an excellent tutorial.
It's easy to set up and start playing.

Guts and gore! Very playable and addictive.
Scores of secrets and surprises; just plain fun.
Lush terrain graphics, outstanding dinosaur animations.
Simple interface, a wealth of information, and varied scenarios make it a winner.
Realistic driving model; nice graphics; gearheads will love the garage.
Beautiful graphics; accurate representations of popular casino games.
You won't be risking much even if you don't like the game.
Modem/network features mean you don't have to wait for Saturday night to play a little poker.
Nice handling on the RC45; learning features are helpful for newbies.
At least it's better than the same company's Island Peril.
A novel concept, with a multi-tiered world and bizarre subterranean milieu.
Detailed control; great historical background; absorbing storyline.
A great story with tricky puzzles.
Very impressive graphics and sound.
The graphics and animation are as good as they get.
Excellent turn-based tactical gameplay. Rich, diverse world.
Could be mildly diverting when played on the Internet.
Nice looking polygonal monsters; some impressive graphic effects.
Very strong AI; instructional aids; graphics -- all detailed and customizable.
Every area is outstanding; best graphics, instructional aids, and sound of any chess game.
For playing over third-party BBSs, networks, and direct modem connections, this program is the king daddy.
Nice, high-res graphics and a decent game engine.
Excellent graphics, variety of puzzles, ranging from no-brainers to hair-pullers; good plot and lots of interaction keeps things interesting.
This could have been a great premise.
Simple interface; beautiful, crisp graphics; challenging puzzles; intriguing story line.
Runs on low-end systems; only takes up 7MB.
The graphics are sensational; dark mood.
It's packed with fine-grained detail and achieves great balance between the strategic and the tactical.
Campaigns cover entire war. Lots of historical detail. Excellent victory system.
Improved artificial intelligence and play balance; strong, new interface.
Cool new units and technology; space- and water-based cities; streamlined.
Nice rendering, and there's a hidden book with some good Scottish recipes.

Sheet1

Mouse interface is easy to use; lots of games for one price.
Five fast-playing casino games; perfect for work breaks.
Really nice animation; 64-player mode is interesting; relatively low gore factor means that the game is kid-safe.
Intricate movement system adds new dimension to an otherwise standard puzzle game.
Realism, strategy, immersion and action combine in one close quarters wargame.
Great new Battlemaker; as personal as you can get to WWII on your PC.
Beautiful graphics, smooth gameplay, and a much better campaign mode than its predecessors.
Overall fun gameplay and sharp graphics engine.
Top-notch flight models. Engaging missions. Incredible terrain graphics from altitude.
A great real-time wargame set against a well-executed cinematic backdrop.
It's a follow-up to one of the best games of all time, and it's faithful to the original.
There's certainly nothing else quite like it.
The tactical action and mission-based puzzling can be fun...
Historically inspired scenarios are cool; puzzles will challenge.
Simple interface, above-average acting.
James Burke and his collection of videos; great graphics.
Slick, fast-paced, strategic exploration and combat. It has a nice balance between strategy and production priorities.
Looks great, sounds great, and the field battles are good, bloody fun.
Flexible gameplay lets you focus on what you want; best combat model of any nation-building sim; network play.
The video clips, and Donald Sutherland's fine performance, really stand out.
Fast-paced action, plenty to do, and some nice extras.
The interaction with each character is good for a few hoots and belly laughs.
Incredible graphics, great atmosphere...did I mention the incredible graphics?
Nice, bright video; good B-movie soundtrack.
Colorful graphics, nice characters designs and animation.
Easy to use, tons of puzzles, and lots of options to personalize the game.

Lots of crosswords; lots of ways to cheat.
Lovely backgrounds. Lasts longer than the movie.
Gamepad support, cool new graphics and weapons, and brutal new levels.
Incredible graphics, sound and gameplay.

Unique, turn-based style of play; multi-player mode can be entertaining.
Realistic graphics combined with seamless arcade play make this one a classic.
A few okay puzzles; some of the acting is good for its unintentional comedic value.
Sharp writing; glorious graphics; madcap humor; voice-acting puts most games to shame.
Does exactly what it sets out to do, and does it with real style.
Interesting facts from CIA book; different players each game.
Supports head-to-head play via modem or over a network, and there's a built-in editor for creating custom levels.
Attractive graphics; smooth animations; intuitive controls.
Lots of arcade action and gut-grabbing graphics.
It's easy to get into, attractively presented and good for a few aimless thrills.
Gorgeous graphis, excellent sound effects; a very effective blend of action and adventure.
Grammatical errors make the manual an entertaining read.
Tons of design elements; great mission variety; interesting tactical possibilities.
Godo multi-player gaming; decent terrain graphics, lighting effects.
Full-motion video backgrounds look pretty sharp in high resolution mode.
It has all the good things that make a first-person shooter tick.
Puzzles galore makes for dozens of hours of game time.

Sheet1

An effective interface for gaming complexity to satisfy the most exacting player.
Great story; gorgeous graphics; good puzzles.
Well-paced, compelling, and genuinely creepy.
Interesting and original; and even educational.
Beautiful graphics; smooth-as-silk gameplay; exceptional historical depth.
Simple interface, good graphics, and a fun campaign game.
Smooth, beautiful video; variety of gameplay; and plenty of puzzles.
Excellent graphics; more than just an arcade game.
Lots of puzzles; good interface; multiple endings give the game good replay value.

Good graphics and mix of units; the chance to play the "Grays."
Nice animation, environments; logical puzzles; intriguing, well-integrated action.
Truly inspired and evocative presentation of Poe's story.
Terrific Star Wars atmosphere; tons of weapons; and true 3D action.
Outstanding graphics, sound, design, and gameplay--with modems play to boot!
Smarter units; more control options; good multi-play; excellent editor.
Great script, solid acting, marvelous graphics; you'll become emotionally involved.
Strong interface with playable combat and good interaction with NPCs.
Three playable characters, three quests; tons of weapons.
Gorgeous graphics, impressive effects, and challenging missions.
Giger's artwork and backgrounds provide a menacing atmosphere.
Some of the finest plane graphics and forgiving flight physics.
Realistic driving physics; smooth graphics.
Touched-up graphics and control; three new tracks; inexplicably cool music.
Nice variety of missions, a few interesting concepts.
Deep, engrossing, and handsome, it's one of the best conquer-the-planet strategy games in years.
It's big and deep and turn-based.

Damn fine graphics, a semi-playable 360-degree shooting mode, and plenty of cool rendered bubbles.
Beautiful graphics; fast racing action; it's fun playing dirty!
Runs fast, looks good, and it can be fun.
Great visuals; unusual and absorbing storyline; and scores of challenging puzzles.
Each of the levels is different from the others.
Inspiring visuals, level design; good atmosphere; many enemies.

Surprisingly good AI. Good replication of classic tabletop wargames.
New weapons; a variety of locations; and the ability to walk around each area.
Intense action, nice controls, great positional sound effects, and solid Internet play. Lots of fun in single-and multi-play.
Visually stunning with lightning-fast 3D gameplay; controls are easy to master, so you can concentrate on flyin' and shootin'.
Delivers the button-mashing adrenaline rush found in classic arcade games.
Terrific graphics; non-stop action; and true 3D movement.
Great graphics and smooth control. Robust mission editor and multi-player options.

Sheet1

Great new weapons, features, and graphics.
Excellent incorporation of the AD&D Forgotten Realms campaign setting and rules.
The graphics are decent, and the missions are varied.

Strategic level play has great detail and epic sweep.
Great slam-bang action; modem and network play.
Sensational graphics, bone-breaking action; about as subtle as a shower of anvils.
You get to drive around and blow things up; the cars and scenery look real pretty, too.
A well-balanced, thoughtful, and enjoyable strategy game.
Immersive sound; two play modes; an improvement over its predecessor.
Lots of Devo influence, and some pretty funny moments.
Beautiful scenery; stream-lined interface; multi-player support.
Solid graphics and fun gameplay; innovative control.
Successfully captures the Die Hard spirit in three different, enjoyable game styles.
Good story line, challenging puzzles and satisfying gameplay.
The variety of equipment keeps things interesting.
The screensaver isn't bad; remains true to the Dilbert spirit.
Lush graphics; delightful, creative details; compelling, non-violent story.
Terrific animation, great music, and a huge story to work your way through.
Most units are well designed and look sharp; good way-point system.
The ability to create your own monsters and discover new spells is a plus.
There's quite a lot of stand up comedy included in the game.
More Doom than you can shake a stick at; nice new levels; tough new enemies; excellent Deathmatch play.
One plus: The PC acts as a convenient timer.

A good way to learn Dragon Dice. You can get dice combos without spending tons of money.
Great graphics; an entertaining story line; and enough action to keep it all pretty interesting.
Good plot, characters, music, and visual effects.
It plays exactly like the arcade original.
Them dragons are good eatin'.
An exciting new graphic adventure, packed with people and places to discover.
A gritty story and style and almost unlimited exploration.
Visually sumptuous and atmospheric, with interesting conspiratorial content.
Lots to shoot, and with the ALG Game Gun, Drug Wars should play just like an arcade game.
Inventive story and game content; simple magic system.
Incredible graphics; more non-stop violence than a John Woo film; level editor; addictive multi-player action.
Excellent full-motion video sequences and challenging missions.
Highly addictive, lots of subtle detail, and very attractive graphics.
Good character development, nice magic system, and a nostalgic feel.
Realistic 3D environment; highly interactive characters; intuitive interface.
A huge world with tons of dungeons, monsters, characters, spells.
Looks and sounds great (with the proper hardware).
A unique and entertaining approach to familiar subject matter.
Cool opening. Accurate clone of C&C.
Superb SVGA graphics and music, lots of missions, and a sleek interface.
Excellent animation and level design, challenging action that never gets stale.
Gritty, down-in-the-mud atmosphere; tons of interesting battles.

Sheet1

Highly stylized, with a unique flavor and a metaphysical slant.
A welcome departure from the usual platform game.
Beautiful graphics; timely subject matter; good concept.
Ultra-realistic character movements; near-perfect perspective scaling; and fantastic graphic vistas.
Excellent graphics; lots of gameplay.
Good lessons on playing out those difficult hands.
Cutting edge graphics; good flight engine; network play.
Fantastic graphics and sound; a very intuitive interface.
A novel concept with nice graphics and sound.
High quality production of video sequences; fairly good acting; unique setting.
Lots of opportunities for life-saving goodness in a variety of missions.
It's epic in scale, atmospheric, and full of extremely deep gameplay.
The most powerful, flexible, wargame construction set ever published.
Fast, fun and easy to play, but it presents a real challenge at higher levels.
If you like no-brainers, Endorfun is as fluffy as they come. It's the Lite 1990's version of Tetris.
Good story line; interesting weapon effects.
Solid core gameplay; good balance of elements; lots of replay value.
Both the cutscene animations and gameplay graphics look great. Puzzles are also terrific.
Simple interface; good multi-player support; sense of humor.

PIP; new enemies to kill; a few good weapons.
You get to hear Dan Patrick say "whiff" when a batter strikes out.
Lots of planes and campaigns; great flight physics; stellar interface; tons of options.
Fast, fun and easy to play, especially in two player mode.
The unintentional "crash and your PC crashes" feature keeps you on your toes.
Beautiful graphics; great interface; huge world to explore.
A refreshingly different kind of game; good graphics; a high level of challenge.
A handful of good adventure elements.
Gory finishing moves; plenty of blood-and-guts; neat box art.
Graphics are the strong suit here with plenty of zany piece sets.
A good, solid addition to a very popular genre.
A good variety of mining tools; challenging gameplay; and plenty of levels.

Incredible graphics; fast action; slick presentation.
Powerful chess engine; many classic games; strong analysis and annotation features.
The box and manual can be recycled.
The manual comes with a special offer for the 1999 "Women of Rodeo" calendar.
Unique idea; varied gameplay; good controls.
Designing units is sort of fun; no convoluted unit trees.
It's better than eXtreme Painbrawl; graphics are decent.
Ease of play masks the depth of authentic data in this game. Exciting scenarios; crisp graphics.
Strong feature set, flight model, avionics; almost everything you could want in a flight sim.
Beautiful graphics; free multi-player gaming; easy-to-use mission editor.

Detailed, state-of-the-art weapons and defense systems, nifty AWACs mode; gorgeous graphics.
Beautiful graphics; easy to get into; multi-player sessions require only one CD.
Authentically modeled aircraft and systems. Smooth frame rates.
Good flight modeling. Sharp graphics. Detailed manual and training videos.

Sheet1

Full-featured sim with both realistic and simple modes. Great graphics, frame rates.
Gorgeous backgrounds; good voice-acting; straight-forward puzzles.
Nice animation; exciting combat; adventure-style puzzles.
Beautiful graphics; large game world; variety of items, creatures, landscapes.
Unprecedented depth; detailed tutorials; beautiful graphics
A simple approach that allows for quick play.
Excellent introduction; engaging story line; eerie music and visuals; slick interface.
Deep character development, large gameworld, challenging quests.
Slick; colorful; easy to sink into; lots of exotic units and spells.
It will not interfere with normal Windows operations.
Excellent design provides a you-are-there feeling; smoothly integrates the numerous complex elements into a working game
Depth boundaries adds some originality to a tired formula.
Better deer animation than in other sims; good variety of weapons.
Epic sweep combined with a fantastic amount of detail; very friendly interface; stunning graphics.
Looks great, plays smooth, and has all the extras that a fan could want.
Fantastic graphics; addictive multi-player action; a blast to play.
Multiplayer and modem options; brilliant graphics; realistic play; comprehensive league and tournament play.
Authentic, fun, gameplay; exquisite presentation.
Outstanding two-player dogfighting, excellent frame rate on modest systems.
Nice graphics; very easy to get into.
Excellent physics and object modeling. Interesting roster of planes.
Looks great; and multi-player games in low resolution can be fun.
All the good features of Doom -- this game is still great.
Beautiful graphics; huge, compelling story; unique gameplay.
Excellent gameplay with the feel of the classic table-top system.
It's fast, it's slick, it's action-packed, and it's multiplayer. What more do you want?
Voice-chat feature is a real achievement; game's community supported by Multitude.
Impressive depth and variety; nice texture-mapped graphics.
Excellent 3D graphics; simplified controls clarify complex navel warfare elements.
Great graphics and sound; multiple realism options make it as challenging (or as easy) as you like.
It's got zombies in it!
A thoughtful, intelligent simulation, and one that really has no current competition.
A super program that really does let you create your very own worlds.
Best graphics ever seen in a flight sim; excellent flight school puts an instructor right beside you.
Incredible graphics; realistic flight models; wonderful recreation of air-traffic control.
Visually gorgeous and full game world. Detailed flight model; strong gameplay.
Pretty; 30fps with 3Dfx even on a P90; lots of tracks, teams, drivers.
Awesome graphics and gameplay to match.
Good character graphics and a great sense of humor; plenty of action.
Options galore; tournaments are well done; strangely appealing graphics.
Slapstick comedy and antics make the non-interactive sequences worth watching.
The career play, physics-based action, and unmatched graphics and sound set a new standard for baseball simulations.
Same as in 1994; Good graphics; rich career play; physics-based action.
Incredible depth; statistical accuracy; totally customizable; loads of play options.
Gorgeous and realistic-looking SVGA graphics; still the best football sim around.
The original design is there; you won't find a better way to make leagues and plays.
Improved interface; incredible depth as a simulation; fast sim mode.
Nice selection of ski equipment; good sound effects.
Nice production; good ideas (taken from other games).

Sheet1

Realistic pitching highlights excellent action play; and there are enough stats to keep purists interested.
Looks great; the sinister mood is well done.
Nice graphics; bouncy soundtrack.
Beautiful graphics; a friendly interface; and a challenging variety of mission scenarios.
TrueSwing is intuitive and realistic; fun, tough courses; realistic ball movement.
A head-long adventure that will take your breath away from the very start.
Great graphics and sound; many clever enhancements over the original game.
Good sound effects; slick graphics and nice table design.
3D action fans will love the nonstop flyin' and shootin'; excellent terrain graphics.
Great blasting action. Solid graphics and decent multi-player modes.

The best fighting game ever created for the PC. Period.
It's more of the same for FX Fighter fans; the network play is a plus.
Pretty graphics; the ability to eject and enter enemy 'bots and buildings adds variety.
Magnificent visual effects! Among the prettiest games available.
Fantastic visuals and a powerful soundtrack give Gadget atmosphere to spare.
Great AI; computer players have distinctive personalities and respond to your playing style.
Revolutionary AI; beautiful graphic design.
A simple interface; plenty of tools; and a library of objects to get you started.
Excellent online play; good shot control; Blue Byte's leaderboard.
Richly detailed and engrossing; open-ended gameplay means replay value.
It's addictive; you just can't stop yourself from visiting one more planet.
It's a fun and catchy game built around a unique idea.
A fun squad-based combat game.
Clean interface, sharp graphics, and moody sound effects.
A detailed sim with sweep, drama, and depth.
Simple gameplay; an option to turn off the gore makes this nice for young kids.
A few interesting additions to the genre, and you can turn off Gex's voice!
Addictive, challenging gameplay makes it fun.
Who wouldn't want to kill world evildoers?
Colorful graphics; unique (though odd) idea.
Terrific gameplay, graphics, and sound.
Nicely done watercolor style graphics.
Adam West! Pure West!
Simple but effective swing method; good physics model; quality 'net play.
Captures the relaxing and thrilling feel of fishing. It's simple, addictive stuff.
Loaded with all the statistics and the information you need to go horse racing.
Amazing graphics, unmatched detail, and a great sense of speed.
Superb physics model. Strong driver AI.
An exhaustive and intriguing simulation of a big-league racing operation; user-friendly interface.
Unique control meters for pitching and batting; good graphics and sound.
Killer music, non-stop action, and bucketloads of violent fun.
Plenty of depth; easy to learn but tough to master; good graphics.
Rich graphics; historical accuracy; a good manual; a real sense of spectacle.
Nice graphics; a new and fascinating strategic layer of play.
Sound; graphics; realism.
Great graphics, sound; a fascinating range of historical might-have-beens.
Gripping intensity; great graphics/sound; exceptional complexity.

Sheet1

Unique golfer profiles and great graphics.
Fast-paced action, good-looking graphics.
Great story, soundtrack, voice acting, and graphics; good puzzles integration.
Great feel-based gameplay; stunning course graphics.
Cool graphics and NASCAR theme; good ball physics.
The idea is there for a great, non-violent kids game with Doom-like qualities.
Superlative gameplay and outstanding content. Incredible atmosphere and suspense.
Vikings, this is your game.
Good strategic elements.
Stunning SVGA graphics; more extensive statistics than previous HardBall games.
Excellent arcade play; improved league play and modem options make this the best HardBall yet.
Good arcade play over the Internet. Good customization options; decent AI.
Video quality is good; the graphic sex scene is sure to tick off the busy-bodies in Washington.
Sleek interface; extraordinary realism; excellent scenarios; a massive database.
The well-written story stars four funny friends and a gang of deliciously ghastly ghouls.
A serviceable adventure with an unflinching approach; delivers the gory goods as promised.
Doesn't take much hard-drive space.
Plentiful multi-player options.
Fun, engaging trivia delivered with flare; lots of teenage humor.
Good animation, audio; neat level design; back-to-basics gameplay.
Custom features; good replay value and online support; interesting world.
Nice arcade-like feel; solid (if antiseptic) graphics; interesting Japanese touches.
Great story, puzzles, graphics, and believable voice-acting.
Nice accelerated graphics and, if you enjoyed Terminal Velocity, here's more of the same.
A beautifully executed program with smooth graphics and clever options.
Slick graphics; new enemies; and the chance to change your friends into chickens.
New and interesting gameplay elements; funky magical visual effects.
Classic, satisfying strategy; improved graphics; replayability.
Remarkably strong, simple strategy gaming. You won't stop playing!
A very well-designed strategy game. Anything this hard to stop playing has to be good.
Beautifully executed, with a wide variety of weapons and non-stop action. Many novel twists.
Stunning level graphics, textures, monsters, and special effects.
New voxel technology is interesting. Lots of gameplay, monsters, items, secrets, puzzles.
Nice atmosphere, fast action, and a cleaner interface than in most RPGs.
Real sense of speed; great graphics; and plenty of gunplay.
Top-notch arcade play; the best baseball game AI; pretty stadiums; solid animations.
Brilliant pitcher-batter interface; the prettiest stadiums around; tremendous depth.
A good, solid trading sim with enough variables to keep gameplay fresh.
A solid flight model with crisp graphics and a slew of gameplay options.
Fans of the original will enjoy the multi-player options.
Gorgeous visuals and lots of button-pushing action.
A truly "G-rated" game that's fun for the entire family.
Exhaustive simulation of a horse racing operation.
Good acting in the video clips; a great soundtrack; and fast-paced gameplay.
Awesome gameplay, dozens of gameplay branches, and solid Direct3D support.
Many variations of poker, some you might not be familiar with; free access to SIGS.
It looks good, sounds great, and is easy to pick up and play.
Well designed interface; some challenging puzzles.
Photo-realistic graphics; fantastic sound; plenty of great tables.

Sheet1

Fast action, smooth graphics, and built-in 3D accelerator support.
Narrative elements that go deeper than any previous adventure game.
Turn-based combat is a breath of fresh air; characters look nice; easy interface.
Lots of levels; good difficulty range; mildly fun.
Good flight modeling and gameplay.

First detailed simulation of F-22 Raptor; dynamic campaign engine.
Great flight model, good avionics; very strong campaign generator; mission options.
An exciting and challenging game, with solid graphics, excellent sound, and plenty of battlefield action.

Original, engrossing, and fun; for connoisseurs of raw strategy.
Refines a sharp and meaty game system. Endless hours of play.
It's an elegant, challenging, addictive take on the classic space-strategy themes.
A semi-interesting twist on the action game idea; fair head-to-head play.
A great idea; quality video segments; good acting and story line.
Great diversity of gameplay; and at \$34.95, it's a real value.
These are some of the best visual effects ever seen in a game.
Dozens of clever puzzles; a do-it-yourself mode and near open-ended game play.

Good multi-player support; challenging gameplay; good use of the 3D graphics.
Looks great, and runs well on minimum (though high) spec machine.
Great graphics, excellent flight model, terrific missions, and nice story line.
Simple to play; low hardware requirements; and the price is right.
It's fun watching this world of yours grow as you nurture it.
Stunning graphics and sound; very detailed car physics. The replay mode is really excellent.
Impressive graphics and outstanding music.
Beautiful VGA graphics; good voice acting; and an exciting new game world.
Excellent animation and digitized speech, plus a good selection of difficulty options.
A great collection for nostalgia fans with some surprisingly playable old titles.
Original premise; great gameplay, graphics; built-in Internet support.
Cheap, challenging, and runs on almost any system.
Tank interiors are realistic.
Easy to manage; fun for two players in the city scenarios.

Much more attractive than the real war.
Umm, I'm thinking...
Thoughtful character development; sumptuous graphics; and a vast world to explore.
It all fits in one subdirectory on your hard drive, so it's easy to delete.
Lots of planes, lots of missions; intriguing step outside usual East-vs.-West fare.
Much-improved graphics; superb play; marvelous course designer; your chance to play with the Golden Bear.
Improved views and gameplay; course designer is better than ever.
Seamless Internet play; stunning graphics; great ball physics; addicting course editor.
Good, traditional, Sherlock-Holmesian detective game.
An utterly engrossing experience, equal to the best fantasy RPGs.

Sheet1

Nice animations; good control; even-handed difficulty; the level editor and multi-player adds oodles of replay value.
Beautiful graphics; great music; and high-speed action.
Exemplary designed; beautifully presented; incredibly fun to play.
Great sense of speed; lots of well-designed tracks.
Extremely accessible; playable; downright addictive.
Great action; impressive graphics, controls.
A generous selection of good logic puzzles nicely integrated into SVGA scenes.
Tournament play makes for a challenging day on the lake.
Good for newbies; sharp graphics for 3Dfx owners; excellent force-feedback.
It's a step in the right direction for IM games.

Excellent production value for animation and sound.
Pretty graphics with or without 3D hardware; good head-to-head options.
Cool concept borrowed from the film.
Sharp graphics; no violence; kids may enjoy the movie tie-in.
Nice graphics and voice acting; a lot of work went into creating this game world.
Good, solid, shoot-'em-up action.
Solid graphics and two types of gameplay.
Graphics; puzzles well integrated with story line; great story and historical information.
Simple and easy to get into; above average control.
Good scenery graphics; excellent puzzle variety; large world.
Funny dialogue; the unexpected is the only thing you can count on.
Excellent sound and music. It'll make you nostalgic for Dragon's Lair.
The box has a neat moving label that will scare your cat. Great music score.
The game's easy-to-learn, easy-to-use interface gets you into the fray fast.
An historical soap opera in the best blood-and-guts tradition.
Sierra always delivers pretty, enjoyable graphic adventures.
Plenty of depth, nice graphics, great documentation, and a rare lack of bugs.
A couple of interesting weapons and a few decent levels.
Interesting concept that mixes chess-style thinking with arcade reflexes.
Graphically stunning; detailed and historical story line; simple interface.
Will appeal to megalomaniacs who must play every god game. Graphics are okay.
Lots of weapons and power-ups; smooth gameplay; multi-player.
Polished graphics, nice variety, decent multiplayer options.
This little game is faithful to the board game version and will please its fans.

Huge, detailed world. Excellent story line. Good balance.
Lots of spells, items, weapons, and creatures; intriguing story line.
Fun arcade action, plenty of challenge, and lots of bad guys to shoot.
Great Virtua-style gameplay. Stunning graphics on fast machines like a Pentium II.
It tries really, really hard to do something different and stylish.
Lovely graphics and mood are complimented by good acting and a rich story line.
Sounds great; lots of animation; addictive.
Great characterizations; simple interface.
Interesting slant. If you like to break the big plays, this will entertain you.
Great graphics; Al Lowe's skewed humor; the return of the (optional) text-based interface.
Challenging puzzles; lots of levels.
Colorful graphics, easy to use interface and addictive gameplay.

Sheet1

Good turn-based gaming that blends combat, city building, and unit improvements.
Interesting world and story, many good puzzles with different solutions.
The use of light and shading is effective and eye-catching.
Stunning graphics, multiple perspectives, modern play, and much more challenging golf.
Incredible visuals; stable Internet play; plenty of features and courses.
Graphics; ball physics; unlimited play; smooth online features; new swing methods.
Another fine and intriguing simulation of predators in the wild.
A great title character; varied gameplay; and nice graphics and sound.
Excellent graphics and music provide long-term interest for kids.
A quick, pretty dose of NFL action; good video and excellent audio play-by-play.
Easy to learn but very tough to stop playing; perfect mood music and captivating character animations.
Dynamic campaign, new choppers, multi-player action, great graphics.
Great strategic depth; well-designed units; strong AI; epic scope.
Lords of Midnight does have an interesting idea or two.
A good balance between micro and macro management.
Excellent balance of strategic and tactical play; fun combat; superb realm-building.
Super-friendly interface; tournament play option.

Highly addictive gameplay; original concept; good graphics and sound effects.
Beautiful graphics; wonderful music; and an original setting.
Detailed historically accurate; good general flight modeling; solid mission structure.
Nice graphics, sound, and music with lots of explosions.
Varied missions, lots of interesting units.
Great balance among units and structures; tough AI; multi-player options; loads of replay value.
A great blend of tactics and action, with graphics that bring it alive.
Combat and navigation are easy to master.
The graphics and animation aren't too bad.
One of the best powermonger games around.
Addictive action. Unique strategy makes for varied gameplay.
Realistic 3D objects and terrain; easy-to-use, efficient interface.
Good video, good acting and music; you'll need a calculator to keep track of the body count.

Excellent graphics and animation; smooth interface; more than 100 teams.
Good AI; large team selection; easy to learn.
Beautiful on high-end systems; loaded with features; franchise mode is great fun.
Nice audiovisuals; strong multi-player modes.
Amazing graphics; terrific sound and action.
A great game made better with new visual effects and loads of new spells.

Stays true to the Wizards of the Coast card game; intelligent computer AI.
It tries to capture the feel of playing Magic: The Gathering real-time.
Sharp graphics; nice sound effects; efficient interface.
First-person view is beguiling; good scenario editor, campaign.
Sharp graphics; upgrade system lets you improve your cart.

Sheet1

Pretty graphics; fun for the first few plays.
Gorgeous DaVinci-style graphics; low system requirements.
The Ray Bradbury interviews are interesting and provide some appeal.
With mountains of objects to destroy, Mass Destruction equals addictive action.
Fantasy world has a vast array of races, spells, and combat units.
Endless replay value, thanks to randomly generated universes and gameplay variables.
Smooth animation and Disney's attention to character design.
Kids will easily identify with the charming main character.
Silky smooth performance; difficult levels; incredible graphics.

Impressive character animation. Great music and sound effects.
Mech configurations and options immerse you in the BattleTech world; good graphics.
Cinema-quality visuals and sounds; silky-smooth control; demanding missions.
New business model, improved graphics make Mercs even more fun than Mech2.
Solid production values; exciting scenarios; lots of smash-mouth action.
Psychedelic tracks alone are nearly worth the entry price.
Gorgeous graphics and big, branching tracks.
The backgrounds look cool.
Good graphics and sound, and, eventually, a good plot.
If smooth, addictive gameplay packed with skull-duggery appeals to you, so will this.
Delightful graphics and animation; fast and furious action.
Plenty of action and a wide degree of control.
Going against a friend in head-to-head competition is a blast; excellent track editor.
Fluid animation and a good soundtrack keep the game moving.
Nice ball-park atmosphere and graphics; good texture maps and animations.
Spectacular graphics, depth of subject material, best helicopter simulator available.
Pretty graphics; good sound; nice selection of gameplay options.
Easy multiplayer options for playing over the 'net.
Great-looking trucks; outstanding racing; fun network play. The horn plays "Dixie."
Easy installation; network play.
Stunning high-res graphics; realistic approach to space travel.
Tons of depth; vital, interesting world. Good old-school party-based exploration.
Innovative approach combining time-travel, strategy, and narrative elements.
Lavishly rendered solid 3D characters, surreal animated sections, and lovely digitized photos flesh out this engaging sim.
Ten categories and five playing arenas make for loads of possible questions.
The graphics are pretty attractive.
Fine graphics and sound, silky interface, good acting, exceptional script.
Slick production value, no-nonsense mission structure, and lots of options.

Hitting the escape button gets you out of the game very quickly.
Numerous features and settings will appeal to hardcore simmers and newbies.
The manual is a pretty good read, albeit mostly fiction.
Super smooth animations, Internet play, slick interface and plenty of options.

Smooth VGA graphics and enchanting animations; change the rules to suit you.
Tried-n-true gameplay combined with Star Wars multimedia flash.
Graphically superior to any other monster truck game.
Sweet graphics and animation in 3Dfx version; great combo of action and puzzle-solving.
Lots of Python for the Python lover.

Sheet1

Plenty of stats-heavy roleplaying for gamers who miss the classics.
Great fighting action; clever graphics; and near-perfect gameplay.
Network options; more special moves than you can shake a bloody spine at.
Lightning-fast gameplay; amusing fatalities.
All of the blood and gore and gameplay of the arcade version; excellent control with a gamepad.
Solid gameplay; plenty of wild special moves; inclusion of every MK character.
Great graphics with or without 3D card; dead-on play; sensational multi-player racing.
Feels like the real thing! Awesome graphics, sound; great control.
Graphics create a true sensation of speed; you can spawn many multiplayer versions.
Nice full-motion video footage; simple and intuitive interface.
The music and sound effects provide a wonderful atmosphere.
Colorful, entertaining, and extremely user-friendly.
Whimsical graphics, nice music, and tough puzzles.
Graphics, sounds, and gameplay that pull you in and never let go.
New weapons, enemies, levels, and Force powers; solid level design.
Brutal graphics; great multi-player; solid physics model.

Revolutionary engine and gorgeous graphics; true 3D terrain and realistic physics.
A large assortment of puzzles, tilesets, and graphics.
The multiplayer game can be pretty fun.
Great graphics; stirring sound; hair-raising action.
Improved graphics, framerate, interface; great multi-player options.
Some great animations and eye candy; outstanding car models and textures.
Realistic depiction of the tribulations of strategic naval command.
Good graphics; campaign mode adds new dimension.
Players perform realistically; great motion-capture work; free throws!

Slick presentation; great commentary; what you'd expect from an NBA license.
You name it. Everything about NBA Live '95 is a treat for the eyes and ears.
Brings expansion teams, a player-creation feature, on-the-fly play-calling, and multiple camera angles to an already great game.
Incredible graphics, full rosters, all the stats, and unequalled presentation.
Awesome visuals, presentation, and interface; new features that enhance gameplay.
Brilliant graphics and animations; exciting on-court play; improved AI.
Unprecedented variety of post-up moves.
Good on-court gameplay; recruiting and multi-player options give it a good shelf life.
Great running game; smooth animation; lots of teams to choose from.
Stunning graphics; perfect atmosphere; astounding game play; Dynasty Mode.
Three seasons of NCAA tournament fields; handsome graphics and some exciting action.
Many play options; Internet support; lots of things to smash and shoot.
Great hi-res graphics; cool videos of the cars.
Pretty graphics, lots of cute touches; mucho multi-player options.
The graphics are amazing at full detail; kick-ass cars; the cops are back!
Pretty graphics; unique puzzles; variety of creatures, dungeons.
Innovative design; good for both beginners and experts; easy set up for Internet play.
Great visuals, balanced team-play, and it's a fun online game.

Sheet1

Wonderful claymation animations and backdrops.
Plenty of variety gives this one good replay value.
It looks nice; replay mode.
Late hits; killer graphics; great cheats; fun multi-player; non-stop action.
Good sound, commentary; solid two-player arcade action; good 'net play as server.
Lots of players, teams, and statistics; accurate and lightning-fast replay results.
Unprecedented degree of control on the field; great animations; an extensive playbook.
Lots of pre-built plays, customizable camera views.
Knockout graphics, thrilling sound effects, modem options and the best hockey action around.
Current high-water mark for sports sims, especially in its use of polygonal characters. Commendable AI.
Jaw-dropping graphics, fast gameplay, and a better AI make this the best NHL to date.
Presentation is second to none; tighter control and more realistic results.
Professional presentation and great game play.
Fast-paced action; detailed player animations.

Decent gamplay; low system requirements.
Nice graphics; excellent racing interface.
Driving is a snap because you couldn't wreck if you tried.
Constant action, incredible graphics, and awesome atmosphere.
The soundtrack is vaguely rocking.
Gorgeous SVGA graphics and challenging but fair puzzles.
Well-chosen locations and music create the feeling of 1940s film noir.

Slick navigation interface and generally good puzzles.
It's more of the same for Lost Vikings buffs; nice presentation of cutscenes.
The complex command structure will appeal to hardcore wargamers.
The draft and playbook features are as good as you'll find.
A good shooter; Uses CD-ROM enhancements instead of being limited by them.
Great graphics; intense action; super-slick presentation.
Loads of atmosphere; plenty of bang-bang; dedicated authenticity.
Combo of spells and weapons adds depth to gameplay; nice graphics effects; good story.
Great graphics and sound, engaging story line.
Innovative and beautiful videogame-style fun with some nicely designed puzzles.
Loaded with personality; great level design; good sense of humor throughout.
Beautiful environments; some replay value.
Beautiful graphics, especially the stadiums.
Excellent moves and variety; just the thing for bloodless carnage.
The computerized model-assembly instructions are kind of neat.
Having comrades that you control is nice, and one of the best ideas we've seen.
A superb and wonderfully playable war game. It rules.
The battlefield scenes are very good.
One of the better Tetris-style games of late.
An intriguing plot, and a fairly good cast of characters.
Nice graphics, cutscenes; very good multi-player action and musical score.
Unbelievable graphics; fantastic sound; addictive and ever-changing gameplay.

Variety spices up campaign missions; good multi-player action; free Internet play.
Nice strategy elements; good mission variety.
Elegant interface; exciting battles; engrossing campaign play.
The battles are exciting and often unique; the scenario editor is a thing of beauty and wonder.

Sheet1

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

Many stand-alone scenarios are fun and historically interesting.

The story setting makes for a great flight-sim environment, and there are tons of great planes to fly.

Attractive graphics, 3Dfx support, and large game world.

Deep, intricate plot; memorable characters; excellent acting all around.

Unexcelled realism and detail. A serious tool for study and a formidable game.

Plenty of tanks, good terrain engine, missions editor, and a wealth of engaging scenarios.

Great looking graphics (at a distance); more interaction than most rail-shooter games.

A beautiful, superbly balanced, hyper-addictive war game.

Stunning graphics; deeply satisfying gameplay; a spiffy scenario editor.

Original idea; some funny riffs about Hollywood.

Real-time translation of turn-based space strategy models is handled adequately.

Great bowling action; intuitive interface, nice graphics.

Lots of new and interesting features; marvelous graphics; plenty of exotic units.

A beautiful, addictive, smooth-playing game with terrific replay value.

Smooth animation and nice backgrounds.

Spectacular graphics, sound, gameplay. Good difficulty levels.

Outstanding graphics; real PGA pro playing partners; the best golf sounds yet.

Photo-realistic graphics and video-captured players; PIP windows are fun.

Amazing graphics, a genuinely suspenseful ending, and a cat named Spazz.

Original premise; good acting; generally good special effects.

Wonderful animation, superior voice action, very easy to complete.

Fairly good expansion of original; good for families.

New display options, great pinball action and controls; authentic sights and sounds.

A solid arcade game that runs well under Windows 95.

A detailed strategy/resource game graced with good graphics; it's practically an alternative career.

Pretty nice graphics, but only if you have a horse of a machine to run it on.

Great graphics; full team rosters; and plenty of options.

Nice presentation. Air Hockey and Memory Challenge are fun diversions.

Beautiful with MMX and 3D accelerator; tons of replay value with Internet connection.

Good graphics, interface; the ability to choose multiple careers.

Developing successful strategies and tactics is rewarding and fairly addictive.

A unique adventure mode keeps it interesting.

Wild, ever-changing game world; spells and bonus effects are interesting.

Fun arcade-style racing in a realistic setting; impressive graphics and sound; Big Red Racing is thrown in as a bonus.

Great new graphics and a million extra features add depth to a classic game.

Good strategy game with simple rules; a potential for complex strategy.

Engaging mix of economics, strategy, and dirty deeds; good interface; detailed SVGA graphics.

Good level-design, novel setting, nice music. Well intentioned...

Smooth visuals; immense racing worlds; off-the-wall physics.

Lovely graphics and audio design.

Killer graphics and animation, cool soundtrack, and enough hidden moves and goodies to satisfy hard-core arcade fans.

Great full-motion videos and two new jams.

Sheet1

A good mix of challenging puzzles; some of the cinematic sequences are nice.
Great graphics; good acting; lots of weapons and ships.
You'll be fishing in five minutes or less.
A potentially solid combination of stats replay and action graphics.
Hands-off general manager feature does an adequate job.
Realistic ball movement; detailed graphics; wonderful tweaking options.
A well designed table, sharp graphics, and detailed touches make it close to the real thing.
Great ball physics, superb realism, great table design.
This is an effective interactive movie, with good acting and an intriguing plot.
The quality of the video is fairly good, as is the acting.
Good-looking; sweet-playing; drenched in authenticity.
Full rosters, realistic results and stats--and all in a flexible, easy-to-play game.

Some engaging and fun puzzles; wide range of puzzles may satisfy whole family.
Nice graphics, and it's an original setting...
Great graphics; animated 3D monsters; excellent multi-player options.

Creepy single-player play; top-notch multi-player play; accelerated graphics.
Super-fast action; lots of cool weapons and plenty of enemies to use them on; nice sound effects.
Decent video and a straightforward interface; learning to read defenses and time your passes provides a challenge.
The rockumentary videos will be of interest to fans.
A good no-brainer; surprisingly addictive; cute little pieces will amuse youngsters.
Nice graphics; trying to combine roleplaying and strategy is an original idea.
The pretty graphics and stellar interface enhance the already deep and entertaining gameplay.
Looks, sounds, and feels like a driving game ought to look, sound, and feel.
A rich, faithful adaptation of the novels; lovely interface; gorgeous visuals.
It doesn't screw up the Rampage formula. And the three-player mode is fun, fun, fun!
Satisfies the appetite for destruction and looks good doing it.
Great graphics; plenty of options; nice cut-scenes; new horror-setting adds much.
The same great engine, sounds, graphics and design as in the other titles in this series.
Great animation; lots of variety; precise play control.
Large game world; devious puzzles; creepy atmosphere.
Great cutscenes, sound-track, effects; entertaining story.
Interesting missions; cool lighting effects.
Amazing pyrotechnics; flexible interface.
Good sound effects; damage is modeled in great detail.
Your goals are clear, the interface is simple, and you'll be ready to play in no time.
Diverse gameplay; many options; the chance to step in when things get tough.
Realistic depiction of the tribulations of strategic naval command.
An enormous gaming world with dozens of characters and brain-bending puzzles.
Real adventure-game elements; well-realized locations; nice graphics.
Great visuals and carnage aplenty.
Attractive graphics, nice controls, decent track selection. Good multi-player options.
Wonderful audio/visual presentation; redneck humor.
I'll give up my beer and pork rinds if you can show me a shooters as funny as this one.
Great look; extremely easy to use interface; and nice sound effects.
Great-looking graphics and some interesting roleplaying elements.

Sheet1

Attractive SVGA graphics, multi-player features.
Simple to learn, but its tough AI makes it a challenge to master.
Well-animated models; lots of pyrotechnics; awesome Angelic powers.

Terrific graphics, great atmosphere, loads of blood and guts to satisfy splatter fans.
Whacking the undead is always fun; good graphics; creepy atmosphere.
Good graphics; high degree of challenge and action.
Enough strategic elements to keep it interesting.
Great game design; wonderful visual effects and music score.
Dead-on representations of classic arcade games.
Exciting story line; lots of items, spells, weapons, potions; great combat system.
An expansive game-world; challenging gameplay; all true to Niven's works.
Reunion's exploration, colony building, and military strategy provide its depth.
Ms. PacMan still holds her own as an arcade diva.
The soundtrack is done by Aerosmith, the head villainess is named Headmistress Helga--who can resist a name like that?
The programs are true to Richard Scarry's style and are very nicely animated.
Great graphics, great puzzles, and a fantastic story that most gamers will love to spend time with.
Great graphics, a challenging variety of puzzles, and a simple interface.
Easy to use sliding buttons; luscious animated cutscenes; network play.
Huge, complex levels; rich multi-player features; the option to tone down the violence for the kiddies.
Gorgeous graphics, good sound.
Nice graphics; great action; multi-player support.
Superior graphics and sound plus a great story line set this one apart from the crowd.
Easy to learn; excellent you-are-there video reenactments.
A well-thought-out world that might have been interesting in another game.
Since it doesn't include an uninstall program, you'll get some practice in deleting files.
Straight-forward and intensely atmospheric; wall-to-wall sound.
Addictive action, intuitive controls, loads of variety.
Great graphics; fast action; lots of cool little touches.
Exhilarating gameplay and hella-smooth graphics.
Lots of tools to design theme parks and rides; finances don't bog you down.
The best graphics yet in the series; sieges are beautifully rendered.
Six games in one; Windows environment makes for easy access.
Detailed; great sound effects; a good mission editor; some multiplayer support.

Fast-paced action; nice graphics and music; a few innovative concepts.
Incredibly detailed roleplaying; tons of options and a crisp interface.

Great subject matter. Some good graphic effects. Interesting missions.
Easy to get into; novices may enjoy it for a brief period of time.
Easy to get into and good pacing.
Accurately depicts all aspects of sailing...
Wonderful puzzle integration; compelling story line; dozens of characters to interact with.
Video sequences are informative; levels get progressively harder.
High-quality soundtrack; good variety of fighters; colorful backgrounds.
Internet play is good fun; an okay title for fans of Powerslave and Mechwarrior 2.
Nice visuals; no-holds-barred, screw-yer-buddy gameplay.
Five unique tables; crisp sound clips; value priced; works well on slower systems.

Sheet1

Splendid graphics; good gameplay, and a slick morphing vehicle to control.
Handy help features; multi-player options; plenty of challenge.
Fast-paced action that never gets bogged down; rocketing these cars around the gorgeous VGA tracks is a blast.

Astonishing graphics; great arcade driving "feel" puts Ridge Racer to shame.

The graphics are nice and the frame rates are fast.
Good naval combat and dueling scenes; story has some charm.
These games should run fine on just about any machine. The simulations are fairly deep in historical data and play options.
Great graphics; smooth control; excellent Internet play.
Graphics look good, and the requirements for full details aren't too steep.
Mouse interface is easy to use; lots of games for one price.
Good control and fast action combine for fun gameplay.
A genuinely large gaming world; lots of characters to interact with.
Simple design and interface makes it accessible for all ages.
Good landscapes and engaging gameplay.
Charming graphics; some clever variations on a classic theme.
Deep and subtle strategy. Spies. Fresh multi-player gaming.
Pretty lens flare. Great animation and monster design.
It can be a lot of fun to play, especially if you're a Lovecraft fan.
Great level design, lots of personality.
The graphics are nice.
Some of the mini-games are really hot...
Engrossing story line; lots of NPCs, items, subquests, and stats for hard-core gamers.
Beautiful graphics, entertaining animations, challenging play.
A faithful Windows adaptation of an old favorite means a whole new audience can enjoy this classic.
Sharp, hi-res graphics; a few challenging puzzles; solid interface and inventory system.

Nice, fast graphics; great network play; more big-robot action than you can shake a joystick at.
Plenty of stuff to destroy; network support gives it good replay value.
Goofy animations; chipper music; fun, console-style action.
Stunning graphics; good sound; well-conceived plot; a good variety of puzzles.
Intricate plot that will use all your detective and puzzle-solving skills.
Gorgeous accelerated graphics, fast paced levels, and excellent production values.
Extremely addictive gameplay and enormous depth.
The gameplay, graphics, AI, and engine are meticulous models of strategy gaming.
Beautiful cockpit panels with plenty of functionality; good nav and comm tools.
Slick graphics, great gameplay, realistic control.
Excellent video (with MPEG hardware), acting, and writing make drama work well.
Gorgeous terrain graphics; lots of action.
Great new graphics and a ton of extra features add depth to a classic game.
All the novel concepts and depth that have made the SimCity games legendary...
Swooping around skyscrapers is a blast.
Robert Trent Jones, Jr., does the video tips. The profile view is well done.
Challenging mix of economic and environmental concerns.
Good-looking SVGA graphics, and an interesting concept. Oh yeah, and little people to lord over.
There's a lot to explore and plenty of variety.
Good looking graphics; cool weapons; multi-player is fun and stable.

Sheet1

Fairly convincing down-hilling sensation.
Simple interface; decent sound effects.
Beautiful graphics and intriguing plotline.
Clean SVGA graphics; slick interface; expansive mission areas; new multi-player options.
The full-motion video is high quality stuff.
Uh, well, God Lives Underwater did do the soundtrack.
Fast-paced action and absolutely beautiful graphics.
Plenty of variety; good puzzles.
Terrific gameplay; great puzzle variety; nice bells and whistles; good for the whole family.
Good arcade-style fun; nice 3D graphics.
Not many games let you put a "Goat" between your legs.
Sharp graphic detail; smooth animation; pleasant soundtrack.
Attractive accelerated graphics; track editor; multi-player options.
Uh, um, let me think... you can kill people and not get arrested.
Lots of weapons; plenty of scenarios; engrossing.
Flexible player editor; you can design uniforms.
It's an easy-to-use adaption of the classic card game.
A great conversion, every bit as fast and colorful as the Sega Genesis originals.
Funky graphics and a unique play system.
Cartman will make you laugh once or twice.

Hilarious dialog; engaging story. Good puzzles. Excellent interface.
Good concept; clean, high-res graphics.
Pokes fun at trailer trash.
The box has one of those funny moving pictures that changes as you tilt it.
Sharp graphics, menacing atmosphere, and challenging squad-level excitement.
Plenty of the puzzles and sci-fi jabs you've come to expect from the SQ series.
It doesn't take up any hard drive space; graphics are OK.
Easy to learn, but with hidden depth; tenacious AI opponents; multi-player options.
Great atmosphere; sharp accelerated graphics; challenging missions.
Can be mucho fun when a lot of players compete on a network.
Fantastic visuals; relentless speed; out-of-control and fun gameplay.
Innovative puzzles and top-notch video put Spycraft ahead of the pack.
Sweet graphics and sound; modern play gives it life beyond its 32 scenarios.
The familiar faces, familiar voices--even familiar sound effects--ought to please any Trek fan.
The beautiful "World at War" engine has been refined even further.
Many units; some new gameplay concepts; long, non-linear campaign.
Epic story line; wide variety of aliens; professional voice acting; tons of things to do.
A seductive, involving storyline; Unequaled degree of campaign control.
Good, jump-right-in gameplay with time-tested Panzer General play style.
An exciting mix of strategy and combat keeps things cooking.
Fairly challenging and varied computer opponents; nice two-player mode.
Good story line, sharp graphics; full-speech from TV cast.
Some Trek fans will enjoy playing as crew; good use of film footage.
Smooth play; excellent characters; clever storylines; a real Star Trek feel.
Surprisingly good production quality, and a curiously amusing storyline...
The sounds and images from the original Star Trek are cool.

Lots for Trek fans to like; decent multi-player mode adds longevity.

Sheet1

Nice use of Star Wars characters as strategic assets.
Whimsical and action-packed.
Diverse Races, strong, interesting game world, and the classic WarCraft gameplay.
Smooth graphics; plenty of missions; the explosions are really cool.
A good, pure, arcade-shooter; clean, crisp graphics.
Rich in depth and flexibility, intuitive interface, excellent manual, unmatched tutorial.
Infocom fans will like these brain-teasing puzzles.
Graphics; detailed manual; vehicle customization options.
Eye-popping graphics, smooth Internet play, furious combat.
Beautiful to behold, easy to learn, and full of drama.
Great graphics, silky-smooth interface, tremendous variety of scenarios.

The same great core gameplay, with an interesting new layer of command.
Fantastic sound effects, nice graphics, intuitive and simple interface.
Great concept; neat fortress-building feature; broad unit library; high replay value.
Uninstalls easily. Bluegrass fiddle legend Darol Anger plays on some of the music tracks.
Mission-based structure requires thought; good story line; nice modifications to the Doom engine.
Straight-forward, unmuddled, and pleasant to look at.
Dynamic flight model, excellent missions and mission builder, challenging opponents, deep play.
Note-worthy graphics and incredible atmosphere.
Fast-paced; low lag; good pricing model.
Great graphics; solid control; white-knuckle fighting action.
Remarkable realism; excellent graphics.
Good, solid gameplay with a high level of difficulty and plenty of humor.
Lots of tracks with clever hazards; good modem and network options.
Mission maps are large, and there are plenty of missions to fly...
The jewel case can be recycled, and the game CD fits very nicely into a grabage can.

Demanding real-time action; wonderfully dark and moody feel.
The most astonishing movement control in any game anywhere ever.
Sharp new graphics and animations; diverse inter-dependent settlements.
Some good questions; pretty interface.
Great-looking graphics, cool animations and effects; True Putt mouse swing.
Great graphics; innovative table design gives more bang for the buck.
A great new look, plenty of control options, and lots of levels that'll keep you busy for weeks.
Nice production values. True Putt option makes things interesting.
Beautiful graphics; nice prehistoric setting.
Beautifully animated players, network compatible.
Two modes of play, good frame rate.
Good enough to be played by professional warriors.
Good sound and graphics (especially with a 3D card); nifty weapons.
Good graphics; low latency connection; strong gameplay; good replay value.
Some good features (way points, helicopter views), and multi-player action.
Incredibly friendly interface; virtually infinite replay value.
Unique flight command element; relaxed flight model. High frame rates; strong visuals.
Sharp, living game world with moving vehicles and innocent civilians.
It's still Tempest -- a classic.

Sheet1

Good and messy mystery plot; well acted; beautiful environment.
Good use of humor to mock the very sport it's based on.
Highly playable, fast, and addictive with almost no learning curve.
Lots of action and a large environment to explore; killer sound effects.
Multi-faceted gameplay, slick interface, and built-in mission builder.
The rules are simple and the play is lively.
Nice explosions and colored lighting effects, cool box.
There's some genuinely creepy material here...
Simple and flexible menu interface; plenty of options.
Great 3Dfx support; cool tracks; cooler cars.
Mind-blowing terrain graphics on a variety of real-world tracks; cars look fantastic.
Network play is okay; groovy thrash soundtrack.
My 9-month old son like the bright colors.
Consumer-friendly, with online hints; film-noir feel and story.
Very original, deeply absorbing, and lots of fun to watch.
Terrific premise; great sound and graphics; more resource management than most strategy fans could hope for.
Good weapons variety; network and multi-player options.
Innovative blend of RPG and action elements; excellent world creation; solid visuals.
It's a solid, faithful adaptation of the boardgame.
Some of the explosion graphics are kinda neat...
Lotsa missions; colorful voxel landscapes.
Cool character designs; the trucks are animated nicely.
A new, innovative design with engaging gameplay.
This is one of the most absorbing and satisfying PC games ever designed.
Pristine presentation; many options; great graphics; easy gameplay.

More guns and tanks than you can shake a panzerfaust at.
Wonderfully cinematic gameplay, sleek controls, and detailed animations.
Great graphics; games are quick, clever, and easy to learn.
It's funny to hear the announcer say "Dong Wins."
Beautiful graphics; intriguing story line; some interesting puzzles.
The gme does hint at the excitement of undersea exploration. However...
Lots of boxers; historically accurate; runs on just about any PC.
This is the best hunting sim yet...
Realistic car handling; nice car graphics and weather effects.
Great atmosphere, terrific sound, and plenty of gameplay to get your teeth into.
Gives you a chance to see what a Java-based game looks like; free paperback.
Great premise with spot-on presentation. Sharp graphics, excellent control, nice tactical phase, and thrilling gameplay.
Be as unethical and treacherous as you please.
Terrific puzzle design, nail-biting action, sumptuous environments.
Beautiful visuals; better locales; awesome vehicle action!
New moves and vehicles and an interesting plot add some spice.
Interesting visual style. The way the floaters' legs wiggle is cool.
Outstanding graphics; solid stats; and dynamite career and league play.
Pitcher/batter animations are slick; management and sim options are still solid.

Great presentation wrapped around a solid, playable adventure.
Nice full-motion videos; slick tutorial missions; novice-friendly manual.
Terrain graphics aren't bad; James Tolkan is cool.

Sheet1

Wonderful graphics; simple control; hint button for tough puzzles.
Real-time, dynamic campaign engine and mission planner add depth to an already good sim.
Beautiful graphics; 50 single-player missions; smart AI; funky music.
This team management sim is comprehensive and unique.
Nice graphics, outstanding sound, and an offbeat sense of humor.
Genuine arcade-style action at a bargain price.
Nice graphics; good music; multi-player options (with Windows 95).
Nice graphics, good voice-acting, and a humorous story line.
Those cute Toy Story characters.
Decent graphics; good music; net multi-player add-on could add excitement.
You name it--beautiful graphics, a near-perfect interface, and a chance to play god (or at least Andrew Carnegie).
Atmosphere, innovative control. Impressive AI, when it works.
Well-modeled stadiums; improved pitcher-batter interface; neat special effects.
Fantastic graphics; generous multi-player options; great fun.
Awesome atmosphere; fast, instinctive play; oodles of options.
Still the best graphics and sound around; tons of options.
Good variety and challenging puzzle gameplay.
It has potential for being a party game.
Great graphics, plenty of options, and good fish AI.
A good-looking, good-sounding shooter.
The sound and graphics are very well crafted.
Excellent enemy models; area-specific damage model; lots of cool weapons.
Slick enemy designs; weapons kick some major ass.
170 crosswords; handy hint features.

Bizarre environments, characters; massive game world; tasty graphics.
Good control; impressive level design; destruction galore.
Great looking graphics; non-stop action.
Great graphics, effects, sounds, and gameplay.
Great attention to the details of naval flight operations.
Super graphics provide a "you are there" feel as no other naval game has.
Fantastic visual effects; multiplayer support; excellent arcade physics model.
Gorgeous graphics; simple interface; huge world to explore; lots of people to meet.
Great graphics, sound, storyline, and special effects.
The easy-to-use interface allows for a quick game without a lot of setting up.
It has some of everything--great graphics, great strategy, and AI that will give even experienced gamers a run for their money.
Modem play; fairly low hardware requirements.
Great-looking graphics, modem play; super playbook editor.
Truly interactive video with great characters, script, and puzzles.
Intriguing puzzles, super graphics.
Great graphics; an NFLPA license, and easy-to-use tools for creating custom leagues.
Excellent arcade action and play design; good sound effects and graphics.
Superlative graphics and sound, lots of things to kill.

Fast-paced, original, and absorbing; great graphics, controls, and sound.
Excellent graphics; nifty looking ships and structures; streamlined interface.

Sheet1

Well-crafted and Interesting world, opponents, and missions. Easy interface
It's got good AI, which is the heart and soul of any chess program.
Superior terrain graphics; complex game world.
Cool premise; lots of weapons and enjoyable gameplay...
Excellent graphics; smooth Internet play; nice balance between arcade and sim.
A powerful chess engine; sharp graphics and plenty of extras.
Mind-boggling animation; good control; packed with goodies.
Remarkable graphics; sound, music; super-tight control, lots of special moves.

Spectacular to look at, and intense fun to play in the early stages.

Gunplay and destruction galore; solid D3D support.
Menus are straightforward, network play can be fun.
One of the most realistic and addictive sims ever.
Excellent graphics; slick interface; informative tutorials; options galore.
A great simulation of a fantastic pool challenge.
Comes with McAfee Anti-Virus; the concept is great.
Good concept, impressive acting; some strong visual ideas.
Soap-opera quality acting (which ain't saying much).
Pitcher-batter interface is well done; computer AI is failry good, comparatively.
Good track design; cool concept.
It looks great, sounds good and has gallons of options.
The trimmings aren't much, but the basic game is a solid and rewarding effort.
It's unique, refreshing, and doesn't take itself too seriously.
Hyper-accurate and fascinating battle sims; detailed online reference library.
Challenging, well-balanced elements combined with lots of action.

A detailed approach to real-time strategy gaming, with complex units and a rich background.
Top 'net technology; human opponents; realistic flight-modeling; 100 plus player arenas.
The zoom mode and gene collectiong elements are interesting...
Good graphics, two-player options, and unbeatable play value.
Diverse and challenging play; excellent mission editor; technically superb head-to-head play.
Effective 3D engine. Large maps with shifting mission goals.
Superb graphics and a really classy soundtrack.
Quality full-motion video; attractive SVGA graphics, intriguing squad-based combat.
Superb graphics, fresh gameplay; a faithful translation of the miniatures game.
A solid wargame with a good fantasy background.
Stable program; lovely art; solid AI and scenarios; new TCP/IP and IPX support.
Interesting, challenging missions with a real sense of roleplaying and story.
Engaging story; brilliant interface; ability to design units; free Internet play.
If you liked the movie, there are a lot of cut-scenes for your viewing pleasure.
Network and modem gameplay, challenging if unrealistic missions.
Excellent graphics; interesting scenarios; high replay value due to scenario editor, online options.
Gritty animation and graphic novel-style story-telling.
Varied, challenging, fun tracks; beautiful high-res graphics; network play.
Armchair detectives may be entertained for an hour or two.
You couldn't ask for a simpler interface, and there's lots of bang-bang.

Sheet1

Solid arcade-like strategy and action. Outstanding multi-player options.
A stunning visual and aural feast; good acting.
Incredible video sequences with Hollywood production values; greater variety in combat sequences.
Graphics; gameplay; more missions, less story; new weapons and ships.
Wonderfully goofy Easter eggs; a decent shooter with some interesting features.
Wonderful graphics; superb sound; believable flight models; a corny-but-lovable narrative.
Nice graphics and a pumping techno soundtrack.
Graphically stunning; excellent control.
A good engine at work here; multi-player options greatly extend gameplay.
Medieval hack-and-slash action in a setting that hasn't been done to death.
Hours pass like minutes in this fascinating RPG for nature lovers.

Snappy graphics; marvelously intuitive interface; a good scenario generator.
Looks great; fun and detailed storyline; solid, logical challenges.
Good range of puzzles for a little bit of cash.
It's pretty, and match-play options add variety.
Training mode and penalty shots are welcome additions.
The strongest poker AI to date, plus you get to sit in on the World Series.
Excellent player animations; simple and fun to play; lots of action.
Clever design, cute graphics, and loads of fun with more than one player.
Simple, fun, well-balanced combat; many excellent weapons; great multi-player.
Lots of fun; good for long and short sessions; adaptable; low system requirements.
It has a load of puzzles, and the acting is good to excellent throughout.
It's a promising idea. There's some nice cartoon animation, and the interface is easy to use.
Manages to be totally stupid and totally enjoyable; excellent network play.
Big characters, lots of moves, and nice control.
Visually stunning graphics and effects; plenty of mission types, flexibility, and planes.
Good acting; beautiful packaging and interface; original (but dated) story line.
The gameplay is great. Custom characters, great storyline, and simple combat interface make it completely absorbing.

A highly enjoyable strategy game. All the "first encounters" are as intriguing as ever.
Strong strategic element; decent space combat; nice alien ship models.
It's almost a dead-ringer for last year's best strategy game.
Great-looking animation, ultra-enjoyable button-mashing madness.
Great story; impressive graphics; cinematic battles.
Superior graphics, great multi-player action; well-designed cooperative missions.

Customizable; smooth frame rate; inventive concept.
Simple and solid gameplay; 15 deceptively large levels; bonus multimedia movie.
It's got all the building-tinkering fun of SimTower.
Clever trivia questions; clean, thoughtful design; hilarious categories.
Great presentation, lots of humor and just darn tremendous fun to play.
In-depth TV trivia; great TV-themed animations, graphics and sound; difficulty level is a bit higher than other Jacks, but that's

Sheet1

Tons of questions; great humor; plenty of variety in types and difficulty of questions.
Looks great, and has plenty of originality to breathe some life into the genre.
Highly original and creative game world; E-Mail Internet play.
Some genuinely weird and unusual visual elements.
Zephyr's sound effects and music are good.
Good concept; nice graphics; smooth gameplay.
A classy brain-teaser that will challenge even the most experienced word-game maven.
Excellent concept with fast and nimble vehicle physics.
Visually stunning; lots of Zork humor; challenging puzzles; lots of gameplay.
Beautiful graphics, Z-vision 360-degree rotation, and puzzles that actually make sense in the context of the story.
The full-motion video clips are pretty well done.
The campaign games are fascinating and challenging.

Sheet1

LOWS,C,166

Tedious, uninteresting story; banal gameplay; frustrating repetition.

Somewhat irksome controls; no printed manual; only 12 missions.

Only persistent gamers will be able to deal with the linear gameplay.

The interface takes some getting used to, so you won't be hooked right at first.

Everything might not work right all the time. In places, the graphics are disappointing.

If you're used to flying hi-tech sims, you may find this concept too abstract.

Interface is all but impenetrable; learning curve is steep; even the shoot-'em-up mode fails.

The tables are a little slow; lack of gameplay options; only two tables.

The manual needs to be translated into real English; some awkward design elements cause needless irritation.

Frequently too tough; hardware requirements are still pretty steep.

May be too high-tech for some; the lack of full-screen battle images mutes the intensity.

Blocked graphics, puzzling terminology, and thin documentation.

Annoying artificial intelligence, lots of micro-management.

Disjointed campaigns, several bugs, and only average graphics and sounds.

Controlling big engagements too often means zooming out and missing some of the fun.

Bland landscapes; jerky control; targets difficult to find.

Very steep hardware requirements; occasionally long load times; only one campaign.

Choppy graphics; no 3D card support; no multi-player; unsatisfying gameplay.

No provision for saving or restoring scenarios; little variation in gameplay.

Control feels unresponsive; unusual keyboard commands.

Solo games feel lifeless compared to multi-player games; \$9.95 a month to play online.

The series of simple challenges isn't very likely to satisfy experienced players.

Movement can be frustrating at times; story is fairly linear; some graphics are dated.

Not much variety involved.

Flaky sound drivers, some setup troubles, no in-game voice acting.

The same things occur every time you play, so it can get too easy to cheat the fates.

Enemies are weak and uninspired. The gameplay is confusing, and only moderately challenging.

Very slow, uneventful gameplay. You're a space-age locksmith, trying to open doors just to play the game.

Extremely weak voice acting and dialog; timed puzzles make most of the game unnecessarily frustrating.

Not enough new here, and some desirable features are missing.

Alone 2 lacks the same eerie atmosphere and devious puzzles that made the original game such a hit in the first place.

Finding a good shooting angle is tough; it's still just Alone in the Dark.

Illogical puzzles; mostly static backgrounds; very small amount of gameplay.

Some aspects of ACW become clear only after many hours of play; manual could be better.

Frustratingly difficult; stingy password allotment; no mouse or joystick support.

Lots of draw-in; control suffers when too much is happening on the screen.

Compatibility problems; less patient gamers may have a hard time sticking with it.

Mediocre graphics and sound effects; an almost complete lack of innovation.

The price (\$49.95) seems a bit steep considering the overall quality of the game.

Explosion graphics could be more impressive.

High hardware requirements; cockpit art limited to 640x480; choppy textures.

Somewhat clumsy integration among the game's modules.

May run slow on older machines, gameplay is fairly linear, and there are no multi-player options.

Very picky about sound cards and mouse drivers.

Grainy graphics, sluggish pace, one-dimensional gameplay.

The control system is irksome. Graphics are behind the times. Nondescript atmosphere.

The interface needs major work. The puzzles are crap. The threadbare plot proves there really is such a thing as too much w

The graphics are so-so; missions become too difficult; interface is cumbersome.

Sheet1

Spotty graphics; lack of important options; frustrating play.
Small, repetitive battles. Annoying controls. No realism. Chunky terrain and framerates to match.
Weak graphics, tired sound effects, terrible artificial intelligence, and no real resource management.
Dodgy controls. Some missions are too puzzle-like and require repeated attempts.
Ho-hum graphics; few improvements over the original game.
Some puzzles too easy; moderate amount of CD swapping.
It can be tricky to make your way through all the information that accumulates as your empire expands.
Disorienting, confusing. Uninspired.
The game is very short, not very challenging, and, aside from the cut-scenes, looks very dated.
Slow to start; maddening menu animations; clumsy viewpoints.
Improvements are largely cosmetic; underneath is a boring and repetitive game with little replay value.
Pretty or not, it's still just Asteroids; no music; loads slowly on that 286.
The games themselves just aren't as much fun as I remember them. They're simplistic and repetitive.
Bafflingly slow performance; some agonizing reminders of how bad some of these games really were.
Same old puzzles. Same old pop-up dialog boxes. 3D character movements are jerky and unbelievable.
Takes up way too much hard-drive space; no advancement system; ugly playing boards.
A slots-only sim is too narrowly focused for many casino enthusiasts; none of the machines are actually used in casinos.
Runs poorly even on high-end machines; lots of hunting for yet another key.
Retro graphics and interface will alienate many; not exactly an original.
Very expensive; demanding system requirements; unimpressive terrain.
Occasionally too hip for its own good; quirky camera angles; some abstract graphics.
May be too intense & disturbing (and possibly too easy) for some players.

May be too "cute" for some; PC conversion loses a little.
Much of the game relies on luck. You have little control over the baldies, which is very frustrating.
Some boring quests; a few minor bugs.
Tricky installation with some video cards; nudging effect is a bit exaggerated.
Flawed basic design; often frustrating to play; technically spartan.
Wacky controls; bad acting; short length.
Actual MLB team names are not used. Very few bells and whistles. No hard-copy manual.
Shoddy graphics; weak 3D engine; non-interactive tutorial.
Clumsy interface makes using those gadgets a real pain; gameplay is stupefyingly unoriginal.
Choppy animation and sluggish control if you don't.
The control is really, really bad. Even through 3Dfx, the graphics and animation leave a lot to be desired.
Controls are sluggish; lack of a "tournament" structure makes for repetitive battles.
The two-player mode suffers greatly from lack of modem support.
Only one unit can attack an enemy at a time; the graphics and sound are average.
Steep learning curve; oddball rules and conventions will be a turn-off to players who find the mass of detail overwhelming.
That's all it does. The graphics are drab, and there's just not much depth of gameplay.
All that detail causes gameplay to bog down under its own weight.
Annoying bugs; frequent crashes; features that don't work; a pathetically inadequate manual. This game simply wasn't finished.
This is a complex, hard-to-control battle; novices should not attempt total command until they get used to things.
Some players simply won't want another Battle of the Bulge game, no matter how well done.
A few might-have-been scenarios would have been nice - like giving Lee all of his cavalry to see what difference J.E.B. Stuart would make.
You have to be very much "into" Napoleonic history to get the most out of this game.
Larger armies tend to move woefully slowly in the strategic section.
Those snazzy cutscenes refuse to go away, and there's no option for turn-based combat during the scenario modes.
Slow, choppy, buggy; ugly up-close; doesn't take advantage of Win95 or DirectX support; no 3D support; difficult levels.

Sheet1

Ancient graphics, lackluster gameplay, and shoddy controls deal a triple dose of death on this clunker.

Some fuzzy AI; fussy keyboard re-mapping.

Can't customize racer; no network or modem play.

Pointless gameplay; annoying and unnecessary resource management.

Extreme system demands; if you get hooked on it, you may have to invest in a quad-speed CD-ROM drive, whether you're re.

The Craps game is so bad it's no longer worth playing.

Only one course; limited commentary gets tedious; slow play.

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

No multi-player mode, questionable level design, tedious switch-hunts, enemies too easy to kill.

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

Traveling becomes repetitive; interface needs streamlining; lack of a professional writer's touch.

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

Annoying commentary, fuzzy controls, limited gameplay.

The camera can get confused during spirited fights and the over-the-top amounts of gore may offend.

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

Unbalanced, incomplete play elements; poor adventure mode.

...until they reach a dreary mid-game sequence with confusing mazes and puzzles.

Empty feeling because no real character interaction; some tacky production elements.

You'll find yourself doing the same thing over and over again; weak enemy animations.

Branching story means you can miss major scenes; some hokey characterization.

It can get a bit repetitive. The graphics are only average.

Very difficult. Doesn't feel quite as 'solid' as Duke.

AI is really slow and none too bright; promised modem support is a no-show.

Long load times; shaky AI; some bland level design.

Flat sound effects, constantly clicking on basal golems.

Hard-to-distinguish graphics; monster AI is generally dumb.

Choppy animation; so-so graphics; uninteresting gameplay.

The video and puzzles are a lot better on their own than combined; not very interactive.

Weak graphics; repetitive action; a disappointing soundtrack.

Graphics in play mode take you back to EGA days.

Waiting for a game to reload. And waiting. And waiting.

Dry, clinical feel; limited replay value; and too few puzzles.

As we say down in the South, "It looks like it's been whupped with an Ugly Stick!"

Retro graphics; lack of narrative thrust.

The action and strategy quickly becomes familiar, then frustrating, and eventually tiresome.

The limited elements put BH 95 far behind in the simulation stakes.

If you don't like bridge, there's nothing here for you. Any faults beyond that would be petty nit-picking.

Playability is slightly hampered by lack of minor features, such as auto-playing forced moves, and cancelling a rubber match.

Only two courses; lack of Internet options is a bummer.

Some of the puzzles aren't always sensible. The story isn't as thrilling as the first game.

Gameplay is little more than clicking your mouse at the right time; limited multimedia elements.

Limited camera angles; crowds look funny.

Limited in gameplay; fast animation can be hard to follow.

The game itself is incredibly dry and uninspired. Not Sega's best title to choose to port over to the PC.

Numerous flaws will frustrate you; the voice acting is embarrassingly bad; the game world lacks vitality.

In the beginning, it's all too easy to become frustrated by the movement interface. Runs slow on 486s.

Sheet1

Graphics are sometimes chunky; the plot is too linear.
Needs more classic cars. Mplayer support not up when it shipped.
Too many egregiously frustrating puzzles and illogical plot devices, especially if you're a newbie.
Mediocre graphics and shell; repetitive combat scenarios.
Never jells into a cohesive whole; clumsy design elements, scattershot gameplay; sparse statistical data.
Monotonous, poorly conceived game that is overly dependent on randomly clicking here, there, everywhere.
Lousy ball physics, bad controls, and cheesy horror theme.
Some may find routine city-building monotonous; the frustration level may be a bit too high.
Economic odds are stacked against you; a custom map-editor would have been nice.
There's an irritating flaw in every single phase of the program.
There are some genuinely unfunny jokes. Some puzzles were pointless.
This game has weak graphics, a clunky interface, and very confusing arcade sequences. It's just not much fun.

Sometimes hard to get exact control from the mouse interface.
Too complex for some gamers; too tedious for others.
No fun, plenty of annoying faults.

An unfinished feel; feeble graphics engine; too many minor nags.
Sluggish graphics engine; touchy controls; no Internet or modem support.
It takes too long to get in killing range; there are only three weapons to use and only four dangerous dinosaurs.
Graphics could be a lot better (16 colors just doesn't cut it anymore), and a decent campaign mode would be welcome too.
Alpine-steep learning curve; presentation lacks pizzazz.
No options for multiplayer competition; weak strategy guides.
You just can't lose, so this ain't gambling. And the games are all quite average.
A less-than-intuitive user interface makes for a lot of delays and unnecessary clicking.
Graphics and sound are merely so-so; crashes and collision need work; the game needs more bikes, dammit!
Truly awful on all accounts. Bad graphics, tiresome action, and lame controls.
A lack of update screens, diplomacy, interaction, custom options, tactical combat.
Confusing gameplay; poor instructions for beginners.
Graphics could be smoother, and some online hints would be welcome for the toughest puzzles.
Pretty short on actual gameplay.
It's a tough game, and it could have used a bit more variety.
You can only fight as Ultramarines. Minimal keyboard support. Some minor bugs.
Mediocre graphics and dull, monotonous gameplay.
Bad mouse control; levels are throwback to Doom; no Internet support.
Supports Win 95 only.
Er...there's no feature that will automatically order pizza for you.
As a stand-alone chess opponent, this program bites.
Not enough story; gameplay dissolves into a series of pixel hunts.
Too much time is spent traveling; newcomers may find the options overwhelming.
Not entertaining; not exciting; not really much of a game.
Voice acting isn't exactly professional; some puzzles require too much pixel-hunting.
Blah, circa-1995 graphics; no convincing sense of speed; unrefined gameplay.
Incredibly short playing time; pointless puzzles; Euro-crap interface.
Graphic style may alienate as many as it pleases, especially the miniatures-style battle scenes.
Victory system encourages suicidal stands. Underestimates effects of cannon.
Some rough spots in the initial release, but they've already been smoothed out.
Lacks spark; clunky interface; overpowerful superunits; poor performance; no autosave.
Cheesy animation, bad dialog, lame-o puzzles.

Sheet1

No bells or whistles; you'll probably yearn for a more intelligent computer opponent.
Three of the games require little or no skill, and there's no tutorial to help you master the other two.
Boring. A rehash of a dead genre.
Lack of humor and the limited variety of puzzles affect the games' longevity.
Minuscule men, control problems, no elevation, and a limited choice of scenarios.
The real-time might turn off wargamers, while the realism will confuse C&C fans. Campaign status is roughly handled.
Off-map artillery is weak and arbitrary; no air support.
Idiot wingman, small game world, dippy AI in general.
Terrain graphics look flat down low. A real system hog. Canned campaign missions.
More could have been done to upgrade the Dune II engine, such as an additional zoom level.
Some changes are merely cosmetic; the AI hasn't improved that much; some missions have too much of a "puzzle" element.
Once the novelty wears off, there's just not enough gameplay to hold your interest for long.
...although much of the time the linear campaign and very difficult missions are frustrating.
Ponderous interface; lock-step puzzle design; silly restrictions on units.
The solutions to puzzles are often far-fetched; inability to examine the items you pick up; steep system requirements.
Not much gameplay; thin connections; only five levels.
Pig-ugly; a brazen rip-off of a better game.
Hopeless mouse control in jousting segments, big logic-holes in the economic system, no siege warfare, numerous skimped
Not a lot of variety in the graphics; interaction is dry and lifeless; no map editor.
Aside from the new high-tech shell, this is a very basic game with a linear plot and confusing tone.
The sound and graphics aren't all that great, hurting the overall package.
Limited gameplay; what's here just isn't very challenging.
The gameplay is thin; the controls are occasionally frustrating.
Some truly cheesy acting; low on interaction.
The camera angles don't assist you in the jumping puzzles, which are around 90 percent of the game.
Obviously, if you don't like crossword puzzles, this one won't hold a lot of appeal for you.
Outdated and lame clues; nearly unreadable
"Decoder" section; lazy design.
Bad audio, bad control, bad movie. The Crow walks funny.
Extremely violent. Too tough at times, sluggish response at times, and touchy controls.
Graphic violence, unsuitable for youngsters; no joystick support.

Bore-o-rama graphics and sound; the higher math can get tedious.
No screen-scrolling option; sound effects could have been a lot better.
Mostly puzzles; less-than-great graphics.
The "insult-duel" section oustays its welcome by several hours.
The interface is annoyingly sluggish for some functions.
Interface can be clumsy; repetitive gameplay in some scenarios; long load times on slower machines.
Unconvincing graphics, irritating soundtrack, frustrating gameplay.
Minimal story line or options; uninspired, angular characters.
Experienced gamers may be disappointed with this fancy shootin' gallery.
Very little to get your teeth into, and even less to keep you playing after a few hours.
Not a lot of interaction with other characters; pretty steep hardware requirements.
Bland, boring, repetitive gameplay.
Real-time straightjacket all but ruins the good stuff; the manual is, literally, unreadable.
Poor single-player game, with bad AI and confusing missions.
The graphics are blocky in full-screen mode, and the odd perspective can be frustrating.
Moving while shooting in the heat of battle can be awkward at times. And that full-motion video--why?
Almost no character interaction, paper-thin story, clumsy interface, and distressingly bad graphics.

Sheet1

Graphics could be a lot better, and a decent campaign mode would be welcome too.
Typical graphic adventure complaints; jarring lapses in realism; snail-like pace except on fast machines.
The game is too linear, too simple, too short; there's very little replay value.
Short lifespan, game procedures can be repetitive and frustrating.
You may find the fighting a bit too claustrophobic for your taste.
Micro-Miniatures combat is often confusing, making tactics nearly impossible. Few battles are less suited to this kind of warfa
Excessive sit 'n watch segments, and some really dumb dialog.
Action is repetitive and simple; strategic elements are frustrating, clunky interface.
Poor save-game option and inventory access; static photos make for a lifeless feel.

Not too original; almost identical units for both sides. Simple AI.
Fuzzy narrative. Difficulty level and storyline make this game for patient players only.
Actual "game" content is lean; structure can be confusing.
No multi-player support, and some of the levels are a little too busy.
Multi-creature combat would have been a nice touch.
Units occasionally make bonehead moves.
Lots of disc-swapping; some tough puzzles.
Graphics aren't great, hard-drive requirements are horrendous, and handling objects can be clumsy.
Wacky cameras, bad combat control.
No modem or TCP/IP options; poor control and limited joystick support; extremely difficult missions.
Bad dialog, bad animation, bad puzzles.
Flight physics may be too forgiving; many missions feel the same; confusing keyboard commands.
Choppy frame-rate; limited number of cars and tracks; port could have been done much better.
Daytona is showing its age; There's no 3D support; clipping and texture problems.
Maddening interface, mediocre graphics, occasional problems with controlling your team.
Surly and ungrateful colonists get pissed off too easily and too often.
Micro-management requirements may overwhelm some players; the interface is baroque.

Too bad it's still a cookie-cutter rail-shooter. Gets real boring, real fast.
No race map; merely average computer opponents.
Once you figure out how to exploit a glaring design flaw, it's far too easy.
The lack of any animation or action may turn off gamers looking for more "modern" fare.
Blocky graphics; difficult control; few roleplaying elements; jerky first-person movement; stupid monster AI; unoriginal story.
Crap save game feature; auto-camera interferes with gameplay; "clipping" problems; lack of Internet play.

Some questionable victory requirements. Retro design (which some will consider a "High").
Waiting or walking is not very exciting gameplay; bitmapped animations can be jerky.
Resolution is limited to 800x600.
It may be pretty, but it's just too repetitive and frustrating to play for very long.
The motherships at the end of each mission are too easy to beat. Lack of level variety.
The complex controls can take a while to master.
Short single-player campaign; thin story line.

Sheet1

Too many labyrinthine and claustrophobic levels; very, very tough.
Poor graphics; poor engine; poor story; long load times.
Childish story; ticklish control; and some truly annoying sound effects.

Tactical combat and 3-D modes just don't work; Discovery system is poorly explained.
The computer opponents are pretty wimpy.
Hardware requirements are steep if you want maximum performance.
Learning the controls is a chore and makes the game harder to get into.
The graphics and sound aren't nearly as good as the game deserves.
Irritations still outweigh any enjoyment you might find.
It's too bad it's held together by a lousy game.
Load times long for slow PCs; quests are fairly linear when you get them; limited options with ranged weapons.
The VSIM control is difficult to master (especially with a mouse). The roaming camera can make you dizzy.
High system requirements, somewhat sluggish controls, gets a bit repetitive.
It's a slow starter. Some puzzles are too vague at the beginning.
Controlling your miners can sometimes seem more trouble than it's worth.
The games aren't any fun.
Some episodes out-stay their welcome; occasionally tricky movement controls may cause frustration.
Too much pointless dialog, working knowledge of Discworld books required.
Resource management is a pain; environment graphics are sub-par; AI will drive you crazy.
The manual could be better; it's easy to get lost in the clunky interface; and more combat views would be nice.
Bathroom humor; limited interactivity; mediocre graphics.
It's still just Doom, and a few more new additions would have been appreciated.
There's only so much of these word puzzles one can stand.

It's difficult to track the number and movements of your units. Lack of useful information.
Character animations are very stiff looking and many of the game's creatures are unrecognizable.
Interface from Hell; incomplete and confusing documentation; necessary objects are impossible to find.
It plays exactly like the arcade original.
Clumsy controls, repetitive gameplay, and chunky graphics. A terrible use of a good movie license.
It could be longer, allowing for more detailed interaction with the characters you meet.
Tiny view window and graphics give the game a dated look; more depth would be nice.
Many familiar and frustrating puzzles, with almost as many bugs and frequent dead ends.
The video is pretty grainy; the repetitive action means there's little replay value here.
Fussy interface, repetitive combat sequences.
Some levels are disorienting, and some bosses are very, very tough.
Boring in-game graphics, weak artificial intelligence, and all-too familiar gameplay.
Slow pace in multi-player battles; no built-in Internet support.
There's nothing new here; graphics and sound are extremely dated.
Lots of dialogue trees; slow story line; and bad voice acting.
Bugs that should've been smoked out before release. Some of the generic dungeons are boring to explore.
Puzzles still seem unrelated to the game's story; limited innovations are not worth the performance penalty.
The design is too focused on a tiny area of a large subject; it doesn't allow the free-wheeling, open-ended gameplay it could.
Keeping track of your units in dark-terrain; dim-witted pathfinding abilities of units.
Complex controls, steep system requirements, and a lack of variety in missions.
Sometimes touchy controls; very difficult levels; silly password/save system.
Plenty of rough edges and a worthless manual.

Sheet1

May be too obscure for many gamers; inspires the use of words like "metaphysical."
The controls can take some getting used to, and the graphics aren't great.
Monotonous game play; not enough action to keep your interest.
Extreme violence and a touch of nudity may offend some.
No joystick support; incredibly difficult and repetitive.
Lessons on advanced bidding theories are non-existent.
Very steep hardware requirements; a few bugs hamper the realism of the game.
The storyline is a little thin, and there's not much meaningful interaction with NPCs.
Having to repeat things so often can be a pain.
No replay value; lame murder mystery; doesn't add anything new to FMV game genre.
Confusing gameplay, idiotic artificial intelligence.
Inadequate manual; stratospheric learning curve; solo play becomes a real trudge.
Some preset scenarios are pathetic; scenario builder is staggeringly complex and wretchedly explained.
Passing is tough because you can't see very far up field. Hold on to your seat--it may run too fast on the faster 486 machines.
Excruciating color combinations; annoying New Age music; boring gameplay.
Numerous design issues make it difficult to play; hambone voice-acting; no settings for difficulty and game speed.
Gameplay glitches; poor memory management. Needs better way of presenting resource information.
As original as it is, the plot tends toward chaos, and often leaves the player confused. Combat can be more frustrating than re
Often hard to tell why performance of products is up or down; more on-screen advice would be nice.

A few bad weapons; aggravating levels; repetitive, uninspired music.
Once you go past the set-up screens, the visual quality turns "foul" with graphics that look at least five years old.
Multi-player support needs improvement; several other features and options are absent
Planes stall too easily, and the machine guns are set to semi-automatic.
Gameplay, graphics, animation, sound, manual, and box.
Server uncertainty; terrible manual; other little niggles.
It's extremely complicated to learn and requires a lot of patience.
Dreadful combat sequences; claustrophobic levels; protagonist's butt is visible at all times.
Ludicrous controls; lame puzzles; tie-in with a grade B movie doesn't help it any.
Weak AI; poor time controls; and no modem play.
Sub-par graphics; decidedly weird interface; too similar to other strategy/trading games.
Weird plot and characters; the interface can often prove more challenging than the puzzles.

Complex control mode is a pain to master; steep difficulty curve.
Poor documentation; occasionally awkward and confusing interface; no Internet play.
The actual game disc is not biodegradable; uses a four-year old engine; AI is so bad, it's funny.
Oh, we could go on all day. Primarily, moronic gameplay and inept graphics.
Limited replay value, too few courses, and less-than-stellar graphics.
Once the novelty wears off, this game is very simplistic and repetitive.
Bad control scheme; sloppy programming; compatibility problems; abysmal computer opponents.
Lovers of high-tech micro-management, a la Harpoon, may find it too streamlined.
Average multi-player features; steep learning curve; high system requirements.
Random technical issues; misleading "co-op" mode and realism features; no universal 3D support.

Linear campaigns can be frustrating; occasional graphic glitches in Direct 3D mode.
Too simplistic, and too easy, to satisfy most hard-core air combat fans.
No real campaign; not enough missions (or an editor); kinda tough for beginners.
Weak features (interface, campaign structure, mission control) carried on from Hornet 3.0.

Sheet1

Inability to re map the keyboard, all-or-nothing realism modes.
Writing is mediocre, inventory is clunky and difficulty level is low. Allegedly "improved" ending is lame.
Commands are pretty complex; control is choppy on a 486.
Annoying and difficult interface, character movement, combat.
Steep hardware requirements; a few bugs and graphic glitches
Too few units. High unit expendability in a turn-based game doesn't really work. No multi-player.
Movement interface can be a bit creaky. Steep system requirements and occasional bugs.
Numerous bugs; the game has a sluggish starting pace.
It lacks the depth of Warlords II; occasional lock-ups necessitate frequent saves.
There are only four games, and none of them are fun.
Milquetoast enemies; no way to save a game in progress; mission time limit.
No Direct3D support (it's 3Dfx-only); outdated graphics; boring, unoriginal gameplay; quirky control.
Controls can't be customized; trees are just 2D sprites; uninteresting career mode.
The AI routines are dodgy and tend to spoil the realism.
Difficult passing and power kicks take a great deal of the fun out of play, at least at first...
Something of a steep learning curve; AI falters every now and then.
You'll need a Pentium 90 or better to really enjoy the high resolution graphics.
Players occasionally behave erratically; tournament modes could be better defined.
Weak single-player game; no real campaign mode.
The slow pace and simplistic nature make this game dull and unchallenging.
Arcade-like flight model. Frustrating cockpits. Heavy fogging. No sun. Staggeringly bad manual.
Abysmally slow on the best systems.
The game is three years old now, and starting to show its age.
Large hard-drive requirements; console save locations.
Unit graphics are often cheesy. Needs more races.
Only 18 single-player missions, so not much longevity for those without friends to play with.
A meager arsenal; shortage of opponents and teammates; awkward control scheme.
Can be painfully repetitive, and combat is frustratingly tough.
Cumbersome interface quirks; lacks some info and control functions; weak manual.
Much horsepower needed to keep it airborne; learning the controls can be time-consuming.
Poor graphics; no gamepad support; gets tedious; not scary; crappy interface.
May be too leisurely for many flight-sim fans; pedestrian graphics just barely pull the plow.
It's in dire need of better documentation and can prove frustrating at first because of it.
You'll need at least a Pentium 90 before the game really starts to cook.
Emphasis on realistic communications and procedures might bore some players; fairly small flying area; steep system requirements.
Useless Win95 mode; screwy keyboard layout and viewing options; joystick problems.
Driving engine is terribly unrealistic; only supports four accelerator cards; no multi-player functions.
Cramped levels; some unfair enemy tactics; weapons don't carry over in levels.
The level graphics and architecture leave a lot to be desired; no joystick support.
Fussy control methods; putting is too easy; some ball physics problems.
Bad video; long load times; little interaction.
Weak stats and a few annoying bugs keep it from earning an Editors' Choice Award.
Same as in 1994: Steep system requirements; big statistical and gameplay problems.
Sterile, unexciting gameplay; primitive graphics; no sense of "being there."
Steep hardware requirements; few reasons to upgrade.
Dubious multi-player action; numerous bugs; Windows screen clutter, DOS hangovers.
Action play is horrendous; presentation is from a bygone era.
Difficult for beginners; bland graphics; not much event variety.
Familiar themes; boring gameplay; repetitiveness; too much screen hopping.

Sheet1

Awkward keyboard controls.
Exploration is unnecessarily frustrating, game's solitary nature can get boring.
Control is terrible. You can't see enough of the levels to make head or tails of your surroundings.
Experienced wargamers will probably feel like they've seen it all before.
TrueSwing is tough to learn; pointless player commentary.
Veteran players will finish the game quickly; gameplay is rigidly linear; arcade sequences get old.
We wish it came with five or six tables, instead of three.
Only three different tables; not enough graphic options for some.
High system requirements; gameplay gets old; where's the modem-play option?
A handful of targeting problems; some of the acting is pretty cheesy.

Sparse manual; a few extra features like instant replay or a full-install would have been nice.
Inferior graphics; little innovation; and clumsy controls.
Choppy animation; sluggish control; inadequate manual.
Limiting flight model; frustrating missions; no multi-player options.
Where's the game? A few good puzzles could have put this in game-of-the-year territory.
You'll need OS/2 to run this one; graphics could be better; it's just another resource management game.
Very short. Serious gameplay drawbacks.
The basic engine you're building on doesn't stand a chance against the current crop of 3D games.
No bells or whistles; some ugly graphics; you'll yearn for more intelligent AI.
Soupy interface; limited control when carefully laid plans are executed.
It would be nice if there were more planets to choose from.
It can get old quickly, so it's best taken in small doses.
Degrading to both sexes, and some weird screen flicker takes away from the enjoyment.
Uninspired combat and resource management, lack of variety in missions and unit types.
Might be too complex for some.
It's Gauntlet with better graphics and wisecracks; but that's not enough to save it.
So-so graphics; not all that amusing
The simplicity and 2-D gameplay may discourage hard-core gamers from giving it a chance.
With only two drab views, bad documentation, and a frustrating interface, maybe it's best to let the evildoers have their way.
Sloppy control; playing with the keyboard is simply not an option; senseless concept; drunk camera system.
A few of the puzzles might be a little too tough.
Really bad acting; tedious puzzles; complete lack of originality; one of the worst endings in gaming history.
Pitifully slow, even on a fast computer; no instructions; bad controls; poor recreation of casino games.
No replay or computer opponents; only three courses and two play modes.
The artwork could be better in spots, and the action may be too low key for some.
Primitive graphics and lack of sound effects severely handicaps the racing action.
Steep learning curve; multi-player options don't include network support.
No true difficulty settings. Coupled with the over-modeled physics, this means a very steep, steep learning curve.
Not enough action for some gamers.
No network or Internet play; simplistic arcade feel; not as fun as other baseball games.
No save game feature; no 3Dfx support in Windows 95; missions can be rather difficult.
Contrived scenarios require suspension of disbelief.
Slow battle development due to animation; steep learning curve; somewhat messy interface.
Some scenes are still very slow to develop; Hannibal is a more specialized taste than Alexander.
Steep learning curve.
It's still a very complicated sim, especially if you haven't played the previous installments.
Definitely an advanced simulator; for newcomers, a steep learning curve.

Sheet1

Not enough features to make it competitive; loong load times.
Network play would have been great, and the split-screen two-player mode wears on the eyes.
A few crash bugs; some puzzles are poorly designed.
Only two courses; some mice can be difficult to calibrate.
Unchallenging tables; not enough table variety.
There isn't much challenge, satisfaction, or fun here.
More variety among the friendly NPCs would have been nice.
If the whole Nordic thing turns you off, you probably won't get it.
No real tactical component.
Unrealistic play on the field; disappointing sound effects.
Unrealistic replay statistics.
Sub-par graphics and sound. Poor camera angles, missing stadiums, and skewed statistics.
Held together by the worst arcade sequences in recent memory.
A tough game to learn and master; appeal is limited to those with an interest in modern naval warfare.
The story's message is a bit confusing.
Outdated interface; unrelenting unpleasantness bound to offend some.
Casino games are ugly and poorly designed; adventure game element doesn't work.
Solo action is pretty humdrum, thanks to uninspired enemies.
Some borderline questions; animations aren't up to usual Jack quality.
The motion gets choppy; the game is mind-numbingly difficult.
The bugs and uneven coding aren't critical, but they are a nuisance. Some weak graphics.
No real flight model to speak of; little replay value.
The nudity, violence and strong language may be a bit too much for some folks.
TV has been through enough incarnations. Big chunky graphics and nasty subterranean play equal frustration.
Limited scope might not hold a child's interest for long periods at a time.
Heretic's mystic setting just doesn't equal Doom in bone-crushing atmosphere.
Some annoying load times; Corvus gets stuck sometimes; and their arr lot's of typos.
Gameply is not a huge leap beyond Heroes II; not a lot of depth.
It ain't flashy -- but that doesn't hurt the gameplay any.
The wait-your-turn, multi-player option for network and modem play can be tedious without any type of time limit imposed.
Gameplay is limited to the same mindless slaughter found in previous shooters. Not many secrets or puzzles.
Spotty level design. Too much running around. Some questionable puzzles. No automap. Long load times.
Poor graphics; interface is frustrating; story line is nothing special.
There may be too many puzzles and not enough variety to keep your interest alive.
The game just ends, and much too quickly.
Hideous batter graphics; some bugs; lack of some options will disappoint stat freaks.
Many small but frustrating bugs; some speed issues need tweaking.
There's just not much to do besides trading; too many still screens.
Dodgy joystick calibration and support. Explosions still chunky.
Solo play is predictable and routine, and the game quickly becomes boring.
Thin gameplay, rail-shooter design restricts interaction.
Veteran PC gamers have seen it all before and may not care to see it again.
Not enough action for some gamers; better sound effects would help the track ambiance.
The interface is somewhat clunky, and gameplay can get a little repetitive.
Arcade fans will miss the sweat-inducing Sega Stunner light-gun.
The "attitude" gets tiresome real fast.
Addictive while it lasts, but it won't last for long. The two-player mode isn't so compelling.
Some of the puzzles are of the abstract, 7th Guest variety. Bad voice acting, graphics and dialog.
Steep system requirements; 3D perspective takes getting used to.

Sheet1

Odd controls, erratic artificial intelligence, and disorienting environments.
Extremely grim subject matter means the game isn't exactly fun.
Some combat encounters are too long; no spoken dialog; minimal sound effects; bad soundtrack.
Below average control and movement; becomes boring; no motivation to keep playing.
Poor frame-rates and mediocre graphics. No Internet play.

Graphics aren't that great; huge hard-drive and hardware requirements; some significant design flaws.
Very buggy. Terrain graphics are mediocre. Crashes are common. AI could be better.
Graphic presentation has some rough edges.

Artificial victory conditions; clumsy ocean maps; non-historical geography; no edit options.
Feels too similar to the original. The increased need for food can be tedious to manage.
The interface is burdensome, and the manual is almost as confusing as it is helpful.
Pre-Doom graphics; not really challenging.
It would be more fun if there were other cases; slow access times; excessive sit-and-watch segments.
Some of the gameplay is too simple, and the acting is pretty cheesy (not necessarily a bad thing!).
The action gets repetitive fast in spite of the various vehicles; the top-down strategy game is an afterthought.
None, really, unless you consider a somewhat sensitive cursor and a bit of hunger for base memory to be fatal flaws.

Infrequent cut-scenes are pretty cheesy; multi-player games could use more variety.
Insanely difficult, repetitive, uncontrollable with analog joystick.
No keyboard remapping. Curious method of playing opening cinematic.
Repetitive structure means limited play life; poor graphics.
Not very original. Keeping tabs on your transportation network becomes a chore.
You'll still need a fast Pentium to enjoy the SVGA graphics mode.
Complex keyboard commands almost make a programmable controller a necessity.
Slow-paced, with tedious gameplay, and puzzles that just never seem to entertain.
Doesn't save player statistics; no option for doubles play.
If you already have the two newer titles, the rest might not be worth the asking price.
Steep hardware requirements; some frustrating missions.
Gets very hard very fast.
Ugly maps, dated graphics, laughable infantry, and the interface is almost as complex for these primitive chariots as it was for
Primitive enemy animation and ill-conceived play areas.

But then again, it doesn't have anything to do with the real war.
Poor graphics; sluggish control; no AI to speak of; lack of innovation; outdated comic book license.
The combat system stinks, and the automapping function is frustratingly limited.
Terrible graphics; anemic sound; appalling acting; thoroughly unoriginal and uninteresting gameplay.
Some missions feel like puzzles; terrain graphics can be blocky; steep hardware requirements.
Some aspects of play are too easy.
Lack of difficulty levels; slow play by computer golfers.
Glitchy long-distance putting; disappointing sand and rough effects.
May seem hum-drum to players weaned on high-velocity, graphics-intensive adventure games.
As in a complex fantasy RPG, there are a zillion things to keep track of, which makes it frustrating.

Sheet1

Side-scrolling formula means repetitive play.
Control with a standard joystick can be a little awkward.
It's over too quickly; those 20 levels leave you begging for more.
Control is a little floaty; tracks are difficult to unlock; lots of annoying ads.
Virtually everything about this game feels old; non-intuitive controls.
Fuzzy physics model, demanding system requirements. No multi-play.
Some spotty graphics and choppy animations; action is minimal.
Unimpressive graphics, limited fishing areas, touchy casting interface, dull multimedia elements.
Despite its claims, this is not a realistic racing simulation; weak cockpits; low budget.
Substantial system requirements; initially confusing; not much replay value.

Entirely too easy. The puzzles are very childish in nature.
A shortage of data makes the campaign feel vague; touchy controls; no tutorial missions.
Boring graphics, fussy controls, and forgettable gameplay.
Too easy for skilled gamers; nothing to keep you coming back.
Little variation in background graphics, in-flight dialogue, and gameplay.
The action can get repetitive, and the sound is pretty thin.
The action quickly becomes repetitive.
Poorly written dialogue; unchallenging, easy puzzles.
Nonexistent AI; slow pace of play; some presentation bug problems.
Too much combat and not enough plot development; shamefully long load times; NPCs are just talking heads.
Non-linear gameplay can leave you lost; the need for lots of backtracking makes it tedious at times.
It's repetitive, frustrating, and almost arbitrary in the many ways it kills you.
Stiff animation; gameplay isn't there.
There's not much in the way of chrome, and the relative simplicity of gameplay limits overall complexity.
So-so graphics and steep base memory requirements; complex gameplay will frighten newcomers.
The interface doesn't leave much for the gamer to do, and the save-game method stinks.
It's all been done before; the different races aren't all that different.
Mostly mediocre level design. Largely uninteresting visual style. Has a cheap, rushed feel.
The 3D interface is awkward; the no-frills manual and lack of features makes this as slim as some shareware releases.
Obscure puzzles require a lot of luck; bad camera angles; occasionally poor voice acting.
Confusing mission goals. AI is pathetic. There's a frustrating lack of worker control.
Easily finished in a few sittings; occasionally wonky controls.
Weak artificial intelligence. Extremely difficult missions.
It lacks the magic ingredient to make it a classic; drags when only a few marbles left.

Dated 3D engine. Certain scene transitions can be jarring. Some performances are less than stellar.
Bad graphics; awful voice acting; abysmally long load times.
Some scenes are ridiculously difficult; the acting occasionally gets too cheesy.
Agonizingly slow performance on any lower-end machine; no D3D support.
Play is confusing, uneventful; sound, video are below par.
Puzzles are often quite difficult, and the save-game system is off-putting in the extreme.
32-color palette; no save games--three strikes and you're out.
So-so graphics except in the Windows Mode; interface can get in your way.
Unforgivable gameplay errors including lack of a hurry-up offense and poor AI.
Fairly high "been there, done that" factor; sometimes the tongue-in-cheek humor is tiresome.
New interface doesn't measure up to the classic.
Difficult puzzles in later levels. Half-realized multi-player games.

Sheet1

Missions feel puzzle-like; adequate graphics; screwy save game feature; no alien campaign.
Some frustrating puzzles, pixel hunting, occasionally awkward interface.
Controlling your ship is difficult, and the game screen is so dark that it becomes hard to even see the targets. Levels quickly
High system requirements; it could be time for that new computer.
Some reports of bugs and video card problems; club selection quirks in off-line tourneys.
New sand play method is questionable; PowerStroke could be better.
There's still not much to do between meals.
Meandering labyrinths can get tiring; some game elements are often repeated.
It doesn't make advances over previous Living Books; a little more educational content would be nice.
Video plays quickly become repetitive.
A modem-support option would give the head-to-head mode much more replay value.
Needs support for more players in multi-player; wingmen could be more independent; mission recorder is greatly missed.
Combat system is awkward; the interface has a few problems; initial release buggy.
Bad sound, bad graphics, bad interface, impenetrable gameplay.
The battlefield screens could stand a bit of enhancement. The happiness ratings also seem arbitrary.
More charts would help. AI is sometimes either too easy or too hard. No custom castles!
It is just a crossword game; non-abecedarians need not apply.

Awkward keyboard configurations for multi-player games; no Internet mode.
Lurking behind the innovative premise are some old adventure-game cliches.
Unfinished feel; plenty of bugs; shoddy terrain graphics; weak AI on both sides.
Incredibly repetitive combat sequences; doesn't coexist peacefully with QEMM memory manager.
No tutorial; countless bugs; this game simply was not finished when shipped.
No Internet support; manual should have been better.
Crucial features are missing. There are some klutzy interface issues. Documentation is littered with errors.
Gameplay is very repetitive, and the graphics and sound do nothing to suspend your disbelief.
A sluggish interface; vague documentation; and a zillion unavoidable deaths.
It is a revamped, repackaged title.
Unimpressive graphics; sluggish gameplay on some systems.
Unwieldy base management; mediocre pathfinding routines for friendly units; slow pacing for construction.
It doesn't take long to finish even if you play all three games.

The AI is suspect; questionable season simulation results; mediocre play-by-play commentary; numerous gameplay quirks.
Fuzzy graphics; boring presentation and play-by-play; can't customize game.
Needs some adjustments to both the on-field action and the difficulty levels.
The gameplay is just about the same as the original Gauntlet; single-computer co-op play would have been nice.
No way to save a game in the middle of the level, which can take hours to complete.
Some of the visual effects get tiresome. The game doesn't forge as much new ground as it might have.

Adventure element is not very interesting; no multi-player support; high system requirements.
It fails to achieve its goal with any sort of success.
Long CD accesses, short game time and weak puzzles.
Inferior flagship graphics and vague command control.
No crashes, no bounces. It's just high-speed graphics bumping into each other through impossible turns.

Sheet1

Lame control means that you'll be quickly frustrated; there's not too much to the game for what you're gonna pay.
Tedious and repetitive gameplay; no level editor; not much fun.
Stunningly boring, cliched, lifeless, and bland.
No Internet play or 3D acceleration; can look pretty chunky.
Uninspired sound; graphics could be better; and the artificial intelligence routines are sub-par.
The amount of micromanaging required is almost overwhelming.
Reliance on traditional platform formula makes it predictable.
The actual typing exercises are presented against an environment that can be distracting to kids.
Complicated interface, vague puzzles and objectives; too short.

Controls are awful and make playing the game a chore. Puzzles are annoying. AI is baffling.
Tough battle management; linear campaign; no speed or difficulty settings; no in-game saves.
Demanding system requirements for hi-res modes; full-fledged net gaming will have to wait for an expansion disk.
New graphics options mean steeper hardware requirements.
The editor sometimes deploys made-up archer units but forgets to give them arrows.
The cars handle like motorized shopping carts; aside from different track designs, there's not much variety in gameplay.
Dodgy controls; long video segments; and underwhelming sense of speed.
Really bad puzzles; nonsensical control; long load times; doesn't have much adventuring to offer gamers -- instead it's just co
Hack, slash, hack, slash. Are we having fun yet?
The graphics aren't anything to write home about, and look rather dated.
Solo play is too damn fast for you to enjoy all the details.
Hard to master the controls; some overly difficult missions.
Lacks network options; all multi-player action has to be played off the same PC.
Frustration levels are high, and the gameplay value is low.
Nearly impossible fielding; some realism lapses; takes too long to complete a game.
Lacks documentation. Some buggy lessons.
Unrealistic physics; poor game interface.
The graphics should've been updated; the menu-driven interface is sorta clunky.
Really needs a monster system to run. More tracks would have been nice.
Frustrating gameplay; average graphics; cheesy sound effects; only one view of on-field gameplay.
Poor or non-existent sound; the interface can be awkward and confusing.
Some chunky graphics, some hokey monsters. Peasants often hamper movement in towns.
Some sense of frustration over how to deal with certain problems or dead ends. Awkward and unnecessary combat sequences.
Little variation from game to game.
No clear variation between easy and hard questions; mediocre graphics.
Stilted video, puzzling transitions, bad acting, and clumsy interface make it almost painful to play.
Inadequate online help, a bit too much corridor-prowling between the more intense sequences, and an anti-climatic ending.
Hex-based movement is a pain; steep learning curve; limited multi-player excitement.

It exists. It takes up four CDs that would have been better used for John Tesh music.
Frame rates drop seriously in a full field of competitors; still no graduated difficulty levels.
Tiny playbooks; poor graphics; and abysmal control.
It is, after all, still a board game conversion, and so ultimately has a flat feel.

Some of the animation is repetitive and merely slows down gameplay.
The multimedia flash gets really old. It's just Monopoly in sci-fi garb.
No career mode. Weak keyboard options and competition modes. Adequate AI drivers.
The lack of an in-game save makes for a high frustration factor.
Not much game play. Finding necessary items is a pixel hunt on the screen.

Sheet1

Almost no graphics or sound to speak of; very little gameplay apart from combat.
A little bit too violent for some people--but hey, it is a fighting game.
The look and feel of the Mortal Kombat series is getting a little stale.
Board-stiff animation, cheesy special effects, and questionable depth.
If you've already spent a fortune in quarters playing MKII, you won't find anything new here.
Steep requirements to get full-screen action; no saved game feature for the tournament mode.
There's an itchy bit of scenery pop-in on some courses.
There could have been more terrain detail on the stunt and baja tracks; limited track editor.
Limited tracks and cares until you place high enough; no damage to cars during crashes.
Motions and comments by the stars become repetitive very quickly, so there's not much replay value.
Plot and puzzles are ordinary, without anything new to offer the seasoned player.
It's the same old song; the better your system, the better the game performs.
Repeated access of the CD-ROM under Win95 will frustrate most players.
It's a crap shoot as to whether or not your particular hardware set up combo will bring even more woe to Myst Island.
Some levels too puzzle heavy; colored lighting overdone at times.
Weak pathfinding; many changes are cosmetic in nature.

Some troublesome unit AI; "friendly fire" a little too unfriendly; no in-game music; no level editor/map generator; need larger v
Lacks that addictive quality to sustain interest; awful music unless you like that techno crap.
Awful hi-res graphics; the claim of "realistically bringing the Vietnam War to life" in asn out-and-out farce.
A mid-range 486 is barely adequate to run the game, even in standard VGA mode.
Demanding system requirements. Occasionally fishy AI.
Horrible control; frustrating AI; a real system hog; and more!
Limited appeal, and the usual drawbacks of the Windows environment.
Bewildering keystrokes, menus; unrealistic flight models.
High system requirements; a bit behind the technology curve all around.

Bland graphics; unsatisfying feel; doesn't pack the kind of attitude an NBA license suggests.
You can't edit players, and coaching and strategy options are limited.
Too many blocked shots and out-of-bounds passes; tricky to find a good camera angle; steep hardware requirements.
Slippery control, poor frame-rate on slower systems, and some flaws as a sim.
Lack of fouls called against the CPU. There are a few graphical glitches during replays.
Too many steals and blocks; career mode is poorly implemented; sports ticker bug.
Sloppy control; basketball is too big for the rim; speed is a little slow.
Results of simulated games are questionable; only one viewing perspective; no out-of-bounds; inaccurate physical stats and j
AI problems with the offense; no career mode.
Save game problems seen in the first game still exist; no play editor.
Choppy animation; awkward coaching interface.
Murky, circular levels; too many stops and starts.
Limited number of tracks; no crashes; the single-player mode gets old.
Short tracks; no cops; slower than molasses on low-end Pentiums.
Not enough variety in tracks; opponents' AI is shaky; steep system requirements.
Awkward combat interface; story line isn't involving.
Susceptible to cheats and hacks; the usual Internet idiots can detract from the experience.
Control is a bit screwy. The frequent server outages can be extremely annoying.

Sheet1

Repetitive and pointless puzzling; almost no interaction.
Way too cutesy, with cliched dialogue, videogame-looking graphics, and little real challenge.
Bugs and more bugs; crashes constantly; baroque interface; unrealistic driving models, damage modes.
May turn off football purists; the arcade version's language has been toned down.
Robotic player movement; poor clock management for AI teams; poor 'net play as client.
Rough animation; sparse sound effects.
Lack of trades or a draft; simulations of historic games only support one player.
Annoying camera shifts during possession changes, confusing four-button gamepad controls, and chunky player graphics.
Some camera angles don't give the optimum view of the rink; steep system requirements.
No customizability, little management, sluggish fights, and some slanted scoring results.
The AI still needs work; experienced players can exploit game flaws with ease.
Computer goalies are supermen; promised draft feature missing; sim crowd won't like it.
There's not much other than improved game presentation and stats to separate this from the original NHL Hockey.
The look and feel of NHL PP 96 may seem a bit dated.
Poor player animations; slow pace; and skewed results.

Simplistic vehicle management drains the challenge and longevity out of this game; no multi-player options.
There's no real challenge whatsoever; racing has never been this tedious.
Poor control in certain situations; has a bad case of consolitis with no save game feature.
Shallow gameplay and generally mediocre design make this game a downer even in the bargain bin.
The dialogue could have used another pass through the typewriter, and the acting is strictly amateur.
Lack of interactivity; infuriatingly confusing movement interface.

Dialog falls flat at times; may be too easy for some gamers; annoying hero.
Sub-par graphics; very little improvement over the original.
Dated and non-intuitive interface intended for ancient battles. Cumbersome command implementation. Bugs.
Lack of a schedule creator makes for a lot of needless work; no real NBA players used; gameplay is slow.
No save feature; not everyone likes shooters, and that's all this is.
Restricted field of vision can be annoying; difficulty level makes this less than ideal for beginners.
Steep learning curve; slow soldiers' movements.
Frustrating control; primitive save-game feature; not enough combat; simplistic enemy AI.
Lots of CD swapping. Brief gameplay for experienced adventure fans.
Gets very difficult very fast.
Poor save game feature; some repetitive moments just like any side scroller.
Repetitive gameplay gets old quick; there's nothing unique about the game.
A few bugs and some questionable statistical results.
Repetitive commentary following each bout; the graphics aren't particularly exciting.
Stupid narrative context; crude flight models; awful explosion graphics; cretinous AI.
The flat, cardboard-cutout enemies are bad enough, but why does every floor have to look so much alike?
Disappointingly terse Tobruk scenario if you play the Allied side.
Complex, arbitrary rules will discourage novice gamers while veteran grognards will find the game risable in the extreme.
If your mouse is sluggish, you'll be frustrated; limited number of puzzles.
Sparse animation; lots of poorly written dialogue; and weak voice acting.
In single-player mode, some levels are frustrating; enemy AI leaves much to be desired.
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 time players.
Inadequate manual; offers little originality.
Huge clipping problem; bad AI; multi-player is laggy; poor control configuration.
High-tech sim-jockeys may find it too sedate, maybe too abstract.
The naval model is weak; watch out for that air-forces bug!

Sheet1

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

Lots of bad changes to the interface; Battle Generator is a nightmare; can't save at the end of a campaign battle!
Poor frame rate, touchy controls, and confusing setup instructions.

With a few exceptions, Pandemonium is full of repetitive, uninventive side-scrolling gameplay.

Some puzzles are exasperatingly far-fetched and require much repetitious travel to complete.

Drab graphics, wretched sound effects; demands a high level of commitment.

Bad driver AI, poor map and waypointing system, few platoon orders, a few annoying bugs.

Graphics get blocky at close range; frustrating delays on all but the fastest PCs.

May be deemed too populist by the crustier grognards.

You can't completely cut off the music. But who cares?

Tasteless jokes; repetitive gameplay; little interaction; not much challenge.

That's about all it does.

Lack of multi-player options or computerized opponents.

The chinese have perhaps too much of an advantage in the anti-aircraft department.

The manual is a disgrace and fails to explain adequately a number of elements.

Plays crummy; annoying sound effects.

You'll need a Pentium to overcome the slow load times. More courses would be a welcome addition.

Runs slow on all but the fastest machines.

Poor club suggestion; targeting arrow limits play; requires a monster system to enjoy.

Generally poor acting, a little too easy for veteran adventurers.

Very little interactivity; far too easy; ending feels tacked-on.

It's not much of a game; low interactivity; for novices only.

Too easy for adult gamers; "witty banter" and "lively music" is "very annoying."

Can't change display options during gameplay; four tables may not be enough for some.

Jerky animation on slower machines; there are simply better games in this genre.

It's practically an alternative career...

Numbing gameplay, frustrating maps, and awkward controls.

Bad documentation; awkward view of the action; and vague player control.

Most of the games have been done before and one better. Not much replay value.

Control is imprecise; there's no real feeling of speed; high system requirements.

Finishing a given scenario is tough.

Convolutated interface; tiny graphics; terrorist missions feel like an afterthought.

Stilted dialogue; an arcade-style interface.

Missions too puzzle-oriented; limited elements and units reduce this to a simple RTS game.

Poor control; high system requirements.

The graphics seem a little spartan, even while you play in SVGA mode.

No "chrome" on this one; just bare-bones graphics and sound.

Long-term play seems redundant. Modest video quality adds little to game.

...But poorly executed, with a dated engine and inadequacies in everything from mouse support to modem play.

Super-naturally slippery tracks; controls are a little awkward; some tracks not that fun.

Everything else -- plays worse than Killer Instinct.

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

The gaming is silly with sluggish movements and a total absence of interaction with the artist formerly known as Prince.

Sheet1

Poor voice-acting; timed puzzles are unnecessarily frustrating.
A few bugs apparently slipped by in the playtesting stages; joystick control doesn't support fancier features.
Totally bereft of options for stuff like hooks, line, temperature, and other variables; fictional lakes; bizarre casting animation.
The game locks up a lot, and the thin manual isn't much help.
The game is buggy and the control interface is poorly designed. Practically useless manual.
Only one table!
There's just the one table to play on; sound effects are sparse.
Only one table. Gets repetitive in a hurry.
With its repetitive nature and low interactivity quotient, it's not much of a game.
Veterans will find little challenge in this very linear adventure. The save-game routine is clumsy.
So-so replay value (only seven battles); shoddy-looking documentation.
The company could have spruced up the display a bit. But nah, why bother?

Some real stinkers in the mix; wide range of difficulty may turn off whole family.
...but the gameplay is still the same old tile-dragging drivel, and the lack of an inventory system is a pain.
Nothing really new in terms of gameplay or technology; unfriendly save feature; no automap.

A few bugs affect multi-player; weak AI; some expected features didn't make the final version.
Some will think the action is repetitive; EMM386 compatibility problems can make it tough to get enough conventional RAM.
It doesn't take long to start seeing the same clips over and over; playing for and against the same teams means things get old.
Confusing world exploration, uninteresting puzzles.
Useless story line; gameplay challenging only to young players; there's nothing new here.
No sense of roleplaying; boring quests; scripted character interaction; bad combat mode.
Difficult campaign scenarios; no tunnels.
Once completed, you may be too exhausted to play it again. Some technical glitches.
The most complicated, convoluted puzzles you've ever wrestled with.
Graphics and some animations are chunky.
Like all shooters, it gets a bit repetitive after a while.
Weapons, spells, attributes, etc. all getting very familiar now.
No surprises or innovations. Material is very familiar.
Could be too challenging at high levels; chances to save can be few and far between.
Clunky interface; sluggish beginning; occasionally vague plot.
Almost no interactive fun; ridiculously short gameplay.
Looks and feels very dated; boring level design makes play tedious.
Smallish levels; fairly mediocre AI; single-player campaign too short; deathmatch-only multi-player mode.
No 3D support; flaky multi-player; loads of bugs.
The game won't blow you away with innovations.
Coarse terrain graphics. Limited to single-player action.
Poor documentation; minimalist graphics; can be off-putting.
Combat and physics are a bit fishy; monsters can attack during cut-scenes.
Puzzles are too easy; action sequences are far too hard.
Control can be a little over-whelming; the on-foot mode is weaker than the driving; not for the kiddies.
Easy tracks and easy opponents.
Requires massive hard disk space. Offensive language may be rough for young ears.
Lack of hardware support; several levels are too dark; animations stutter on lower-end PCs.
Cartoonish storyline; poor voice acting; and a clumsy save-game feature.
Long waits for data to load are frustrating; much of the in-flight speech is meaningless.

Sheet1

Confusing interface, poor wingman control, and not enough mission variety.
Minimal graphics and sound; nothing here will attract anyone other than hard-core strategy gamers.
Generic weapons; levels are low on interactivity; graphical glitches.

Some silly control, inventory and save-game flubs mar an otherwise excellent game.
Suffers from consolitis; some of the puzzles are too abstract.
Missions get very hard very fast; narrative pretext is vapid; interactive scenes are ludicrous.
Cartoony graphics; lack of modem or network support.
Bewildering setup screens and a poor manual; controlling some vehicles can be tricky.
Four classics just aren't enough; these games don't stand up to today's best titles.
Too short; camera angles make it difficult to navigate; inventory management gets tedious.
The Ringworld landscape is a bit overwhelming, and the graphics could be better.
Takes a loooong time to get to the good stuff. Too much time is spent with busy work.
The entire collection of games is fairly weak; screen mode is too small to do each game justice.
Just about everything else.
The graphics are so-so with the kind of jaggies we used to see years ago; little depth.
No real deviation from standard graphic adventure format.
Puzzles can be too tough; there's a lot of over-acting, even from the professionals; it takes forever to get from one place to another.
No map editor, less than informative unit status bar.
Mediocre graphics and a distinct 2D feel. There's nothing new here.
Puzzles make no sense; virtually no replay value; lots of disc swapping; frustrating gameplay.
It gets dull, since it's basically the same old Road Rash that appeared on the 3DO.
Vehicle control can be awkward; too many missions end too early; inaccurate manual.
Simplified command structure forces player to control each unit; may be too easy for veteran wargamers.
Pixel lovers will find a lot to cherish here. These are big juicy pixels you can really sink your teeth into. It's pixelicious!
Construction kit is linear and pointless; the sub-par Doom-clone doesn't make up for it.
Sometimes slow; no way to skip conversations or animations you've already seen.
Demanding requirements, annoying time limits, no sign of the touted multi-player features.
Short; no multi-play; some gamers won't like console action.
Some collision niggles, especially when you're lined up against walls.
Irritating progression; minor interface problems; no discrete terrain or coaster editors.
Confusing interface; sad air of ennui hangs over the whole thing.
Only two of the six are worth playing.
May be too complex; unimpressive 3D view; videos occasionally don't match performance.

Poor AI; limited units; no alliances in multi-player; even innovative concepts aren't good.
Complex play will most likely turn off newcomers to the genre; graphics can get a bit repetitive.

Zero flight model. Sporadic graphical annoyances. Fatal view modes.
Serious design flaws and impossibly jerky game-play; why should it cost 3 Action Points to turn my head?
Contents of safes should be automatically included into inventory.
...except for most of the fun. Other lows are rudimentary 16-color graphics and no sound card support.
Lackluster voice acting; clunky movement interface; long load times on slower CD drives.
Unrealistic; choppy graphics; boring and repetitive gameplay.
Blocky graphics and unconvincing animation; no way to reconfigure keyboard commands.
Poor graphics; you have to admit that Powerslave and Mech2 did it much better.
Lackluster multi-player support; too many features are console throwbacks.
Poor screen real estate; questionable ball physics; no music.

Sheet1

Music isn't great; full-motion video is only so-so.
Takes some effort to find a suitable difficulty level; some of the boardgame's charm is lost.
There's little realism, few custom options, and no modem play; some veteran PC drivers may find it too easy.

Needs more tracks and more cars.

Repetitive gameplay. Dreadful music. Insanely difficult.
Cartoony graphics; absurd save function; obnoxious interface.
Graphics are just too dated, and the games weren't top-of-the-line even when new.
May leave you craving more tracks and cars; some pretty high system requirements.
It's cookie-cutter arcade racing. There simply aren't enough cars, tracks, or options.
Impenetrable interface, ambiguous manual, limited number of scenarios.
Sub-par graphics and a lack of options may have you shelving this one before long.
Spotty Direct3D support; interface from Hell; dialog that reads like a third generation translation.
Repetitive gameplay is boring, and the lack of Direct3D support or an auto-save feature is irritating.
So-so character graphics; cluttered interface; only moderate depth.
One-dimensional micro-management invites fatigue, frustration.
Cartoony graphics. Unimaginative AI opponents; single-player game lacks energetic gameplay of multi-player.
Claustrophobic gameplay, spazzy controls, and dead-end idea.
Primitive interface; the game never really delivers on its horror premise.
It's still basically Duke 3D; and the limited number of single-player levels mean it's pretty short.
What little there is to do in this game is extremely frustrating.
... but the rest of them are pretty tepid.
Dated graphics; clumsy interface at times; annoying combat views.
Resource-hungry; long decompress time before new games.
We would like to have seen a few more tile sets included.
Frustrating combat interface, far too many easy puzzles.

A bit lacking on the strategy side.

Poor joystick support; limited weaponry; too few save-game slots; and annoying in-game chatter.
Unreasonably high system requirements.
Doesn't deliver any real horror; lots of backtracking; not much character interaction.
The plot's vague early on, and loses momentum at the end.
No DeathMatch-only maps. Short single-player game.
Minor bugs here and there; fairly steep learning curve.
Terrain popping during scrolling can be annoying. A couple of infrequent bugs.
Very buggy; graphics are pixelated; accuracy of aircraft handling is questionable.
You can't play from the other side. Not enough diversity in the missions.
Wafer-thin game elements and very little replayability.
Grossly inaccurate flight model; sluggish controls; and no printed manual. Ground-based targets can be very difficult to locate.
It can take an awfully long time to get to a stage where you can enjoy some of the game's new options.
...along with some system-guzzling specs and a few mildly irritating new features.
Control is too simplistic; and not all of the bugs have been cleaned up.
Poor controls, ancient graphics, bad interface.
Graphics and animations are dated; not enough action to keep the game engaging.
Not enough to do, and not enough real challenge.
It can get boring if you don't take advantage of all the extra touches the program has to offer.
Long load and save times; a few AI problems; some graphic bugs; disappointing ending.

Sheet1

It's a still-buggy-even-though-it's-been-patched follow-up to a recent game!
Limited perspectives; incredibly easy to shoot low scores.
Real-time combat and a so-so side view will turn off cerebral RPG veterans.
Extremely difficult at times; poor control layout for Hunter/Killer.
Little interaction; lame acting; stereotypes straight out of "Sanford and Son."
Overall lousy game play, no networking, audio design still sucks.
Pretty steep hardware requirements; unfriendly game-saving feature.
Not every-one's cup of tea; limited replay value; no multi-player options; some puzzles are real stinkers.
Minor gameplay glitches; no multi-player options.
You'll need a beefy system to take advantage of all the accelerated visuals.
Ho-hum gameplay and boring graphics; zero control options.
Somewhat repetitive gameplay; may be a little difficult for beginners.
Rendition-only acceleration. Steep system requirements for software rendering. Sluggish gameplay; touchy controls.
Sloppy video; nonexistent control; most definitely not a politically correct game by any stretch of the imagination.
Feels very dated; tough-to-learn interface; limited multiplayer support.
Gameplay is slow, and the artificial intelligence is merely average.
If you've never cared for solitaire, there's nothing here that'll change your mind.
Formless gameplay; limited re-play value.
Frustratingly narrow levels cause you to die more often than not; a stinker of an ending.
Mind-numbingly repetitive gameplay; boring levels; unfunny dialogue; bugs.

Frequent CD swapping. Some of the voice acting is poor. Some difficult puzzles.
Economics model too basic for serious fans; puzzling interface takes getting used to.
Boring scenery, boring weapons, frustrating levels, bad control bugs, and foolish save game method make this a maddening
Installation, graphics, gameplay, music...
Demanding system requirements; occasionally tricky planning interface.
Annoying narration; the animation feels too cute for the subject matter.
Boring, slow, and bereft of imagination; the lack of an install program costs this one about 15 points right off the bat.
A few gamers who insist on micro-managing all the fiddly bits won't go for it.
Stupid AI Rangers. Ugly, sluggish software mode. No multi-player. Infuriating mouse bug.
Weak graphics, and the one- and two-player games get tiresome pretty quickly.
Physics need a little work; some controller configuration problems.
A few of the puzzles fall flat; Internet-based content could be better.
Stupid interface decisions; spotty AI; bad campaign mode; and some unrealistic elements.
The adventure game elements are a little too familiar, and at times this game is slow going.
Play balance is a problem in some scenarios, with the German forces placed in no-win situations.
Low-key action; ho-hum graphics; token space environment.
Alien animatronics aren't as impressive as expected; lots of traveling time between star systems; strategic colony element gets
The space combat--the very core of the game--could be more satisfying.
Mediocre and often confusing graphics. Some scenario goals are far-fetched. Long waiting times when late in the game during
The linear nature of the campaign game robs the game of realism, as does the lack of character development.
Graphics and sound effects are mediocre, and there are very few things to build.
There's not much gaming going on; annoying arcade sequences and uninventive puzzles add nothing to experience.
Virtually worthless save-game feature; awkward controls; all the problems of the movie.
The space-combat scenes could be more realistic, and installing the game can be pretty time consuming.
...for an hour or so, until you've reached the end or are just plain bored of it all.
Weak flippers; no options to make adjustments of the table.

Unsuitable overall approach; uninspired FMV; simplistic combat.

Sheet1

The interface is monstrous; it never, ever becomes intuitive.
One, low-res table, and three balls per game.
The few improvements to the fundamental WarCraft engine may not be enough for some gamers.
Control is on the jumpy side; cruddy mission map; loads of scenery pop-up.
The game may be too hard, even on the easy settings.
The number of command windows can be confusing. May not interest casual gamers.
Story doesn't evolve; not enough character; the "revolutionary" text parser sucks.
Control scheme is somewhat confusing; some suspect AI; latency detracts from multi-play.
Command interface is a little complicated; no support for Direct3D; some Internet latency problems.
Inadequate manual (you'll definitely want to print out the READ.ME file!); artillery support system can be a little tricky to master.
Lots of niggling little flaws that indicate a premature release.

Graphics, interface and DOS-only coding are showing their age.
It's just not fun in the long term, and the graphics and sound can't carry it.
Steep system requirements; buggy; unrefined multi-player support; weak combat.
No sense of speed; unacceptable frame-rate; nasty control; high system requirements.
Graphically inferior to other current first-person shooters; RPG elements are scarce.
Annoying sound effects, frustrating control, and bad AI.
Bugs, confusing interface, zero chrome.
A few bugs might get in the way. More missions would have been nice.
Gameplay is simplistic; graphics are a throwback to the days of Asteroids; player population should be higher.
All of this still isn't enough to bring a very old, 2D fighting game up to today's standards.
Uncompromising focus on realism saps the high-speed thrill out of cycle racing; weak sound.
Mediocre graphics and sound; movement can become irritating during exploration.
On tough settings, you'll have a hard time keeping your cart on track; single-player mode gets repetitive.
Still, you have to put up with a crummy flight model, shabby acting, and sub-par graphics.
Horrible graphics; no variation in game play; missions become very tedious.

Dark graphics occasionally make details hard to spot; missions could use more variety.
Some of the puzzles aren't very inspired; steep system requirements.
Control over workers and soldiers is not great; gets tedious waiting for goods to produce.
British-related questions and humor will be lost on American audiences; questions and too-short video clips repeat quickly.
Can't change views; once you win, there's no reason to play again.
3-D Ultra Pinball's physics model may be too forgiving for pinball purists.
The controls may be a little awkward, even for die-hard Lemmings fans.
Annoying viewing angles; limited replay value.
Too goal-oriented; takes the fun out of the pinball; lame shareware-style games; story line doesn't work.
Sterile presentation, cramping fingers from button mashing.
Poor graphics even in High Detail mode, limited gameplay.
Homely graphics may be a turn-off, and some gamers may find it overwhelming at first.
Steep hardware requirements; perspective makes it difficult.
No in-game music; very limited offline training; steep learning curve.
Inconsistent graphics and sound quality; thick headed crews; awkward controls.
If you're not naturally fond of board wargames, this computerized adaptation isn't likely to convert you.
Targetting and sighting is a bit odd. Cockpits take some getting used to.
Unsophisticated combat, inaccurate manual, tedious searches, and flat special effects.
The graphics are dated, and it's no fun to control.

Sheet1

Tricky navigation; may be too serious for some gamers.
Limited control over the action of the game Too much time is spent watching the action.
Not much depth, but that's hardly a negative in this kind of game.
Occasionally clumsy controls when driving. Poor automapping. No multi-player mode.
Occasionally chunky graphics; some missions are extremely tough.
Finding an equal opponent might be a challenge in itself.
Difficult controls; zero fun; boring level designs.
...but it's far too brief, with little interaction and even less replay value.
Few bells and whistles; Bradshaw only adds his name and expertise in the reference manual.
Lousy software-only performance; terrible interface; canned AI competition.
Weak sound effects; no options for tweaking car set-ups; sensation of speed isn't convincing.
Scenery pop-in from hell; bizarre physics; chunk-a-licious graphics.
No Direct3D support; horrible driving physics; dated graphics; relentless, out of place soundtrack.
Crashes and lock-ups almost ruin the fun; bloated narrative and world-weary puzzles don't help, either.
Intense micro-management can become daunting.
Annoying movement interface; control of the park is unreliable; little long-term play value.
Slow graphics, lackluster gameplay, confusing multiple windows.
Long load times; game can be very hard; can't carry objects and gold from level to level.
But that's all it is -- there's no multi-play, no what-if scenarios -- just a conversion of the board game.
Manual omits necessary information; interface is a muddle, graphics are primitive.
Unless you've got a fast Pentium II, graphics are ugly; stuck-to-the-ground physics and repetition hamper the experience.
Circa-1995 graphics; gummy control; annoying sound effects; bouncing trucks just aren't fun.
Sound and graphics could have used a little more polish.
There are no add-on disks available--yet.
Sub-par performance on low-end PCs; inadequate analog swing; Internet play can be too slow for comfort.

Let's face it -- even Zhukov might get frustrated trying to move these units.
Restrictive game environment, horrendous ending, and brief gameplay.
Lacks depth, but that's to be expected from a product like this; the ump-baiting game is pretty silly.
Crap control; bad animation; playing on different difficulty levels doesn't change gameplay that much.
Too many meaningless puzzles; restricted movement; linear gameplay; standard point-and-click affair.
...bugs, bad graphics, poor interface, and monotony ruin the effect.
Canned commentary seems random and often inappropriate.
...but that's not saying much. It's choppy, unrealistic, and no fun.
Restricted access to tracks; some graphic pop-in; damage has no effect on car performance.
Missions can become repetitive; no facility to save the game within a mission.
Inert, tedious gameplay coupled with a yo-heave-ho interface and cruddy graphics.
A few bugs need to be worked out.
Feeble tutorial and steep learning curve make it seem more complicated than it is.
Very rare and minor though they are, some clipping or polygon-cracking bugs crop up from time to time.
Clipping problems; poor camera manipulation; too many bad guys; annoying overly-complex puzzles.
Dated graphics; poor camera management; pointless puzzles; unresponsive control; way too difficult.
Tedious, confusing, flawed gameplay.
CD-ROM access can be slow during menu transitions; the flow of action is not as fluid as it could be.
Worse stadium graphics than in the previous game; sluggish; few improvements.

Tiresome interaction, predictable humor, and neverending cliches grind down the player's will to live.
Hardware requirements are pretty steep; full-on graphic detail requires a premium computer; pixelicious terrain graphics.
Extremely sluggish handling; wingmen and enemy pilots are brain-dead.

Sheet1

Only a few tough puzzles. Seasoned players will finish it quickly.
No multi-player options in campaign; some bugs and design flaws cast a pall on the fun.
AI could have been better; needs better rotation of music tracks.
On-field action doesn't measure up to currently available gridiron games.
Some long loading time; bizarre premise and humor won't appeal to everyone.
The presentation is just a little outdated, and the juvenile theme wasn't really necessary.
Extremely frustrating control problems; early and middle levels are too easy.
Long-winded dialog, a few obscure puzzles, and a finicky interface.
Sluggish control; children will find it overly difficult and frustrating.
Stark, bland playing field; tedious gameplay; nothing new.
The inadequate documentation is the game's only big drawback.
Ultra-demanding system requirements, bugs, and oddball artificial intelligence at times.
Woefully inept AI; dodgy fielding control; not much depth.
Video plays quickly become repetitive.
Requires a monster machine and a monster install for peak performance of the game.
Buggy as hell; game speed is totally unbalanced.
Replay value depends on what you want; puzzle games just don't have a lot of depth.
Not very interactive; too many missing pieces.
The odd, "omnipotent fisherman" perspective isn't very realistic.
If you don't like shooters, there's not much here for you.
There's not a whole lot to do in the program, and some of the voices are pretty hard to understand.
Short draw distance and horrible fog; sludgy controls; poor multi-player balance.
No multi-player; repetitive textures; pea-soup fogging; lame jumping puzzles.
Confusing clues; lack of difficulty levels; poor use of multimedia; little challenge.

Frustrating controls; crummy voice-acting; some difficult puzzles.
Replay value is limited after blasting through it a few times.
It's an excellent shooter, but there's no great depth hiding under the surface.
Only three tables; limited appeal with the "creepy" theme.
A couple of minor techno-gaffes, plus a dire need for the latest CPU in existence.
Game play is flawed, buggy, and confusing.
Buggy; really only four tracks; long load times; cars are only visually different.
Lag; poor documentation; lag; characters start with low skills; lag; lots of bugs; more lag.
The arcade emphasis is likely to turn off role-playing fans, and the role-playing elements will turn off arcade fans.
No way for two players to compete at the same computer.
The game tends to get unbalanced towards the end, and a few more sound effects would have been nice.
Dated-looking menus; it's too easy to beat the computer coach.
Choppy animation on all but the fastest machines; questionable statistical results.
Low frame rates for slower computers and all-but-forgotten art of disc swapping.
Slow and unwieldy, unless you have some considerable horsepower in your computer.
The football action is so unrealistic that it all but cripples the game.
Steep hardware requirements.
Multi-player mode (and weapons balance) need work; high system requirements; plot drags halfway through.

You'll need a fast PC and a 3Dfx card to get the full experience.
Too much micro-management; poor unit AI.

Sheet1

Some faulty "base rush" tactics. High penalty for not controlling units. Average AI.
The 3D graphics are useless; no Internet access.
Driving over terrain is more frustrating than fun, and too-funny-for-its-own-good manual iand interface is confusing.
...spoiled by a lack of a mid-level save, bad code, and lots of bugs.
Curious damage results; only eight cars per race; hope you like driving a Viper!
Players eager to gain insight into advanced techniques will be disappointed by the lack of a tutorial.
Steep system requirements; no 3D card support; braindead AI.
Very high system requirements.

Only three levels, which are over all too quickly.

Longevity is questionable, even with new "Random Enemies" feature.
Dodgy controls, high system requirements, oddball physics.
Some of the multimedia stuff is bad and feels tacked on.
Nothing to speak of.
Getting down the basics takes a while; minimalist sounds and music.
Poor graphics, horrendous computer AI; difficlut control; frustrating gameplay; long load times.
An embarrassingly gooey script; total "playing" time is two or three hours max, which ain't much.
Little interaction; repetitive gameplay is frustrating; cheesy acting and storyline; lots of niggling little flaws that indicate a prem
Poor animations; bleak graphics; lame simulation features; high system requirements.
Control, audio, and interface need some major improvements, especially in the four-player split-screen mode.
Annoying control, inconsistent AI, and unhelpful camera views combine to frustrate rather than compel.
Graphics are a little bland and dated; thin manual could've been better.
It cannot, for one moment, be considered a serious simulation of the French and Indian Wars.
Only for serious military history students.
Some campaigns are too hard to win; disgraceful manual.

Some goals are not clearly defined.
Poor graphics; lack of official documentation; high cost; tough online competitors.
...but not that interesting. The rest of the game is a half-hearted retread of better games.
It's so addictive, it belongs on the FDA's controlled-substance list with Civilization and SimCity 2000.
There's the usual occasional holes in AI, but nothing serious.
Poor pathfinding abilities for the units. Not overly interesting. No single missions or editor.
Dreadful interface in both strategic and simulation modes; inadequate documentation and tutorials.
Weak companion AI; sluggish controls; crude sound effects; no multi-player support.
Linear campaign; occasionally over-whelming tactical play.
Fuzzy interface, no difficulty options, and sluggish gameplay on anything less than a Pentium.
Little customizability; middling maps; no economics or tactical combat; lack of charisma.
Visually somewhat dated and cluttered. Some annoying interface quirks.
Missions seem alike; hard to juggle design and research; okay vehicle graphics.
Outdated graphics; poor artificial intelligence; no network support; sucky save game feature.
Flight model and missions are simplistic, games a little too similar.
Arcane formulae in the maual may prove baffling to novices.
Touchy controls and action sequences that could've used some work.
Too slow in high-res; control is sometimes jumpy.
No replay value; it's disappointing that suspect and witness stories remain constant for all three cases.
A game like this needs good graphics--and Johnny Rock doesn't have 'em. Video-card compatibility problems don't help, either.

Sheet1

In combat against the computer, the battles start to feel all too similar.
Requires the ultimate PC to work properly, and on a dream machine, it features a long wait during mission loading.
Not much new in terms of gameplay; very demanding hardware requirements.
Bad acting; no multi-player; simplistic flight physics; a few bugs.
Needs meat in gameplay; fuzzy controls.
The primitive aircraft may be too ornery for some players.
Steep system requirements; no multi-player capabilities.
No Internet or multi-player play (although it's promised in a future patch); requires a 3D card; limited replay value.
Limited character animations; close-quarters combat gets old pretty quickly.
Awkward controls; poor enemy intelligence.
In simulation mode, the game can get a little slow.

The Campaign element is a bit thin, and those log entries grow tiresome rather quickly.
Some characters are tough to understand; inability to skip through dialogues and animations gets tiresome.
Once you've done each of the puzzles, there's really no replay value.
There are so many little flaws, idiosyncrasies, and odd design choices that playing seems like a chore.
Retina-burning graphics; sluggish controls; and very weak AI.
No tutorial option included; poor segue graphics.
Framerate is choppy; some minor presentation glitches; doesn't live up to the FIFA series.
Turn-based action is a bit slow against computer opponents.
The computer player's erratic shooting will baffle you.
Some single-player deathmatch quirks; many elements unchanged from Worms 2.
Very choppy animation; moving between locales can take an eternity.
Long loading times; terrible voice acting; lack of subtitles; etc.; etc.
This game deserved better graphics than it got.
Two-dimensional feel, and no new characters to face in tournament mode.
Canned missions and campaigns; fairly soft flight models; long load times; a few bugs.
Non-challenging gameplay; lots of pointless pixel hunting; not enough Scully or Mulder.
Graphics and sound are simple fare. It's not for those who want to be wowed by imagery.

Amount of micromanagement borders on the absurd; takes practice to get controls down.
Not enough mission variety. No way to skip dogfights.
That's just about all it is--there's very little new here.
Runs in a bizarre resolution; a few joystick compatibility problems.
Distracting sub-plot; unimpressive software-only mode; slow performance on some systems.
No 3D support; limited single player gaming; lack of dramatic story; unreliable Internet play.

Controls don't feel right; boring default cars; relentless AI.
The big head characters may be too cute for some. Graphics aren't great.
Antiquated graphics, aging gameplay, and influence of Japanese with much translations badly.
There's not much replay value.
800 questions will eventually run out, relegating it to the back of the shelf.
Some questions are pretty obscure.

Sheet1

More of the same; this isn't significantly different from the original Jack or Volume 2.
Movement is sometimes annoyingly slow; ultimately limiting campaign structure.
Too many random factors and a lack of detail derail the economic gameplay.
A tired Myst rip-off with a dash of lame bloodshed to goose the action.
Cluttered graphics, poor documentation, and a slight case of vaporware.
Once you've played through WWI, you've seen and done all there is.
The quest variants didn't turn me on, although others will surely respond differently.
Occasional graphics glitches. No modem play.
Not all the puzzles make sense; not a huge technological improvement over Nemesis.
There's little replay value, once you're finished, that's it. Some clues are hard to find.
Poor control; boring graphics; and an ample supply of cheesy music.
The smaller scenarios would work much better as tactical simulations.

BOTTOMLINE,C,168

Think FMV sucks? You'll think it again.

An immersive but very limited flight sim that thrives in the Win 95 environment.

An exercise in frustration that will put off all but the most patient gamers.

One of the most enjoyable shooters of the year.

Aces of the Deep is a worthy, ambitious, and detailed submarine simulation.

A remarkably intelligent design that captures the essence of WWII aerial tactics.

What works in ATR works impressively; be prepared to invest many frustrating hours for the payoff, however.

A solid offering, but it won't replace Timeshock as the king of pinball games.

A tight, clean, unpretentious little game that could become a classic.

With its good looks, variety, and playability, ATF belongs in every air combat fan's collection.

Easier to get into than Harpoon, perfect for players scared off by that game's complexity.

A great sim for the diehard simmer. If you loved the SimCity games, you'll like this.

It's very much a product of WarCraft II cloning, but AofE is a surprisingly sound and enjoyable real-time strategy game.

A great title with tons of customizability and months of gaming stuffed into one CD.

A sumptuous looking, smooth-playing recreation of a fascinating era.

Even die-hard shooter fans will find this insipid and uninspired.

AH-64D Longbow isn't just the best chopper sim ever--it's one of the best flight sims, period.

Like that old song always said, "Sim and action DNA just don't splice."

AHC's outstanding graphics and sound make it stand out from the crowd.

So close to being a classic, but misses it by just an inch.

One of the best historically accurate air combat sims on the market.

Good for the very young, maybe ages 8-11, as an introduction to the world of fantasy RPGs.

Albion has all the elements of a great roleplaying adventure. It may not be as non-linear as Daggerfall, but it's still a blast.

A good, solid shooter lacking in razzle-dazzle, but full of solid, no-brain game play.

A good choice for adventure gaming beginners, or something to take out when the whippersnappers come over.

A fresh new feel in strategy gaming--although the straight-arrow storyline that makes it fresh also hurts replay value.

This game would be a winner if it stuck with one style.

The puzzles aren't very challenging, and there's little else to hold your interest

A troubled and disappointing adventure for only the most patient gamer.

A good beer-n-pretzels wargame for Windows, but it could have been a bit better.

A great game; superior to the already excellent original in all but atmosphere.

A rip-snorting good horror western, with the right blend of chills, humor, action, and puzzles.

Amber falls more than a few steps short of achieving its potential.

An admirable but somewhat recondite game with a steep learning curve.

Although it won't win any prizes, Amok is a decent, but somewhat dated and repetitious, shooter.

Arcade racing fans and even die-hard sim fans can have a lot of fun with this.

Angel Devoid isn't a perfect full-motion video adventure, but it's encouraging proof that "interactive movies" can be enjoyable

An attractive and enjoyable RPG that doesn't stretch the boundaries very far.

A decent CD if all you're after is the occasional game of cards.

A flight game with such broad appeal that everyone from arcade players to hard-core sim hounds should delight in it.

An admirable attack helicopter sim with great visuals and a few flaws.

Digital commentary has all the wonder the national pastime had when it was the national pastime.

This intriguing sub combat game will please action lovers everywhere.

The combination of strategy and arcade sequences give it great replay value.

Unless you absolutely adored the arcade version and can overlook some glaring flaws, don't bother.

There's a lot of gameplay content, but the bad simply outweighs the good.

Dadaists need only apply.

A good, solid real-time strategy game that fans of the genre should enjoy.

Sheet1

Graphics cripple the play so much that Armored Fist doesn't work as either a detailed tank simulator or as an arcade shooter. Not fun as either sim or action game, AF2 shows little attention to detail.

This is the worst real-time strategy game ever.

If you take it for what it is -- an arcade game -- then Army Men is a blast. Just don't expect a real strategy game.

A passable action/RTS hybrid with a moderately interesting gimmick.

An engaging adventure despite the simplistic puzzles.

Ascendancy is the best game of its kind, period.

There's no reason to recommend this. It's bland, confusing, and tiresome.

Assassin seems to miss the point of what first-person shootin' fun is all about.

Assault Rigs provides a modest amount of fun, but it could've been so much more.

This isn't so much an update of Asteroids as a quick-and-dirty facelift.

A good trigger-finger workout; and it's easy to try before you buy.

Don't buy it for the games, but do buy it for the memories it'll evoke.

If you're willing to time-warp back a dozen years, get it. If not, stay away.

It's a standard graphic adventure that will only do in a pinch.

Good clean fun for you and your buddies -- if you've got the hard-drive space to spare.

A fine sim of slot machines that is an excellent addition to any casino collection.

A good graphic adventure with lots to explore, but you need a powerful PC.

A decent, solid, adventure game that's refreshingly unpretentious.

While the system demands and price are a bit hard to swallow, Back to Baghdad delivers an exciting F-16 simulation that's a

Weird and wacky-- this adventure plays out like a David Lynch film.

Until they make a game out of the movie Eraserhead, this is as weird as it gets.

Despite its full-screen failings, Baku Baku is a puzzle game not to be missed.

It's a great attempt at making something fresh and funny, but it falls flat after the first few levels.

This is the best roleplaying game you can buy. Period.

Balls of Steel is a solid, well-rounded pinball game.

A promising title that didn't quite live up to its potential.

Though Barrage's graphics are lovely, the gameplay just ain't there.

You'll learn more about running a baseball team than Marge Schott will ever know.

While there's still no perfect fishing sim, this is a leap in the right direction.

It's all been done before, and done much better. For Batman completists only.

Stay away unless you've got confidence in your machine.

If you're in the market for PlayStation ports, make sure you look for good games.

It's a decent fighting game, but one with significant flaws.

A real winner! This is the perfect wargame for people who normally don't like wargames.

A wargame you can jump right into, but that offers plenty of challenge.

One of the most eccentric games of its genre, but also one of the most imaginative. If you can get into it, it can be quite addictive.

Competent, but uninspiring. There are a lot of better choices out there.

It'll reward gamers who have a passionate interest in the subject.

Maybe Take 2 can still fix this game. Until then, don't buy it.

Another superb addition to the growing shelf of "Battleground" titles.

A remarkably fresh and original design, executed with real flair.

This is a classic wargame in every respect.

A vividly colorful recreation of one of the most epic battles in Western history.

Lots of replay value and an innovative design make this a truly entertaining wargame.

A pretty good port of a classic.

Wait until Battlespire is in the bargain bin. Until then, it ain't worth it.

Sheet1

Simply terrible. Trust us on this one--you'll want to avoid it at all costs.
Activision has delivered a fine-tuned mix of action/strategy that's destined to change the way we look at this new genre.
If you want simple racing action and don't mind the few flaws, you'll enjoy this game.
Action fans will find it all a bore; Transformers fans will be outraged.
A great horror adventure, driven by a script that puts the competition to shame.
BTH2 has excellent tutorials, and most of the games are well done, but Craps lovers will be disappointed.
This might be a good party game, but the party will be over when it reaches the end of its limited humor.
Fans of MTV's delinquent duo will adore it, but people who miss the point of the show won't understand the game, either.

A reasonably workmanlike effort with some drawbacks.
A slick, funny, and absorbing adventure that will appeal to a wide variety of gamers--two thumbs up!
If you liked Krondor, buy this game. It's deep, it's engrossing, and it's fun.
Here's a classic case of "ten lbs. in a five-lb. bag."
One of the better arcade racing titles out there, but only in small doses.
Bio Freaks isn't the best fighter in town, but it's good for a few morbid laughs.
Despite a few flaws, you'll play this one all the way to the end.
Birthright had all the earmarks of a classic strategy game, but its gameplay and design flaws bring it down.
The gripping plot and unbelievable characters make up for the game's shortcomings.
If you like leisurely, puzzle-based gaming with an actual story, this is a good one.
A great mix of gunplay and puzzles, sure to please any arcade fan.
One of the best graphic adventures recently, and certainly the most innovative.
Not a bad game--in fact better than a lot of the first-person stuff we're seeing. But it's no Doom, though.
An excellent implementation of the BUILD engine that makes for a truly wicked shoot-'em-up.
A faithful translation of a popular board game, but the PC version adds nothing new.
Creepy, mostly excellent gameplay marred by a few glaring technical and design problems.
It's not just another WarCraft, Blood & Magic has some interesting, new ideas.
An excellent console-style RPG and a definite change of pace from the current crop of action games.
The most die-hard horror fans won't stick with this one long enough to make it worthwhile.
Another "multimedia" game. There's just not enough interaction here to satisfy most gamers.
You don't have to be a nostalgia hound to enjoy this side-scroller, but it helps.
The excellent beginner lessons, historical reference, and strong AI can't outweigh that ugly 2-D board.
Get yourself a few buddies and play the real thing -- you'll have a lot more fun.
If you're into puzzles that really make you think, this is for you.
For those who can stomach the prospect of nuclear war -- and the horrid graphics -- it's a unique gaming experience.
An entertaining squad-level game that doesn't quite measure up to the current crop.
Good for a while, but isn't unique enough to have the staying power of a Tetris.
Not for sim fans who like to manage all aspects of their team; those who don't want frills should hit the ice.
Stacked with well-thought-out features, Bridge Baron really delivers the goods.
A really solid program.
The tournament setting, presentation, and ease-of-use makes this a winner.

More of the same solid adventure fare found in Circle of Blood.
One or two times through is probably enough, unless you want to invest enough hours to challenge Bruce one-on-one.
This is a bowling game anyone can get into, whether you're a bowler or not.
The simple nature and less-than-demanding gameplay keep it from standing out in the growing field of fighting games.

Unless you're a die-hard platform freak, stay away from Bug!
If nothing else, Bureau 13 provides a good fix until a better graphic adventure comes along.
A good sci-fi yarn with plenty of interesting puzzles; just don't expect to get through it in a weekend.

Sheet1

The blend of puzzles, arcade action, and cyberspace won't be enough for die-hard adventure fans, but it should interest the c
If you're a speed freak that doesn't mind getting your kicks a few seconds at a time, look no further than Burnout.
It's a game that can't decide what it wants to be, but it sure is pretty.
Rather uninspired and a sore disappointment after the terrific EarthSiege; head-to-head could sell this to dedicated modem pl
More a transportation sim in disguise, C.E.O. never convinces you that you're running a huge corporation.
Feels like an online-only quickie that cashes in on the C&C name.
Miniature golf gone bad. The poorly executed gameplay has given miniature golf sims a bad debut.
Caesar II provides a colorful, rich, absorbing, game-experience and should delight a large, diverse audience.
A great game, but exceedingly tough -- perhaps too tough -- to win.
If you're serious about getting a quality casino simulation, look elsewhere. There's a better game on its way from the same pu
A traditional adventure game with a good story, funny bits, and decent puzzles.
It all adds up to frustration with a capital F. Only the games' designers (and possibly their mothers) could love this gobbler.

A great arcade game in every sense of the word; a simple idea that has been done up right.
If you're the least bit interested in the subject, give this one a try.
Half-hearted arcade dross to be avoided.

An incredibly fun game, but rough around the edges and technologically inferior to other action racing games on the market.
For adults only; but not to miss if you've got a fast machine and a stomach for comical gore.
With a sticker price of only \$19.95, it's worth a look if you're into hunting dinos.
The best carrier wargame around; easy to get into and deep enough to last.
CART is the game of choice for all-out realism freaks, but it can be hard for regular gamers to have fun with.
A great way to get your gambling fix without taking a big hit to your wallet.
If realism doesn't matter to you and you're tight on cash, you might like it.
Plenty of casino gaming for the buck. A little tweaking could've really made this baby sing.
A valiant effort, but there's plenty of room left for a definitive PC bike sim.
A complete bore. Avoid this one like the plague.
Bare bones strategic gaming with few frills; fresh ideas but poor execution.
It's a great game for experienced strategy gamers, but the average gamers will find the game confusing.
A refreshingly different sort of adventure game--it will surely inspire many players to learn more about Chaos Theory.
Like many CD-ROM games, it looks great, but you'll have to decide if that's enough.
The graphics and story elements help raise an otherwise monotonous shooter into an absorbing tale of adventure.
Excellent tactical combat, with lots of units, good graphics, and an interesting system.
A good idea executed without a trace of wit, energy, or style. About as dull as dish-water.
With better games on the market, you're better off staying away from this one.
The flexibility of almost every aspect of this program makes it inviting for chess fans at any level.
With the new features, the latest Chessmaster is the best PC chess game you can buy.
If you're a chess player with a modem and \$20, buy Chessnet 3.
Synthetic Dimensions draws on neither the strength of their game engine nor of the subject matter for this lackluster title.
It doesn't break any new ground, but it delivers a mighty big dose of puzzle-solving fun, even for experienced gamers.
A lesson in wasted potential, Central Intelligence is strictly for those who like stats-based, slow-paced gaming.
It's entertaining, challenging, and worth playing, but it's not a graphic adventure that will blow you away.
You can do a lot better than this -- unless you have an older system, there are no reasons to bother.
Rent the cult movie instead; it'll blow your mind. The game will just blow your temper.
The most ambitious Civil War game ever designed for the PC. Very impressive indeed.
Don't compare it to any other games; CWGII stands quite well on its own.
An immensely addictive and playable strategy game that's the rightful heir to the Civilization crown.
Impressive but not much fun. Wait for MicroProse's Civilization II: Test of Time.
If tired puzzlers ye buy, best give it a try. If ye're nae inta it, ye'd best let it sit.

Sheet1

Individually, these games have been done before and done better.
A fun--and safe--way to enjoy casino action.
Buy Claw for the kids, but not for yourself.
As puzzlers go, the idea behind Clockwerx is clever enough to demand a look.
Close Combat is brilliant and engaging, a bold new chapter in wargaming, but not without its drawbacks.
Ready for something new? A Bridge Too Far should fit the bill.
One of the best East Front games.
A fun, good-looking game that will keep you playing -- just don't expect Longbow-level sim quality.
Excellent flight modeling and entertaining mix of missions make this a winner.
If you like strategy games, get Command & Conquer.
Red Alert will be liked by the legions of the faithful, and win new converts as well.
If a friend buys it, it's worth watching him or her play for a few minutes.
Commandos has a lot to offer, but less patient gamers should look elsewhere.
Only the most patient gamers should bother setting out on these missions.
Die-hard adventurers may like it, but most folks will toss up their hands in confusion.
Burke is entertaining to watch, but that doesn't necessarily make Connections a great game.
If you liked Empire, you'll like Conquer. They're practically the same game.
A beautiful but half-baked game from a company that should know better.
An enjoyable strategy game for fans of the genre; good change of pace for any gamer.
A case of new clothes for an old game -- and not a very good one at that.
If this is the sort of gameplay you love, Corridor 7 is worth a look. If it's not, though, this won't be the game to convert you.
The game's best feature is the live action video. When the novelty wears off, though, you're left with a mediocre game.
The visuals earn it a high rating--but if you're hoping for depth and replay value, keep looking.
One of the best titles from American Laser Games, and a fun arcade romp. Don't expect a lot of strategy, though.
If you're waiting for a PC equivalent of Mario 64, keep waiting.
A great way for crossword addicts to get their fix.

There's nothing new here; for crossword fanatics and cheaters only.
The worst movie license fighting game since Expect No Mercy.
If action, adventure, and a little multimedia hamminess is up your alley, look no further than Crusader: No Regret.
A great alternative to first-person shoot-'em-ups, and a definite must-play for action fans.

A mediocre thinking-man's game of blood, sweat, and tears.
Shows that you don't need a CD-ROM to find extraordinary arcade fun.
If you want a Multimedia Aztec Adventure, try Inca instead. If you want a good adventure, go buy The Beast Within.
If this isn't destined to be a classic, I'll swallow a cutlass.
For anyone interested in Custer and the Battle of Little Big Horn subject, this game is a must.
Offers a lot to those interested in the presidency, but most will find it dull.
The single-player game is a bust.
CyberGladiators is a real arcade-style fighter for the PC that's more than capable of standing up to a fight.
Lots of flash and a few puzzlers, but like Chinese food, it may leave you hungry an hour later.
Cyberia is one game that really didn't need to be resurrected.
A fantastic mix of all the best elements from several gaming genres.
This Diablo wanna-be doesn't even deserve the publicity generated by this review.
This had the potential for greatness, but the real-time virus brings it to its knees.
The only reason to play is its multi-player action, and you can get it free from the web site. Forget the box and fire up your mo
Cyclemania's nifty backgrounds just aren't enough to make up for mediocre gameplay.
Cyclones shows that Doom-like games are here to stay, and they're not all cheesy rip-offs.
Makes a great entrance test for Mensa, but fails as an interactive adventure.

Sheet1

Strategic simulations as only Sid can do it. Need we say more?
A must-have for Sherlock Holmes fans and anyone who enjoys a good mystery.
D is fair entertainment, for about two hours.
A game of limited appeal, but armchair attorneys willing to do their homework will find it interesting.
This game is excellent in every respect.
Some interesting qualities, but they don't add up to a satisfactory whole.
A sincere attempt to make a program that works both as an interactive movie and game.
It's all been done - and done better - many times before. Only worth a look if you're tired of play Raptor or Tyrian.
A fun adventure in spite of a few design problems.

Even though it doesn't improve on the real-time strategy genre, it's an enjoyable sci-fi romp with a good campaign mode.
If you're looking for a classy adventure with a bit of everything, Dark Earth is it.
A weird, wild, not altogether understandable nightmare journey, though not terribly interactive.
It's easily the best first-person shooter since Doom, and a must for Star Wars fans everywhere.
A rare, winning combination of strategy and arcade combat. Expect folks to be talking about this one for a while.
Dark Reign should have no trouble distinguishing itself from the current flood of WarCraft and C&C clones.
SouthPeak is coming on strong -- this is one of the better adventure games in recent memory.
If you liked the first Dark Sun game, buy this one immediately. If you want to try just one of them, take Ravager without question.
Action-fantasy fans may get a few giggles from it, but there are a lot of better games out there.
A beautiful and challenging alternative to cinematic space combat games.
It's not nearly as troubled as the original Darkseed, but it's certainly not a good way to spend your gaming dollar.
Doesn't knock Red Baron from the skies, but makes a good addition to your flight-sim library.
Daytona USA is a solid, if limited, racing experience.
Daytona is still a solid racer, but these improvements aren't enough.
Despite its interesting concept, Deadline is dead on arrival.
This may well be the long-awaited inheritor of the Master of Orion crown.
If you liked the original, you'll find more to like; if you hated the original, you'll find more to hate.

The Waterworld of gaming.

You can take revenge on all those bad drivers in this fun little arcade racer (without all those nasty legal consequences).
With a little more care and attention paid to gameplay, DeathDrome could have been a lot better.
The best of Legend's text-and-pictures games--but perhaps a bit too bland for some.
SSI has made some good RPGs using the TSR license, but this is not one of them.
This is challenging and enjoyable, but it falls short of greatness.

Sure, it's just another Bulge game, but it's a very good one.
It's a big improvement over Deer Hunter, but it won't convert non-believers.
A sleeper hit that fans of unrelenting action will definitely want to check out.
There's a great game lurking in here. I hope we get to see it one day.
Demonstar is an intense, blood-pumping shooter with an arcade flavor.
Parallax did a magnificent job -- easily one of the most addictive and entertaining action games you'll play.
Freespace sets a new standard for sci-fi shoot 'em ups with its first-rate production.

Sheet1

If you thought the original Descent was a walk in the park, you'll meet your match in Descent II, but stick with it, and you'll enjoy it. It's a good idea gone horribly wrong, then apparently rushed out the door too soon. If you wondered if you should have bought a cartridge system instead of a PC, Desert Strike will convince you that you made a mistake.

An admirable contender, but it won't replace Civilization in the hearts of many gamers.

Destruction Derby is a blast, and a welcome change of pace from high-end driving simulations.

If you liked the original, you'll love this sequel.

Futuristic racing combat games are nothing new, but Dethkarz sure is fun.

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

Interesting ideas are sabotaged by poor implementation and dated design.

It's much better than the CDs coming from Queensryche and that little thing known as Prince, but that ain't saying much.

RPG fans have waited for this one for a long time, and they won't be disappointed.

Set aside some time to learn the ropes of this game; you won't be disappointed.

Great value for your gaming dollar, provided you have the horsepower.

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

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

The free versions of Solitaire and Minesweeper on your PC's desktop are more entertaining diversions than this.

A handsome CD-ROM adaptation of a fantasy classic, and definitely a game for the whole family to share and enjoy.

Discworld fans will have fun, but everyone else will simply be confused.

We've seen this all before, but if you're desperate, Dominion delivers on a basic level.

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

Avoid this really lame attempt at graphic adventure -- it's not worth the time or money.

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

Not a very successful mix of sports trivia and word game, or... ah, it's just disappointing, that's all.

It's a good learning tool, but the tabletop version is a deeper strategy game.

A solid adventure that goes beyond graphic gimmickry to create an intriguing story in an absorbing new world.

Adventure games are enjoying a renaissance; but this shoddy effort isn't part of it.

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.

It's pointless and it has little to do with the movie. Don't bother.

It's easy to lose yourself in this fresh, engaging adventure game.

An involving gameworld and premise; not as polished as the best adventures, but definitely worth a look.

A fair twiddle-ware game that's undermined by bugs and mediocre gameplay.

Easy-to-understand action that will more than satisfy fans of previous ALG games.

An engaging adventure/RPG that purists may hate and newbies and adventure gamers enjoy.

There's no subtle way to put it...Duke kicks ass!

An underwhelming remake of one of gaming's true classics.

The line on the box is right; Evil is good.

A return to the classic Dungeon Master universe; but is it really necessary?

If you're in the mood for a conversation with your computer, check it out. Otherwise, you'll probably get bored rather quickly.

Without a doubt, one of the most realistic, involved, and impressive RPGs on the market. A definite must for any roleplaying fan.

A good puzzle game; lots of patience and a nitro-fuel burning PC recommended.

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

Even though it manages to clone C&C with lock-step precision, it lacks the fun, intensity, and personality of its inspiration.

No matter how you look at it, EarthSiege 2 is an all-around good time.

An incredible value for one of the best arcade titles available for the PC, period.

It's a shaky start for TalonSoft's new line, but a must-have game for any Russian Front fan.

Sheet1

Pretty pictures, plenty of puzzles, but it's very strangeness may be off-putting.
A solid, unusual bit of videogaming.
Only those who are interested in East Africa--and have a great deal of patience--need apply.
A game that will delight and consume you in one fell swoop.
Despite its flaws, Ecstatica II is more than the sum of its parts, delivering hours of challenging, attractive gameplay.
Overall, Eddie K delivers a strong program capable of competing with the better bridge programs on the market.
A must-buy for hard-core flight simmers and a great game for novices.
A stunning technological achievement; give this game a better storyline, and you might have the best FRP ever designed.
A simple puzzler, but entertaining and challenging enough to keep you coming back.
This is a good FMV game. Just don't expect to be entertained for very long.
Even though the concept is solid, Emergency is another half-baked RTS game.
A lot of people are going to love this game; I didn't - but I respect it greatly.
One of the biggest disappointments in years.
There's plenty of entertaining soccer action packed into this little game.
Endorfun just isn't fun. There are much better puzzle games out there.
Worth playing if someone gave it to you as a gift -- maybe.
Entertaining; just the right balance of construction, research, resources, and combat.
Entomorph is an attractive, innovative break from the usual RPG fare.
This is an economics-based game that's easy to get into and fun.

It's a decent shoot-'em-up, but Eradicator needed to do more to take on Quake or Duke on their home turf.
A decent baseball sim, but in today's market, that just isn't enough.
Buy this even if you plan on getting another WWII air combat game; it's that good.
Great fun, but probably too simple for serious flight sim fans.
This game is truly...evil! (Heh, heh.) Do yourself a favor and don't buy it.
Give Verant a little while to iron out a few problems, and EverQuest will be everything you could want in an online RPG.
If the concept appeals to you (and you're not a Creationist!), you might just love it.
Another second-rate console port bites big time on the PC. Sigh.
Further evidence that movies should be seen and not played.
There's really nothing new here. Even at \$14.95, it's not of much value to anyone but the novice player.
Nothing new here, but if you haven't burned out on colonization games, it's a good time.
If you like Lemmings-style puzzlers and can get past the convoluted story line, it's worth a look.

It looks great, and sometimes plays great, but the fiddly control is too much of an obstacle for the average gamer to overcome.
This is the chess game for serious chess players. It may help improve your game.
It's gaming garbage taken to the eXtreme! Avoid at all costs.
Whoo-ee! Extreme Rodeo is stinkier than an outshous at the Chili Convention.
Extreme Sports is a limited diversion from the usual sports game. Just don't expect more than a few hours of fun.
With so many RTS games out there, this does little to distinguish itself.
We'll spare you the "extreme" jokes this time -- this game is just plain bad.
An elegant conversion of a board-gaming classic; a must-have for fans of naval war who relish action above all other elements.
An awesome achievement in flight simulation.
While not perfect, these two mainstream sims are fun to fly.

A great simulation of a fascinating jet; as much fun to fly as it is to look at.
F-22 Lightning II is hardly the realistic, detailed simulation NovaLogic claims it is, but there's still fun to be had here.
A realistic simulation that's also fun to fly once you get the hang of it.
A solid sim with a rich game world and awesome avionics.

Sheet1

Appeals to both the super-hardcore and the arcade audience at once.
Beautiful production but only modestly challenging, or interesting, gameplay.
A strong balance of battles and brain-teasers that should be a nice break from shooters and adventures.
If you're a die-hard RPG fan, you might enjoy it. Otherwise, wait for better ones that are in the works.
Can you believe it? It's finally out -- and the four-year wait was well worth it.
A fair bet if you want some quick gameplay, but it could use some refinements.
This sequel to an all-time classic is one of the standouts RPGs for the 1990s.
If you value character development, old-fashioned gameplay, and a good plot, this game delivers on all counts.
It's not the best fantasy wargame out there, but it's still a terrific diversion.
There are better ways to spend your gaming dollar, and better choices in Windows entertainment.
It's flawed, but Fast Attack is still the best nuclear sub game in many moons.
Fatal Abyss lives up to its name; it's fatally abysmal.
It's better than most, but it's still just another clumsy hunting sim.
The finest tabletop miniatures wargame yet released, and a true joy to play.
A very deep soccer sim for players who have the patience to deal with some quirky controls. Another winner from EA!
Quite simply, this is the best soccer simulation on PC.
If you're in the market for a top-notch sports sim, look no further.
FIFA 97 is a great leap forward for PC soccer games, and terrific entertainment in its own right.
Modern dogfighters are in for a treat, but solo players should stick to in-depth sims.
This game is for novices only, and even then, Fighter Pilot is so disjointed that it's a little hard to recommend it to anyone.
A clearly unfinished game that could be good with a heavy-duty patch.
It's better than Operation Airstorm, but not by much.
If, for some unfathomable reason, you've never played Doom and you can't find the original, Final Doom is worth picking up.
This giant PlayStation hit isn't destined to change the face of PC roleplaying, but it's still a blast.
Quality where it counts -- in the gameplay. The campaign game and quick battles are terrific.
The best out-and-out sprite-based blaster on the PC.
One great feature doesn't make for a great game.
First Encounters is an ambitious game--but it has a lot of problems that drag it down.
A great naval wargame for novice and hardcore gamers alike.
MicroProse has scored a direct hit with Fleet Defender. If you enjoy modern air-combat sims, this is definitely for you.
Once you get past the fact that there are zombies wandering around, this is just another boring "find the key" action game.
If the subject interests you, by all means give it a try. It's different, and it's designed very cleverly.
Despite its limitations, a clever and original program worth sticking with.
With its incredible graphics and great flight school, Flight Unlimited soars above the pack of flight simulations.
As close as you can get to flying a civilian plane without a pilot's license.
A flawed gem, but a gem nonetheless. A wonderful sim with an authentic feel.
It's fun for a bit, but the lack of replayability will disappoint many die-hard fans.
This addictive and pretty blast-fest is sure to breathe new life into the tunnel-shooter genre.
Fortress of Dr. Radiaki may not be the best shooter around, but it's definitely worth a look.
A few gameplay adjustments short of being a really good game.
If you're starved for low-brow entertainment, Foxhunt will do in a pinch, but if gameplay is your thing, you'll be disappointed.
If you love baseball and own a computer, you must have this game.
Could've been great if gameplay had gotten as much attention as graphics.
Achieves what it sets out to do, but baseball has never looked less inviting.
A minor upgrade, but still the champ of football sims.
You'd be better off with an earlier DOS version of the game.
If you shun arcade action and want a deep and customizable simulation, this is a worthy purchase. Otherwise, forget it.
Even after you get past the steep learning curve, there's not enough excitement to keep you playing.
A competently programmed yawn with limited replay value.

Sheet1

One of the best action-oriented baseball games available for the PC.
Folks who loved Myst might find it appealing, but if you demand more depth, you'd probably be better off reading Shelley's book.
A definite case against the whole retro-gaming craze.
This is a well-designed product that should have wide appeal.
The truly revolutionary swing style makes FPS: Golf intuitive and fun.
It may be a little short, but it's one wild ride while it lasts.
No pinball addict should miss Full Tilt 2!
As pinball simulations go, Full Tilt Pinball is hard to beat - but there are still better ones out there.
This is a first-rate 3D game that proves Microsoft is serious about gaming.
If you're into action titles, and you're on a budget, Future Cop won't disappoint.

A stunning and impressive piece of work that sets a new standard in PC fighting games.
If you must have network play, you might as well go for this one, but there are plenty of other, better 3D fighters.
G-Nome had the goods to be a hit, but poor execution makes it a disappointment.
All looks and no brains may be appealing, but consider yourself warned.
Cinema meets gaming; cinema wins with a TKO.
If you're wondering if a good game can be done under OS/2, you ought to check out Galactic Civilizations.
Galapagos is a revolutionary piece of software. Unfortunately, it's not a very good game.
A reasonably priced construction kit that lets you show your friends how games should be made.
There's fun to be had, but only those with multi-player in mind need apply.
It's not The Godfather of computer games, but it's good fun.
The funky atmosphere is much of what makes this simple but fun game work.
It's a simple little game that doesn't take itself too seriously.
This one should hold you over 'till Syndicate Wars arrives in town.
With more variety and less repetition, Gene Wars could've been something special.
One of the best Koei titles in some time. If you like historical sims, get this one!
Okay for the kiddie set, but serious gamers will tire of the repetition.
If Microsoft tells you something's funny, run for your life. I found more humor in Windows 95.
A fun, relatively non-violent game that will appeal to gamers of all ages.
The quest for world domination has never been so uninteresting.
It definitely ain't "Glove at first sight." Leave this one on the shelf.
Part puzzle game, part graphic adventure, this is sure to please fans of either genre. A very good title!
If you've played Myst, you don't need to play it again in San Francisco.
Golden Nugget makes you appreciate shareware casino games.
Golf fans and gamers of all types will have a good time with this one.
Try it. Even if you don't fish, you may be surprised how much fun this game is.
A solid horse racing sim, but a visually weak presentation.
At least until Sierra releases the next title from Papyrus, Grand Prix II is the best racing sim you can get.
For racing sim junkies only; if you just want to drive fast, look elsewhere.
If the subject of big-time racing interests you, you'll love GPM.
Grand Slam does not score a grand slam. You'd be better off with Triple Play '98.
Grand Theft Auto is a fun, anti-social game with a few annoying faults.
If you like The Lost Admiral, you'll probably love this near sequel, even though there are as many differences as similarities between them.
If you're at all interested in this era of warfare, this is the only game in town.
Nicely captures the epic, ultimately tragic, curve of Hannibal's career.
A detailed, rich, and terrific-looking naval combat simulation. Good job, SSI!
If you're really into the subject, you'll have a great time changing history.
The balance between epic sweep and war-movie detail is ideal. Simply the best WWII naval sim on the market.

Sheet1

An interesting new take on golf simulations, but one that needs something more to make it work.

Grid Runner dares to be different, and succeeds, but where's the 'net-play?

A sure bet for the adventure crowd and anyone who appreciates a great story.

Despite the meager course selection, real and virtual golfers will appreciate the good gameplay.

It's an original idea, but the lack of variety means this game won't last long on your hard drive.

It fills a void in the kids market, just not very well.

This is The Big One, and it's even better than we could've hoped.

A fresh and original concept, realized with energy and zest. The whole is decidedly better than its parts.

Beautifully detailed graphics, but it lacks the depth to make it great.

If you're a HardBall fan, or more interested in fun than realism, this latest version will surely satisfy.

It's still weak on realism, but HardBall 5's the best action baseball game available.

If you've been looking for a dugout management game, check this out.

Go watch a Troma movie instead.

Simply the best modern warfare game ever. This is a classic made even better.

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

Definitely not for the squeamish.

Haunted Casino attempts to combine two wildly different game genres and succeeds in making both look bad.

Havoc can be fun over a network, but the one-player action just doesn't cut it.

Despite the fart and sex jokes, this is a great trivia game for teenagers.

This is a long-overdue action game. If you're a fan of classic side-scrolling adventure, Heart of Darkness is freaking hardcore.

Niggling bugs hurt good gameplay, but overall, this is a strong mech game.

The lite beer of 3D shooters.

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

We've seen this before, and it really is time to move on...

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

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

A great-looking action romp through the familiar world of Heretic.

Fans of this series will find new units, somewhat deeper strategy, and lots of pretty maps to sink their teeth into.

One of the most enjoyable games of the year. This one will have a long life on your hard drive.

If you enjoy strategy games, you simply must have this one.

A solid action game with terrific fantasy trappings, but ultimately familiar gameplay.

A visual treat with plenty of action and killing, but some frustrating gameplay elements.

Hexplore does try something new, but comes up short in too many ways.

A well-designed, straight-forward game, well worth considering if you crave a similar form of roleplaying.

A very good game--but it could have been a great one.

Even though it's a "no frills" game, the action alone will satisfy most gamers.

If you're into baseball games, you need to add this one to your collection.

Plenty of fun if you're a big fan of economic sims, but not enough variety for most gamers.

Just about everything a flight hack could want in a sim is here. Buy it.

This is for fans of the boardgame only.

Pretty to look at, occasionally fun, but ultimately repetitive.

Within its modest parameters, this is a solid and successful game design.

If the subject of world-class horse racing interests you, you'll love this game.

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.

House of the Dead is a horror buff's dream come true and is a blast to play.

Sierra's put its experience to good use, with an attractive, easy-to-use, and fun poker simulation.

Impressive example of 2D action gaming, showing what the PC can do in this genre.

A decent graphic adventure with a handful of significant flaws.

If you're a pinball fan with a fast computer, this one's a keeper.

Sheet1

If you're willing to accept a few minor flaws, HyperBlade can make you a superstar in the sport of the future.
An intriguing adult game that definitely won't be everyone's cup of entertainment.
It won't win awards for originality, but it's fun if you're into turn-based gaming.
This is not the worst puzzle game out there, but it's certainly not the best, either.
An interesting, mostly realistic sim that doesn't quite measure up to the current state of the art.

The ideas behind it are sound; but lackluster execution keeps it from taking off.
The major crash bugs need to be fixed; then iF/A-18 may be a good sim.
An exceptional, heavyweight sim, and a worthy successor to its forebearer.

Fresh, well-balanced gaming that serious strategy gamers shouldn't miss.
A well-balanced, familiar-feeling conquest and resource management game.
A surprising and delightful product for fans of conquer-the-galaxy gaming.
Why bother? There are so many better games in this genre, this one is hardly worth a look.
A quality game. If you don't mind lots of video clips and some repetition, you'll like it.
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.
It's initially fun, but players looking for more substance will quickly tire of it.
How often can you say you really got what you paid for?

A refreshing, addictive strategy game with charm -- on the surface and underneath.
Gamepad slingin' console freaks will love it, but true PC gamers will probably (and rightly) expect more.
If you're looking for a good, challenging space epic, I-War will float your boat.
Desktop Adventures isn't spectacular, but it doesn't pretend to be. As time-killers go, it's a refreshing change from Solitaire.
It's an interesting idea, but it ends up to basic and sterile to remain compelling.
Racing simulations don't get any better than this.
If you're itching for something new, Inferno's worth the trouble.
It has everything going for it, except the thing that matters the most--enjoyable game play.
Terrific graphics and sound wrapped around a top-notch tennis sim make this game an ace.
A solid collection, and one of special value to those with a serious interest in the history of PC gaming.
Full of 1970s atmosphere and attitude, I76 proves that Activision has more tricks up its sleeve than giant robots. It's a blast.
If you're a shooter fan, there's no excuse not to get this one.
What were the designers smoking when they worked on this?
Pretend it's an old Amiga game, and you'll love it.

A lightweight combat game packaged as a tactical simulation. Not as fun as The Perfect General.
Avoid this dog like it has rabies, and don't say we didn't warn you.
Hard-core FRPG fans will probably like it--novices will find it tedious, overwhelming, and frustrating.
What more can we say? Island Peril is an unmitigated dog.
It doesn't have the detail of Jane's F-15 or Longbow 2, but IAF is just plain fun.-
Required equipment for computer golfers.
Jack Nicklaus 5 is a worthy upgrade to Jack Nicklaus 4 and a great reason to take another look at this series.
One of the most complete sports packages and a must-own for golf fans.
Nothin' fancy, but a solid addition to the ever-growing Ripper canon.
Whatever you choose to call this hybrid genre, Jagged Alliance is right at the top of it.

Sheet1

Jazz Jackrabbit 2 proves that side-scrolling can still be fun when it's done right.
If you find yourself missing the simple excitement of your old Sega or Nintendo machine, you need this game.
All-round, the best 3D action game to date, and LucasArts' best game since the excellent TIE Fighter.
Jet Moto delivers unique and solid racing action.
JetFighter is still a good pick for the casual sim fans out there, but it's past time for a new game engine.
If you can forgive the occasionally unrealistic action, you'll be rewarded with one of the most thrilling sims to date.
If you like puzzle games of the Myst variety, you'll certainly enjoy this.
Anglers who prize diversity and challenge should stick to Trophy Bass or Gone Fishin'.
Inferior in many ways. Stick with Monaco Grand Prix 2.
An acquired taste; if you're a traditionalist who shuns the video movement or have a slow system, forget it!

The colorful animations of the "Jonny Quest" universe aren't enough to propel this breeze of an adventure.
JSF is a lightweight sim with some heavyweight problems.

A cookie-cutter side-scroller that doesn't explore the potential excitement of its big-budget film license.

There are better arcade games out there for kids and adults.

Die-hard arcade fans will probably love it, but others may not feel they're getting their money's worth.

If you like shooters, this one's worth checking out.

There are much better action games out there.

Legacy of Time is a good game that could have been much more.

Yet another mediocre soccer sim to gather dust in the bargain bins.

A fun game, but improving the interface and story would make it so much better.

The quirky adventure has comedic flair. If you like off-beat games, pick it up.

It just doesn't seem to have been made by people who play games.

After this pointless effort, it's time to flush any influences from Dragon's Lair out of the system. Permanently.

A good, solid wargame--although perhaps not as detailed as it could be.

A great game for hard-core strategy fans that has the added value of unraveling a confusing historical era.

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.

Although KKND2 offers nothing new, it's still a solid title for new RTS fans.

This is not a terrible game, it's just not a particularly good one. For Trek fans only.

More fun than Under Pressure, or Endorfun, but it's not Tetris.

If the puzzles weren't so poorly done, it would be a fantastic adventure. As it is, it's probably best to wait for the next Time Ga

There are many better "god-games" out there already, and more on the way.

Even as a PlayStation game, Crazy Ivan was a little too simplistic; most PC gamers will find it a hollow experience.

Like most me-too games, some of the touches that made the originals great aren't here, but KKND is still worth trying.

Kuba is exactly what it appears to be; fans of this type of game will enjoy it.

Lands of Lore is a very good game, it is just a little behind the times.

A decent RPG clouded by lousy production values.

If you're a fan of ALG shooters, or looking for some mindless arcade action, check it out.

This is a good fighter, but the performance issues make it hard to recommend.

The story is just a mess; the action is nothing special; and the adventure game is a muddle.

A unique and polished adventure game with a strong, sustained, historical flavor.

An intriguing, but flawed, first effort. You might want to wait for the 256-color sequel that'll be released later this year.

Tricky puzzles; hilarious dialogue; no single right way to win; provides a challenging and entertaining adventure.

This is a game more for Nintendo than a PC. Not for those who want realism.

If you can handle Adult Situations and Partial Nudity, this is a ship-shape winner.

Fans of previous Lemmings will still want to add this to their collection. Newbies should try the earlier games.

Psygnosis creates a wonderful new dimension of Lemmings fun that's every bit as challenging as the original games.

Sheet1

It's not the sharpest turn-based wargame, but it's decent enough if the price is right.
A somewhat flawed but overall entertaining trip through a parallel world.
With so much good shareware out there, there's no sense in bothering with this.
Golf on a computer can't get much better.
A small step forward for the best of golf sims, but a step forward nonetheless.
Simulates golf on your PCD better than any other game out there.
As Doom II is to Doom, Lion is to Wolf. It's more of the same, but well worth playing.
You'll love that cute lilil divil despite what he may have done to end up in hell.
This is a program you'll really enjoy exploring along with your kids.
Kids will love it, but serious football fans may lose interest.
Great fun for puzzle fans and arcade fiends alike--a real winner!
Longbow 2 is a masterpiece created by sim experts at the top of their form.
Lords of Magic is a deep, fun game; it just needs some tweaking to be really great.
An absolute mess.
Lords of the Realm has all the ingredients, and in the right proportions, to satisfy anyone interested in historical simulations.
LORII is immense fun for both the empire-builder and the medieval combatant, with all the intrigue and bloodletting you could
For crossword lovers, L.A. Times is a whole lot of entertainment at a great price.

Good clean fun that hooks you from the very start.
If you're looking for something different and genuinely entertaining, Lost Eden is your paradise.
With more care, this coulda been great; instead, it's just a blueprint for a better game.
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.
This could have been a great game. But as it stands, Interplay's credibility has just taken another head shot.
This could end up being the best turn-based strategy game of 1997.
If patched, this will be one of the great games of the year. But until then...
There's a good game here somewhere, but it's crippled by lifeless graphics and repetitive gameplay.
Buy it if you like flashy graphics and don't care about gameplay--otherwise, steer clear.
Colorful, complex, addictive, and subversive! Play with a friend (while you still have one...).
Despite the chunky graphics and clunky control, Machine Hunter delivers a nice blend of fast-paced fun and puzzling.
Machines proves that "me too" games are sometimes worthwhile.
It doesn't have a lot of replay value, but it's a real kick while it lasts.

There's a lot of fun to be had with Madden NFL 97, but not a lot of realism.
If you can live with the sub-par graphics and enjoy arcade gameplay, this will give you a good fight.
Died-in-the-wool simmers will pass, but Madden fans will love the new look.
A cool throwback to a classic arcade game.
There's a whole lot of game here, and it's all excellent. Magic Carpet may well become the talked-about game for 1995.
More of what you liked in the original - and then some.

If you've played the card game, you'll like the PC version; it's also a good way to learn.
A terrible game. If you want a Magic: The Gathering PC game, wait for MicroProse's turn-based version to come out.
A few peculiar puzzles add stamina to an otherwise uninspired game, but only if you're really bored.
A strong effort by a new company; its virtues far outweigh its flaws, and its good moments are very good indeed.
Unless you just can't live without another arcade racer, don't bother.

Sheet1

Not even close to the high water mark set by Moto Racer GP.

Marble Drop is a love-it or loathe-it title. Proceed at your own risk.

A tragic waste of brilliant source material.

If you can find this one on the cheap, go for it.

A powerful mix of empire building, wizardry, and combat.

A great update of a classic game, even with the micromanaging.

If you're nostalgic for a mindless action/platform thrill, this could be it, but there are much better action games for the PC.

Kids who respond well to the main character will learn to type, but there are better children's typing tutorials on the market.

If you can warm to the console-style sensibilities of MDK, you'll find a brief but well-done action game.

Watch "Aeon Flux" instead. You get great animation without carpal tunnel syndrome.

It definitely has its flaws, but there's still a lot of fun here.

If you can only play one battling-robot game a year, make sure it's this one.

If you liked MechWarrior 2, you'll love Mercenaries.

A colorful simulation of a neglected but fascinating period of history.

If you like non-stop action and killer graphics, you'll love MegaRace.

Where the original MegaRace shined on the track, MegaRace 2 merely putts along at a leisurely pace, letting the world race by.

Go rent the movie. This sucks.

Features excellent production, a solid engine, and a good premise, but is combat oriented in early levels and takes its sweet time.

With its balanced gameplay, Merchant Prince is one of the best new trading games around.

Excellent for modem play; a bit too frustrating in the solo mode.

A super battling robots game; undoubtedly the best on the market; a challenging but rewarding game.

Good clean fun. That's the reason it's been around so long, it's a good game.

It could only appeal to the most hard-core arcade shooter fans, and even then there's not really enough gameplay on display.

Multi-play is fun, but solo gamers are advised to look elsewhere.

Both beginners and experts will find challenges and learn something new, but the hint book is a required purchase for beginners.

This can't compete with the big boys. Whatever it is you look for in a golf game, you can find it done better elsewhere.

If Internet competition is your thing, MS Golf delivers a seamless entry onto the web; if you're a die-hard duffer, stick to Links.

More fun than you can have at the state fair arena.

In the market for a great soccer sim? You won't find it here.

Solid science combined with a sense of wonder equals an entertaining, educational way to explore the galaxy.

The best pure FRPG since Ultima VII.

A refreshingly different type of narrative science-fiction game.

A believable game world that's entertaining and (gasp!) educational; much fun for CD-ROM owners.

Unless you simply adore trivia games, don't bother with this one.

Nice visuals aren't enough to save this disjointed, confusing game.

A mature and thought-provoking adventure that plays the way a good science fiction novel reads.

A solid and demanding strategy game that's every bit as exciting as the real-time shoot-'em-ups.

The nadir of non-interactive video junk.

The overall improvements make this one of the best racing games on the market.

It's a simulation without any of the qualities that make a simulation worthwhile; it's an arcade game that's hard to control.

We bet that even Monopoly-haters will be charmed by this clever and well-executed game.

Enjoyment for gamers of all ages and skill levels.

Just like an aging Jedi, Star Wars Monopoly slowly but surely loses its fizz.

A fun romp through the mulch that should have had a few more features.

If you've got a little patience, this one is definitely worth checking out.

Only the most dedicated Python fan would play this game. Otherwise, just rent the film.

Sheet1

This is a dungeon crawl from the old school, but it's worth a look from the uninitiated.

If you've been burned by watered-down IBM action games in the past, here's your chance to make up for it!

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

Mortal Kombat 4 is a competent addition to a mediocre series, but there are better PC fighting games out there.

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

Though nothing new was added, Mortal Kombat Trilogy is timeless and addictive.

A dynamite package that blows away the competition.

No time to write bottom line. Must return to Motocross Madness. Now.

Motorhead is satisfyingly hot arcade-style racing action for your PC.

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

A good introduction to the adventure game genre, but there's better out there.

You'd have to be either Statler or Waldorf not to enjoy this game.

A new take on Lemmings with a budget price, Mutant Penguins is a wannabe winner.

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.

This is a great expansion pack for an awesome game.

Myth II has wanton carnage, great multi-player action, and killer graphics. What more could you want?

Myth is a melee of a good time.

A Mahjong-like game that relies more heavily on style than substance.

You might get your money's worth out of the multi-player game.

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

If you're a fan of the original, this is a worthwhile upgrade. If you never tried the original, here's your chance to catch the fever.

Like racing games? Stay away from this one.

An entertaining revival of the "dating simulation" concept.

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

If you can live without the glitz and glitter, the gameplay will win you over.

There have been better basketball games; there's better to come. Why buy this?

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

A great simulation that can be enjoyed on a variety of levels.

The best-looking, best-playing, basketball game available, even with its flaws.

For those who enjoy a great looking, great playing game, NBA Live 98 is the best.

The closest any of us may get to a real NBA game this year.

It's the best college hoops game on the PC, but, there isn't much competition out there, either.

A fun college basketball sim, but one that can clearly stand some improvement.

If the offense problems don't bother you, you'll have a great deal of fun with this solid addition to EA Sports' lineup.

Don't hesitate to add this to your sports collection -- it's da bomb.

If you've been waiting for a good basketball sim, Road to the Final Four 2 is definitely worth a look.

Fun and playable, but not really remarkable.

If you've been looking for a slick action game with the right mix of realism and arcade gameplay, look no further.

Try as it might, this just can't touch the original.

If you like fast cars and outrunning Johnny Law, you can't do much better than this.

A decent graphic adventure, but if you're dying to play more Wizardry games, you're bound to be disappointed.

Activision's "quick and dirty" RTS game for the Internet is a winner.

If you want a quick-and-easy online blastfest, netWAR should do the trick.

Sheet1

The tiresome puzzles and limited interaction squash the life out of what could have been an amazing adventure. Light, lively entertainment, but nothing new; not for the serious strategist. There's no reason to own this game with so many good, better driving games from Ubi Soft, EA, Microsoft, and Sierra. A fun, in your face, smack-talking football game that is simply a blast to play. A decent action-oriented football game in need of a few major and minor repairs. As a number cruncher, this is a solid football sim, but if you demand graphics as well, you can do better. The best action-oriented football sim yet. For fast, furious, football action QBC '97 delivers a rousing amount of playability, options, and fun. If you love hockey or sports games in general, be sure and add this one to your collection. If you've got the system and are even remotely interested in hockey, pick this one up! A no-holds-barred sports action game with sim-style options, NHL 98 is tops. An already great game gets a minor face lift and some adjustments under the hood. If you don't own the original, this is as good as it gets. If you do, try before you buy. For accurate and controllable hockey without excessive extras, NHL PP 96 is one of the best hockey sims on the market.

NHL Powerplay 98 has lofty ambitions but simply cannot compete on any level with the far superior NHL 98. Died-in-the-wool drag racing fans should look elsewhere. There are much better driving sims around, especially at this price. Even with a few unforgivable faults, this is a bloody blast to play. Flashy graphics mean little when a game is this bad. Noctropolis is a solid adventure set in an intriguing and visually stunning world. Film buffs might appreciate what Cyberdreams achieved on a superficial level, but hard-core adventure gamers will be let down. Some good fun in the "I want to be Sam & Max when I grow up" vein. Hardly a respectable follow-up, but it may keep fans of the series busy. Patient wargamers may like it, but there are better Civil War games out there. Nothing But Net! is a good coaching simulation, but its shortcomings are too serious to justify a recommendation. A refreshingly simple and effective CD-ROM title. A great arcade blastfest with plenty of longevity and amazing intensity. It's a sleeper, it's a keeper -- and it's the only game in town for anyone interested in paratroop operations. Moderately interesting once the interface is mastered, but not much more. Obsidian manages to distinguish itself as a truly different adventure, where traditional puzzling melds with abstract thought. Abe's Exodds is a unique action-puzzle hybrid with plenty of character. For action fans, it's impossible to not be charmed by Abe and his friends. Although it has an attractive concept, this doesn't really contain enough variety or challenge to keep gamers coming back for more. A couple of errors keep this from being a perfect game. Grab your gamepad and buy yourself some Band-aids because your thumbs are gonna get sore! Experienced gamers beware; for the budget-conscious novice only. Check it out if you're a fan of the genre, but there's really nothing new here. There are few PC wargames, past or present, that are able to reach a comparable level of excellence. If you accept the game on its own terms, it can be quite entertaining; but it is not a serious simulation by any stretch. Plenty of options make it accessible to all skill ranges, and the backgrounds and music spice things up nicely. Fun for a few more hours. If you can endure the game's slow pace, there is a good mystery to solve. Outlaws has more atmosphere than any ten other 3D shooters, but it's not perfect. If you're a strategy fan, you simply must own Outpost. Period.

A pretty enjoyable and solid game that doesn't deserve to be saddled with its predecessor's reputation. If you don't mind the problems, you'll have a lot of fun with this game, but don't shell out for it until it's fixed. A unique and singularly intelligent game; should captivate anyone with an interest in the subject of WWII aerial combat. TOAW is a great wargame!

Sheet1

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

One of the biggest disappointments I've ever experienced as a game reviewer.
Hold off until a CD-ROM version comes out. It's bound to be the best choice.

Even the most dedicated side-scroller fans will grit their teeth on this one.

This is a better game, in every respect, than its predecessor.

Overwhelming for casual wargamers; hardcore gamers will love its complexities.

Panzer Commander has all the elements of a good game, but its faults drag it down.

If you've already got the Edge 3D, Panzer Dragoon is a good addition to the lineup.

The best wargame since Empire--and we certainly can't think of any higher praise for a game.

It should be a sensational hit, and it deserves to be.

It would be too nice to say that it's mind-numbingly entertaining--it's actually just plain mind-numbing.

Devoid of imagination and the awe of interstellar contact and conflict, Eminent Domain, though mildly intriguing, is merely adequate.

PBA is a one-of-a-kind simulation, and great fun for fans of the sport -- but you may tire of the solo action before the beer franchise.

This is the crowning title in the General series.

A sequel worth the wait! It will make you long for those days of playing with toy soldiers in the sandbox. A masterpiece.

Tedious, and for the most part unenjoyable. Perfect Weapon just doesn't live up to its name.

If you love the game of golf, this is a duffer's delight.

PGA Tour Golf 486 is a serious contender--in fact, we'd say it's the current leader.

PGA Tour Pro is great to look at, but the gameplay doesn't match the graphics.

Phantasmagoria proves that a full-motion video extravaganza can be a good game.

A Puzzle of Flesh has great production values and more shock value than any previous PC adventure, but as a game it falls far short.

If you're a fan of Marlowe, it might be worth checking out. But don't expect a lot of gaming goodness from your investment.

You'll have more fun playing the original Pictionary. The PC is not the place for this social, party-oriented game.

If pinball is your thing, you can't go wrong with Pinball Illusions.

A promising first outing for Windows 95 arcade games.

If you like nano-management tasks and hanker to own a chain of restaurants, by all means go for it.

The perfect gift for the masochist who has everything.

With all its stats and options, it has plenty of strengths--but you have to contend with a lot to enjoy them.

Low cost fun for youngsters, but not much value for regular gamers.

It's pretty to look at but not that much fun to play. Nice Internet options.

The emphasis on procedure over gameplay brings an intriguing idea to a halt. Only wannabe police officers need apply.

SWAT 2 falls short of realizing the potential of its thrilling subject matter.

It's no Virtual Pool, but it's well worth a look.

Pretty to look at and fun to tinker with, but missions are drab and not very challenging.

A decent, action-based racing game that isn't good enough to lead the pack.

A great game if you're into playing all those crazy poker variations, but only fair to middlin' if you ain't.

As a player-vs.-computer strategy game it's OK, but the real strength is in modem, network, and internet play.

A good game for business sim fans and SimCity aficionados, but others might find it a bit of a yawn.

Pick up Duke or Quake, or wait for Shadow Warrior, Blood, Jedi Knight, etc.

If eye-candy and hellzapoppin' racing is your thing, Powerslide is a safe bet.

With good looks and lousy gameplay, it's the Myst of fighting games.

If you like fighting games, buy this one.

If you are a true fan, you should consider waiting awhile for this baby to be reduced in price before purchasing it.

Sheet1

A quirky adventure game that's only for the die-hard Lovecraft fan.
A terrific space shoot 'em up that has more to do between missions than watch movies.
This one belongs at the bottom of a deep lake.
Micro Sports supports their products, so there's a good chance this game could be excellent once they work out the kinks.
Problem-plagued graphics and an unplayable arcade control system.
Once again, Empire has created a great pinball game. But when are we going to get more than one table?
One of the best pinball games out there.
If you've got that itch to play some pinball, but can't get to the pub, this is the next best thing.
As PC games go, Psychic Detective is one heck of a movie.
Another stab at "interactive movies" falls short of the hype.
If you're at all interested in airborne operations, don't pass this one by.
You can't ask for anything more from a text-only baseball sim.

A decent package for puzzle fiends, but none of the puzzles comes close to Tetris.
It's Myst in a Chinese tomb. Take it or leave it.
Quake isn't destined to revolutionize action games, but it's a very good first-person shooter from the guys who invented the genre.

Quake is dead. Long live Quake II.
A high-octane addition to anyone's gaming library--it rocks!
QBA provides a few kicks, but the video-based format kills any replay value.
This is a bunch of New Age mumbo-jumbo wrapped in music videos and a crummy Myst clone.
If you're looking for a good game for young kids, or a brainless time-killer for yourself, pick up a copy of Qwirks.
There are far better RPGs and RTS games than this monstrosity.
Strategy gaming at its finest -- minus all the senseless violence.
An outstanding racer that should please arcade and simulation fans alike.
A monumental achievement; a landmark game that raises the bar several notches.
Pretty good fodder for fans of the aging arcade game.
This one's among the best-looking PC shoot-'em ups around.
One of SSI's best AD&D-based releases; packed with character; featuring just enough novelty; very nicely put together.
This type of game seems almost retro now, but if you still like first-person RPGs, it's certainly a good one.
Rayman is undoubtedly one of the best arcade-style games for the PC.
If you've been looking for a good adventure yarn with genuine thrills, Realms awaits.
If you want Star Wars, get X-Wing or TIE Fighter. If you want a challenging arcade game, look elsewhere.
All of its interesting features can't save Rebel Moon Rising from its lackluster and tedious gameplay.
By the time you start to tire of it, you'll probably be almost finished anyway.
Maybe a patch can make this game worthwhile; until then, you're better off with Empire's Flying Corps Gold or the original Rebel Moon Rising.
It's fun, fast and addictive, but not particularly complex.
A competent, enjoyable game, especially if you liked Midwinter and its sequels.
Naval combat buffs might get their money's worth--but all others should steer clear of this anachronism.
Reguard successfully merges action and adventure into one tasty package.
Without the poorly designed arcade bits shoehorned in, Redjack could've been a decent adventure.
More "War Wagon" action than an entire season's worth of "The A-Team".
Redline Racer is a lot like a donut... it satisfies when the urge hits, but you'll still be hungry for something more substantial.
If you bought a PC just so you could play this game, you might be a... oh, never mind.
If you like your gorefests seasoned with a helpin' of humor, this is your game.
Beyond the few flaws, Relentless: Twinsen's Adventure is a pretty unique--and enjoyable--adventure game.
It has some nice touches, but lots of little flaws weaken the overall package.

Sheet1

A nice game if you're looking for some multi-player space combat action, but a forgettable single-player experience. Proves that simple and easy don't always go hand-in-hand. Requiem might tide you over until Quake III arrives, but don't expect too much.

If you can overlook the minor niggles, Resident Evil comes highly recommended.

If you're looking for a zombie-killing good time, you can't do any better than this.

It's a good, solid shooter--no frills, but lots and lots of intense bang-bang.

The single-player game is good; the split-screen two-player game is a real throwback.

Kudos to Silent for turning an arcade game into a compelling strategy affair.

If you just want a quick break in between printing spreadsheets, RTA is great.

If you're looking for a fun, quick, RPG with a good story, this is one to get.

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

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

The modest collection of arcade hits and misses is only for nostalgia buffs.

If you buy it, don't blame us.

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

If you love graphic adventure, you'll find your heart's desire here.

If you've got tones of patience and love tough puzzles, you'll probably have fun with this one. Otherwise, make sure you pick

A decent, playable simulation of ancient empires.

It's not a knockout, but it'll more than satisfy your most violent urges until something better comes along.

Even if you loved Myst, you'll have a frustrating time time with this sequel. If you do buy it, get your hands on the strategy guide

It's repetitive and campy, but it's a chance to relive those irreverent days of youth.

Mile-a-minute action with a snot-nosed attitude - I like it!

A serious wargame, wrapped in a friendly multimedia package.

The meaningless wandering puts this one high on the frustration index.

Two poorly designed segments can't hope to make a good game.

An original and entertaining adventure, but not for puzzle fanatics.

Rocket Jockey is a raucous action game that pulls off a truly inventive theme with loads of style, humor, and addictive gamep

If you like your Star Wars action quick and to the point, Rogue Squadron 3D belongs in your collection.

A solid successor to the Wipeout series.

Though not without annoyances, this game is entertaining and addictive.

Koei should have stopped while they were ahead; this new version adds no luster to a classic series.

It may be from Russia, but Tetris it ain't. This collection will appeal to only especially dedicated puzzle gamers.

A great submarine sim, but only hard-core sim nuts should apply.

There are much better real-time strategy games to spend your money on.

A great title for those who're tired of adventure games masquerading as RPGs--but not for the uninitiated.

An adequate arcade sim, but that's not what Virgin claims it is.

This simulation simply does not measure up to the competition.

It's nothing fancy, nor does it try to be. If you're looking for puzzles but hate Myst-clones, Safecracker is for you.

An excellent instructional aid, but there's not much of a game here.

If you're a fan of traditional graphic adventures, this is a must have.

If you want a realistic and fun animal sim, go buy Lion or Wolf and leave Savage on the Serengeti.

It just doesn't stand up to the current crop of fighting games.

Unless you're extremely desperate for a different style of Deathmatch, skip it.

SCARS is entertaining, but it doesn't hold up against other PC racing games.

Sci-Fi Pinball is entertaining but suffers from a few inadequacies.

Sheet1

This has the fun, creative spark that too many other games aim for and miss.
Scrabble is best played on a board and not on a PC, but this comes really close.
If you just want to drive fast and not worry about the details, this is for you.

Pull this out when your Playstation-owning friends come over for tea, and be sure to wipe up the drool afterwards.

If you have the patience and the skills to beat this one, you are The Man. But you still won't enjoy it much.
A derivative game with a cumbersome interface, but with enough going for it to make it marginally competitive.
Unless you just can't afford better, don't waste your money on these.
This great conversion is a must-have for arcade racing fans.
There are better arcade racers. Sega's own Daytona USA Deluxe is one of them.
Experienced wargamers may love it, but the timid need not apply.
A semi-realistic soccer simulation that's relatively easy to learn, but lacks replay value.
Those who are able to cope with its cumbersome shortcomings may like Sentient.
For very gamer who gets hooked, another will be left asking if that's all there is.
Fun if you're unfamiliar with kingdom-building, but it needs more variety.
If you've got a passion for resource-management, you could do worse; you could also do a lot better.
An all around terrific game lacking only a solid single-player mode.
It's fun to look at, but Shadow Master just ain't got it where it counts.
Steadfastly average gaming. It's not bad, though, and you might enjoy it. There are a lot better games available.
It's not revolutionary, but it's worth a gander for anyone who enjoyed Duke 3D.
This one fails on just about every level--there's no story to speak of, and the action is slow and repetitive.
Shadows of the Empire is a better game than the N64 version -- but that's not much of a recommendation.
It's a worthy sequel to Star Trail, and the old engine is still fun to play with.
The deluxe version of a popular puzzle game, it has something for everyone.
The perfect nerve tonic for burned-out arcade freaks.
Fans of the books won't like the simplified story, and gamers will find it too easy.

For no-fault mech combat, Shattered Steel is a blast.
Not the slickest game, but it has enough strategy and action to make it worth a look.
A fun little game, especially for kids, but only if their parents have the horsepower to run it.
Puzzle fans who enjoyed Myst have a new one to add to their collection.
A pretty good game with a little bit of everything that makes graphic adventures worthwhile.
If you like your action games fast and furious, Shogo is your one-way ticket to nirvana.
An incredible strategy game, Alpha Centauri is destined to go down as one of the best ever made.
A cross-over wargame that has depth, beauty, smarts, and replayability.
Pro Pilot had plenty of potential but is an incomplete, average simulation.
Simply a blast for anyone, from the dabbler to the true submarine buff.
A surprisingly entertaining game, despite its lack of substance.
As an action game, Silent Thunder's all right, as a simulation, it's a bust.
One of those rare games that presents a different challenge each time you play.
It's not quite as fresh as it was, but this SimCity still delivers fun where it counts.
Think of it as a modern day Choplifter, and you'll be fine, think of it as a sim, and you're doomed.
There are much better golf games out there.
If you're a fan of Maxis sims, this is worth adding to your collection.
At first, you'll play it a lot. But then you'll figure out the strategy and find yourself just watching the thing.
You learn valuable management lessons and have fun at the same time.
If you're looking for a non-stop action ride, you can't do much better than Sin.

Sheet1

If you bought the other one, don't buy this. If you didn't buy the other one, don't buy this either.
Unless you demand unrealistic scores from your golf games, don't bother with The Skins Game.
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.
If you're into multi-player games or looking for something different, this is hard to beat.
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.
This sucks, Beavis -- even a dill-hole can figure that much out!
Gremlin isn't known for knockout games, but they've got a real winner in this one.
Only brainiacs with time on their hands need apply.
Fans of the puzzle genre are in for a good time with Smart Games Challenge 2.
A fun little arcade game that should keep you amused for at least a couple of weeks; good for the kiddies to play.
If there's any thrill to be had from real-life snowmobile racing, it certainly isn't reflected in this game.
A good platform title if you're looking for some pretty mindless gaming.
SODA is good for some off-roading fun, but it's far from perfect.
Soldier Boyz is bad newz.
Though Soldiers is a solid game, it could have been much better.
There are better hockey games out there, and until this undergoes some serious revisions, customizability is its only saving grace.
If you want to play a whole slew of variations on solitaire, this is for you.
Tried and tested fun for kids, but just an MTV-style high-speed headache for the rest of us.
3D platformer fans may dig it, but the rest of us may find it too frustrating.
It's more mega-licensed cheese from a company that, by now, should know better.

A return to the older style of adventure gaming, reminiscent of Infocom at its best.
Sim fans who demand detail, customizable options, and realistic economics, will be greatly disappointed.
Space Bunnies Must not be purchased. Trust us.
I hate to knock a family effort, but it must be done: This game stinks.
If you're a Doom fan looking for something with a lot more depth, look no further than Space Hulk.
It's not the best of the series, but it's something fans of the previous Space Quest games will want to check out.
It's a drag, man, a real drag.
A great little strategy game with a street price that should be less than \$30, it's a bargain.
Once all the patches are released, this could easily be a classic. Until then...
If this is Virtual Reality, I'm in no big hurry to "jack in."
One of the best pure arcade-style racing games for the PC.
An engrossing, unique adventure with top-flight production values.
An entertaining game, but one that could have been so much better.
If you loved the Next Generation, you'll want A Final Unity--just don't expect anything extraordinary.
It's got every feature seasoned wargamers want; also lets beginners jump right in.
There are some new twists here, but nothing really compelling.
Even with its few faults, Star Control 3 is a worthy successor, and a blast to play.
This promising first title from Take 2 is a terrific and innovative addition to your sci-fi collection.
A good beer-n-pretzels space wargame for those who like their combat without a lot of micro-management.
If you're into space-combat games, check this one out.
A simple space-strategy game, but without the depth to keep you interested in the long run.
A good license only counts for so much; if a game isn't fun to play, what's the point?
Pass this one up, unless you're an absolutely rabid Trek fan.
Whether you're a true Trekker or a casual fan, you're going to enjoy this game.
Even die-hard Trekkers will find their faith tested by this sorry cash-in.
All this feeble-flippery makes for a very quiet and lifeless game -- and that ain't what pinball's about.

A promising idea that's inadequately executed -- budding Starfleet captains won't find the challenge they crave here.

Sheet1

Star Wars fanatics and micro-management freaks might like it; all others should try before they buy.
Moderately entertaining, but it's not the best or most complete PC pinball game you can get.
Strong strategy, great graphics, and variety makes this one of the year's best.
It's a clone of Terminal Velocity, but at least it's remotely enjoyable.
If you're in the mood for an arcade-shooter, this is one of the best -- it may be as good as Apogee's own Raptor.
Proves there can be more to games than cute characters and big explosions.
The recipe for great adventuring includes more ingredients than good puzzles, and this game is woefully short on them.
Learn the controls, and you'll get your money's worth out of this one.
First-person combat might never be the same again. The new high-water mark.
One of the best tactical-level wargames ever designed for the PC.
When and if the bugs are fixed with a patch, this'll be a helluva wargame.

An interesting twist for SP fans, but it doesn't feel like a whole new game.
It's certainly not the best RPG out there, but if you're a roleplaying fanatic, it might be worth your while.
A challenging, unique real-time strategy with some annoying imperfections.
Great concept; atrocious execution. Even SimCity fans will be disappointed.
Strife offers a lot in the way of a thinking-gamer's shooter.
Another failed attempt at an authentic and playable PC soccer sim. It's just not very much fun to play.
If SSI does the proper patches for it, SU-27 might just be the next classic air combat sim.
An innovative entry in a once-deserted genre.
Subspace is a simplisct (but stable) Internet twitch game.
A great translation of the arcade game, if you're still interested in trying it.
A very well crafted sim, but slightly overbearing.
An exciting mix of adventure and roleplaying; perfect for the gamer who's more concerned with gameplay than graphics.
If you're frustrated by the demands of NASCAR, SuperKarts is a sure-fire way to driving excitement.
It's basically a sci-fi rehash of Commanche, but it may interest die-hards.
This game blows chunks. Go play Nuclear Strike instead.

If you liked the destruction and carnage of the original Syndicate, prepare to create a new world order all over again.
One of the finest, best-executed, and most enjoyable first-person RPG shooters ever; a landmark achievement.
There's enough to watch and build to keep a real-time strategy fan amused.
Not worth your time or money, even if you are British. It's just plain bad.
Even if you're desperate for some mini-golf, you can find something better.
A fun alternative to traditional pinball simulations, and a great way to spend an afternoon.
3D Lemmings is an addictive puzzler that's a bit out of the norm.
For real putt-putt golf excitement, take a pass on Mini-Golf, load up the car and head for the nearest mini-golf course.
Sierra tried to expand the pinball genre, but instead it took the fun out of it.
While it may look pretty good, this game suffers from a lack of excitement. It's not worth the finger cramps.
The promise of a decent 'mech fighter is lost in the reality of this lackluster shooter.
All the detail and authenticity you could ask for, plus tremendous replayability.
This isn't a bad action game, but its experiment with a new perspective isn't very successful.
This has better balance between eye-candy and substance than most online-only games.
A fair action game, but certainly not a sim or strategy title.
An old and honorable style of wargame, and loads of fun.
Lots of fun; emphasizes human dynamics over twitching and hand-eye skill.
It's a fun game to play on a high-end machine - at least for a little while - but it's no Doom-killer.
If you're looking for a PC version of Tempest, this is it -- but if you're looking for something to take Tempest to the next level, k

Sheet1

Great game if you like a sober whodunit, but not so great if you like your games frivolous.

A great party game, and a nice relaxing time-killer even if you don't like bowling.

This is a great shoot-'em-up with lots of new worlds to destroy.

A solid action game with sharp graphics and an exciting and familiar world that gamers will love.

If you've got a thirst for first-person combat in a different vein, Terra Nova really delivers.

A game for all ages. Even with the Star Trek tie-in, it may not be enough to beat the Chess-Checkers- Backgammon barrier.

If you absolutely must have colored lighting and transparent effects, go buy a lava lamp.

Wait for the TV movie and spare your A and B keys.

If you're into fantasy football, this is a top-notch league manager.

Test Drive 4 is a slap in the face to all of those who aren't on the cutting edge of technology.

Lots of fun, but check out the demo before buying to see if it's what you're after.

It would be better to find an Apple IIe emulator and get your hands on the original Test Drive.

Somebody please bury this game in the mud.

Series newcomers will like it; old fans will be disappointed. You can't win 'em all.

Oodles of gameplay and lots of laughs, for those who have plenty of patience and concentration.

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

If you're a side-scrolling fan, stick to Earthworm Jim or Pitfall.

A completely original, utterly captivating riff on the first-person action game.

If it had come out five or six years ago, it coulda been a contender.

Go buy yourself a copy of Command & Conquer instead. You'll thank us.

Thunder Brigade offers little to hold your interest for long.

Keep on truckin' until you find a better game.

A fresh approach and a good start to SSI's new line. Considering the shortage of good RPGs, fans won't want to pass this one up.

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.

A solid all-around golf game, but Tiger can't dethrone the mighty Links series just yet.

A wealth of detail, but badly in need of plastic surgery. Game play is too cumbersome for all but hard-core war-gamers.

This is a brief but enjoyable action game that delivers plenty of multimedia oohs and aahs with loads of interaction.

A nice time-out from work.

Buy this if you want to learn how not to do a 3D fighter.

The graphics and story line aren't enough to save Timelapse.

Maybe someday there will be a good game on this topic; this ain't it.

Title Fight is a realistic and comprehensive simulation for boxing fans who can live without flashy graphics.

If you want the thrill of hunting, get a license, grab your 16-gauge, and go stand in a field somewhere.

If you stick with it and develop your skills, you'll find some great racing.

Too flashy for the real experts, but one of the most fun and playable sub games around.

To experience Politika properly, buy the boardgame.

Rainbow Six is undoubtedly one of the most original and best games of the year.

It all adds up to good, wicked, fun; there's certainly no other business sim remotely like it.

Tomb Raider is one of the most addictive, original, and atmospheric games the PC has ever seen.

While this is definitely worth a look, it's not as good as the first game.

It's way past time for Eidos and Core to take a new look at Lara

There are some really interesting elements in Tone Rebellion, but they never get into a satisfying game.

All negatives aside, this is a crowning achievement in sports sims.

Not a very impressive outing from one of the giants of the sport.

Cartoon freaks will have some fun, but for everyone else, Toonstruck simply tries way too hard to amuse.

A gentile introduction to flight sims that can still provide some punch for veteran flight jocks.

The faintest glimmer of fun may lurk somewhere in this morass, but even the most diligent and forgiving gamer won't find it.

Sheet1

It's great if you're looking for a game to share with your kid, but experienced gamers should find something more challenging. It has its shortcomings, but TAW is still a beautiful, engaging, and entertaining sim. A significant improvement in the genre, but it's not quite all it could have been. If a suit and tie is your idea of a football uniform, this is your game. Total Distortion is an entertaining and unusual rock-and-roll adventure. While it's far from a true boxing sim, there's really nothing else like it for the PC. More than anything, the vexation factor drags Mayhem into the mediocrity zone. Touche is a satisfying adventure game that doesn't take itself too seriously. This is just a lackluster side-scroller game; Toy Story doesn't come close to recapturing the magic of the film. After it's all said and done, it's just not addicting enough to hold your attention. Buy it. Classic games like this don't come around often. If you have the patience and horsepower, this can be a memorable, if flawed, game. Two-player slugfests can be fun, but don't expect a real game of baseball. If you're looking for action that captures the fun of baseball, you can't do better than Triple Play 97. Baseball on the PC doesn't get any more fun than this. Unreservedly recommended. The potential for a great game is here, but it's going to take a lot of extra work before it is achieved. TriTryst is a fun little puzzle game that's every bit as addictive as Tetris. A flawed attempt to bring Trivial Pursuit into the 1990s. A great simulation, and a hell of a lot of fun. A lot of fun, but it seems pretty pricey for what you actually get. In spite of the admirably creative presentation, TuneLand could be more engaging than it is. Only console gamers and die-hard Turok fans will like this game. A straight port of a slightly flawed game that lacks features PC gamers expect. If you want to do a good crossword puzzle, why not pick up a newspaper?

Fans of the original should line up and snag a copy, but newcomers should be aware of the game's flaws. Cranking up the Carnage-O-Meter, Twisted Metal 2 is a must-have game for combative car freaks. Gamers looking for a break from complex RPGs and simulations will welcome this fast-paced challenge. Whether you love pinball or not, this game will grab your attention... and keep it. If you've got the horses, this sim will really show you what being a naval aviator is really all about. Harpoon 2 it ain't, but users looking for a warm, fuzzy naval warfare game might enjoy it. It's the best arcade racing game you can get on the PC. URP II, anyone? Ultima fanatics might stick with it, but most players will give up in frustration. A really strange mix of gameplay that doesn't quite pay off. No hoopla here, just a solid game. Capstone took a simple concept and kept it that way. An all-round excellent title. Perhaps the most complete package among football sims. You won't be disappointed. A solid effort, but this isn't quite the ultimate football simulation. It's a game that challenges and entertains; it leaves you wanting more of this believable virtual world. Only high-end Windows 95 users who love puzzles need apply. Unless you just don't care about realism, pass this one up. Although it looks great, it just ain't football. Definitely a Super Bowl contender, and a nice alternative for action-oriented gamers who want to do more than coach. While it's got a few problems, Unreal is this year's most vivid first-person shooter.

Uprising combines two crowded genres and manages to be a very refreshing break from both. A decent but flawed follow-up to the original game, Uprising 2 could have been much better.

Sheet1

A good balance between action and strategy elements.
Not worthless; after all, it does offer a challenging game, but it pales in comparison to most current chess games.
There's a decent game buried here somewhere, but only a few will want to find it.
If Segasoft actually finishes this game, it may be worth a look.
All the elements needed to make a quality racer come together beautifully.
If you like a challenge, Virtua Chess is a surprisingly strong entry into the computer chess arena.
Virtua fans with powerful systems will eat it up, but the rest of us should hold out for the promised 3D patch.
The best fighting game on the PC, bar none-- as long as you've got the hardware to get it running.

An entertaining diversion and competent "twitch" game, but one that will likely be gathering dust a few weeks after purchase.

Virtua Squad 2 is a blast -- while it lasts anyway.
Even if you're a fan of go-cart racing, you'll probably be disappointed with Virutal Karts.
The basic pool engine is so impressive that everything else you get is just gravy. It will make you a better pool player.
Virtual Pool 2 is easily one of the best representations of any sport and a can't-miss for billiards fans.
A ball-breaking good time for pool fans everywhere.
Despite the clever idea behind it, Virus simply doesn't live up to its potential.
If I want a sermon, thank you, I'll go to church.
TV offers plenty of trash, you don't need to waste your time on Voyeur II.
Not a bad performer on the field, but there's not much else to hold your interest.
It's unlikely that this one will flat anyone's (power)boat.
Under the glossy presentation, there's not enough to engage the would-be soccer fan.
A few quirks don't keep this from being a good squad-level combat game.
There's no other game quite like it, so try before you buy, if possible.
A deep, richly-textured program that makes a unique, provocative break from genre traditions.
If you have the patience to figure it out, it's one of the better C&C clones currently available -- but not the best.

A strong, fulfilling strategy title; a good bet for people who want to move on to more complex gaming than WarCraft II.
Highly recommended to serious flight sim fans with time and money to spare.
A competent game with some novel features, but hardly enough to compete.
If you like action, strategy or fantasy games, check out Warcraft. It doesn't get much better than this, folks.
Engrossing strategy fun for the whole family.
Strong gameplay and visuals, but suffers from a lack of mission options.
Battlezone doesn't have anything to worry about.
Warhammer is a modest value, but it lacks the punch to set itself apart.
Dark Omen is definitely one of the better strategy games on the market.
Some of the best fantasy wargaming out today, but only if you have the system and the patience to make the most of it.
Demanding and interesting, Warlords III offers a no-frills, focused challenge.
WarWind II proves again that real-time strategy is more than slash and burn.
Still a blast to play even if the missions do seem a little same-y.
Waterworld falls short in almost every aspect of the RTS game genre.
An excellent value for people looking to play a helicopter game head-to-head.
This is a substantial improvement over East Front and a thrilling combat sim.
If you really want arcade action with a story line, wait for Rebel Assault II.
If you're a fan of arcade racing, you definitely want to pick up Whiplash.
Good multimedia elements, but there's not enough meat in this mystery title for experienced crime-solvers.
If you want a CD-ROM shooter with live-action video, pass this one up.

Sheet1

Wing Commander nuts will find a lot to like about Armada, everyone will enjoy battling friends head-to-head via modem. A fantastic interactive experience blending drama and action so skillfully that it will redefine multimedia standards. WCIV is a great science fiction movie that also happens to be fun to play. Prophecy is a welcome step back to what made the Wing Commander series great -- gameplay over cinematic grandeur. If you're looking for the ultimate shooter, pass on Wingnuts, but if you enjoy fun surprises, pick it up. The best WWI simulation ever; this one flies with the eagles. Not bad for hover-racing junkies with high-end systems, but serious gamers should look elsewhere. An adrenaline-soaked showcase of PC polygon-pushing prowess. Not a bad entry into the shooter arena, but it could've been better. This game is bargain-bin bound, so if you must have it, do yourself a favor and wait a little while. An unusual, entertaining game that gives genuine insight into one of nature's most magnificent and misunderstood creatures.

This game is easy to like if you have any interest in the subject matter. A great graphic adventure, and further reason to praise Coktel Vision. Lots o' puzzles; lots o' fun--at least for a limited time period. Not the best golf sim out there. Not even close. Unless you're a die-hard fan of international hockey, steer clear of this one. One of the best poker sims on the market, and a true Las Vegas experience. A good bet for arcade soccer fans, but it falls short of the Sega Saturn original. Worms is a humorous and enjoyable take on strategy games, and fun for the whole family. Worms 2 has a combination of destruction and fun that shouldn't be missed. Quite simply some of the most no-fuss fun you can have with your PC. A good choice for novice or average gamers, but there's so much gameplay here that veterans can appreciate it too. Man, this game sure is bad... Takes the dumbest phenomenon on cable television and makes it fun. Plenty of mat-slamming fun for the whole family. The most accessible and visually sumptuous WWII game for the mid-range sim fan. Less unpleasant than having an alien probe stuck up your butt -- but not by much. Well worth buying--what it lacks in flash, it makes up for in playability.

X-COM fans will enjoy having another go at those menacing aliens. Not as engrossing strategically as teh other X-COM games and not as cutting edge as the current crop of space shooters. If you're just dying for more X-COM, this is your game; but don't look for any major differences. Though it has its flaws, X-Men is a perfectly enjoyable adrenaline rush. The best Star Wars space combat game yet; a new high watermark for the genre. Primarily a multiplayer game, X v.s TIE is ahead of its time.

XCar is great for tinkerers and pit crew wannabes, but casual gearheads will find it all too much to handle. Yoda Stories is a fun, addictive little game in the fine tradition of Star Wars titles. This is the new SimTower? For lucky best game, get something else. Triva buffs will really dig it, and will find themselves coming back to it again and again. If you can round up one or two other movie buffs, this is a must-buy. A must-have game for TV trivia buffs.

Sheet1

If you don't have any of the previous Jacks, get your hands on Jack 3. It's a blast.

A welcome addition to the genre which offers plenty to intrigue real-time wargamers and action freaks alike.

Although amusing, it lacks the depth and sophistication of other business sims.

Some intriguing elements are undermined by familiarity and lame gameplay.

If Zephyr is any indication, New World should stay away from action games and stick to publishing good strategy and RPGs.

This coulda been a contender, if the idea was developed to the fullest; a paradigm of failed design.

A crossword puzzle with attitude--if you play one game and like it, you'll be hooked.

Fun, fun, fun 'til your daddy takes the T-Bird away.

It's funny, it's fun, and anyone familiar with the Zork world will have a blast.

It's pretty, it's spooky, and it's immensely entertaining.

You don't need this kind of frustration in a simple platform puzzler.

If you loved the movies Zulu! and Zulu Dawn, you must have this game.

RATEDITOR_S_C,C,17

34

68

61

88 Editor's Choice!

82

85

76

65

80

90 Editor's Choice!

85

85

86

86

85

40

94 Editor's Choice!

38

75

82

86

76

88 Editor's Choice!

75

73

80

70

59

59

89 Editor's Choice!

85

88 Editor's Choice!

53

80

65

84

78

73

72

95 Editor's Choice!

79

90 Editor's Choice!

84

76

58

59

31

78

65
34
12
77
68
81
93 Editor's Choice!
25
35
61
34
72
68
66
62
75
75
82
68
78
80
84

83
55
94 Editor's Choice!
87
56
34
84
82
40
55
31
69
89 Editor's Choice!
86
80
55
70
15
84
91 Editor's Choice!
90 Editor's Choice!
91 Editor's Choice!
89 Editor's Choice!
78

58

Sheet1

20
93 Editor's Choice!
75
28
96 Editor's Choice!
70
53
90 Editor's Choice!

68
91 Editor's Choice!
81
57
75
79
88 Editor's Choice!
68
87
79
86
90 Editor's Choice!
75
85
71
80
83
80
46
79
65
67
34
67
65
77
67
73
88 Editor's Choice!
86
88 Editor's Choice!

82
52
89 Editor's Choice!
75

44
76
80

71
88 Editor's Choice!
59
65
65
35
29
93 Editor's Choice!
93 Editor's Choice!
38
86
35

88 Editor's Choice!
89 Editor's Choice!
19

78
83
69
85
79
80
51
79
63
18
75
87
82
61
82
85
46
56
90 Editor's Choice!
94 Editor's Choice!
81
65
84
53
80
58
48
84
86
97 Editor's Choice!
65
30

56
77
65
75
89 Editor's Choice!
88 Editor's Choice!
92 Editor's Choice!
78
85
91 Editor's Choice!
91 Editor's Choice!
58
80
53
57
59
65
60
79
58
68
64
83
78
68
88 Editor's Choice!

30
32
88 Editor's Choice!
93 Editor's Choice!

58
90 Editor's Choice!
33
95 Editor's Choice!
86
65
57
80
75
40
92 Editor's Choice!
22
62
60
66
81
38

Sheet1

85
80
69
70
95 Editor's Choice!
71
79
55
72

79
82
80
92 Editor's Choice!
90 Editor's Choice!
89 Editor's Choice!
90 Editor's Choice!
85
49
80
45
83
67
68
51
88 Editor's Choice!
77

60
84
68
83
20
79

83
66
89 Editor's Choice!
68
79
96 Editor's Choice!
91 Editor's Choice!

88 Editor's Choice!
40
61

75
88 Editor's Choice!
86
82
86
58
57
90 Editor's Choice!
89 Editor's Choice!
84
88 Editor's Choice!
75
24
89 Editor's Choice!
73
55
75
40
90 Editor's Choice!
54

55
82
35
65
25
87
76
69
73
81
93 Editor's Choice!
70
90 Editor's Choice!
65
68
90 Editor's Choice!
76
80
77
90 Editor's Choice!
90 Editor's Choice!
78

58
75
63
93 Editor's Choice!
82
81
88 Editor's Choice!
88 Editor's Choice!
78
68
45
75
63
79
59
52
86
81
73

78
68
89 Editor's Choice!
80
11
86
75
52
30
55
76
73

68
91 Editor's Choice!
6
9
62
47
14
85
93 Editor's Choice!
78

90 Editor's Choice!
78
88 Editor's Choice!
86

Sheet1

90 Editor's Choice!
68
82
55
95 Editor's Choice!
79
90 Editor's Choice!
89 Editor's Choice!
78
49
79
24
41
89 Editor's Choice!
84
90 Editor's Choice!
92 Editor's Choice!
88 Editor's Choice!
84
41
62
49
80
90 Editor's Choice!
86
90 Editor's Choice!
45
70
89 Editor's Choice!
88 Editor's Choice!
32
82
87
91 Editor's Choice!
92 Editor's Choice!
90 Editor's Choice!
60
89 Editor's Choice!
81
68
57
86
78
60
86
65
74
52
60

Sheet1

89 Editor's Choice!
75
32
80
90 Editor's Choice!
90 Editor's Choice!
84
86
84
76

94 Editor's Choice!
47
68
63
63
78
61
81
65
82
84
75
78
61
81
65
58
84
30
39
89 Editor's Choice!
31
18
83
88 Editor's Choice!
75
95 Editor's Choice!
70
86
72
84
82
86
85
85
79
92 Editor's Choice!

78
77
91 Editor's Choice!
81
65
53
97 Editor's Choice!
83
65
79
86
67
24
93 Editor's Choice!
95 Editor's Choice!
82
15
52
82
78
82
69
92 Editor's Choice!
66
87
88 Editor's Choice!
89 Editor's Choice!
86
88 Editor's Choice!
91 Editor's Choice!
85
86
47
79
82
86
88 Editor's Choice!
68
90 Editor's Choice!
55
66
80
82
80
88 Editor's Choice!
80
78
68
90 Editor's Choice!

Sheet1

78
87
79
55
70

65
58
89 Editor's Choice!

87
78
87
59
82
81
75
90 Editor's Choice!

89 Editor's Choice!
70
90 Editor's Choice!
72
58
95 Editor's Choice!
76
63
83
83
93 Editor's Choice!
80
44
74

65
15
74
13
83
89 Editor's Choice!
90 Editor's Choice!
88 Editor's Choice!
78
89 Editor's Choice!

84
87
94 Editor's Choice!
80
74
88 Editor's Choice!
81
55
65
80

60
59
38
65
76
74
54
75
56
66
71
60
35
77
81
84
82
60
65
60
43
60
82
78

87
64
72
67
60
90 Editor's Choice!
67
88 Editor's Choice!
73
84
77
80

Sheet1

70
82
50
96 Editor's Choice!
95 Editor's Choice!
94 Editor's Choice!
86
86
89 Editor's Choice!
77
85
95 Editor's Choice!
82
40
91 Editor's Choice!
92 Editor's Choice!
74

88 Editor's Choice!
89 Editor's Choice!
60
55
40
90 Editor's Choice!
82
48
55
84
72
72
78

74
77
85
79
95 Editor's Choice!
88 Editor's Choice!

83
30
52
83
59

53
48
49
76
83
86
62
75
86

45
79
93 Editor's Choice!
95 Editor's Choice!
90 Editor's Choice!
83
65
34
85
85
63
90 Editor's Choice!

80
45
62
85
43
65
85
58
84
90 Editor's Choice!
88 Editor's Choice!
79
45
47
85
82

10
91 Editor's Choice!
53
90 Editor's Choice!

85
68
85
78
47

Sheet1

68
91 Editor's Choice!
89 Editor's Choice!
66
86
76
91 Editor's Choice!
92 Editor's Choice!
88 Editor's Choice!
58
65
88 Editor's Choice!
68
95 Editor's Choice!
87
88 Editor's Choice!

90 Editor's Choice!
60
53
94 Editor's Choice!
90 Editor's Choice!
34
74
80
87

60
90 Editor's Choice!
88 Editor's Choice!
84
92 Editor's Choice!
92 Editor's Choice!
71
65
86
92 Editor's Choice!
80
84
84
73
88 Editor's Choice!
73
83
71

40
68
22
89 Editor's Choice!
68
76
90 Editor's Choice!
80
90 Editor's Choice!
93 Editor's Choice!
90 Editor's Choice!
91 Editor's Choice!
90 Editor's Choice!
86

62
70
40
82
26
82
58

80
62
56
64
85
88 Editor's Choice!
80
51
83
90 Editor's Choice!
88 Editor's Choice!
67
82
84
45
64
94 Editor's Choice!
64
78
50
82
93 Editor's Choice!

75
45
85
95 Editor's Choice!

95 Editor's Choice!

48

70

58

90 Editor's Choice!

78

75

70

93 Editor's Choice!

93 Editor's Choice!

47

60

70

94 Editor's Choice!

91 Editor's Choice!

54

90 Editor's Choice!

90 Editor's Choice!

70

88 Editor's Choice!

63

60

55

87

75

65

35

70

37

65

70

52

67

70

73

79

75

80

58

78

24

90 Editor's Choice!

49

73
92 Editor's Choice!
35
77
30
88 Editor's Choice!
81
82
77
57
82
84

52
70
90 Editor's Choice!

92 Editor's Choice!
92 Editor's Choice!
60
45
73
45
92 Editor's Choice!
89 Editor's Choice!
92 Editor's Choice!
69
82
82
79
83
86
65
54
76
59
75
71
62
88 Editor's Choice!
58
81
69
87
78
82
75

71
71
72

87
79
71
64
88 Editor's Choice!
69
80
88 Editor's Choice!
72
68
25
73
91 Editor's Choice!
72
70
81
40
79
89 Editor's Choice!
84
49
12
82
85
88 Editor's Choice!
77
89 Editor's Choice!
60
54
85

66
88 Editor's Choice!

45
49
75
63
89 Editor's Choice!
40
65
58
68
68

85
75
83

88 Editor's Choice!

39
61
55

88 Editor's Choice!

48
75
62
56
76
75
65

90 Editor's Choice!

47
59
75
40
62
88 Editor's Choice!
81
79
72

87
74
80
84
79

90 Editor's Choice!

98 Editor's Choice!

91 Editor's Choice!

53

91 Editor's Choice!

75

70

95 Editor's Choice!

89 Editor's Choice!

76

52

82

74

76

91 Editor's Choice!

43
45
83
88 Editor's Choice!
46
53
89 Editor's Choice!
68
80
80
27
75
67
21
70
30
75
65
69
40

90 Editor's Choice!
59
23
19
87
82
40
89 Editor's Choice!
55
68
85
89 Editor's Choice!
75
74
95 Editor's Choice!
75
90 Editor's Choice!
86
86
85
70
66
64
90 Editor's Choice!
35
39

67

60
58
92 Editor's Choice!
70
80
88 Editor's Choice!
64
80
92 Editor's Choice!
90 Editor's Choice!
80

79
77
77
37
82
40
78
87
70
78
73
84
83
62
20

88 Editor's Choice!
96 Editor's Choice!
85
23
43
86
91 Editor's Choice!
47
45
60
36
90 Editor's Choice!
70
87
69
84
80
74
59

75
82
86
84
90 Editor's Choice!
75
27
38
88 Editor's Choice!
63
81
64
27
69
86
79
55
90 Editor's Choice!
72
49
40
55
84
96 Editor's Choice!
84

65
78
75
34
60
23
79
67
88 Editor's Choice!
84
40
93 Editor's Choice!
85
95 Editor's Choice!
86
49
35
95 Editor's Choice!
62

70
87
25

79
89 Editor's Choice!
85
82
80
62
58
77
27
55
91 Editor's Choice!
62
67
92 Editor's Choice!
92 Editor's Choice!
63
83
65
90 Editor's Choice!
75
80
64
68
53

80
80
87
85
82
64
88 Editor's Choice!
55
78
77
91 Editor's Choice!
84
83
92 Editor's Choice!
68
64
84
92 Editor's Choice!

90 Editor's Choice!
79

80
56
64
45
89 Editor's Choice!
86
82
90 Editor's Choice!

70

80
59
93 Editor's Choice!
90 Editor's Choice!
82
30
59
40
58
41
58
78
78
82
67

90 Editor's Choice!
78
50
92 Editor's Choice!
96 Editor's Choice!
81
54
65
86
86
85
81
82
43
78
90 Editor's Choice!
73
81
68
59

Sheet1

88 Editor's Choice!
96 Editor's Choice!
90 Editor's Choice!
89 Editor's Choice!
71
92 Editor's Choice!
55
84
82
58
88 Editor's Choice!

80
90 Editor's Choice!
79
61
53
86
79
82
90 Editor's Choice!
90 Editor's Choice!
79
37
79
80
84
35
88 Editor's Choice!

86
60
82
78
92 Editor's Choice!
87

68
80
56
84
90 Editor's Choice!
87

80
90 Editor's Choice!
60
58
48
57
85
89 Editor's Choice!
88 Editor's Choice!
89 Editor's Choice!
57
83