

Prepare to start your Descent.

Sensory overload in 360 degrees

Welcome to the Shareware version of *Descent*[™], the first 8 levels of the most mind-bending, stomach-churning action game ever. Featuring true 3-Dimensional worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and sizzling music, this is technology taken to the limit.

You begin deep below the surface of Lunar Base 1 where an unknown alien race has taken over the chasm of the Post-Terran Mining Corporation. You'll lunge straight down mine shafts, twist around never-ending tunnels and fight your way past robotic menaces the likes of which no one has seen. And you'll do it in an environment that's truly 360° 3-D...move up, move down, shoot everything *everywhere*. Adjust as top becomes bottom and hang on to your senses (and your lunch) as you drop straight down mine shafts on a ride that'll leave you spinning.

This kind of action is best shared with friends

What's the good of losing your mind if you can't share the experience with your friends? Descent invites you and your buddies to dive into the action together with head-to-head and cooperative two-player modem and eight-player network support.

Take this test flight of the first three levels of Descent. Then take a ride to level 30...if your senses survive.

Publisher: Interplay
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Requires:

PC Hardware: IBM and compatibles, 386/33 or faster (486-33 or faster recommended)

Operating System: DOS 5.0 or greater

System RAM: 4MB (8MB recommended)

Display: VGA or better

Sound Card: SoundBlaster (Pro, 16, AWE 32),
Mediavision Pro Audio Spectrum (16, Studio), Gravis
Ultrasound

Modem: Hayes compatible modem, 9600 baud or faster
required for modem play

Novell network compatible

