

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

