MG: GameBits
by Tuncer Deniz & RD Novo

Corrections
◦ In the Better Dead review from the June issue, it states, "The password is in all caps and has a number — spaces and the all-caps are important, by the way — don't expect the game to interpret lower case letters." This is not true, the game can read lower case letters.

◦ The Daedalus Encounter review from the June issue was missing a rating. The correct rating is 4 joysticks.

Computer Game Wizard
No new scores in the pinball contests to report.   But I'd like to bring one small detail to the attention of our readers: the winner of Ambrosia's Apeiron High Score Contest (announced last month in this space) also happens to be leading StarPlay's Crystal Caliburn contest... hmm.   Is Stuart Pollack the next Tommy?   Wait and see.

GopherGolf Tour
The second GopherGolf Tour is about to launch in September.   To register and earn a handicap you must send a postcard in the mail *and* send an E-mail message to the organizers.   Information is available in the GopherGolf Greens folder in the Scenarios folder on this CD-ROM.   Look for the GG Second Season Info file.

More for Your Game: Scenarios, Cheaters and Add-Ons
We've collected all the new cheaters and scenarios we could find, and anything else we thought might help Mac gamers get as much enjoyment out of their games as possible.   Cheaters can diminish your game experience if you're not careful, but we trust you to know when to say when.   Scenarios are usually made by our readers or others out there with the itch to create.   We won't take responsibility for their quality, but you're sure to find some gems in what we bring you.   The following is what we've found this month to give you more for your game.

◦ The best news this month is the appearance of a set of Dark Forces add-on levels brought

over from the Dark Side (i.e. the PC version of the game).   We've included the few we've found, as well as instructions for converting other PC files to a format the Mac game can read.   May the Force be with you.

◦ After last month's disappearance from our CD-ROM, we welcome the new version of Realmz and new versions of the Realmz Scenarios, City of Bywater 2.1 (included with the updated game), Prelude to Pestilence 2.1, Assault on Giant Mountain 2.1, and the brand new scenario you've all been waiting for, Castle in the Clouds!

◦ Hearts has a new plug-in module: Hearts Yalta.   Play against the big three who split Europe among them after the end of World War II.   Can you get the better of them?   Will you need a translator?

◦ Wolf3D owners can now use Wolf Install to play add-on levels without having to use WolfEdit.   Just run the application, pick the levels to install and the Wolf3D application to install them to.   Done.   It's that simple.

◦ Been playing A-10 Attack! but you keep dying 'cause you have to look down to see what weapons you have loaded?   Fear not, you now have Weapons Manager, a program that will print your current armament so that you have it handy by your keyboard.   No more lookdown deaths.

◦ Ambrosia Software brings you official help in the form of a Swoop FAQ, a Chiral FAQ, and an interactive guide to playing Chiral, their brain-twisting puzzle game.

◦ And, in addition to the above, we have a wide assortment of brand new scenarios for other games: Wolf3D levels, Links Pro games, Dirt Bike tracks and bikes, GliderPRO houses, SimCity 2000 cities, GopherGolf courses, and a very eclectic Shanghai tile set.

◦ If you really feel the need to cheat, this is your issue.   We have, not one, but two massive cheater packages for you!   There's the HyperCard based Cheat Folder 1.1, with a ton of cheaters, hint, and tips.   And there's CheatBase 2, also a HyperCard database of tips, tricks, and cheat codes.   Between the two you're sure to solve that tricky spot you're stuck at.

◦ Dark Forces got you down?   Well, we have so many secret codes, cheaters, help files and the like that if you won't need the Force on your side.

◦ If your frustrated by Civilization, we'be got two cheat sheets and a program called MultiCiv that lets you switch sides in the middle of a game!   Getting pounded by the Germans?   Play on their side!

◦ On top of that, we have cheat files for Castles:Siege and Conquest, a walkthrough for Indy: Fate of Atlantis, an FAQ for Exile, the latest Marathon FAQ, a Marathon texture reference guide, the July issue of Marathon Magazine, GliderTech, the GliderPRO magazine, and a nifty character database for the Star Wars universe, in case you've forgotten who everyone is.

◦ Whew!   What a month.   Or two.

[The Update Files](#)
Updates are new versions of programs that provide bug fixes or game enhancements to older versions.   Sometimes an updater will fix a critical bug, sometimes it fixes something that has no bearing on your computer.   You can come right here to find out what's new and

what it does.   Then you can find the updaters you need on the IMG CD.   If there's a Read Me file included, do.   Sometimes they give very good advice.

○ TacOps 0.1.2 is now available.   As with previous updates, the list of improvements, bug fixes, and the like is enormous.   There are thirty-six "user requested enhancements," twenty bugs fixed, and a few odds and ends.   Improvements include some designed " primarily to support users who are employing TacOps in conjunction with military training."   Rest assured, if you play TacOps, you want this update.

○ Realmz 2.1.1 is here.   Rejoice!   The new version comes with a number of improvements, including such long-awaited improvements as the ability to bank your money away.   No more lugging 10 billion pieces of gold down into the dungeon!   Also in this version are improved 3D graphics underground, and the ability to choose monster strength, from wimpy to super strong.   (Or something like that.)   To use the new features you'll have to upgrade your scenario files as well.   They're available in the Scenarios folder on this CD-ROM. Version 2.1 of Realmz is available on this CD-ROM, as is the updater from version 2.1 to 2.1.1 that fixes a bug with the banking feature.

○ Onslaught 1.0.3 is also recently available.   This update adds a number of new, important features.   The artificial intelligence is more rational and can play itself now.   New menus, new orders, and numerous bug fixes make game play more realistic (i.e. fighters now cannot bomb cities, where before they could).   The Read Me file is chock full of bugs and play issues that have been resolved.

○ Warlords II 1.0.6 has arrived.   It comes with a very interesting Read Me (we were enlightened) and a program to change the marble background to a flat gray, drawing dialog boxes much faster on slow (68030 is considered slow!) Macs.   Besides that, however, the only fixes from version 1.0.5 are to speed up the computer players, and to warn you if you try to run Warlords II with RAM Doubler running.   This is worth it just for the background switching applet.

○ Last issue we brought you an update to Blood Bath.   Well, now Blood Bath 1.6 is here, in patches for floppy and CD based versions.   The game will now save at any time and save correctly.   Also, a PPC bug has been squashed, the game sports better password handling, and you can adjust the sound volume within the game.

Updated this Issue
Blood Bath 1.6 - minor bugs, improved save game options
Dark Forces 1.1.1 - minor bugs, improved sounds, other fixes
Fate of Atlantis 1.5 - fixes problems with Power Macs and AV Macs
GopherGolf 2.0.7 - two very minor bug fixes
Harpoon II - 1.0.1 - first of many bug fixes, I'm sure
Onslaught 1.0.3 - major improvements, update now!
Realmz 2.1.1 - minor bugs, new banking, tougher monster options
Soldiers 2 (PPC) 1.1 - again, no Read Me file... are we psychic?
TacOps 0.1.2 - 36 user requested enhancements, 20 bugs fixed, enough for ya?
Warlords II 1.0.6 - changes background for dramatic speed-up, minor fixes

Help Us
If you are updating your game, please send us a note with the changes you've implemented. A copy of your Read Me file would do fine.   That way we will be sure to include you in our

next issue.   E-mail us at GameBits1@aol.com