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### [Starplay Pinball Scores](#)

Josh Bell, New Yorker, has announced his place at the top of the heap in Crystal Caliburn. Take that, everyone else. And see if you can beat it. Josh has also displaced the formerly leading Windows player, by more than a billion points. But it ain't over yet. Starplay has released a Windows version of Loony Labyrinth, and while those players from the "other side" have yet to match the experienced Mac pinballers, vigilance is key. Besides, you get free stuff if you win.

### [Crystal Caliburn](#)

for May 1996: Josh Bell of New York, NY: 3,492,645,580  
for Juniors in May: Michael Jensen of Kearney, NE: 237,805,350  
for 1996 (so far): Josh Bell, of New York, NY: 3,492,645,580  
best Windows player: Matthew Labyorteaux of Pasadena, CA: 2,438,476,660

### [Loony Labyrinth](#)

for May 1996: Klaus Ludwigshausen of Ratekau, GERMANY: 8,960,253,480  
for Juniors in May: Jason Halkias of Bettendorf, IA: 541,380,770  
for 1996 (so far): Shunsuke Kanda, Matsudo-Shi, JAPAN: 17,599,516,540  
best Windows player: David Winston of Boulder, CO: 1,777,353,700

### [Loony Labyrinth Time Travel](#)

for May 1996: Bruce Cable of Saugus, CA: 12409 AD  
for 1996 (so far): Shunsuke Kanda of Matsudo-Shi, JAPAN: 40764 AD

### [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.

Blackjack 2.1.7 - minor bug fixes

Escape Velocity 1.0.2 - several bug fixes

Realms 3.1 - Not another update! Unknown changes.

Warcraft 1.0.6 - lots of little bug fixes with sound, etc. Also can use Wintel saved games.

### 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.

◦ Dark Forces fans, check your ammo. We have scenarios to keep you busy for hours, and editors to keep you busy past that point. Think you can be as creative as the people designing Dark Forces scenarios out there? Try your hand.

◦ Descent is new to the Mac, but no sooner is it out and available than we bring you the Descent Saved Game Editor. Need to cheat? We invite you to go ahead.

◦ Doom II enthusiasts continue to offer new WADs, new editors, and new patches to make the game more than it was. This month we have WADs that include: Circa Outpost, a switch heavy level; the Sewers of Hell (self-explanatory?); one with trees, one with waterfalls, as well as a deathmatch level or two.

◦ Escape Velocity (with the new version 1.0.2) is fast becoming one of the most popular Mac games of recent years. Evidence of that is the huge number of plug-ins, editors, and utilities appearing for them game, now a little over two months old. In this issue, we bring you Stormbringer, a new way to manage your plug-ins for compatibility, as well as new versions of a few key editors. On the plug-in side we have the usual and the exceptional: Astex 2.0; several Star Trek and Star Wars plugs; new planets, new missions, new intrigues and new weapons and ships. This is very cool stuff.

◦ Marathon 2 players and editors have been despairing a little of late, waiting for Marathon: Infinity to come out. That stalwart of Marathon map editing, Pfhorte, has begun to fall under the load of many bugs (although we have the latest version on the CD) and yet... we still found several scenarios to bring you this time, including: the Once and Pfhuture King; the Bermuda Triangle; and Dante's Inpfherno. Enjoy, we hope this tides you over.

◦ Warcraft: Orcs and Humans fans can check out June's edition of the Warcraft Magazine, as well as three scenarios we found for inclusion on the CD-ROM. Look for more to come.

◦ And last, but certainly not least, are several levels we found for Castle Wolfenstein 3D, venerable ancestor of Doom and Marathon, still going strong despite its age. We bring you a WolfEdit help guide, and three scenariuos, from

### Rin-tin-tinestein to Barneystein.

◦ Other Saved Games and Scenarios. Action-Strategy Baseball teams; Glider Pro houses, roofs, and meadows; one Links Pro putt (but it's a good one); Rebel Assault II cheat codes; a Sim City version of Los Angeles; Slam Dunk teams; Sprite Fight 2002 fighters (the Scribble family); a new edition of the Sword Dream scenario, Nile Trial; a guide to The Dig by LucasArts; a ThemePark theme park <? >; a Warlords II army; and some X-Wing pilots to play with. Whew! See ya next time!

### 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](mailto:GameBits1@aol.com)

### Disclaimer

All of the shareware files or free updaters listed above are available on this CD-ROM. Always apply patches, hacks, or updaters to a copy of your program! Nobody but you is responsible if you mangle your original.