

# DIABLO

(Blizzard Entertainment)

System: PC

Given the phenomenal success of Blizzard Entertainment's *WarCraft* series, I had high expectations regarding their latest offering, *Diablo*. Combining a simplistic action interface with classic role-playing and adventure elements, *Diablo* delivers some serious gaming punch to anyone who enjoys a good medieval quest.

The mission is fairly simple--conquer the evil that has enslaved the land by locating and defeating the lord of all evil, Diablo. The game gives the player the choice of three classes--sorcerer, warrior, or rogue. Each of the three characters uses different weapon sets and has unique powers that change the playing strategy depending upon which character is chosen. Any way you hack, slash, shoot, or conjure it, *Diablo's* simple-to-use battle interface will have you quickly ravaging the hordes of creatively designed and abundant foes.

Ultimately, what makes *Diablo* is the game's incredible replay value--accomplished via randomly-generated dungeons, items and enemy locations. It creates a different environment every time a new game is launched. Additionally, *Diablo's* modem-play capability has developed quite an on-line community: players are now going to incredible lengths to build character attributes. Assassinations, thievery and a host of unscrupulous gaming techniques have been consuming the bandwidth for months.

*Diablo* does have some mature content in regards to graphics, but that warning aside, the game breathes quality and should not be missed by any PC gamer who has even an inkling of interest.--Paul Anderson