**Intercom label text (centered on labels)**

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**Magazine Subscription Info**

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**Notepad text -- first topic goes on the cover page, may want to leave blank**

"So, as you can see, Sergeant Klanghammer," hissed the evil Doctor Apocalypse, "your feeble efforts to thwart my brilliant plan for world domination   have failed. Observe, "Klanghammer, manacled to the re-inforced steel operating table, was powerless as the giant observatory doors high above him slowly began to open

with a deafening mechanical grinding sound. "You should not have gotten involved with matters that neither concern you, nor do you understand. Now you, and the rest of you pitiful humans will pay the price. The price of DEATH. Once my evil Magneto Ray is calibrated and locks onto its lunar target, the moon will be sucked out of orbit and into a collision course with Earth, thereby initiating a new

ice age. An ice age which I will rule with the help of my army of robot penguin enforcer droids. Ha ha ha!"

Mmeanwhile, Klanghammer continued to work stealthily on the loose bolt on his right wrist manacle. Just one more turn...

(to be continued...)

# INDIAN HEAD

Sergeant Hardy Klangammer awoke with a start. Something was wrong. Pulling back the sheets, he rose on muscles of coiled steel and surveyed the room. Suddenly it hit him. The woman, whose name escaped him for the moment, was dead. What had he been drinking last night? He picked up the empty bottle of Maker's Mark

from the bedside table and rubbed his throbbing brow. What had he done? His mind was a blank. His memory of last night vague. Had he done this? Was he capable of such an act? Surely not. And then his cat-like sixth sense kicked in and he turned to see the words, scrawled in blood, on the wall behind him. "YOU'RE NEXT." So.

The agency was back. And they wre after Klanghammer. Well, they'd picked the wrong guy to meddle with this time. After dressing quickly and slotting the twin .44 automags into his double shoulder holster, he left the apartment knowing that, more than ever before., NOW WAS THE MOMENT.

(to be continued...)

**Top Ten Text**

**Ways to get Coconut Monkey home**

I think the best way to get Coconut Monkey home is to rig a catapult that will fling him across the pacific ocean.   - Dan Bennet

If Coconut Monkey needs to sneak past customs without a passport, It's probably best if we make him into a coconut cream pie. Mmmmm, coconut. - Mike Wolf

The best way to get Coconut Monkey past government custom officials is to have the government do the work for us. We can have Coconut Monkey drop on the presidents head on national TV. This will create an embarrassing and very public situation. Thus, the governemt will be forced to get him out of the country ASAP.
- Todd Vaughn

We can dress up Coconut Monkey to look like Pancho Villa, and sneak him into Tijuana during Cinco DeMayo. From there, an elaborate system of tunnels can take him through South America all the way to Antarctica where a team of trained Penguins can guide him home.
- Jason Bates

I think the best method for sending Coconut Monkey home is to fill him with helium and throw him out of a plane near the US coastal boundary. He can hold a fan that will blow him in the direction of home.
- Joseph Novicki

# Top 10 List

| | |
|---|---|
| **C&C: Red Alert** | **Everybody** |
| **Tomb Raider** | **Everybody** |
| **Heroes of Might & Magic II** | **Joe, Dean** |
| **SkyNet** | **Todd, Mike** |
| **Daggerfall** | **Mike, Jason** |
| **MechWarrior II** | **Dan, Joe** |
| **War Wind** | **Joe, Dean** |
| **Tom Clancy's SSN** | **Gary, Quintin** |
| **Rockey Jockey** | **Todd, Dan** |
| **You Don't Know Jack** | **Quintin, Lisa** |

**Letter from the Editor text**

# ED NOTES

Just when we thought we'd get rid of that monkey, this happens. Some rogue government madman wants to capture what he thinks is the only living coconut monkey in existence.

The only thing worse than his uncontrollable sweat tooth is his horrible french accent. How he picked up such a bad accent growing up in Washington, DC is beyond me.

He'll not get the tangy flesh of our monkey. We have several plans to send him on a wild goose chases. Joe will dress up like a coconut monkey to throw them off. Jason's been working on a holographic image of CM to create phony coconut monkey sightings. And I've been traveling around the country charging things to Coconut Monkey's credit card to give the appearance he's elsewhere.

It's not easy trying to pass myself off as a coconut monkey, but at least I can charge up huge bills I'll never have to pay off.

I think what we'll have to do is drop Coconut Monkey on the president's head to get him out of the country. With the publicity it will cause, noone will dare touch the little guy.

This is one tense situation. I think I'll play a little *Tomb Raider* or *SkyNet*, or maybe some *MechWarrior II: Mercenaries* will calm my nerves down.

**Jukebox category titles (centered vertically and horizontally on labels)**

**DOS
games**

**Windows
games**

**Win '95
games**

**Bug
Patches**

**WADS &
add-ons**

**Online
Services**

# WIN '95 USERS: IMPORTANT NOTE

# Important Note for Windows '95 Users

If you're using **WINDOWS '95**, you cannot shell out to **DOS** from the **Jukebox**.

To install any of the following **DOS** games, you must exit this **Jukebox**. Then, go to a **DOS** prompt. Once at a **DOS** prompt, change to your
CD-ROM drive (type **D:** and press **Enter**, where **D:** is the letter of your CD-ROM drive.

Once you're at the CD-ROM drive, type **MENU** to install any of the **DOS** games. You can also install each game manually by following the chart that appears in the **Disc Pages** of the magazine.

Microsoft Soccer

# Microsoft Soccer

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and <u>type: **MENU**</u> . Check the Disc Pages for more information and system requirements.

When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

Ready to install *Daggerfall?*

# **Daggerfall**

This is a DOS game. If you are running Windows '95, you can still run the demo.

Method 1. Restart your PC in DOS Mode.
**NOTE:** The final version of the game will work under Windows '95

If you have any questions, refer to the *Disc Pages* in the magazine (page 9) for manual installation instructions.

Type **OK** to return to the Jukebox.

Microsoft Soccer

## Microsoft Soccer

To install *Microsoft Soccer,* click on the **YES** button below. This will install the game automatically.

This will only install the game, to play, exit our *PC Gamer* interface and run the game from your Windows desktop.

Are you ready to begin your demo of *Microsoft Soccer*?

Rex Blade

## **Rex Blade**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install Rex Blade, you need to follow a couple of important steps.

Step 1: Change to the **\REXBLADE** directory on the CD.
Step 2: From the **\REXBLADE** directory, type **INSTALL C**: where **C:** is the letter of the hard-drive you wish to install to.

When you are finished, type **WIN** at the DOS prompt to return to the Jukebox.

Ready to install *Rex Blade?*

# Rex Blade

This is a DOS game. If you have Windows '95, you can still run the demo.

Method 1. Restart your PC in DOS Mode.
Method 2. Attempt to run the game in a DOS window.

Step 1: Change to the **\REXBLADE** directory on the CD.
Step 2: From the **\REXBLADE** directory, type **INSTALL C**: where **C:** is the letter of the hard-drive you wish to install to.

Please refer to the *Disc Pages* (page 9) for manual installation instructions.

Monkey Command

# Monkey Command by Coconut Monkey

*MonkeyCommand* will install to your **\WINDOWS\GAMES** directory. Click on the **YES** button below to begin.

**NOTE:** Your Windows display should be set above the 256 color resolution.

Are you ready to begin your demo of *Monkey Command*?

Leisure Suit Larry: Love for Sail

# Leisure Suit Larry: Love for Sail

This demo will install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU**. Check the *Disc Pages* in the magazine (page 9) for more information.

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Leisure Suit Larry*?

## Leisure Suit Larry: Love for Sail

There's a version that should run from **Win '95** on this CD. Click on the **Win '95 Games** button at the bottom of the Jukebox.

For more information on this game, check out the **Disc Pages** of the magazine. If you are having problems installing the game, manual installation instructions and system requirements can also be found in the **Disc Pages**.

Press **OK** to return to the Jukebox.

# Leisure Suit Larry: Love for Sail

To **install** *Leisure Suit Larry*, click on the **YES** button below. This will install the game automatically.

To run the game, exit the PC Gamer front end and launch the game from Windows.

Are you ready to begin your demo of *Leisure Suit Larry?*

Bug!

## **<u>Bug!</u>**

*Bug!* will need to be copied to your hard drive. The easiest way is to use the filemanager or explorer and drag the \ **BUG_DEMO** directory from our CD to your hard drive.

After you've copied the directory over, run the **BUG!.EXE** file.

Click **OK** to continue.

Syndicate Wars

# Syndicate Wars

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and <u>type: **MENU**</u> . Check the *Disc Pages* in the magazine (page 9) for more information.

When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

Ready to install *Syndicate Wars?*

## <u>Syndicate Wars</u>

This is a DOS game. If you are running Windows '95, you can still run the demo.

Method 1. Restart your PC in DOS Mode.
Method 2. Attempt to run the game in a DOS window.

In either case, refer to the *Disc Pages* (page 9) for manual installation instructions.

Type **OK** to return to the Jukebox.

Alien Rampage

# Alien Rampage

This demo will install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU**. Check the *Disc Pages* in the magazine (page 9) for more information.

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Alien Rampage*?

# Alien Rampage

There's a version that should run from **Win '95** on this CD. Click on the **Win '95 Games** button at the bottom of the Jukebox.

For more information on this game, check out the **Disc Pages** of the magazine. If you are having problems installing the game, manual installation instructions and system requirements can also be found in the **Disc Pages**.

Press **OK** to return to the Jukebox.

# Alien Rampage

To **install** *Alien Rampage*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please ***don't*** change the default directory during the installation. If you do change the install path, you can still run the game from your Window's program manager.

Are you ready to begin your demo of *Alien Rampage?*

Powerslave

## **Powerslave**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

For best results, copy the game to your hard drive. The easiest way is to use your File Manager and drag the \
**PSDEMO** directory from our CD to your hard drive.

Ready to install *Poweslave*?

## <u>Powerslave</u>

There's a version that should run from **Win '95** on this CD. Click on the **Win '95 Games** button at the bottom of the Jukebox.

For more information on this game, check out the **Disc Pages** of the magazine. If you are having problems installing the game, manual installation instructions and system requirements can also be found in the **Disc Pages**.

Press **OK** to return to the Jukebox.

## <u>Powerslave</u>

For best results, copy the game to your hard drive. The easiest way is to use your File Manager and drag the \ **PSDEMO** directory from our CD to your hard drive.

From there you can run the **PS.EXE** file.

Click **OK** to return to the Jukebox.

Rocket Jockey

## **Rocket Jockey**

To install *Rocket Jockey*, click on the **YES** button below. This will the game automatically.

To run the game, exit the PC Gamer front end and launch the game from Windows.

Are you ready to begin your demo of *Rocket Jockey*?

Steel Panthers II

# Steel Panthers II

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and <u>type: **MENU**</u> . Check the *Disc Pages* in the magazine (page 9) for more information.

When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

Ready to install *Steel Panthers II?*

# Steel Panthers II

This is a DOS game. If you are running Windows '95, you can still run the demo.

Method 1. Restart your PC in DOS Mode.
Method 2. Attempt to run the game in a DOS window.

In either case, refer to the *Disc Pages* (page 9) for manual installation instructions.

Type **OK** to return to the Jukebox.

Battleground: Ardennes

# **Battleground: Ardennes**

To install *Battleground: Ardennes,* click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please *don't* change the default directory during the installation. If you do change the install path, you can still run the game from your Window's program manager.

Are you ready to begin your demo of *Battleground: Ardennes?*

Harpoon Classic

## <u>Harpoon Classic</u>

To install *Harpoon Classic*, click on the **YES** button below. This will install the game automatically.

To run the game, you'll need to exit the PC Gamer front-end and run the game from your desktop.

Are you ready to begin your demo of *Harpoon Classic*?

Total Entertainment Network

# Total Entertainment Network

To install the *TEN* software, click on the **YES** button below. This will install the game automatically.

For *TEN* to run properly from this jukebox, please *don't* change the default directory during the installation. If you do change the install path, you can still run the game from your Window's program manager.

Are you ready to begin your demo of *TEN*?

Baku Baku

## Baku Baku

*Baku Baku* will run straight from the CD.

**NOTE:** Before playing *BAKU BAKU*, you must copy the **DMIX.DLL** and **DINO2D.DLL** files to your \ **WINDOWS\SYSTEM** directory. These **DLL** files are located in the **\BAKU** directory on the CD. You must also have a copy of Microsoft's **DIRECTX** installed. If you have a Diamond Multimedia video card, you must get the specific direct X drivers from http://www.diamondmm.com".

If you have any problems, read the **README.1ST** file   located in the **\BAKU** directory on the CD.

Are you ready to begin your demo of *Baku Baku*?

Legends of Kesmai

# Legends of Kesmai

Click on the **YES** button to install *Legends of Kesmai*.

You'll need to exit the PC Gamer front-end to run the software.

**NOTE:** You must be connected to the Internet to use this software.

Are you ready to begin your demo of *Legends of Kesmai?*

ZPC

# **ZPC**

To install *ZPC*, click on the **YES** button below. This will install the game automatically.

To run the game, you'll need to exit the PC Gamer front-end and run the game from your desktop.

Are you ready to begin your demo of *ZPC*?

Diablo

# <u>Diablo</u>

To run *Diablo*, click on the **YES** button below. The game should run directly from the CD.

Are you ready to begin your demo of *Diablo?*

Mission Force: CyberStorm

# Mission Force: CyberStorm

To run *Mission Force: CyberStorm*, click on the **YES** button below. The game should run directly from the CD.

Are you ready to begin your demo of *Mission Force: CyberStorm?*

# Power F1

# Power F1

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and <u>type:</u> <u>MENU</u> . Check the *Disc Pages* in the magazine (page 9) for more information.

Ready to install *Power F1?*

# Power F1

There's a version that should run from **Win '95** on this CD. Click on the **Win '95 Games** button at the bottom of the Jukebox.

For more information on this game, check out the **Disc Pages** of the magazine (page 9).

Press **OK** to return to the Jukebox.

# **Power F1**

To install *Power F1*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please ***don't*** change the default directory during the installation. If you do change the install path, you can still run the game from your Window's program manager.

Are you ready to begin your demo of *Power F1?*

MPlayer

# MPlayer

Click on the **YES** button to install the *MPlayer* software.

You'll need to exit our PC Gamer front end to run *Mplayer*.

**NOTE:** *Mplayer* requires Win95 and Internet access.

Are you ready to begin your demo of *MPlayer?*

Tomb Raider

## **Tomb Raider**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

For best results, copy the game to your hard drive. The easiest way is to use your File Manager and drag the \ **TOMBRAID** directory from our CD to your hard drive.

Ready to install *Tomb Raider?*

## **Tomb Raider**

There's a version that should run from **Win '95** on this CD. Click on the **Win '95 Games** button at the bottom of the Jukebox.

For more information on this game, check out the **Disc Pages** of the magazine (page 9).

Press **OK** to return to the Jukebox.

# Tomb Raider

For best results, copy the game to your hard drive. The easiest way is to use your File Manager and drag the \ **TOMBRAID** directory from our CD to your hard drive.

From there you can run the **TOMB.EXE** file.

Click **OK** to continue.

3D Ultra Pinball: Creep Night

## 3D Ultra Pinball: Creep Night

To install 3D Ultra Pinball,  click on the **YES** button below. This will install the game automatically.

**NOTE:** Before playing *3D Ultra Pinball*, you must copy the **DSOUND.DLL** and **DSOUND.INI** files into your \
**WINDOWS\SYSTEM** subdirectory. These **DLL** files are located in the **\CNDEMO\UPB2DEMO\WIN31**
directory on the CD.

Are you ready to begin your demo of *3D Ultra Pinball*?

# 3D Ultra Pinball: Creep Night

To install 3D Ultra Pinball,  click on the **YES** button below. This will install and run the game automatically.

If you have any problems, please refer to the Disc Pages of the magazine (page 9).

Are you ready to begin your demo of *3D Ultra Pinball*?

SkyNET

# SkyNET

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

For best results, copy the game to your hard drive. The easiest way is to use your File Manager and drag the \ **SKYNET** directory from our CD to your hard drive.

Ready to install *SkyNET?*

## <u>SkyNET</u>

There's a version that should run from **Win '95** on this CD. Click on the **Win '95 Games** button at the bottom of the Jukebox.

For more information on this game, check out the **Disc Pages** of the magazine (page 9).

Press **OK** to return to the Jukebox.

# **SkyNET**

For best results, copy the game to your hard drive. The easiest way is to use your File Manager and drag the \
**SKYNET** directory from our CD to your hard drive.

From there you can run the **SKYNET.EXE** file.

Click **OK** to continue.

# GEX

# GEX

Click the **YES** button to install *GEX*.

This game should run from the CD. If you have any problems, please refer to the Disc Pages of the magazine (page 9).

Are you ready to begin your demo of *GEX?*

Jet Fighter III

# **Jet Fighter III**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

For best results, copy the game to your hard drive. The easiest way is to use your File Manager and drag the \
**JF3DEMO** directory from our CD to your hard drive.

Ready to install *Jet Fighter III?*

# **Jet Fighter III**

There's a version that should run from **Win '95** on this CD. Click on the **Win '95 Games** button at the bottom of the Jukebox.

For more information on this game, check out the **Disc Pages** of the magazine (page 9).

Press **OK** to return to the Jukebox.

# Jet Fighter III

For best results, copy the game to your hard drive. The easiest way is to use your File Manager and drag the \ **JF3DEMO** directory from our CD to your hard drive.

From there you can run the **JF3DEMO.EXE** file.

Click **OK** to continue.

Ecstatica 2

# Ecstatica 2

To run *Ecstatica 2*, click on the **YES** button below. This will install the game automatically.

This game should run from the CD. If you have any problems, please refer to the Disc Pages of the magazine (page 9).

Are you ready to begin your demo of *Ecstatica 2?*

Muppet Treasure Island

# Muppet Treasure Island

To run *Muppet Treasure Island*, click on the **YES** button below. The game should run directly from the CD.

Are you ready to begin your demo of *Muppet Treasure Island?*

Casino Planner for Craps

# Casino Planner for Craps

To run *Casino Planner for Craps*, click on the **YES** button below. The game should run directly from the CD.

Are you ready to begin your demo of *Casino Planner for Craps?*

FX Fighter Turbo

## **FX Fighter Turbo**

Click the **YES** button to install *FX Fighter Turbo*.

You'll need to exit our PC Gamer front end to run the game.

Are you ready to begin your demo of *FX Fighter Turbo?*

Obsidian

# Obsidian

To run *Obsidian*, click on the **YES** button below.

The game should run from the CD. For more information, please refer to the Disc Pages of the magazine (page 9).

**NOTE:** You must have your monitor set to 16-bit color. You must also have a copy of Microsoft's **DIRECTX** installed. If you don't have it, there are serveral other Win95 games on this CD that will install it.

Are you ready to install your demo of *Obsidian*?

Iron Blood

# **Iron Blood**

This demo will run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Iron Blood*?

# Iron Blood

This is a DOS game. If you are running Windows '95, you can still run the demo.

Method 1. Restart your PC in DOS Mode.
Method 2. Attempt to run the game in a DOS window.

In either case, refer to the *Disc Pages* (page 9) for manual installation instructions.

Type **OK** to return to the Jukebox.

Crusader: No Regret

## Crusader No Regret

*Crusade: No Regret* is a DOS game. You'll need to go through the following steps to install the game.

**Step 1:** You'll need to create a directory on your hard drive (you can move the entire **\CRUSADER** directory from the CD to your hard-drive).
**Step 2:** Once all the files are copied to your hard-drive, go to the new directory and type **RUN1ST**. This will extract the *Crusader* demo on your hard-drive.
**Step 3:** Once the game is extracted, type **SETUP** to configure sound.
**Step 4**: Type **REGRET** to play the game.

**NOTE: 54MB** of free disk space is required.

# Crusader: No Regret

This is a DOS game. If you have Windows '95, you can still run the demo.

**Step1:** Restart your PC in a **DOS session**.
**Step 2:** You'll need to create a directory on your hard drive (you can move the entire **\CRUSADER** directory from the CD to your hard-drive).
**Step 3:** Once all the files are copied to your hard-drive, go to the new directory and type **RUN1ST**. This will extract the *Crusader* demo on your hard-drive.
**Step 4:** Once the game is extracted, type **SETUP** to configure sound.
**Step 5**: Type **REGRET** to play the game.

**NOTE: 54MB** of free disk space is required. Please refer to the Disc Pages of the magazine for more informaiton (page 9).

MechWarrior 2: Mercenaries

# MechWarrior 2: Mercenaries

To install *MechWarrior 2*, click on the **YES** button below. This will install the game automatically.

You'll need to exit the PC Gamer front-end to run the demo.

Are you ready to begin your demo of *MechWarrior 2: Mercenaries*?

ShellShock

## ShellShock

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** . Check the *Disc Pages* in the magazine for more information.

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install ShellShock*?*

## ShellShock

This is a DOS game. If you are running Windows '95, you can still run the demo.

Method 1. Restart your PC in DOS Mode.
Method 2. Attempt to run the game in a DOS window.

In either case, refer to the *Disc Pages* (page 9) for manual installation instructions.

Type **OK** to return to the Jukebox.

Pinball Builder

# Pinball Builder

To install *Pinball Builder*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please *don't* change the default directory during the installation. If you do change the install path, you can still run the game from your Window's program manager.

**NOTE:** You must set your monitor for 256 colors and 800x600 resolution.

Are you ready to begin your demo of *Pinball Builder*?

Star Fighter PC

# Star Fighter PC

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** . Check the *Disc Pages* in the magazine (page 9) for more information.

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Star Fighter PC?*

# Star Fighter PC

This is a DOS game. If you are running Windows '95, you can still run the demo.

Method 1. Restart your PC in DOS Mode.
Method 2. Attempt to run the game in a DOS window.

In either case, refer to the *Disc Pages* (page 9) for manual installation instructions.

Type **OK** to return to the Jukebox.

A Fork in the Tale

## **A Fork in the Tale**

To install *A Fork in the Tale*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please *don't* change the default directory during the installation. If you do change the install path, you can still run the game from your Window's program manager.

Are you ready to begin your demo of *A Fork in the Tale*?

Warbirds

# <u>Warbirds</u>

To run *Warbirds*, click on the **YES** button below. This will install and run the game automatically.

For the game to run properly from this jukebox, please don't change the default directory when the game installs. If you do change the install path, you can still run the game from Windows.


Are you ready to begin your demo of *Warbirds*?

Shattered Steel

# **<u>Shattered Steel</u>**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and <u>type: **MENU**</u> .

When you are finished<u>, type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

Ready to install *Shattered Steel*?

# **Shattered Steel**

This is a DOS game. If you are running Windows '95, you can still run the demo.

Method 1. Restart your PC in DOS Mode.
Method 2. Attempt to run the game in a DOS window.

In either case, refer to the *Disc Pages* (page 9) for manual installation instructions.

Type **OK** to return to the Jukebox.

Fantasy General Add-on Scenarios

# Fantasy General Add-on Scenarios

These add-on scenarios requre you have the full registered version of *Fantasy General*. The scenarios can be installed directly from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install the scenarios, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install the *Add-on Scenarios*?

# Fantasy General Add-on Scenarios

These add-on scenarios   require you have the full registered version of *Fantasy General*.

To install the scenarios, you'll need to exit to DOS and change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

# Total Pinball 3D

## **Total Pinball 3D**

This demo will need to install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To install this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Ready to install *Total Pinball 3D*?

Game Guru

# **Game Guru**

The *Game Guru* is a game enhancer. To use it, you must copy the file from the **\GAMEGURU** directory on the CD into a directory on your hard drive.

The file is zipped. You must use **PKUNZIP** and unzip the file. You can then run the *Game Guru* with the **GG.EXE** command.

# Seek and Destroy

## **Seek and Destroy**

This demo will run directly off the CD from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To run this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.
Ready to begin *Seek and Destroy*?

Cylindrix

# **Cylindrix**

This demo will install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To run this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.
Ready to begin *Cylindrix*?

# Muzzle Velocity

## **Muzzle Velocity**

This demo will install from Windows. The game needs to be run from **DOS**. You can run it under Windows 95 *if* you have **24MB**'s of RAM.

Ready to begin *Muzzle Velocity*?

VR Soccer

## VR Soccer

This demo will install and run from DOS. Click on the **YES** button below and you'll exit to a DOS prompt.

To run this demo, change to your **CD-ROM** drive (type **D:** where **D** is the letter of your **CD-ROM** drive) and type: **MENU** .

When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.
Ready to begin *VR Soccer*?

America Online

## **America Online**

America's most popular online network, with full Internet capabilities.

By clicking the **YES** button below, America Online will automatically install and setup on your PC. For future use, just click on the America Online program group in Windows.

Are you ready to begin *America Online*?

Notes on Using Patches

# Notes on Using Patches

All patches are located in the **\PATCHES** subdirectory on the CD. To use a patch, you'll need to exit our **PC Gamer** frontend and copy the patch to the directory on your Hard Drive where that game resides.

Click on the name of the game for the patch you are interested in using from the Jukebox. A message will appear giving you the exact filename of the patch and a description of what the patch does.

Further information about these patches can be found in the magazine under the **Extended Play** column by **Tom McDonald**.

Press **CANCEL** to return to the Jukebox.

# Notes on Using Patches

All patches are located in the **\PATCHES** subdirectory on the CD. To use a patch, you'll need to exit our **PC Gamer** frontend and copy the patch to the directory on your Hard Drive where that game resides.

Click on the name of the game for the patch you are interested in using from the Jukebox. A message will appear giving you the exact filename of the patch and a description of what the patch does.

Further information about these patches can be found in the magazine under the **Extended Play** column by **Tom McDonald**.

ATF USR Sportster Modem Update

# ATF USR Sportster Modem Update

Filename:     **MODEMB.TXT**

Description:     This is the original MODEMB.TXT file that come with ATF modified to fix the commands for Sportster modems.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

# ATF USR Sportster Modem Update

Filename:    **MODEMB.TXT**

Description:    This is the original MODEMB.TXT file that come with ATF modified to fix the commands for Sportster modems.


All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Battlecruser: 3000AD v1.01c

# Battlecruiser: 3000AD v1.01c

Filenames:    **BC1TO1C2.ZIP**

Description:    Fixes various bugs. There is probably a more recent patch available online.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

# Battlecruiser: 3000AD v1.01c

Filenames:    **BC1TO1C2.ZIP**

Description:    Fixes various bugs. There is probably a more recent patch available online.


All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Battleground: Ardennes v.1.3

# Battleground: Ardennes v.1.3

<u>Filenames</u>:    **BGA_130.EXE**

<u>Description</u>:    Includes PBEM, HotSeat, FOW and any game play changes made with the expansion disk.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

# Battleground: Ardennes v.1.3

<u>Filenames</u>:    **BGA_130.EXE**

<u>Description</u>:    Includes PBEM, HotSeat, FOW and any game play changes made with the expansion disk.


All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Battleground: Gettysburg v.1.22

# Battleground: Gettysburg v.1.22

<u>Filenames</u>:    **120_122.EXE**

<u>Description</u>:    More stability and gameplay issues have been addressed.
.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.


If you click on **YES** below, you will exit to DOS. When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

# Battleground: Gettysburg v.1.22

<u>Filenames</u>:    **120_122.EXE**

<u>Description</u>:    More stability and gameplay issues have been addressed.
.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

MSFT Flight Europe 1 & 2 Scenery

## Microsoft Flight Sim Europe 1 & 2 Scenery

<u>Filenames</u>:    **E1E2FS95.ZIP**

<u>Description</u>:    To help these scenery packs work with *Microsoft Flight Simulator for Windows 95*.


All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.


If you click on **YES** below, you will exit to DOS. When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

## Microsoft Flight Sim Europe 1 & 2 Scenery

<u>Filenames</u>:    **E1E2FS95.ZIP**

<u>Description</u>:    To help these scenery packs work with *Microsoft Flight Simulator for Windows 95*.

All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Flight Simulator Flight Shop

## Flight Simulator Flight Shop

Filenames:   **FSFS501.EXE**

Description:   General maintenance release, includes Bulk-Import utility to import NAV-DATA from textfiles into FS ATC flight planner module.

All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Flight Simulator Flight Shop

Filenames:   **FSFS501.EXE**

Description:    General maintenance release, includes Bulk-Import utility to import NAV-DATA from textfiles into FS ATC flight planner module.

All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Free Enterprise v.1.1018

# Free Enterprise v.1.1018

Filename:    **FE1018.ZIP**

Description: General maintenance patch.


This editor is located in the **\GOODJUNK** directory on the CD.


If you click on **YES** below, you will exit to DOS. When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

# Free Enterprise v.1.1018

Filename:   **FE1018.ZIP**

Description: General maintenance patch.


This editor is located in the **\GOODJUNK** directory on the CD.

Free Enterprise v.1.1018

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Filename:   **FE1018.ZIP**

Description: General maintenance patch.


All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Free Enterprise v.1.1018

Filename:  **FE1018.ZIP**

Description: General maintenance patch.


All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Links LS v.1.20

# Links LS v.1.20

<u>Filenames</u>:     **110TO120.EXE**

<u>Description</u>:     General maintenance patch.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

# Links LS v.1.20

Filenames: **110TO120.EXE**
Description:  General maintenance patch.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Madden NFL 97

# **Madden NFL 97**

Filename:    **MADPATCH.EXE and MAD97NEC.ZIP**

Description:   A general *Madden 97 Update* fixes a problem with players freezing or running in place. Plus a patch for *NEC Ready Systems*.


All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Madden NFL 97

Filename:    **MADPATCH.EXE and MAD97NEC.ZIP**

Description:   A general *Madden 97 Update* fixes a problem with players freezing or running in place. Plus a patch for *NEC Ready Systems*.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

MechWarrior 2: Mercenaries v.1.05

# MechWarrior 2: Mercenaries v.1.05

<u>Filename</u>:  **MERC105P.EXE**

<u>Description</u>:    Various bug fixes.


All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.


If you click on **YES** below, you will exit to DOS. When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

# MechWarrior 2: Mercenaries v.1.05

Filename:  **MERC105P.EXE**

Description:    Various bug fixes.


All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

MechWarrior 2 for Windows 95 v.1.1

## MechWarrior 2 for Windows 95 v.1.1

Filename:    **MW2PATCH.EXE and MWREADME.TXT**

Description:    Various bug fixes.


All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.


If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

## MechWarrior 2 for Windows 95 v.1.1

Filename:     **MW2PATCH.EXE and MWREADME.TXT**

Description:     Various bug fixes.


All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Nemesis CD-Change Patch

# Nemesis CD-Change Patch

Filename:    **NEMCD.ZIP**

Description:    Fixes a CD recognition problem with certain CD-ROM drives (only needed when running out of DOS).

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Nemesis CD-Change Patch

<u>Filename</u>:   **NEMCD.ZIP**

<u>Description</u>:   Fixes a CD recognition problem with certain CD-ROM drives (only needed when running out of DOS).

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Third Reich v.1.21

# Third Reich v.1.21

<u>Filenames</u>:    **3R1_21.ZIP**

<u>Description</u>:    Fixes the Russian "deselect unit" bug, Win95 lock-ups, and other bugs.


All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

# Third Reich v.1.21

Filenames:    **3R1_21.ZIP**

Description:    Fixes the Russian "deselect unit" bug, Win95 lock-ups, and other bugs.


All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Daggerfall Editors

# Daggerfall Editors

Filenames:    **TELE.ZIP, ADDQUEST.ZIP, DFORGE1.ZIP**

Description:    These are the editors for *Daggerfall* mentioned in the Extended Play column in the magazine. Refer to the Extended Play column for information on what each editor does.

These editors are located in the **\GOODJUNK** directory on the CD.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Daggerfall Editors

<u>Filenames:</u>    **TELE.ZIP, ADDQUEST.ZIP, DFORGE1.ZIP**

<u>Description:</u>    These are the editors for *Daggerfall* mentioned in the Extended Play column in the magazine. Refer to the Extended Play column for information on what each editor does.

These editors are located in the **\GOODJUNK** directory on the CD.

# **Stalingrad**

Filename:    **STG20.ZIP**

Description:     Corrects the ZOC bug.


All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.


If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Jagged Alliance: Deadly Games Editor

## Jagged Alliance: Deadly Games Editor

Filenames:    **DGEDIT.ZIP**

Description:    Allows you to give your mercs any weapons, items, or attributes.

This editor is located in the **\GOODJUNK** directory on the CD.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Jagged Alliance: Deadly Games Editor

Filenames:    **DGEDIT.ZIP**

Description:    Allows you to give your mercs any weapons, items, or attributes.

This editor is located in the **\GOODJUNK** directory on the CD.

# Tower Installation Fix

## Tower Installation Fix

Filename: **TOWERINS.ZIP**

Description: Fixes installation errors in those systems reporting that you must be "running Windows 3.1 or higher" or "Windows must be in enhanced mode" even though they already are.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

## Tower Installation Fix

Filename:    **TOWERINS.ZIP**

Description:    Fixes installation errors in those systems reporting that you must be "running Windows 3.1 or higher" or "Windows must be in enhanced mode" even though they already are.

All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Command & Conquer Editor

## Command & Conquer Editor

Filename:    **CCEDIT.ZIP**

Description:    Helps editing values for units and structures.

This editor is located in the **\GOODJUNK** directory on the CD.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Command & Conquer Editor

Filename:     **CCEDIT.ZIP**

Description:     Helps editing values for units and structures.

This editor is located in the **\GOODJUNK** directory on the CD.

All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

WarCraft II v.1.33

# WarCraft II: Beyond the Dark Portal v.1.33

Filename:    **WAR2X133.EXE**

Description:    Upgrade patch for the American WarCraft II expansion, Beyond the Dark Portal.

All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

## WarCraft II: Beyond the Dark Portal v.1.33

Filename:  **WAR2X133.EXE**

Description:  Upgrade patch for the American WarCraft II expansion, Beyond the Dark Portal.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Wing Commander IV Wind95 Update

# Wing Commander IV Wind95 Update

Filename:    **WC4WIN95.ZIP**

Description:    Turns the DOS version into a Win85 version.

All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Wing Commander IV Wind95 Update

Filename:    **WC4WIN95.ZIP**

Description:    Turns the DOS version into a Win85 version.

All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

X-Wing FD SoundBlaster Patch

## X-Wing FD SoundBlaster Patch

Filename:    **XWSCFD.ZIP**

Description:    Should help prevent system lock-up when playing X-Wing with digital sound turned on.

All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Wing Commander IV

# Wing Commander IV SVGA Update

Filename:   **WC4_16SV.EXE**

Description:   Addresses the 16-bit SVGA palette problem on some cards.

All patches are located in the **\PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

X-Wing FD SoundBlaster Patch

## X-Wing FD SoundBlaster Patch

Filename:  **XWSCFD.ZIP**

Description:  Should help prevent system lock-up when playing X-0Wing with digital sound turned on.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# X-Wing FD SoundBlaster Patch

Filename:    **XWSCFD.ZIP**

Description:    Should help prevent system lock-up when playing X-0Wing with digital sound turned on.

All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

Wing Commander IV - Joystick

# Wing Commander IV Alt. Joystick Routine

Filename:    **WC4JOY.EXE**

Description:    This changes the way the joystick data is acquired in the game, and will allow some systems to work properly with the joystick routines in the game.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Wing Commander IV - Notebook

# Wing Commander IV Notebook Gameport Update

Filename:    **WC4JOYNG.EXE**

Description:    Adds support for notebook gameports.

All patches are located in the \\**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

Wizard Pinball Controls Update

# Wizzard Pinball Controls Update

Filename:    **EXTWIZ.ZIP**

Description:    Adds support for Extreme Pinball.

All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides. The **EXTWIZ.ZIP** file must be unzipped using the utility **PKUNZIP** (not provided with this CD).

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox.

# Patches: How To

All patches are located in the \**PATCHES** subdirectory on the CD. Each patch must be copied to the directory where it's respective game resides.

For example, if the name of the patch for **Tie Fighter** is **TIECDJOY.ZIP** and your **CD-ROM** drive is **D:**. You would go to your **D** drive and type **CD\PATCHES**. Then copy the   **TIECDJOY.ZIP** file to the directory on your Hard Drive where the **Tie Fighter** program resides.

When a patch has the **ZIP** extension, it will need to be unzipped using **PKUNZIP** (not provided with this CD).

Notes on Using Add-on Levels

# Notes on Using Add-on Levels

We have add-on levels (often referred to as WADS) for the following games: **DOOM II**, **DUKE NUKEM 3D**, **WARCRAFT II**, **Quake**, **Dark Forces**, and new this month, **Civilization II**. Click on the game you're interested in and you'll receive information on the exact filename and where the file is located on our CD. The file will need to be copied to your Hard Drive where the full version of the game is located.

Further information about installing these levels can be obtained at the Tech Support Monitor.

Press **CANCEL** to return to the Jukebox.

# Notes on Using Add-on Levels

We have add-on levels (often referred to as WADS) for the following games: **DOOM II**, **DUKE NUKEM 3D**, **WARCRAFT II**, **Quake**, **Dark Forces**, and new this month, **Civilization II**. Click on the game you're interested in and you'll receive information on the exact filename and where the file is located on our CD. The file will need to be copied to your Hard Drive where the full version of the game is located.

Further information about installing these levels can be obtained at the Tech Support Monitor.

Doom II: Welcome To Hell

# Doom II: Welcome To Hell

Filename:    **WELHELL.WAD**

**DOOM II** levels are located in the \**DOOM2** directory on the CD. Each level must be copied to the **DOOM2** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\DOOM2** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox

# Doom II: Welcome To Hell

Filename:     **WELHELL.WAD**


**DOOM II** levels are located in the \**DOOM2** directory on the CD. Each level must be copied to the **DOOM2** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\DOOM2** directory.

DOOM II: Lobofrag for Doom II

# DOOM II: Lobofrag for Doom II

Filename:    **LOBOFRAG.WAD**

**DOOM II** levels are located in the \\**DOOM2** directory on the CD. Each level must be copied to the **DOOM2** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\\DOOM2** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox

# DOOM II: Lobofrag for Doom II

Filename:   **LOBOFRAG.WAD**


**DOOM II** levels are located in the \\**DOOM2** directory on the CD. Each level must be copied to the **DOOM2** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\\DOOM2** directory.

DOOM II: Heroes 2

# DOOM II: Heroes 2 (back by popular demand)

Filename:   **HEROES.ZIP**

**DOOM II** levels are located in the \\**DOOM2** directory on the CD. Each level must be copied to the **DOOM2** directory on your Hard Drive. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\\DOOM2** directory.

If you click on **YES** below, you will exit to DOS. When you are finished, type **WIN** at the DOS prompt and you'll return to the Jukebox

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HEXEN: Hexe

# HEXEN: Hexen Brawl

Filename:    **HEXBRAWL.ZIP**


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# HEXEN: The Morgue

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# Descent II: Crossfire! 10

Filename: **C10.ZIP**

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Descent II: Ground Breaker

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Filename:    **GROUNDBK.ZIP**

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# Descent II: Ground Breaker

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WarCraft II: Battle for Gargo

# WarCraft II: Battle for Gargo

Filename:    **GARGO.PUD**


**WarCraft II** levels are located in the \**WAR2** directory on the CD. Each level must be copied to the **WAR2** directory on your Hard Drive. After that, you'll be able to access it by starting a custom scenario game. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the \**WAR2** directory.


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WarCraft II: Gettysburg: Day 3

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Filename:    **GETYSBRG.PUD**

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Duke Nukem 3D: Bunker

# Duke Nukem 3D: Bunker

Filename:   **BUNKER.MAP**

**Duke Nukem 3D** levels are located in the \\**DUKE3D** directory on the CD. Each level must be copied to the **DUKE 3D** directory on your Hard Drive. After that, you'll be able to access it by starting a custom scenario game. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\\DUKE3D** directory.

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Duke Nukem 3D: Paint Ball

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Filename:    **PNTBALL.MAP**

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# Duke Nukem 3D: Duke Nukem 3D: Paint Ball

Filename:    **PNTBALL.MAP**


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Quake: The Runways

# Quake: The Runways

Filename:     **RUNWAYS.ZIP**

**Quake** levels are located in the \**QUAKE** directory on the CD. Each level must be copied to the **\QUAKE\ ID1** directory on your Hard Drive. After that, you'll be able to access it by starting a custom scenario game. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\QUAKE** directory.

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Quake: Altar of Pain

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Filename:    **TEF_AOP.BSP**

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Dark Forces: Death Star Plans

# Dark Forces: Death Star Plans

Filename:     **DSPLANS.ZIP**


**Dark Forces** levels are located in the \**DARKFORC** directory on the CD. Each level must be copied to the **DARK FORCES** directory on your Hard Drive. After that, you'll be able to access it by starting a custom scenario game. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the **\DARKFORC** directory.


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# Dark Forces: Death Star Plans

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Dark Forces: The Siege at Alderaan

# **Dark Forces: The Siege at Alderaan**

Filename:    **ALDERAAN.GOB**

**Dark Forces** levels are located in the \\**DARKFORC** directory on the CD. Each level must be copied to the **DARK FORCES** directory on your Hard Drive. After that, you'll be able to access it by starting a custom scenario game. If you're not familiar with how to use a level, you can refer to Tech Support monitor. There's also a **README.TXT** file in the \\**DARKFORC** directory.

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# Dark Forces: The Siege at Alderaan

Filename:   **ALDERAAN.GOB**


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Civilization II: Santa

# Civilization II: Santa

Filename:    **SANTA.ZIP**

New this month is a Civilization II modification file. The file is located in the **\CIV2** directory.

**NOTE:** These modification files will overwrite the originals. You are strongly recommended to backup the original files, or, if you have the original Civ II CD, you can reinstall the originals.

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**Personnel drawer pages**

**Seven Reasons Not to Own a Pet Monkey**

**1.** Them monkeys is smelly

**2.** They're flammable -- and you know there ain't nothing funny about a flaming monkey

**3.** Monkeys will eat babies if they get the chance

**4.** Monkeys urinate on everything

**5.** Monkeys are constantly screaming and pulling hair (yours)

**6.** They've got waaay too many thumbs

**7.** Dung-flinging -- 'nuf said

# The Review Monitor

Take a gander at the AOL movie included on this month's CD. You might remember it from TV commercials.

[Play the AOL Movie](#)