

Intercom label text (centered on labels)

Editor in Chief - Gary

Editor - Dan

Reviews Editor - Todd

Art Director - Dean

Disc Editor - Joe

Asst. Editor - Mike

Web Master - Jason

Managing Editor - Lisa

Magazine Subscription Info

Game Players, the magazine for hard-core video gamers. Call 1-800-706-9500 today for a FREE issue and trial subscription. Only \$19.95 for 13 issues.

PC Gamer, the best-selling PC games magazine. Call 1-800-706-9500 today for a FREE issue and trial subscription. Only \$39.95 for 12 issues, each with a CD packed with game demos.

CD-ROM Today, *the* PC and Mac multimedia magazine. Call 1-800-706-9500 today for a FREE issue & trial subscription. Only \$39.95 for 12 issues, each with a sampler CD.

Next Generation, covers today's hottest video and computer games. Call 1-800-706-9500 today for a FREE issue & trial subscription. Only \$19.95 for 12 issues. Save over 50%.

The Net, the monthly zine of the internet. Call 1-800-706-9500 today for a FREE issue and trial subscription. Only \$24.95 for 12 issues which comes with a CD-ROM packed with great online resources.

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

Jake stood on a cliff at the edge of the continent, gazing down at the Pacific. The clouds had rolled in along with the night, and the ocean was black, as black as a Baptist minister's mood on Bingo night.

It could all end here. Just keep going west, just a few more steps, and he could stop wondering

where Susan had gone. A brief flight through the cool sea air, a plunge through that slate-black surface, a reckless flirtation with the rocks just below it, and it wouldn't matter if Susan was alive.

But no, that wasn't going to happen. Jake's life had already become too much like a bad movie. He wasn't about to go for the

Hollywood ending.

“I won’t give the bastards the satisfaction,” he muttered. And as he finished the sentence, the clouds parted, allowing a shaft of moonlight to fall on him. It would’ve felt like a benediction, if the new light hadn’t revealed the figure of Marcus Priest standing beside him.

(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 were 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.

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 reinforced 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!”
Meanwhile, Klanghammer continued to work stealthily on the loose bolt on his right wrist manacle. Just one more turn...

(to be continued....)

Top Ten Text

Top 10 List

C&C: Red Alert	Everybody
Tomb Raider	Everybody
Diablo	Mike, Todd
Heroes of Might & Magic II	Joe, Dean
Blood and Magic	Gary, Jason
Lords of the Realm II	Jason, Mike
Master of Orion II	Joe, Dan
Spaceward HO! IV	Dan, Lisa
SkyNET	Todd, Jason
Jet Fighter III	Todd, Gary

Letter from the Editor text

ED NOTES

Our little coconut monkey is still with us. It's not been easy finding a way to sneak him out of the country. Luckily he's remained in good spirits.

Speaking of spirits, he even showed us his secret recipe for his favorite drink. Mike posted it on the tech-support monitor. I'm going to give it a try when I get home. He says it's sure to give me a blast.

There's not much more happening this week. Fortunately for me, we have the new Hereos of Might and Magic II demo on the jukebox. I'll play around with that and try some of the other goodies we have in store for this CD.

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.

Destruction Derby 2

Destruction Derby 2

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 for more information and system requirements.

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

Ready to install *Destruction Derby 2*?

Destruction Derby 2

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.

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.

Heroes of Might and Magic II

Heroes of Might & Magic II

To install *Heroes of Might and Magic II*, click on the **YES** button below. The game will run right from the CD.

Are you ready to begin your demo of *Heros of Might & Magic II*?

Stargunner

Stargunner

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**. Check the *Disc Pages* in the magazine (page 9) for more information.

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

Ready to install *Stargunner*?

Stargunner

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.

NOTE: If you install the game from Windows 95, you'll need to run the **SGSW10.EXE** file to finish extracting necessary files.

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*?

Scorcher

Scorcher

This demo will 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**. 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 Scorcher*?

Scorcher

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.

Scorcher

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

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

Magic: The Gathering

Magic: The Gathering

Magic: The Gathering will need to be copied to your hard drive. The easiest way is to use the filemanager or explorer and drag the \MTGDEMO directory from our CD to your hard drive.

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

Click **OK** to continue.

Amulets and Armor

Amulets and Armor

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 *Amulets and Armor*?

Amulets and Armor

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.

Star Command Revolution

Star Command Revolution

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 *Star Command Revolution*?

Star Command Revolution

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.

Star Command Revolution

To install *Star Command Revolution*, 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 *Star Command Revolution*?

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*?

Powerslave

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.

Powerslave

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.

A-10 Cuba!

A-10 Cuba!

To install *A-10 Cuba!*, 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-10 Cuba!*?

Privateer 2: The Darkening

Privateer 2: The Darkening

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 *Privateer 2: The Darkening*?

Privateer 2: The Darkening

This is a DOS game. If you are running Windows '95, you can still run the demo, but you will have to reboot into a DOS session.

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

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

Battleground: Antietam

Battleground: Antietam

To install *Battleground: Antietam*, 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: Antietam*?

SoulTrap

SoulTrap

To install *SoulTrap*, 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 *SoulTrap*?

Total Entertainment Network

Total Entertainment Network

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

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

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*?

Jack Nicklaus 4 Course Designer

Jack Nicklaus 4 Course Designer

Click on the **YES** button to install *Jack Nicklaus 4 Course Designer*.

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

Are you ready to begin your demo of *Jack Nicklaus 4 Course Designer*?

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

Diablo

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 type:
MENU . 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.

InterCasino

InterCasino

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

Exit the PC Gamer front-end to run it from your program manager.

NOTE 1: You'll be prompted for a PIN #, just type in any letter (you'll be prompted to enter it twice). This will bypass the PIN #.

NOTE: You can run the game in two ways:

1. There is a **LOCAL MODE** that lets you play the casino games with your PC.
2. There is an **ONLINE MODE** that uses **REAL MONEY**, yes, we said real money. This will require you to place a charge against your credit card and play real casino games online! So be smart and don't go in over your head!

InterCasino

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

NOTE 1: You'll be prompted for a PIN #, just type in any letter (you'll be prompted to enter it twice). This will bypass the PIN #.

NOTE 2: You can run the game in two ways:

1. There is a **LOCAL MODE** that lets you play the casino games with your PC.
2. There is an **ONLINE MODE** that uses **REAL MONEY**, yes, we said real money. This will require you to place a charge against your credit card and play real casino games online! So be smart and don't go in over your head!

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*?

SkyNET

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.

CyberGladiators

CyberGladiators

To run *CyberGladiators*, 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 *CyberGladiators*?

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 several 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.

Step 1: 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 information (page 9).

Fallen Haven

Fallen Haven

To install *Fallen Haven*, 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 game.

NOTE: It is recommended that you use a **256 color mode** to play this game.

Are you ready to begin your demo of *Fallen Haven*?

Death Rally

Death Rally

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 Death Rally?

Death Rally

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 box. When running from a DOS box, type **DR /W** to run the game rather than just **DR**.

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

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

SubSpace

SubSpace

To install *subSpace*, 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: *SubSpace* requires Internet access.

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

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.

Sacred Mirror of Kofun

Sacred Mirror of Kofun

To install *Sacred Mirror of Kofun*, 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 *Sacred Mirror of Kofun*?

Sacred Mirror of Kofun

To install *Sacred Mirror of Kofun*, click on the **YES** button below. This will install the game automatically.

To run the game, you will need to exit the PC Gamer front-end.

Are you ready to begin your demo of *Sacred Mirror of Kofun*?

Sega Rally Championship

Sega Rally Championship

To run *Sega Rally Championship*, 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 *Sega Rally Championship*?

Shattered Steel

Shattered Steel

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 *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 require 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 **IPATCHES** 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 **IPATCHES** 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**.

American Civil War

American Civil War v.1.21

Filename: **ACWPATCH.EXE**

Description: Fixes almost all of the speed problems with the game on 8MB machines and in Windows 3.1, as well as improving the AI.

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.

American Civil War v.1.21

Filename: **ACWPATCH.EXE**

Description: Fixes almost all of the speed problems with the game on 8MB machines and in Windows 3.1, as well as improving the AI.

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: Waterloo

Battleground: Waterloo v.1.06

Filenames: **BGW_106.EXE**

Description: Further refinements to the game system.

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.

Battleground: Waterloo v.1.06

Filenames: **BGW_106.EXE**

Description: Further refinements to the game system.

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

Daggerfall v.1.05.195

Filenames: **DAG195.EXE**

Description: A number of fixes to the gameplay: thieves guilds buy magic items, sell extra horses and carts, among others.

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.

Daggerfall v.1.05.195

Filenames: **DAG195.EXE**

Description: A number of fixes to the gameplay: thieves guilds buy magic items, sell extra horses and carts, among others.

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.

Descent II (Win95 version)

Descent II for Windows 95

Filenames: **D2_WPTCH.ZIP** and **D2_DXPCH.ZIP**

Description: The **D2_WPTCH** file is without DirectX, the **D2_DXPCH** file includes DirectX.

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.

Descent II for Windows 95

Filenames: **D2_WPTCH.ZIP** and **D2_DXPCH.ZIP**

Description: The **D2_WPTCH** file is without DirectX, the **D2_DXPCH** file includes DirectX.

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

Links LS v.1.30

Filenames: **100TO130.EXE, 110TO130.EXE, and 120TO130.EXE**

Description: Fixes a rare ball flight bug, sound script bug, and a match play bug (respectively).

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.

Links LS v.1.30

Filenames: **100TO130.EXE, 110TO130.EXE, and 120TO130.EXE**

Description: Fixes a rare ball flight bug, sound script bug, and a match play bug (respectively).

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 97 Week 13 Roster

Madden 97 Week 13 Roster Update

Filenames: **WEEK13.EXE and WEEK14.EXE**

Description: Update rosters and stats to the current Week 13 season's stats and rosters. This will overwrite all of your current stats and rosters.

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 97 Week 13 Roster Update

Filenames: **WEEK13.EXE and WEEK14.EXE**

Description: Update rosters and stats to the current Week 13 season's stats and rosters. This will overwrite all of your current stats and rosters.

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.

NHL 97

NHL 97 v.1.1 Upgrade

Filename: **NHLWIN.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.

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.

NHL 97 v.1.1 Upgrade

Filename: **NHLWIN.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.

SkyNET

SkyNET v.1.01

Filename: **SKY101.EXE**

Description: Disables motion-tracker, enables equipment pickup in jeep, fixes flashing text during name/callsign input, among other things.

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.

SkyNET v.1.01

Filename: **SKY101.EXE**

Description: Disables motion-tracker, enables equipment pickup in jeep, fixes flashing text during name/callsign input, among other things.

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 PC

Third Reich PC v.1.3

Filenames: **3R1_31.ZIP**

Description: Adds 2 new difficulty levels to the game beyond Master, and includes 2 new hotkeys that make possible a PBEM 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.

Third Reich PC v.1.3

Filenames: **3R1_31.ZIP**

Description: Adds 2 new difficulty levels to the game beyond Master, and includes 2 new hotkeys that make possible a PBEM 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.

Tomb Raider 3Dfx Version

Tomb Raider 3Dfx Version

Filename: **3DFX.ZIP**

Description: Mip Mapping has been implemented to make distant objects more clear.

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.

Tomb Raider 3Dfx Version

Filename: **3DFX.ZIP**

Description: Mip Mapping has been implemented to make distant objects more clear.

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.

Tomb Raider Rendition Beta Patch

Tomb Raider Rendition Beta Patch

Filename: **RENBETA2.ZIP**

Description: The rendition patch for Tomb Raider.

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.

Tomb Raider Rendition Beta Patch

Filename: **RENBETA2.ZIP**

Description: The rendition patch for Tomb Raider.

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

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.

Third Reich v.1.21

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.

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.

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

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.

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: Ultimate Blood

Doom II: Ultimate Blood

Filename: **BLOOD2.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: Ultimate Blood

Filename: **BLOOD2.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, type **WIN** 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

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.

HEXEN: Hexe

HEXEN: Hexen Brawl

Filename: **HEXBRAWL.ZIP**

HEXEN levels are located in the **\HEXEN** directory on the CD. Each level must be copied to the **HEXEN** 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 **\HEXEN** 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

HEXEN: Hexen Brawl

Filename: **HEXBRAWL.ZIP**

HEXEN levels are located in the **\HEXEN** directory on the CD. Each level must be copied to the **HEXEN** 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 **\HEXEN** directory.

HEXEN: The Morgue

HEXEN: The Morgue

Filename: **HXMORGUE.ZIP**

HEXEN levels are located in the **\HEXEN** directory on the CD. Each level must be copied to the **HEXEN** 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 **\HEXEN** 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

HEXEN: The Morgue

Filename: **HXMORGUE.ZIP**

HEXEN levels are located in the **\HEXEN** directory on the CD. Each level must be copied to the **HEXEN** 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 **\HEXEN** directory.

Descent II: Crossfire! 10

Descent II: Crossfire! 10

Filename: **C10.ZIP**

DESCENT II Levels are located in the **\DESCENT2** directory on the CD. Each level must be copied to the **DESCENT II** 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 **\DESCENT2** 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

Descent II: Crossfire! 10

Filename: **C10.ZIP**

DESCENT II Levels are located in the **\DESCENT2** directory on the CD. Each level must be copied to the **DESCENT II** 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 **\DESCENT2** directory.

Descent II: Ground Breaker

Descent II: Ground Breaker

Filename: **GROUND BK.ZIP**

DESCENT II levels are located in the **\DESCENT2** directory on the CD. Each level must be copied to the **DESCENT II** 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 **\DESCENT2** 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

Descent II: Ground Breaker

Filename: **GROUND BK.ZIP**

DESCENT II levels are located in the **\DESCENT2** directory on the CD. Each level must be copied to the **DESCENT II** 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 **\DESCENT2** directory.

WarCraft II: Alone in the Wilderness

WarCraft II: Alone in the Wilderness

Filename: **ALONE.ZIP**

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.

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: Alone in the Wilderness

Filename: **ALONE.ZIP**

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.

WarCraft II: Zuljin the Mad Troll

WarCraft II: Ziljin the Mad Troll

Filename: **ZULJIN.ZIP**

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.

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: Ziljin the Mad Troll

Filename: **ZULJIN.ZIP**

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.

Duke Nukem 3D: Bull 1

Duke Nukem 3D: Bull 1

Filename: **BULL1.ZIP**

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.

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

Duke Nukem 3D: Bull 1

Filename: **BULL1.ZIP**

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.

Duke Nukem 3D: Escape

Duke Nukem 3D: Escape

Filename: **HCR.ZIP**

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.

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

Duke Nukem 3D: Escape

Filename: **HCR.ZIP**

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.

Quake: Basic Castle

Quake: Basic Castle

Filename: **BC.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.

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

Quake: Basic Castle

Filename: **BC.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.

Quake: The Climb

Quake: The Climb

Filename: **CLIMB.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.

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

Quake: The Climb

Filename: **CLIMB.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.

Dark Forces: Biohazard

Dark Forces: Biohazard

Filename: **BIOHAZRD.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.

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

Dark Forces: Biohazard

Filename: **BIOHAZRD.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.

Dark Forces: Imperial Academy

Dark Forces: Imperial Academy

Filename: **ACADEMY.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.

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

Dark Forces: Imperial Academy

Filename: **ACADEMY.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.

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.

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

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.

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

STAY TUNED...

