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

Yeehaa! The Hitchcock-O-Rama is coming! Just saw the ad in the April PC Gamer!

INDIAN HEAD

The battle in the desert raged on, as Stearns dropped the terrorist guards, one by one.

Meanwhile, back at Company Headquarters, in a secret sublevel accessible only with a special cheat code, Colonel Gaskins and the mysterious agent known only as "the Coconut Monkey" observed the epic struggle transmitted through Stearns' handy wristlink.

Projected onto a giant wall screen, Stearns' every move was analyzed and dissected by the Company computers, preserved for prosperity and future training videos.

"Well Gaskins," said the Monkey, as the fourth guard collapsed under Stearns' ruthless onslaught, "Do you think we'll be able to find the plans to the Jihad's new weapons satelite?"

"Well," said the Colonel, "if he doesn't, we'll have one heckuva time fending off those aliens from Zargon-Nine."

"Non-sequitur," said the Monkey.

"Garnash. Hey look, he's going to use the Spoon. This should be good."

Both spymasters turned their eyes to the viewscreen....

(to be continued...)

Top Ten Text

PC- **Gamer Top Ten List**

The games we've been obsessing over for April (this ain't no April fools joke).

Duke Nukem 3D/**3D Realms** -- Everybody.
Warcraft II/**Blizzard** -- Everybody
Zone Raiders/**Virgin** -- Mike, Dan
Terminator: Future Shock/**Bethesda** -- Todd, Joe
Screamer/**Virgin** -- Mike, Jason
CyberMage/**Origin** -- Dan, Todd, Mike
The Beast Within/**Sierra** -- Dean, Lisa
Descent 2/**Interplay** -- Todd, Dan, Robin
Battleground: Gettysburg/**TalonSoft** -- Joe, Jason
Destruction Derby/**Sony** -- Dan, Lisa

Letter from the Editor text

ED NOTES

What a scare! What we thought was a hot tip that might help us find our precious mascot, Rickets the Monkey, turned out to be a trap. Worse than that, it led us to an abandoned Disco!

The door almost closed on us, but luckily, Cheryl called to warn us just in the nick of time. It seems a visitor in the office uncovered Furthelman's loathsome scheme.

My hands are still trembling from the experience. Just one more step and the door would of locked shut and Furthelman's trap

would have sprung. The 70's music had begun to thump, the disco ball was ready to spin, and those guys in white leisure suits, their shirts unbuttoned to their navels, were just about to dance! Whew! I break out in a cold sweat everytime I think about it. It would have destroyed us.

Hopefully, the failure of his trap will entice Furthelman to contact us again. And maybe this time he'll slip up.

I've got to steady my nerves... maybe if I jump on the Jukebox and play the new Warcraft 2 demo, I'll calm down. I pray the experience will at least rid me of the disco tunes ringing in my ears!

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.

Warcraft II

Warcraft 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 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 *Warcraft II?*

Daggerfall

<u>Daggerfall</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 *Daggerfall*?

Rayman

Rayman

Rayman

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 *Rayman*?

Shivers

Shivers

To run *Shivers*, 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 *Shivers*?

Treasure Quest

<u>Treasure Quest</u>

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

Are you ready to begin your demo of *Treasure Quest*?

You Don't Know Jack

<u>You Don't Know Jack - Windows 3.1 Version</u>

To run *You Don't Know Jack*, 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.

DO NOT click **YES** if you have **Windows '95**. There is a separate Win '95 version on the CD. Click on the Win '95 Games button on the Jukebox.

Are you ready to begin your demo of *You Don't Know Jack*?

You Don't Know Jack

You Don't Know Jack - Win '95 Version

To run *You Don't Know Jack*, 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 *You Don't Know Jack*?

Battle Isle 2220

Battle Isle 2220

To run *Battle Isle 2220*, 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 *Battle Isle 2220*?

Return Fire

<u>Return Fire</u>

To run *Return Fire*, 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 *Return Fire*?

Warcraft II

<u>Warcraft II</u>

To run *Warcraft II*, 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 *Warcraft II*?

SimIsle

SimIsle

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 *SimIsle*?

Bad Mojo

Bad Mojo

To run *Bad Mojo*, 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 *Bad Mojo*?

Renegade 2

Renegade 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 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 *Renegade 2*?

Orion Burger

Orion Burger

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 *Orion Burger*?

GearHeads

GearHeads

To run *GearHeads*, 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 *GearHeads*?

Absolute Zero

Absolute Zero

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 *Absolute Zero*?

AH3: Thunderstrike

AH3: Thunderstrike

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 *AH3: Thunderstrike*?

Connections

Connections

To run *Connections*, 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 *Connections*?

Powerslave

Powerslave

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 *Powerslave*?

Earthworm Jim

Earthworm Jim

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 *Earthworm Jim*?

Toshindin

Toshindin

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 *Toshindin*?

America Online

<u>America Online</u>

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.

11th Hour Beta 2.42 Player

11th Hour Beta 2.42 Player

Filename: **11H242.EXE**

Description: Improves performance on lower-end machines. It is currently <u>not</u> supported by Virgin or Trilobyte (i.e., they put it out so you could beta test it for them). However, it does help to eliminate choppy audio on some 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, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

Absolute Zero Upgrade

Absolute Zero Upgrade

Filenames: **AZPCUPGD.ZIP**

Description: Corrects a nasty crash bug in the Hammer & Anvil scenarios.

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 **AZPCUPGD.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.

Allied General Unit Editor

Allied General Unit Editor

Filenames: **BRASS2.ZIP**

Description: This is the Unit Editor for Allied General.

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 **BRASS2.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.

Crusader: No Remorse v. 1.21

Crusader: No Remorse v. 1.21

Filenames: **CRU121P.EXE**
Description: Adds features and fixes common problems.

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.

Empire II Patch

Empire II Patch

Filenames: **E2UPDATE.ZIP**
Description: Fixes all known problems

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 **E2UPDATE.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.

IndyCar Racing II Paintkit Update

IndyCar Racing II Paintkit Update

Filenames: **PATCHPKT.COM**

Description: Corrects a bug where a stripe down the center of the car may not be painted. This problem only occurs in version 1.0 of the Paintkit.

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.

PBA Bowling v. 1.12

PBA Bowling v. 1.12

Filename: **PBALL2.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.

Riddle of Master Lu v. 2.05

Riddle of Master Lu v. 2.05

Filename: **ROML205.EXE**

Description: Fixes jumpy mouse movement, switch problems in the billiard room, and the "plaer_enters_scene" fatal error.

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.

Stonekeep v. 1.2

Stonekeep v. 1.2

Filenames: **SK-P12.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. The **SK-P12.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.

SU-27 New and Revised Missions

SU-27 New and Revised Mission

Filename: **SU27_MIS.ZIP**

Description: Contains revisions to several of the training missions provided with the v. 1.0 release of SU-27 FLANKER. An additional six "Airmanship" missions are provided that include recorded flights to demonstrate various flight techniques.

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 **SU27_MIS.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.

The Need for Speed

The Need for Speed

Filename: **NFS.ZIP**
Description: Fixes CD-ROM SEEK error

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 **NFS.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.

Thunderscape v. 1.1

Thunderscape v. 1.1

Filename: **THUNDER.EXE**

Description: Fixes all known 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.

Unnecessary Roughness '96 Patch

Unnecessary Roughness '96 Patch

Filename: **UR96PATC.ZIP**
Description: Fixes both sound and video.

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 **UR96PATC.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.

Wing Commander IV Demo Update

Wing Commander IV Demo Update

Filename: **WC4DPTCH.ZIP**

Description: Fixes video problems in the interactive demo.

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 **WC4DPTCH.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 is **ANTAG.ZIP** and your **CD-ROM** drive is **D:**. You would go to your **D** drive and type **CD\PATCHES**. Then copy the **ANTAG.ZIP** file to the directory on your Hard Drive where the Apache 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: **DOOM2**, **HERETIC**, **HEXEN**, **DESCENT**, **WARCRAFT**, and **WARCRAFT 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.

DOOM 2 ALGAE

DOOM 2 ALGAE WAD

Filename: **ALGAE.WAD**

DOOM 2 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 2 COOLDUDE WAD

DOOM 2 COOLDUDE WAD

Filename: **COOLDUDE.WAD**

DOOM 2 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

Heretic Malice WAD

Heretic Malice Wad

Filename: **MALICE.WAD**

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

Heretic Oh-No WAD

Heretic Oh-No Wad

Filename: **OH-NO.WAD**

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

Descent Voidless Level

DESCENT levels are located in the **DESCENT** directory on the CD. Each level must be copied to the **DESCENT** 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 **DESCENT** 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 Alpha Station Level

Descent Alpha Station Level

Filename: **ALPHA4.ZIP**

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

Hexen Mine WAD

Filename: **MINE.WAD**

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

Hexen DTB Battle WAD

Hexen DTB Battle WAD

Filename: **DTBATTLE.WAD**

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

Warcraft The Spell Wars Level

Warcraft The Spell Wars Level

Filename: **SAVE6.SAV**

Warcraft levels are located in the **\WARCRAFT** directory on the CD. Each level must be copied to the **WARCRAFT** 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 **\WARCRAFT** 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 Prepare for Demons Level

Warcraft Prepare for Demons Level

Filename: **DEMONS.SAV**

Warcraft levels are located in the **WARCRAFT** directory on the CD. Each level must be copied to the **WARCRAFT** directory on your Hard Drive. Make sure the name of the level corresponds to a save game slot, i.e., SAVE1.SAV corresponds to the first save slot. 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 **WARCRAFT** 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 2 First Level

Warcraft 2 First Level

Filename: **FIRST.PUD**

Warcraft 2 levels are located in the **\WAR2PUD** 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 **\WAR2PUD** 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 Daemon's Forge Level

Warcraft Daemon's Forge Level

Filename: **DAEMON.PUD**

Warcraft 2 levels are located in the **\WAR2PUD** 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 **\WAR2PUD** 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

Personnel drawer pages

Suspect   No. 1

Pluggy Frears -- Along with his brother, Hurley, writes a rather lame comic strip. He was trying to schmooze his way onto our art staff, but one look at his comics blew any chance he had. Though one of his comics did display an advanced knowledge of monkeys.

Suspect   No. 2

Torgo -- No first name -- a rather twisted, slow-talking individual with very large knees. Approached our receptionists desk mumbling something about wanting to buy some Mentos. I guess he thought we were a convenience store, but when Rikits hopped on his knees, he seemed to develop an almost childlike fascination with the monkey.

Suspect   No. 3

George G. Furthelman -- Applied for a job once, years ago. Still calls sometimes   annoying voice! Sounds like George C. Scott with a sore throat. Might be upset that we used our budget to buy Rikits rather than hire him.

Suspect   No. 4

Sam Lee Livingston -- World traveler and animal lover. Met him recently at a local fund raiser. When I mentioned Rikits, he went on a vitriol about keeping wild animals captive. And that pith helmet seemed awfully out of place.

Suspect   No. 5

Mr. Woo -- Wise old man that hangs out in the alley at times. Knows that monkeys will eat babies if they get the chance. Also knows an ancient Chinese secret for cleaning shirts. Something odd about him.