

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

Stearns stood impatiently in the shadows of the terrorist camp. He was very good at killing, but this whole lurking thing... not so much.

He had no choice, though. Dramatic tension had to be maintained, and the back-story had to come from somewhere. If that

meant cutting away from the mayhem at the camp to a long, rambling lump of exposition with Private Pepperhat and Colonel Gaskins, well that was the price of staring in a lurid techno-thriller. Stearns could wait. His grapefruit spoon would taste terrorist blood soon enough.

Shifting his feet in the North African sand, he realized that he had time for a quick flashback. Nothing too elaborate, he decided before too long, the sun would be chasing away the shadows that hid him from view but maybe a little something to heighten the

mystery of his character and make him a little more sympathetic. It was too early to reveal the story behind the legendary grapefruit spoon, but...

Suddenly, Stearns was 12 years old, standing in the fragrant hayloft on his Aunt Mothra's thoroughbred ranch...

(to be continued)

INDIAN HEAD

Meanwhile, Private Gordon Pepperhat, executive assistant to Colonel Gaskins, was returning to camp after a foray into the bushes. Large desert mushrooms lined his path, and he couldn't help but notice the uniquely delicious odor drifting from the fungi. Private Pepperhat, who was not about to pass up this opportunity to go native, began munching on the 'shrooms as if they

were Doritos. A grand vision of unicorns and lollipops came to Private Pepperhat (known to his friends as Salty), and he fell into a stupor he hadn't felt since that party at Molly Groshong's wedding. Ah, Molly... "Molly and Salty sitting on a tree, k-i-s-s-i-n-g, first comes love, then..."

Suddenly, a vision came to Private Pepperhat that could only be described as callipygian. A man,

wearing only a press pass, was standing before him, gesturing wildly and trying to speak. Private Pepperhat strained to understand the man, and then, finally, it came to him: "My name is Chip Elko, and I'm here to warn you: Don't let Stearns use the grapefruit spoon! Millions of lives are depending on you, Private Pepperhat, to stop that maniac from using that spoon!"

(to be continued...)

Top Ten Text

Dan,

I'm leaving you this note to warn you about our file archives. Every time I try to put together our **Top Ten List**, it gets garbled with text from our archives. So watch out, make sure those keen editor's eyes of yours check out every page. I'd hate for anything in the magazine to get mixed up.

PC- Gamer Top Ten List

We review 'em, we rate 'em and, yes, we play the heck out of 'em. Especially these..

Duke Nukem 3D/3D Realms -- Everybody.

Warcraft II/Blizzard -- Everybody

Wing Commander IV/Origin -- Mike, Dan

Terra Nova/Looking Glass -- Todd, Dan

CyberMage/Origin -- Joe, Todd, Mike

The Beast Within/Sierra -- Dean, Lisa

Descent 2/Interplay -- Rick, Joe, Robin

Earthsiege 2/Sierra -- Jason, Dan, Mike

Advanced Tactical Fighter/EA -- Todd, Dan

Whiplash/Interplay -- Joe, Todd

Letter from the Editor text

ED NOTES

The Hitchcock festival was total chaos. We received a hot tip that the kidnapper of our precious mascot, Rickets the Monkey, would be there, but the evening turned into a complete disaster. Sure, there were plenty of monkey prints at the scene, but so many monkeys showed up at the festival there was no way we could have sorted through them all. They just love that Hitchcock.

We did get one break. The projector broke down right in the middle of the remake of *The Birds*, starring Lancelot Link

and that Orangutan from those Clint Eastwood movies. This caused the primates to go into a riot and tear the place apart.

Why was this good for us? It brought the police's Monkey Squad onto the scene. Their keen senses sniffed out something unusual on floor, some kind of greenish sludge. The chimps at the lab are analyzing it right now. I'm waiting on a call from Special Agent Murphy of the Bureau of Alcohol, Tobacco and Primates.

I've been checking my answering machine all day. I can't wait to see if that green sludge has something to do with

Rickets. I'm so wound up I'll need to jump over to the jukebox and play the new Duke Nuke'm 3D demo.

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.

Duke Nukem 3D

Duke Nukem 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 *Duke Nukem 3D*?

Descent II

Descent 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 *Descent II*?

Tera Nova

Tera Nova

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 *Tera Nova*?

Allied General

Allied General

To run *Allied General*, 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 *Allied General*?

Chaos Overlords

Chaos Overlords

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

Are you ready to begin your demo of *Chaos Overlords*?

Rise 2: Resurrection

Rise 2: Resurrection

To run *Rise 2: Resurrection*, click on the **YES** button below. This will install and run the game automatically.

Are you ready to begin your demo of *Rise 2: Resurrection*?

Rise 2: Resurrection

Rise 2: Resurrection

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 *Rise 2: Resurrection*?

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*?

Battleground Gettysburg

Battleground Gettysburg

To run *Battleground Gettysburg*, 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 *Battleground Gettysburg*?

Savage

Savage

To run *Savage*, 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 *Savage*?

Conquest of the New World

Conquest of the New World

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 *Conquest of the New World*?

Warbirds

Warbirds

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

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

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

Whiplash

Whiplash

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 *Whiplash*?

TNN Outdoor Bass Tournament '96

TNN Outdoor Bass Tournament '96

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 *TNN Outdoor Bass Tournament '96*?

Virtual Karts

Virtual Karts

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 *Virtual Karts*?

Wooden Ships & Iron Men

Wooden Ships & Iron Men

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 *Wooden Ships & Iron Men*?

Azrael's Tear

Azrael's Tear

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 *Azrael's Tear*?

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*?

Operation Carnage

Operation Carnage

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 *Operation Carnage*?

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.

Allied General v.1.01 Patch

Allied General v.1.01

Filename: **AG_V101.EXE**

Description: All Win95 display resolutions are now supported, autoscroll has been added, and some E-mail bugs fixed.

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.

Capitalism v.1.2

Capitalism v.1.2

Filenames: **PATCH102.ZIP**

Description: Fixed the factory layout plan as well as problems with presidents..

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 **PATCH102.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.

Doonsbury Election Update

Doonsbury Election Update

Filenames: **DORNAN.ZIP.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 **DORNAN.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

Crusader: No Remorse

Filenames: **CRUSNDP.EXE**

Description: Improved Sound Blaster support, as well as Gravis Ultrasound and Ensoniq native support.

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

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

Flight Unlimited v.2.45

Flight Unlimited v.2.45

Filename: **FUPAT24.ZIP**

Description: Fixes non-recognition of joysticks and calibration, divide overflow error, and support for Matrox video and Virtual iO headsets.

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 **FUPAT24.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.

Battleground Gettysburg

Battleground Gettysburg

Filenames: **BGG102.EXE**

Description: Various fixes and enhancements.

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.

Command & Conquer v.1.19

Command & Conquer v.1.19

Filename: **CC119P.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.

Crankit Sound Update

Crankit Sound Update

Filename: **CRANKIT.EXE**

Description: For problems with low sound output.

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.

Great Naval Battles III v.1.2

Great Naval Battles III v.1.2

Filename: **GNB11_12.EXE**

Description: Fixes various crashes.

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.

Steel Panthers

Steel Panthers

Filename: **STEEL11.EXE**

Description: Several patches are out for this, the latest at press time being the 1.13 Beta Update, which is still in testing. There is also an unofficial v.1.12.

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.

Tanks v.1.30 (unofficial)

Tanks v.1.30 (unofficial)

Filename: **TANKS130.EXE**

Description: New refinements to the battle engine.

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 '95

Unnecessary Roughness '95 ATI Mach 64 Fix

Filename: **UR95CLOK.EXE**

Description: Fixes problems with this Windows accelerator card.

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.

Grank Prix Manager v.1.01

Grand Prix Manage v.1.01

Filenames: **GPMENG.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 **GPMENG.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.

Harpoon Classic v.1.55e

Harpoon Classic for Windows v.1.55e

Filename: **HAR155E.ZIP**

Description: Fixes General Protection Fault problems and adds the Windows Scenario Editor.

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 **HAR155E.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.

Indiana Jones & the Fate of Atlantis

Indiana Jones and the Fate of Atlantis

Filename: **FATECD.ZIP**

Description: Fixes digital sound and speech on the CD 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. The **FATECD.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.

Day of the Tentacle Sound Update

Day of the Tentacle Sound Update

Filename: **DOTTCD.EXE**

Description: Fixes digital sound and speech on the CD 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.

Stonekeep v.1.2

Stonekeep v.1.2

Filename: **SK_P12.ZIP**

Description: Fixes some crashes.

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.

TIE Fighter CD Joystick Update

TIE Fighter CD Joystick Update

Filename: **TIECDJOY.ZIP**

Description: Addresses problems with Sidewinder 3D Pro, Suncom Raptor, and other sticks.

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 **TIECDJOY.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.

World Series of Poker Deluxe v.1.0.6

World Series of Poker Delux v.1.0.6

Filename: **WSD_106.ZIP**

Description: For bugs in Baccarat, Carribean Stud, Craps & Let it Ride where taking a break can cause the blinds to be reset..

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 **WSD_106.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.

Brass Polish v.2.3

Brass Polish v.2.3

Filename: **BRASS23.ZIP**

Description: This file will help you edit unit strengths in both *Allied General* and *Panzer 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 **BRASS23.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: **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 HEROES 2

DOOM 2 HEROES2 WAD

Filename: **HEROES2.ZIP**

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 MARINE1

DOOM 2 MARINE1 WAD

Filename: **MARINE1.ZIP**

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

Heretic Abbey3

Heretic Abbey3 Wad

Filename: **ABBEY3.ZIP**

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

Heretic Hunter WAD

Heretic Hunter Wad

Filename: **HUNTER.ZIP**

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 Agoraphobia Level

Descent Agoraphobia Level

Filename: **AGORA.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

Descent Top Level

Descent Top Level

Filename: **TOP.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 Ceren01 WAD

Hexen Ceren01 WAD

Filename: **CEREN01.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 Drednaut WAD

Hexen Drednaut WAD

Filename: **DREDNAUT.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

Warcraft Center Level

Warcraft Center Level

Filename: **CENTER.ZIP**

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 Beware Level

Warcraft Beware Level

Filename: **BEWARE.ZIP**

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 - A New Beginning

Warcraft 2 - A New Beginning

Filename: **NEWBEGIN.ZIP**

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 2 Treason

Warcraft Treason PUD

Filename: **TREASON.ZIP**

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

Personnel drawer pages

THE DIRT ON TROPICAL FLOWERS

by Carol Ellison

Horticulturists such as myself have often posed the question 'Why must the most beautiful of flowers be so difficult to grow?' I am here to reassure you that it does not have to be that way. The proper artificial climate can allow any flower to bloom anywhere. Even the most difficult, the tropical varieties, can grow in the most chilling of climates.

Of course, care must be given to the proper temperature settings, though this alone will not guarantee the survival of your favorite tropicals. Often overlooked is the equally important factor of soil and soil nutrients. A pot of red mud from North Dakota is not going

to grow an anthurium no matter what the temperature is.

You can generally get away with the standard potting soil sold at your local gardening center. But if you really want that tropical flower to bloom in full force (and who wouldn't), then you owe it to yourself to get the more specialized soils. These are usually available only by mail order.

One of the most controversial new soils is actually a green, almost neon-like, potting soil. New reports show it to have outstanding growth potentials, but there is still a great deal of controversy over the long term safety of the soil. It was developed years ago specifically for a rare Asian flower. It was the first of the "designer" soils and just

recently has its use on other tropical flowers been studied.

For those having questions rising from the reports of the green potting soil. Questions should be directed to the noted Mud Expert Dr.

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#!@^(\$%@\$!\$**Duke Nukem 3D/3D Realms** -- Everybody.

Warcraft II/Blizzard -- Everybody

Wing Commander IV/Origin -- Mike, Dan

Terra Nova/Looking Glass -- Todd, Dan

CyberMage/Origin -- Joe, Todd, Mike

The Beast Within/Sierra -- Dean, Lisa

Descent 2/Interplay -- Rick, Joe, Robin

Earthsiege 2/Sierra -- Jason, Dan, Mike

Advanced Tactical Fighter/EA -- Todd, Dan

Whiplash/Interplay -- Joe, Todd

For those having questions rising from the reports of the green potting soil. Questions should be directed to the noted Mud Expert Dr. Eugene Wang of the Cambridge School of Botany.

