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 never listened to his mother, though. Not about the grapefruit spoon, not about putting water on his cornflakes, and definitely not about joining the military.

Ah, the military. It was there he first shoved a man to the ground and made him... Stearns quickly shook off the memory, suddenly

realizing that flashbacks aren't always pleasant. So he sharpened his focus on the remaining terrorist guard and moved in for the kill.

Stearns loves to kill. He can't help it; he loves to torture people. And he loves to make it last by using controversial torturing methods. He's been suspended from the Federal Torture Association. One more ultra-violent act, and he's off the team.

Stearns thinks of this as he approaches the last guard with his favorite grapefruit spoon. He pauses, but he can't stop himself. He must use the spoon!

He walks slowly toward the last guard as he tosses his spoon from one hand to the other. Which hand shall it be this time? After toying with the idea of using his foot, he grips it gently in his right hand...

 (to be continued...)

INDIAN HEAD

As the familiar aroma of cow manure wafted up through the rafters into Stearns' nostrils, Stearns took a cautious step toward the pigeon. He carefully maneuvered his gun, trying to make as little noise as possible. If he startled the pigeon, he knew his chance at winning the town shooting contest was slim. He was only one bird away from breaking Clarence Johnson's record of 40 birds in a

week, and he didn't want to blow it. The pigeon shifted and stared at Stearns, as though it knew Stearns was about to waste it. Stearns got a bead on the bird, took a deep breath, pulled back on the trigger, and ...BAM! Suddenly, Stearns broke through the floor, plummeted through the air, and landed in a deep pile of bovine pie. He immediately felt two painful sensations - one in his

head and one in his behind. Blood was streaming into his eyes from his forehead, and as he put his hand up to stop the blood flow, he began vomiting. When the nausea passed, Stearns lay back in the manure gasping for breath. Then he noticed that the excruciating pain in his butt had not gone away. He reached back and pulled the grapefruit spoon - his

favorite grapefruit spoon - out of his ass. His mother always told him not to carry it around...

 (to be continued)

Top Ten Text

PC- **Gamer Top Ten List**

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

Quake Deathmatch Test/id -- Everybody
Duke Nukem 3D/3D Realms -- Everybody
Civilization II/MicroProse -- Joe, Jason
Diablo/Blizzard -- Todd, Mike
Descent II/Interplay -- Dean, Todd
C&C Covert Ops/Virgin -- Dean, Lisa
Zork Nemesis/Activision -- Mike, Dan
AH-64 Longbow/EA -- Dan, Todd
Warcraft II/Blizzard -- Gary, Jason
Terra Nova/Looking Glass -- Mike, Todd

Letter from the Editor text

ED NOTES

We can no longer avoid the inevitable. It looks like we'll never see Rikits the Monkey again. The kidnapper has foiled us at every turn.

Every resource seems to have dried up. The FBI's Missing Monkey unit is baffled. The Bureau of Alcohol, Tobacco and Primates is stymied. Even our appearance on *America's Most Wanted* drew not a single tip.

There's been only one consistent source we've been able to turn to, and that's the readers of **PC Gamer**. We'll put out one final plea for information, heck, we'll even send a **really big, huge PC** to the writer of the first letter we pick that can correctly answer the questionnaire in the Disc Pages of our magazine! We'll make a contest out of it!

This is it, our last hope. Please help, not for our sake, but for a cute little, dung-flinging, hair-pulling, flea-eating monkey. And remember, Monkey hate clean.

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

<u>Important Note for Windows '95 Users</u>

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.

Pandora Directive

Pandora Directive

This is the DOS version of *Pandora Directive*. There is a **Windows '95** version also on this CD. Click on the **Win '95 Games** button. If you don't have **Win '95**, 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 the DOS versison of *Pandora Dirctive?*

Normality

<u>Normality</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 *Normality*?

Third Reich

<u>Third Reich</u>

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 <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 *Third Reich*?

Total Mayhem

Total Mayhem

To run *Total Mayhem*, 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 *Total Mayhem*?

Pandora Directive

Pandora Directive

To run *Pandora Directive*, 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 *Pandora Directive*?

Philip Marlowe Private Eye

Philip Marlowe Private Eye

To run *Philip Marlowe Private Eye*, 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 *Philip Marlowe Private Eye*?

Zork Nemesis

Zork Nemesis

To install *Zork Nemesis*, click on the **YES** button below. This will install the game automatically. To **RUN** the game, you'll need to exit the PC Gamer interface and click on the icon created during the installation.

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 *Zork Nemesis*?

Havoc

Havoc

To run *Havoc*, 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 *Havoc*?

Zork Nemesis

Zork Nemesis

This is the DOS version of Zork Nemesis. There is a **Windows '95** version on this CD. Click on the **Win '95 Games** button from this Jukebox. This DOS version 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 *Zork Nemesis*?

Warbirds

<u>Warbirds</u>

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

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

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

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*?

Micro Machines 2

Micro Machines 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 type: **MENU** .

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

Ready to install *Micro Machines 2*?

Super Stardust '96

Super Stardust '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 *Super Stardust '96*?

Shareware RPG's

Shareware Roleplaying Games (4 of 'em)

All four of these shareware demos   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 the RPG's?

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 <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 begin *Cylindrix*?

Operation Carnage

<u>Operation Carnage</u>

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 <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 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

<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.

Panthers in the Shadows

Panthers in the Shadows Official v.1.14

Filename: **PS_114.EXE**

Description: Adds new morale factors, "shoot and scoot" options, and much more.

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.

Terminator: Future Shock

Terminator: Future Shock v.1.30

Filenames: **TFS130.EXE**

Description: Corrects some loading problems caused by v.1.20 and adds VFX-1 HMD 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.

Terra Nova v.109

Terra Nova v.1.09

<u>Filenames</u>:   **TNV109.EXE**

<u>Description</u>:   Fixes the problem with the Random Scenario Builder which would case the game to hang if it was used four times consecutively.

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.

Fantasy General Editor

Fantasy General Editor

Filenames: **GEMPOL1.ZIP**

Description: This save game editor allows you to change numerous variables, including research levels and gold reserves.

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 **GEMPOL1.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.

Top Gun v.1.1

Top Gun v.1.1

<u>Filenames</u>:   **TGV11.EXE**

<u>Description</u>:   Should fix some of the crash problems and help with the master volume level setting.

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.

Civilization II

<u>Civilization II</u>

<u>Filenames</u>: **CIV2P109.ZIP**

<u>Description</u>:   Various fixes and enhancements (see the Extended Play column for an in-depth description).

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 **CIV2P109.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, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

Harpoon Classic for Windows

Harpoon Classic for   Windows

Filename: **HAR158A.ZIP**

Description: Fixes all known protection fault errors and includes the latest 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 **HAR158A.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.

Jagged Alliance v.1.13

Jagged Alliance v.1.13

Filename: **JA_113.ZIP**

Description: Fixes travers bugs, enemy bomb detonation, hand pickup, and some other bugs, as well as adding some new features.

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 **JA_113.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.

Pro Pinball: The Web

Pro Pinball: The Web v.1.30k

<u>Filename</u>:   **WEB130KB.ZIP**

<u>Description</u>:   Includes new front end graphics, new sounds, a pause function and many 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. The **WEB130KB.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, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

Command & Conquer Editors

Command & Conquer Editors

Filenames: **CCEDIT.ZIP, CCMONEY.ZIP, CCMISS.ZIP, CCEDT102.ZIP**

Description: The latest Editor, Money Editor, Mission Selector and Structure Editor for Command & Conquer.

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 files 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.

C&C: Covert Ops (New Missions)

Command & Conquer Covert Ops Missions

Filename: **COVTDEMO.ZIP**

Description: The much awaited, and supposedly more challenging, add-on levels for **C&C**. Requires **C&C** version 119P (also on this 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. The **COVTDEMO.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.

C&C 119P Upgrade Patch

Command & Conquer v.119P Upgrade Patch

Filename: **CC119P.ZIP**

Description: Upgrades **C&C** to version 119P. Required for using the **C&C: Covert Ops** add-on levels.

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 **CC119P.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 for Windows

Harpoon Classic for Windows v.1.58

<u>Filenames</u>:   **HAR158.ZIP**

<u>Description</u>:   This version fixes all known program problems, such as General protection Faults, and adds several user requested 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. The **HAR158.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, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

PBA Bowling v.1.13

PBA Bowling v.1.13 Update

<u>Filename</u>:   **PBA113.EXE**
<u>Description</u>:   General maintenance patch.

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

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

Power Dolls v.1.2

Power Dolls v.1.2

Filename: **PDPATCH.ZIP**

Description: This features faster game play, compatibility with all sound cards, full voice, improved sound effects, and so 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. The **PDPATCH.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.

Ripper

<u>Ripper</u>

<u>Filename</u>:   **RIPPAT1A.ZIP**

<u>Description</u>:   Adds a patch for video problems associated with Matrox Millenium cards, and fixes filled notebook problems, corrupted SETTINGS.DEF and TAKE2.INI files, and other minor 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. The **RIPPAT1A.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, <u>type **WIN**</u> at the DOS prompt and you'll return to the Jukebox.

Solitaire Deluxe for Windows

Solitaire Deluxe for Windows Update

Filename: **SOLWIN11.ZIP**

Description: Fixes a "General Protection Fault" error message seen when you select a tour, and it adds the game "Double or Quits."

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 **SOLWIN11.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.

Terminator: Future Shock v.1.20

Terminator: Future Shock v.1.20

Filename: **P120_US.EXE**

Description: This fixes problems with the Virtual i-O i-Glasses!, frame rate for fast Pcs, the Goliath's hit points, and random 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.

World Series of Poker Deluxe v.1.0.7

World Series of Poker Deluxe v.1.0.6

Filename: **WSD_107.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_107.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.

Terra Nova v.1.09

Terra Nova v.1.09

Filename: **TNV109.EXE**

Description: Fixes the problem with the Random Scenario Builder which causes the game to hang if it was used four times consecutively.

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.

Unnecessary Roughness '95

Unnecessary Roughness '95 Update

Filename: **UR95CLOK.EXE**

Description: Corrects ATI Mach 64 support and fixes play clock.

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 - Joystick

Wing Commander IV Alt. Joystick Routine

<u>Filename</u>:   **WC4JOY.EXE**

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

Wing Commander IV - Notebook

Wing Commander IV Notebook Gameport Update

<u>Filename</u>:   **WC4JOYNG.EXE**

<u>Description</u>:   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, <u>type **WIN**</u> 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**, **HEXEN**, **DESCENT II**, 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 II: Critical Path

DOOM II Critical Path WAD

Filename: **CRITPATH.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: Hoover Dam

DOOM II: Hoover Dam WAD

Filename: **HOOVER.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

Descent II: Crazy Level 1

Descent II: Crazy Level 1 (Hydrophobia)

Filename: **CRAZY1.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: Wetlands

Descent II: Wetlands Level

Filename: **WETLANDS.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

Hexen: Gateway to Hell

Hexen: Gateway to Hell WAD

Filename: **HEXGATE.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: Knockabout

Hexen: Knockabout Beyound Dreadnaught WAD

Filename: **KNOCKABT.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 II: Elemental Storm

Warcraft II: Elemental Storm

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

Warcraft II levels are located in the **WARCRAFT** 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 **WARCRAFT** 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

Warcraft II: Studie

Warcraft II: Studie

Filename: **STUDIE.ZIP**

Warcraft II levels are located in the **WARCRAFT** 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 **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

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