

Welcome to the PC Gamer Review Index! This is an index of all the games we've ever reviewed. That's right -- every game that's been reviewed in PC Gamer is here. We hope this will make it easier for you to get the info you need when making your game-buying decisions. This rundown of all the games we've covered (up until the current issue), comes complete with the Publisher Info, Highs, Lows, Bottom Line and Rating for each game. Enjoy!

And just so you know how we do things around here, take a look below to see how we rate our games.

**100%-90% CLASSIC:** Not many games can earn a rating over 90%, and even fewer can approach the magic 100. Anything that we rate over 90% is an instant classic--a game that's truly significant in both content and design, and one that we'd recommend without reservation to anyone interested in PC gaming.

**89%-80% EXCELLENT:** These are excellent games. Anything that scores in this range is well worth your attention, though it may not make any significant advances over its rivals. Also, some genuine benchmark games of decidedly specialist taste will fall into this area--it may be the best 7th Cavalry simulation on the market, but not all of us want to relive Little Bighorn.

**79%-70% VERY GOOD:** These are pretty good games, which we would recommend to fans of the particular genre--although it's a safe bet that there are probably better games out there.

**69%-60% GOOD:** A reasonable, above-average game. It may be worth buying, but probably has a few significant flaws that keep it from earning a higher rating.

**59%-50% FAIR:** Very ordinary games. Not completely worthless, but not a very good way to spend your gaming dollar, either.

**49%-40% BELOW AVERAGE:** Poor quality. Only a few, slightly redeeming features keep them from falling into the abyss of the next category...

**39%-0% DON'T BOTHER:** Just the terrible games--and the lower you go, the worse they get. Avoid these titles like the Plague--and don't say we didn't warn you!

<p>Absolute Zero March '96</p>	<p>Domark Software, 1900 S. Norfolk Stl, Suite 110, San Mateo, CA 94403, (415) 513- 8929</p>	<p>Playing as a variety of characters gives AZ depth; the story is well-written.</p>	<p>Only persistent gamers will be able to deal with the linear gameplay.</p>	<p>An exercise in frustration that will put off all but the most patient gamers.</p>
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61%

<p>Abuse January '96</p>	<p>Crack.dot.com Austin, TX (800) 810-0022</p>	<p>Great design, lots of hidden goodies, and built-in level editor.</p>	<p>The interface takes some getting used to, so you won't be hooked right at first.</p>	<p>One of the most enjoyable shooters of the year.</p>
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88%



<p>Aces of the Deep February '95</p>	<p>Sierra, 3380 146th Place SE, Suite 300, Bellevue, Washington 98007, (800) 757- 7707</p>	<p>When everything works right, AOD is dramatic and convincing.</p>	<p>Everything might not work right all the time. In places, the graphics are disappointing.</p>	<p>Aces of the Deep is a worthy, ambitious, and detailed submarine simulation.</p>
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82%

<p>Across the Rhine November '95</p>	<p>MicroProse Software, Inc., 180 Lakefront Dr., Hunt Valley, MD 21030 (410) 771- 1151</p>	<p>Operational level feels authentic; "alternate history" campaign mode can be fascinating.</p>	<p>Interface is all but impenetrable; learning curve is steep; even the shoot-'em-up mode fails.</p>	<p>What <i>works</i> in <i>ATR</i> works impressively; be prepared to invest many frustrating hours for the payoff, however.</p>
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76%

Activision Atari 2600 Action Pack May '95	Activision, 11601 Willshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473- 9200	Perfect recreations of some genuine gaming classics; killer nostalgia- fodder.	The games themselves just aren't as much fun as I remember them. They're simplistic and repetitive.	Don't buy it for the games, but do buy it for the memories it'll evoke.	<b>68%</b>
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Activision Atari 2600 Action Pack 2 October '95	Activision, 11601 Willshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473- 9200	Happy reminders of good days gone by; some truly classic games.	Bafflingly slow performance; some agonizing reminders of how bad some of these games really were.	If you're willing to time-warp back a dozen years, get it. If not, stay away.	<b>66%</b>
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Advanced Tactical Fighters June '96	Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404 (415) 571-7171	Beautiful graphics; lots of high-tech planes to fly; high replay value.	Frequently too tough; hardware requirements are still pretty steep.	With its good looks, variety, and playability, <i>ATF</i> belongs in every air combat fan's collection.	<b>90%</b>
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<p>Aegis: Guardian of the Fleet July '94</p>	<p>Time-Warner Interactive Group, 2210 Olive Ave., Burbank, CA 91506, BBS: 1- 818-295-6730</p>	<p>A realistic but manageable sim of one of the world's most sophisticated ships.</p>	<p>Maybe too high- tech for some; the lack of full-screen battle images mutes the intensity.</p>	<p>Easier to get into than Harpoon, perfect for players scared off by that game's complexity.</p>
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85%

<p>Afterlife October '96</p>	<p>LucasArts, P.O. Box 10307, San Rafael, CA 94912, (800) 782-7927</p>	<p>Humor; novel concept; a fully- fleshed, complex and challenging sim.</p>	<p>Blocked graphics, puzzling terminology, and thin documentation.</p>	<p>A great sim for the diehard simmer. If you loved the <i>SimCity</i> games, you'll like this.</p>
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85%

<p>AH-64D Longbow July '96</p>	<p>Electronic Arts, 1450 Fashion Island Blvd., Sand Mateo, CA 94404 (415) 571-7171</p>	<p>Gorgeous sights and sounds; incredible realism and detail, balanced by a great tutorial.</p>	<p>Very steep hardware requirements; occasionally long load times; only one campaign.</p>	<p>AH-64D Longbow isn't just the best chopper sim ever, it's one of the best flight sims, period.</p>
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94%



<p>Air Havoc Controller January '95</p>	<p>Trimark Interactive, 2644 30th Street, Santa Monica, CA 90405, (310) 314- 2000</p>	<p>Truly beautiful 3-D animations and realistic stereo sounds.</p>	<p>No provision for saving or restoring scenarios; little variation in gameplay.</p>	<p>AHC's outstanding graphics and sound make it stand out from the crowd.</p>
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75%

Air Power March '96	Mindscape, 88 Rowland Way, Novato, CA 94945, (415) 897- 9900	Imaginative concept and strategy elements; beautifully executed graphics.	Control feels unresponsive; unusual keyboard commands.	So close to being a classic, but misses it by just an inch.
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**82%**

Al-Qadim: The Genie's Curse July '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	The game's series of simple challenges makes it accessible to beginning players.	The series of simple challenges isn't very likely to satisfy experienced players.	Good for the young set, maybe ages 8-11, as an introduction to the world of fantasy RPGs.
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**76%**

Alien Breed May/June '94	MicroLeague, 1001 Millersville Road, Lancaster, PA 17604, (717) 872-6567	Delivers plenty of fun.	Not much variety involved.	A good, solid shooter lacking in the razzle-dazzle, but full of solid no- brain game play.
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**75%**

Alien Legacy August '94	Sierra On-Line, 3380 146th Place SE, Suite 300, Bellevue, Washington 98007, (800) 757- 7707	Smooth and challenging with solid graphics and an intriguing storyline.	The same things occur every time you play, so it can get too easy to cheat the fates.	A fresh new feel in strategy gaming-- although the straight-arrow storyline that makes it fresh also hurts replay value.	<b>80%</b>
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Alien Odyssey February '96	Philips Media Inc., 10960 Wilshire Blvd., Los Angeles, CA 90024 (800) 340-7888	Nice graphics and environments; good sound effects.	Enemies are weak and uninspired. The gameplay is confusing, and only moderately challenging.	The game would be a winner if it stuck with one style.	<b>70%</b>
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Alien Virus August '95	Vic Tokai, 22940 Lockness Avenue, Torrance, CA 90501, (310) 326- 8880	Crisp hi-res graphics; simple point-and-click interface.	Very slow gameplay. You're a space-age locksmith, trying to open doors just to play the game.	The puzzles aren't very challenging, and there's little else to hold your interest	<b>59%</b>
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Aliens February '96	Mindscape, 88 Rowland Way, Novato, CA 94945 (415) 897-9900	Great graphics and cut scenes	Extremely weak voice acting and dialog; timed puzzles make most of the game unnecessarily frustrating.	A troubled and disappointing adventure for only the most patient gamer.	<b>59%</b>
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<p>Allied General April '96</p>	<p>SSI, 675 Almanor Ave; Suite 201, Sunnyvale, CA 94086-2901 (408) 737-6800</p>	<p>Many of the same qualities that made <i>Panzer General</i> a winner, plus multiple-window interface.</p>	<p>Not enough new here, and some desirable features are missing.</p>	<p>A good beer-n- pretzels wargme for Windows, but it could have been a bit better.</p>
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89%



<p>Alone in the Dark 2 May/June '94</p>	<p>I-Motion, 1333 Ocean Avenue, Suite J, Santa Monica, CA 90401, (800) 443- 3386</p>	<p>Fantastic graphics and gameplay sure to please all but the most jaded gamer.</p>	<p>Alone 2 lacks the same eerie atmosphere and devious puzzles that made the original game such a hit in the first place.</p>	<p>A great game, superior to the already excellent original in all but atmosphere.</p>
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85%

<p>Alone in the Dark III May '95</p>	<p>I-Motion, 1333 Ocean Avenue, Suite J, Santa Monica, CA 90401, (310) 576- 1888</p>	<p>Fluid motion; inventive puzzles and gameplay; and good atmosphere.</p>	<p>Finding a good shooting angle is tough; it's still just Alone in the Dark.</p>	<p>A rip-snorting good horror western, with the right blend of chills, humor, action, and puzzles.</p>
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88%





American Civil War: From Sumpter to Appomatox Sept. '96	Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709, (919) 461-0722	Excellent balance between political and military aspects; clean interface.	Some aspects of ACW become clear only after many hours of play; manual could be better.	An admirable but somewhat recondite game with a steep learning curve.	<b>80%</b>
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Angel Devoid May '96	Mindscape, 88 Rowland Way, Novato, CA 94945, (415) 897-9900	Good use of video technology and a good story line.	Compatibility problems; less patient gamers may have a hard time sticking with it.	<i>Angel Devoid</i> isn't a perfect full-motion video adventure, but it's encouraging proof that "interactive movies" <i>can</i> be enjoyable games.	<b>78%</b>
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Anvil of Dawn March '96	New World Computing, PO Box 4302, Hollywood CA 90078, (818) 889-5650	An easy-to-learn interface and some solid, if mindless, RPG action.	Mediocre graphics and sound effects; an almost complete lack of innovation.	An attractive and enjoyable RPG that doesn't stretch the boundaries very far.	<b>73%</b>
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Anyone For Cards? January '95	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131, (305) 373-7700	A wide variety of card games to choose from, many not available in other Windows game packs.	The price (\$49.95) seems a bit steep considering the overall quality of the game.	A decent CD if all you're after is the occasional game of cards.	<b>75%</b>
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Apache  
October '95

Interactive Magic,  
P.O. Box 13491,  
Research Triangle  
Park, NC 27709,  
(919) 461-0722

Terrific flight model;  
countless options  
and missions; great  
gameplay.

Explosion graphics  
could be more  
impressive.

A flight game with  
broad appeal:  
Everyone from  
arcade players to  
sim hounds should  
delight in it.

**95%**



APBA  
Baseball for  
Windows  
October '95

Miller Associates,  
11 Burtis Avenue,  
Suite 200, New  
Canaan, CT  
06840, (203) 972-  
0777

Harwell's play-by-  
play; great SFX;  
realistic replays.

Somewhat clumsy  
integration among  
the game's  
modules.

Digital  
commentary has  
all the wonder the  
national pastime  
had when it was  
the national  
pastime.

**90%**



Archon Ultra  
May/June '94

Strategic  
Simulations Inc.,  
675 Almanor  
Avenue, Suite  
210, Sunnyvale,  
CA 94086, (800)  
601-7529

Modem play;  
strategically  
challenging.

Very picky about  
sound cards and  
mouse drivers.

The combination of  
strategy and  
arcade sequences  
give it great replay  
value.

**76%**

<p>Armored Fist February '95</p>	<p>NovaLogic, 19510 Ventura Boulevard, Suite 200, Tarzana, CA 91356, (818) 880- 1997</p>	<p>Good mission editor and some entertaining shooting action.</p>	<p>Spotty graphics; lack of important options; frustrating play.</p>	<p>Graphics cripple the play so much that Armored Fist doesn't work as either a detailed tank simulator or as a shooter.</p>	<p><b>65%</b></p>
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<p>Ascendancy November '95</p>	<p>Broderbund Software Inc., 17 Paul Dr., San Rafael, CA 94948 (415) 883-5889</p>	<p>What's not to like? Just re-read all the adjectives in the review.</p>	<p>It can be tricky to make your way through all the information that accumulates as your empire expands.</p>	<p><i>Ascendancy</i> is the best game if its kind, period.</p>	<p><b>93%</b></p>
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<p>Assault Rigs August '96</p>	<p>Psygnosis, 919 E. Hillsdale Blvd., 2nd Floor, Foster City, CA 94404 (800) 438-7794</p>	<p>Fast action on later levels; wide range of viewing options; varied graphics.</p>	<p>Slow to start; maddening menu animations; clumsy viewpoints.</p>	<p><i>Assault Rigs</i> provides a modest amount of fun, but it could've been so much more.</p>	<p><b>61%</b></p>
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<p>AstroFire October '94</p>	<p>ORT Software, 2A Berceau Walk, Watford, Herts WD1 38L, United Kingdom, (713) 524-6394</p>	<p>The prettiest version of Asteroids we've seen; plays well on a 286.</p>	<p>Pretty or not, it's still just Asteroids; no music; loads slowly on that 286.</p>	<p>A good trigger- finger workout; and it's easy to try before you buy.</p>	<p><b>72%</b></p>
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Back to Baghdad Sept. '96	Military Simulations, Inc. 5 Tannery Drive, Medfield, MA 02052 (360) 254-2000	Lots of options; extremely thorough recreation of instruments, radar modes, etc.	Very expensive; demanding system requirements; unimpressive terrain.	While the system demands and price are a bit hard to swallow, <i>Back to Baghdad</i> delivers an exciting F-16 simulation that's a great addition to your flight sim arsenal.	<b>78%</b>
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Bad Day on the Midway August '96	Inscape, P.O. Box 251829, Los Angeles, CA 90025 (800) 741-3043	Bizarre, hallucinogenic style keeps you guessing and wanting more.	Occasionally too hip for its own good; quirky camera angles; some abstract graphics.	Weird and wacky, this adventure plays out like a David Lynch film.	<b>80%</b>
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Bad Mojo February '96	Pulse Entertainment, 246 First Street, 402, San Francisco, CA 94105 (310) 264-5579	Absolutely unique; well-conceived and executed; intense and disturbing.	May be too intense & disturbing (and possibly too easy) for some players.	Until they make a game out of the movie <i>Eraserhead</i> , this is as weird as it gets..	<b>84%</b>
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Baseball Pro '96 October '96	Sierra P.O. Box 3404, Salinas, CA 93912 (800) 757-7707	Same as in 1994; Good graphics; rich career play; physics-based action.	Same as in 1994: Steep system requirements; big statistical and gameplay problems.	Could've been great if gameplay had gotten as much attention as graphics.	<b>78%</b>
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Batman Forever June '96	Acclaim Entertainment 1 Acclaim Plaza, Glen Cove, NY 11542-2777 (516) 656-5000	Lots of different gadgets to use.	Clumsy interface makes using those gadgets a real pain; gameplay is stupefyingly unoriginal.	It's all been done before, and done much better. For Batman completists only.	<b>40%</b>
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Battle Arena Toshinden, Sept. '96	Playmates Interactive Ent. 16200 S. Trojan Way, LaMirada, CA 90638 (310) 407-1490	Fast colorful fighting action, if you have the right hardware to run it.	Choppy animation and sluggish control if you don't.	Stay away unless you've got confidence in your machine.	<b>55%</b>
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Battle Beast December '95	7th Level Inc. P.O. Box 832190, Richardson, TX 75083-2190 (214) 437-5531	Wonderful graphics, inventive story, and a whole lot of silly humor.	Controls are sluggish; lack of a "tournament" structure makes for repetitive battles.	It's a decent fighting game, but one with significant flaws.	<b>69%</b>
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Battle Bugs October '94	Sierra On-Line, 380 146th Place SE, Suite 300, Bellevue, Washington 98007, (800) 757- 7707	Idiot-proof interface; funny animations; and a thorough online help system.	The two-player mode suffers greatly from lack of modem support.	A real winner! This is the perfect wargame for people who normally don't like wargames.
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89%



Battle Isle 2200 October '94	Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129, (408) 985-1700	It has the most important qualities of any good wargame: It's easy to learn yet tough to master.	Only one unit can attack an enemy at a time; the graphics and sound are average.	A wargame you can jump right into, but that offers plenty of challenge.
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86%

Battle Isle 2220 May '96	Blue Byte Software, 33 S. Roselle Rd., Ste. 210, Schaumburg, IL, 60193, (708) 539- 7950	A truly unique strategy game packed with fascinating details and subtleties.	Steep learning curve; oddball rules and conventions will be a turn-off to players who find the mass of detail overwhelming.	One of the most eccentric games of its genre, but also one of the most imaginative. If you can get into it, it can be quite addictive.
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80%

Battle of Britain, The November '94	Deadly Games, 38 Wayaawi Avenue, Bayville, NY 11709-10115, (516) 482-4000	Gives a realistic impression of what the RAF command was up against in the autumn of 1940.	That's all it does. The graphics are drab, and there's just not much depth of gameplay.	Competent, but uninspiring. There are a lot of better choices out there.
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55%

Battleground 4: Shiloh October '96	TalonSoft P.O. Box 632 Forst Hill, MD 21050-0632 (800) 211-6504	Beautiful map, slick interface, great videos and music.	This is the complex, hard-to-control battle; novices should not attempt total command until they get used to things.	Another superb addition to the growing shelf of "Battleground" titles.
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84%

Battleground: Ardennes January '96	Empire Interactive 13220 Wisteria Dr., Germantown, MD 20874 (800) 216-9706	Colorful and dynamic gameplay, first-rate interface, excellent use of video enhancements.	Some players simply won't want another Battle of the Bulge game, no matter how well done.	A remarkably fresh and original design, executed with real flair.
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91%



Battleground: Gettysburg March '96	TalonSoft, PO Box 632, Forest Hill, MD 21050-0632, (800) 211-6504	Magnificent graphics, near-perfect interface; dramatic and creative use of video clips.	A few might-have-been scenarios would have been nice like giving Lee all of his cavalry to see what difference J.E.B. Stuart might really have made.	This is a classic wargame in every respect.
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89%



<p>Battleground: Waterloo August '96</p>	<p>TalonSoft P.O. Box 632 Forst Hill, MD 21050- 0632 (800) 211-6504</p>	<p>Colorful simple to learn; "What-if?" scenarios will yield hours of replay value.</p>	<p>You have to be very much "into" Napoleonic history to get the most out of this game.</p>	<p>A vividly colorful recreation of one of the most epic battles in Western history.</p>
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91%



<p>Battles in Time January '96</p>	<p>QQP 495 Highway 202, Flemington, NJ 08822 (908) 788-2799</p>	<p>Good strategic- tactical game with lots of unique twists; the usual thorough QQP head-to-head support.</p>	<p>Larger armies tend to move woefully slowly in the strategic section.</p>	<p>Lots of replay value and an innovative design make this a truly entertaining wargame.</p>
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89%



<p>BC Racers October '95</p>	<p>U.S. Gold, 303 Sacramento Street, San Francisco, CA 94111, (415) 693- 0297</p>	<p>Great music; humorous animation; challenging racing.</p>	<p>Can't customize racer; no network or modem play.</p>	<p>If you want simple racing action and don't mind the few flaws, you'll enjoy this game.</p>
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75%

<p>Beast Within: A Gabriel Knight Mystery April '96</p>	<p>Sierra, 3380 146th Place SE, Suite 300, Bellevue, Washington 98007, (800) 757- 7707</p>	<p>Superb script, excellent videos, a fresh "take" on the traditional werewolf theme.</p>	<p>Extreme system demands; if you get hooked on it, you may have to invest in a quad-speed CD-ROM drive, whether you're ready to or not.</p>	<p>A great horror adventure, driven by a script that puts the competition to shame.</p>
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96%





Beavis & Butt-Head, February '96	Viacom New Media, 1515 Broadway, New York, N.Y., 10036 (800) 469-2539	A real, no-foolin' graphic adventure with all the funny elements of the MTV show.	You'll want a fairly fast machine, and gamers who don't have Win '95 are out of luck.	Fans of MTV's delinquent duo will adore it, but people who miss the point of the show won't understand the game, either.	<b>90%</b>
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Beneath a Steel Sky December '94	Virgin Interactive, 1806 Fitch Avenue, Irvine, CA 92714, (714) 833-8710	Some of the funniest dialog ever; simple interface; runs entirely off the CD.	The difficulty of the puzzles in the final third of the game is disproportionately high.	A slick, funny, and absorbing adventure that will appeal to a wide variety of gamers--two thumbs up!	<b>91%</b>
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Big 3, The May '95	Alliance Interactive Systems, 1859 N. Pine Island Road, Plantation, FL 33322, (305) 423-4289	A sincere and well-intentioned game with lofty design goals.	Scale doesn't work; elements of gameplay are murky; no real feeling of strategy.	Here's a classic case of "ten lbs. in a five-lb. bag."	<b>57%</b>
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Big Red Racing July '96	Domark, 1900 S. Norfolk St, #110, San Mateo, CA 94403 (415) 513-8929	Nice graphics, multi-player features and unique vehicles..	Annoying commentary, fuzzy controls, limited gameplay.	One of the better arcade racing titles out there, but only in small doses.	<b>75%</b>
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Bioforge June '95	Origin Systems, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200	A good mix of action and puzzle- solving; outstanding animations and graphics.	Way too much text to read; camera angles aren't conducive to combat; steep system requirements.	Despite a few flaws, you'll play this one all the way to the end.
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88%



Blackthorne January '95	Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (714) 553-6655	Great animation and plenty of bang- bang make this the best action- adventure since Flashback.	You'll find yourself doing the same thing over and over again; weak enemy animations.	A great mix of gunplay and puzzles, sure to please any arcade fan.
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86%

Blake Stone: Planet Strike February '95	FormGen, 7641 E. Gray Rd. Scottsdale, AZ 85260, (602) 443- 4109	Four skill levels; some mighty mean monsters; and impressive firepower.	It can get a bit repetitive. The graphics are only average.	Not a bad game-- in fact better than a lot of the first- person stuff we're seeing. But it's no Doom, though.
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75%

Blood Bowl August '95	MicroLeague, 1001 Millersville Road, Lancaster, PA 17604, (717) 872-6567	Original concept; clean design.	AI is really slow and none to bright; promised modem support is a no- show.	A faithful translation of a popular board game, but the PC version adds nothing new.
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71%

Bloodwings: Pumpkin- head's Revenge September '95	MPCA Interactive, 1401 Ocean Avenue, Suite 301, Santa Monica, CA 90401, (800) 245- 4525	Easy to install; high- quality sound effects and music.	Choppy animation; so-so graphics; uninteresting gameplay.	The most die-hard horror fans won't stick with this one long enough to make it worthwhile.	<b>46%</b>
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Blown Away February '95	IVI Publishing, 7500 Flying Cloud Drive, Eden Prairie, MN 55344, (800) 432- 1332	Good full-screen video and some really nice puzzles.	The video and puzzles are a lot better on their own than combined; not very interactive.	Another "multimedia" game. There's just not enough interaction here to satisfy most gamers.	<b>79%</b>
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Blues Brothers' Jukebox Adventure, The October '94	Titus Software, 20432 Corisco Street, Chatsworth, CA 91311, (818) 709- 3692	Mindless arcade fun, and you can play it straight off the disk!	Weak graphics; repetitive action; a disappointing soundtrack.	You don't have to be a nostalgia hound to enjoy this shooter, but it helps.	<b>65%</b>
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Bobby Fischer Teaches Chess March '95	Mission Studios, P.O. Box 1265, Palatine, IL 60078, (708) 991-0598	Excellent for beginners.	Graphics in play mode take you back to EGA days.	The excellent beginner lessons, historical reference, and strong AI can't outweigh that ugly 2-D board.	<b>67%</b>
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Brainstorm October '96	Simon & Schuster Interactive, 175 Fifth Ave., Suite 2122, New York, NY 10010 (970) 339-7137	Interesting and challenging puzzles.	Dry, clinical feel; limited replay value; and too few puzzles.	If you're into puzzles that really make you think, this is for you.	<b>67%</b>
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Bravo Romeo Delta June '95	R.A.W. Entertainment Inc., 957 NASA Road One, #146, Houston, TX 77058-3098, (713) 286-2386	Generates loads of tension; has a marvelously authentic feel to it.	As we say down in the South, "It looks like it's been whupped with an Ugly Stick!"	For those who can stomach the prospect of nuclear war -- and the horrid graphics -- it's a unique experience.	<b>65%</b>
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Breach 3 January '96	Impressions 222 Third St., Suite 234, Cambridge, MA 02142 (800) 757-7707	Entertaining squad-level combat. Good mission builder.	Retro graphics, lack of narrative thrust.	An entertaining squad-level game that doesn't quite measure up to the current crop.	<b>77%</b>
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Breakthru December '94	Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (800)- 695-4263	A lot like Tetris, but with more bells and whistles.	The action and strategy quickly becomes familiar, then frustrating, and eventually tiresome.	Good for a while, but isn't unique enough to have the staying power of a Tetris.
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67%

Brett Hull Hockey 95 July '95	Accolade Inc., 5300 Stevens Creek Boulevard, San Jose, CA 95129, (800) 245- 7744	Great player and goalie animations.	The limited elements put BH 95 far behind in the simulation stakes.	Not for sim fans who like to manage all aspects of their team; those who don't want frills should hit the ice.
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73%

Bridge Baron for Windows August '94	Great Game Products, Inc., 8804 Chalon Drive, Bethesda, MD 20817	Basic strength of play is its best feature, but there's so much more.	If you don't like bridge, there's nothing here for you. Any faults beyond that would be pretty nit-picky.	Stacked with well- thought-out features, Bridge Baron really delivers the goods.
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88%



<p>Bridge Olympiad September '94</p>	<p>QQP, 495 Highway 202, Flemington, NJ 08822, (505) 837-5447</p>	<p>Great graphics and a smooth interface make for quick play against strong opponents.</p>	<p>Playability is slightly hampered by lack of minor features, such as auto-playing, forced moves, and canceling a rubber match.</p>	<p>A really solid program.</p>	<p><b>86%</b></p>
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<p>Brutal: Paws of Fury November '95</p>	<p>GameTek, 2999 Northeast 191st St., Suite 500, North Miami Beach, FL 33180 (305) 935-3995</p>	<p>Nice cartoon-style characters, a variety of special moves, and some genuine humor.</p>	<p>Limited in gameplay; fast animation can be hard to follow.</p>	<p>The simple nature and less-than-demanding gameplay keep it from standing out in the growing field of fighting games.</p>	<p><b>75%</b></p>
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<p>Bureau 13 May '95</p>	<p>Take 2 Interactive, 1004 Ligonier Street, Latrobe, PA 15650, (412) 539-3077</p>	<p>Simple interface; a good variety of puzzles; and lots of replay value.</p>	<p>Numerous flaws will frustrate you; the voice acting is embarrassingly bad; the game world lacks vitality.</p>	<p>If nothing else, Bureau 13 provides a good fix until a better graphic adventure comes along.</p>	<p><b>76%</b></p>
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<p>Buried in Time: The Journeyman Project 2 October '95</p>	<p>Sanctuary Woods, 1825 S. Grant Street, San Mateo, CA 94402, (415) 286-6000</p>	<p>Beautiful graphics; strong story line; and rich soundtrack.</p>	<p>In the beginning, it's all too easy to become frustrated by the movement interface. Runs slow on 486s.</p>	<p>A good sci-fi yarn with plenty of interesting puzzles; just don't expect to get through it in a weekend.</p>	<p><b>80%</b></p>
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Burn Cycle January '96	Philips Media, Inc. 10960 Wilshire Blvd, Los Angeles, CA 90024 (800) 340-7888	Cool cyberpunk atmosphere, great soundtrack, complex story line.	Graphics are sometimes chunky; the plot is too linear.	The blend of puzzles, arcade action, mysteries and cyberspace won't be too interesting.	<b>71%</b>
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C.E.O. October '95	I-Motion, 1341 Ocean Avenue, Box 417, Santa Monica, CA 90401, (800) 443- 3386	An adequate train and bus simulation.	Never jells into a cohesive whole; clumsy design elements, gameplay; sparse statistical data.	More a transportation sim in disguise, C.E.O. never convinces you that you're running a huge corporation.	<b>65%</b>
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C.H.A.O.S. Continuum, The May/June '94	Creative Multimedia, 514 N.W. 11th Avenue, Suite 203, Portland, OR 97209	Very impressive graphics and sound.	Pretty short on actual gameplay.	Like many CD- ROM games, it looks great, but you'll have to decide if that's enough.	<b>61%</b>
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Caesar II January '96	Sierra Online 3380 146th Place S.E., Suite 300, Bellevue, WA 98007 (800) 757-7707	Magnificent graphics; well balanced strategy elements; highly addictive; rewarding.	Some may find routine city-building monotonous; the frustration level may be a bit too high.	Caesar II provides a colorful, rich, absorbing, game- experience and should delight a large, diverse audience.
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**93%**



Campaign II May/June '94	Empire Software, 4 Professional Drive, Suite 123, Gaithersburg, MD 20879	Fans of the original will probably like it.	This game has weak graphics, a clunky interface, and very confusing arcade sequences. It's just not much fun.	It all adds up to frustration with a capital F. Only the games' designers (and possibly their mothers) could love this gobbler.
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**35%**

Cannon Fodder November '94	Virgin Interactive, 1806 Fitch Avenue, Irvine, CA 92714, (714) 833-8710	Incredible fast- paced gameplay; solid graphics engine; good sound effects.	Sometimes hard to get exact control from the mouse interface.	A great arcade game in every sense of the word; a simple idea that has been done up right.
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**88%**



Capitalism December '95	Interactive Magic P.O. Box 13491, Research Triangle Park, NC 27709 (919) 461-0722	Broad and deep business simulation, helped along by an excellent tutorial.	Too complex for some gamers; too tedious for others.	If you're the least bit interested in the subject, give this one a try.
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**89%**





Carriers at War II July '94	SSG, P.O. Box 30085, Pensacola, FL 32503	Simple interface, a wealth of info, and varied scenarios make it a winner.	Graphics could be a lot better, and a decent campaign mode would be welcome too.	The best carrier wargame around; easy to get into and deep enough to last.
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85%

Casino Deluxe October '95	Impressions Software, 222 Third Street, Cambridge, MA 02142, (615) 225-0848	Beautiful graphics; accurate representations of popular casino games.	No options for multiplayer competition; weak strategy guides.	A great way to get your gambling fix without taking a big hit to your wallet.
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80%

Casino Experts for Windows August '94	Expert Software, 800 Douglas Road, North Tower, Suite 355, Coral Gables, FL 33134	You won't be risking much even if you don't like the game.	You just can't lose, so this ain't gambling. And the games are all quite average.	If realism doesn't matter to you and you're tight on cash, you might like it.
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51%

Casino Tournament of Champions June '95	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131, (800) 468-7226	Modem/network features mean you don't have to wait for Saturday night to play a little poker.	A less-than-intuitive user interface makes for a lot of delays and unnecessary clicking.	Plenty of casino gaming for the buck. A little tweaking could've really made this baby sing.
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79%

Catfight October '96	Atlantean Interactive Games 15127 Califa St., Van Nuys, CA 91411 (818) 908-9663	At least it's better than the same company's <i>Island Peril</i> .	Truly awful on all accounts. Bad graphics, tiresome action, and lame controls.	A complete bore. Avoid this one like the plague.	<b>18%</b>
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Celtic Tales: Balor of the Evil Eye September '95	KOEI Corp., 1350 Old Bayshore Hwy., Suite 540, Burlingame, CA 94010, (415) 348- 0500	Detailed control; great historical background; absorbing storyline.	Confusing gameplay; poor instructions for beginners.	It's a great game for experienced strategy gamers, but the average gamers will find the game confusing.	<b>87%</b>
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Central Intelligence June '95	Ocean of America, Inc., 1855 O'Toole Avenue, Suite D- 102, San Jose, CA 95131, (408) 289-1411	This could have been a great premise.	Not entertaining; not exciting; not really much of a game.	A lesson in wasted potential, Central Intelligence is strictly for those who like stats- based, slow-paced gaming.	<b>53%</b>
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Chaos July '96	Harper Collins Interactive, 10 E. 53rd St., New York, NY 10022 (800) 424-6234	A ggreat story with tricky puzzles.	Graphics could be smoother, and some online hints would be welcome for the toughest puzzles..	A refreshingly different sort of adventure game, it will surelyy inspire many players to learn more about Chaos Theory.	<b>82%</b>
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Chaos Control December '95	I-Motion 1341 Ocean Ave. Box 417, Santa Monica, CA 90401 (800) 443-3386	The graphics and animation are as good as they get.	It's a tough game, and it could have used a bit more variety.	The graphics and story elements help raise an otherwise monotonous shooter into an absorbing tale of adventure.	<b>82%</b>
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Chaos Overlords Sept. '96	New World Computing, PO Box 4302, Hollywood CA 90078, (818) 889- 5650	Could be mildly diverting when played on the Internet.	Mediocre graphics and dull, monotonous gameplay.	A good idea executed without a trace of wit, energy, or style. About as dull as dish-water.	<b>46%</b>
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Chessnet 3 November '94	Masque Publishing, P.O. Box 5223, Englewood, CO 80155, (303) 290- 9853	For playing over third-party BBSs, networks, and direct modem connections, this program is the king daddy.	As a stand-alone chess opponent, this program bites.	If you're a chess player with a modem and \$20, buy Chessnet 3.	<b>81%</b>
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Chronicles of the Sword Sept. '96	Psygnosis, 919 E. Hillsdale Blvd., 2nd Floor, Foster City, CA 94404 (800) 438-7794	Nice, high-res graphics and a decent game engine.	Not enough story; gameplay dissolves into a series of pixel hunts.	Synthetic Dimensions draws on neither the strength of their game engine nor of the subject matter for this lackluster title.	<b>65%</b>
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Chronomaster April '96	Capstone, 501 Brickell Key Dr. 6th Floor, Miami, FL 33131 (800) 468-7226	Excellent graphics, variety of puzzles, ranging from no-brainers to hair-pullers; good plot and lots of interaction keeps things interesting.	Too much time is spent traveling; newcomers may find the options overwhelming.	It doesn't break any new ground, but it delivers a mighty big dose of puzzle-solving fun, even for experienced gamers.	<b>84%</b>
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Civil War: 1861-1864, The May '95	Empire Interactive, 13220 Wisteria Drive, Germantown, MD 20874, (401) 252- 5332	It's packed with details and achieves great balance between the strategic and the tactical.	Graphic style may alienate as many as it pleases, especially the miniatures-style battle scenes.	The most ambitious Civil War game ever designed for the PC. Very impressive indeed.	<b>84%</b>
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Civilization II July '96	MicroProse, 280 Lakefront Dr., Hunt Valley, MD 21030-2245 (410) 771-1151	Improved artificial intelligence and play balance; strong, new interface.	Some rough spots in the initial release, but they've already been smoothed out.	An immensely addictive and playable strategy game that's the rightful heir to the <i>Civilization</i> crown.
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97%



Classic 5, The July '94	Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-4263	Mouse interface is easy to use; lots of games for one price.	No bells or whistles; you'll probably yearn for a more intelligent computer opponent.	Individually these games have been done before and done better.
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56%

Classic Jackpot! for Windows September '94	Impressions Software, 222 3rd Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500	Five fast-playing casino games; perfect for work breaks.	Three of the games require little or no skill, and there's no tutorial to help you master the other two.	A fun--and safe-- way to enjoy casino action.
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77%

Clockwerx July '95	Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (510) 522-1164	Intricate movement system adds new dimension to an otherwise standard puzzle game.	Lack of humor and the limited variety of puzzles affect the games' longevity.	As puzzlers go, the idea behind Clockwerx is clever enough to demand a look.
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75%

Close Combat  
October '96

Microsoft  
1 Microsoft Way,  
Redmond, WA  
(206) 882-8080

Realism, strategy,  
immersion and  
action combine in  
one close quarters  
wargame.

Minuscule men,  
control problems,  
no elevation, and a  
limited choice of  
scenarios.

*Close Combat* is  
brilliant and  
engaging, a bold  
new chapter in  
wargaming, but not  
without its  
drawbacks.

89%



Colonization  
January '95

MicroProse, 180  
Lakefront Drive,  
Hunt Valley, MD  
21030, (410) 771-  
0440

An effective  
interface for gaming  
complexity to satisfy  
the most exacting  
player.

Graphics could be a  
lot better, and a  
decent campaign  
mode would be  
welcome too.

Strategic  
simulations as only  
Sid can do it; need  
we say more?

85%

Command &  
Conquer  
November '95

Virgin Interactive  
Entertainment,  
18061 Fitch Ave.,  
Irvine, CA 92714  
(714) 833-9710

A great real-time  
wargame set  
against a well-  
executed cinematic  
backdrop.

More could have  
been done to  
upgrade the *Dune II*  
Engine, such as an  
additional zoom  
level.

If you like strategy  
games, get  
*Command &  
Conquer*.

91%



Commander Blood May '95	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883- 3000	There's certainly nothing else quite like it.	Once the novelty wears off, there's just not enough gameplay to hold your interest for long.	If a friend buys it, it's worth watching him or her play for a few minutes.	<b>58%</b>
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Congo: Descent Into Zinj April '96	Viacom New Media, 1515 Broadway, New York, NY 10036, (800) 469-2539	Simple interface, above-average acting.	The solutions to puzzles are often far-fetched; inability to examine the items you pick up; steep system requirements.	Die-hard adventurers may like it, but most folks will toss up their hands in confusion.	<b>57%</b>
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Conquer for Windows August '96	Micro Star, 2245 Camino Vida Roble, Carlsbad, CA 92009 (800) 444-1343	Slick, fast-paced, strategic exploration and combat. It has a nice balance between strategy and production priorities.	Pig-ugly; a brazen rip-off of a better game.	If you liked <i>Empire</i> , you'll like <i>Conquer</i> . They're practically the same game.	<b>65%</b>
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Conqueror, A.D. 1086 March '96	Sierra On-Line, 3380 146th Place S.E., Suite 300, Bellevue, WA 98007, (800) 757- 7707	Looks great, sounds great, and the field battles are good, bloody fun.	Hopeless mouse control in jousting segments, big logic- holes in the economic system, no siege warfare, numerous skimped details that could easily have been corrected.	A beautiful but half-baked game from a company that should know better.	<b>60%</b>
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Conquest of the New World July '96	Interplay Productions, 17922 Fitch Ave., Irvine CA 92714 (800) 969-4263	Flexible gameplay lets you focus on what you want; best combat model of any nation-building sim; network play.	Not a lot of variety in the graphics; interaction is dry and lifeless; no map editor.	An enjoyable strategy game for fans of the genre; good change of pace for any gamer.	<b>79%</b>
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Conspiracy May/June '94	Virgin, 18061 Fitch Avenue, Irvine, CA 92714, (800) 874-4607	The video clips, and Donald Sutherland's fine performance, really stand out.	Aside from the new high-tech shell, this is a very basic game with a linear plot and confusing tone.	A case of new clothes for an old game.	<b>58%</b>
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Corridor 7: Alien Invasion July '94	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131, (800) 468-7226	Fast-paced action, plenty to do, and some nice extras.	The sound and graphics aren't all that great, hurting the overall package.	If this is the sort of gameplay you'll love, it's worth a look. If it's not, though, this game won't convert you.	<b>68%</b>
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Cowboy Casino September '94	Intellimedia Sports, Inc., Suite 300, Two Piedmont Center, Atlanta, GA 30305	The interaction with each character is good for a few hoots and belly laughs.	Limited gameplay; what's here just isn't very challenging.	The game's best feature is the live action video. When the novelty wears off, though, you're left with a mediocre game.	<b>64%</b>
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Creature Shock March '95	Virgin Interactive, 18061 Fitch Avenue, Irvine, CA 92714, (714) 833-8710	Incredible graphics, great atmosphere...did I mention the incredible graphics?	The gameplay is thin; the controls are occasionally frustrating.	The visuals earn it a high rating--but if you're hoping for depth, keep looking.	<b>83%</b>
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Crime Patrol February '95	American Laser Games, 4801 Lincoln Road NE, Albuquerque, NM 87109, (800) 880- 1718	Nice, bright video; good B-movie soundtrack.	Some truly cheesy acting; low on interaction.	One of the best titles from American Laser Games, and a fun arcade romp. Don't expect a lot of strategy, though.	<b>78%</b>
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Crossword Wizard September '94	Cogix Corp., 419 Redwood Rose, San Anselmo, CA 94960	Easy to use, tons of puzzles, and lots of options to personalize the game.	Obviously, if you don't like crossword puzzles, this one won't hold a lot of appeal for you.	A great way for crossword addicts to get their fix.	<b>88%</b>
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CrossWorld July '96	GameTek, 2999 Northeast 191st St., Suite 500, Aventura, FL 33180 (800) 426-3835	Lots of crosswords; lots of ways to cheat.	Outdated an lame clues; nearly unreadable "Decoder" section; lazy design.	There's nothing new here; for crossword fanatics and cheaters only.
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**30%**

Crusader: No Remorse December '95	Origin 5918 W. Courtyard Dr. Austin, TX 78730 (512) 434-4263	Incredible graphics, sound and gameplay..	Graphic violence, unsuitable for youngsters; no joystick support.	A great alternative to first-person shoot'em-ups, and a definite must- play for action fans..
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**93%**



Crystal Caliburn December '94	StarPlay Productions Inc., P.O. Box 217, Greeley, CO 80632, (800) 203- 2503	Realistic graphics combined with seamless arcade play make this one a classic.	No screen-scrolling option; sound effects could have been a lot better.	Shows that you don't need a CD- ROM to find extraordinary arcade fun.
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**90%**



Custer's Last Command November '95	HPS Simulations, PO Box 3245, Santa Clara, CA 95055 (408) 554- 8381	Does exactly what it sets out to d, and does it with real style.	The interface is annoyingly sluggish for some functions.	For anyone interested in Custer and the Battle of Little Big Horn subject, this game is a must.
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**86%**

CyberBykes: Shadow Racer VR January '96	GameTek 2999 Northeast 191st St., Suite 500 Aventura, FL 33180 (800) 439-3995	Supports head-to- head play via modem or over a network, and there's a built-in editor for creating custom levels.	Unconvincing graphics, irritating soundtrack, frustrating gameplay.	The single-player game is a bust.
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**57%**

Cyberia April '95	Interplay, 17922 Fitch Ave., Irvine, CA 92714, (714) 553-6655	Lots of arcade action and gut- grabbing graphics.	Experienced gamers may be disappointed with this fancy shootin' gallery.	Lots of flash and a few puzzlers, but like Chinese food, it may leave you hungry an hour later.
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**75%**

Cyberia 2: Resurrection July '96	Virgin Interactive Ent., 18061 Fitch Ave., Irvine, CA 92714 (714) 833-8710	It's easy to get into, attractively presented and good for a few aimless thrills.	Very little to get your teeth into, and even less to keep you playing after a few hours.	<i>Cyberia</i> is one game that really didn't need to be resurrected.
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**40%**

CyberJudas October '96	Merit Studios, 13707 Gamma Road, Dallas, TX 75244, (800) 238- 4277	Interesting facts from CIA book; different players each game.	Interface can be clumsy; repetitive gameplay in some scenarios; long load times on slower machines.	Offers a lot to those interested in the presidency, but most will find it dull.
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65%

CyberMage April '96	Origin, 5918 Courtyard Dr., Austin TX 78730 (512) 434-4263	Gorgeous graphis, excellent sound effects; a very effective blend of action and adventure.	Not a lot of interaction with other characters; pretty steep hardware requirements.	A fantastic mix of all the best elements from several gaming genres.
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92%



Cyclemania February '95	Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129, (408) 985-1700	Full-motion video backgrounds look pretty sharp in high resolution mode.	The graphics are block in full-screen mode, and the odd perspective can be frustrating.	Cyclemania's nifty backgrounds just aren't enough to make up for mediocre gameplay.
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66%

Cyclones March '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901, (408) 737-6800	It has all the good things that make a first-person shooter tick.	Moving while shooting in the heat of battle can be awkward at times. And that full-motion video--why?	Cyclones shows that Doom-like games are here to stay, and they're not all cheesy rip- offs.
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81%

D June '96	Acclaim Entertainment 1 Acclaim Plaza, Glencove, NY 11542 (516) 656-5000	Well-paced, compelling, and genuinely creepy.	The game is too linear, too simple, too short; there's very little replay value.	D is fair entertainment, for about two hours.
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**69%**

D-Day: America Invades October '95	Avalon Hill, 4517 Harford Road, Baltimore, MD 21214, (410) 254- 9200	Beautiful graphics; smooth-as-silk gameplay; exceptional historical depth.	You may find the fighting a bit too claustrophobic for your taste.	This game is excellent in every respect.
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**95%**



D-Day: The Beginning of the End August '94	Impressions Software, 222 3rd Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500	Simple interface, good graphics, and a fun campaign game.	Micro-Miniatures combat is often confusing, making tactics nearly impossible.	Some interesting qualities, but they don't add up to a satisfactory whole.
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**71%**

<p>Daedalus Encounter July '95</p>	<p>Virgin Interactive Entertainment, 18061 Fitch Avenue, Irvine, CA 92714, (800) 874-4607</p>	<p>Smooth, beautiful video; variety of gameplay; and plenty of puzzles.</p>	<p>Excessive sit 'n watch segments, and some really dumb dialog.</p>	<p>A sincere attempt to make a program that works both as an interactive movie and game.</p>	<p><b>79%</b></p>
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<p>Dagger's Rage December '95</p>	<p>Microforum 1 Woodborough Ave., Toronto, Canada M6M5A1 (800) 465-2323</p>	<p>Excellent graphics; more than just an arcade game.</p>	<p>Action is repetitive and simple; strategic elements are frustrating, clunky interface.</p>	<p>It's all been done - and done better - many times before. Only worth a look if you're tired of play Raptor or Tyrian.</p>	<p><b>55%</b></p>
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<p>Dame Was Loaded, The July '96</p>	<p>Philips Media, Inc., 10960 Wilshire Blvd., Los Angeles, CA 90024 (800) 340-7888</p>	<p>Lots of puzzles; good interface; multiple endings give the game good replay value.</p>	<p>Poor save-game option and inventory access; static photos make for a lifeless feel.</p>	<p>A fun adventure in spite of a few design problems.</p>	<p><b>72%</b></p>
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<p>Dark Forces May '95</p>	<p>LucasArts, P.O. Box 10307, San Rafael CA 94912, (800) 782-7927</p>	<p>Terrific Star Wars atmosphere; tons of weapons; and true 3D action.</p>	<p>No multi-player support, and some of the levels are a little too busy.</p>	<p>It's easily the best first-person shooter since Doom, and a must for Star Wars fans everywhere.</p>	<p><b>92%</b></p>
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Dark Legions  
July '94

Strategic Simulations Inc.,  
675 Almanor Avenue, Suite  
210, Sunnyvale,  
CA 94086, (800)  
601-7529

Outstanding graphics, sound,  
design, and gameplay--with  
modem play to boot!

Multicreature combat would have  
been a nice touch.

A rare, winning combination of  
strategy and arcade combat.  
Expect folks to be talking about this  
one for a while.

90%



Dark Sun:  
Wake of the  
Ravager  
January '95

Strategic Simulations Inc.,  
675 Almanor Avenue, Suite  
201, Sunnyvale,  
CA 94086-2901,  
(408) 737-6800

Strong interface with playable  
combat and good interaction with  
NPCs.

Graphics aren't great, hard-drive  
requirements are horrendous, and  
handling objects can be clumsy.

If you liked the first  
Dark Sun game,  
buy this one  
immediately.

85%

Darkseed II  
May '96

CyberDreams/  
MGM Interactive,  
2500 Broadway,  
Santa Monica, CA  
90404, (310) 449-  
3000

Giger's artwork and  
backgrounds provide a menacing  
atmosphere.

Bad dialog, bad  
animation, bad  
puzzles.

It's not nearly as  
troubled as the  
original *Darkseed*,  
but it's certainly  
not a good way to  
spend your  
gaming dollar.

45%

Dawn Patrol  
March '95

Empire Interactive, 13220  
Wisteria Drive,  
Bay N-2,  
Germantown, MD  
20874, (301) 916-  
9302

Some of the finest  
plane graphics and  
forgiving flight  
physics.

Flight physics may  
be too forgiving;  
many missions feel  
the same;  
confusing keyboard  
commands.

Doesn't knock Red  
Baron from the  
skies, but makes a  
good addition to  
your flight-sim  
library.

83%

Deadline August '96	Vic Tokai, Inc. 22904 Lockness Ave., Torrance, CA 90501 (310) 326-8880	Nice variety of missions, a few interesting concepts.	Maddening interface, mediocre graphics, occasional problems with controlling your team.	Despite its interesting concept, <i>Deadline</i> is dead on arrival.	<b>51%</b>
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Deathgate April '95	Legend Entertainment, 14200 Park Meadow Drive, Chantilly, VA 22021, (703) 222- 8500	Great visuals; unusual and absorbing storyline; and scores of challenging puzzles.	The lack of any animation or action may turn off gamers looking for more "modern" fare.	The best of Legend's text-and- pictures games-- but perhaps a bit too bland for some.	<b>83%</b>
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Decathlon October '96	Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709, (919) 461-0722	Wide variety of events.	Gameplay is little more than clicking your mouse at the right time; limited multimedia elements.	One or two times through is probably enough, unless you want to invest enough hours to challenge Bruce one-on-one.	<b>52%</b>
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Delta V December '94	Bethesda Softworks, 1370 Piccard Drive, Rockville, MD 20850, (301) 926- 8300	Visually stunning with fast 3-D gameplay and simple controls, so you can concentrate on flyin' and shootin'.	It may be pretty, but it's just too repetitive and frustrating to play for very long.	There's a great game lurking in here; I hope we get to see it one day.	<b>68%</b>
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Descent May '95	Interplay Productions, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-GAME	Terrific graphics; non-stop action; and true 3D movement.	The complex controls can take a while to master.	Parallax did a magnificent job -- easily one of the most addictive and entertaining action games you'll play.	<b>96%</b>
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Descent II June '96	Interplay 17922 Fitch Ave., Irvine, CA 92714 (800) 969-4263	Great new weapons, features, and graphics.	Too many I abyrithine and claustrophobic levels; very, very tough.	If you thought the original <i>Descent</i> was a walk in the park, you'll meet your match in <i>Descent II</i> , but stick with it, and you'll enjoy the ride.	<b>88%</b>
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Desert Strike: Return to the Gulf February '95	Gremlin, 2551 N. Clark Street, Suite 496, Chicago, IL 60614, (312) 244- 0040	The graphics are decent, and the missions are varied.	Childish story; ticklish control; and some truly annoying sound effects.	If you wondered if you should have bought a cartridge system instead of a PC, Desert Strike will convince you that you made the right call.	<b>61%</b>
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Destruction Derby  
March '96

Sony Interactive,  
919 E. Hillsdale  
Blvd., 2nd Floor,  
Foster City, CA  
94404 (800) 438-  
7794

Great slam-bang  
action; modem and  
network play.

The computer  
opponents are  
pretty wimpy.

*Destruction Derby*  
is a blast, and a  
welcome change  
of pace from high-  
end driving  
simulations.

88%



Detroit  
July '94

Impressions  
Software, 222 3rd  
Street, Suite  
0234, Cambridge,  
MA 02142, (617)  
225-0500

A well-balanced,  
thoughtful, and  
enjoyable strategy  
game.

The graphics and  
sound aren't nearly  
as good as the  
game deserves.

One of the best  
economic strategy  
games to come  
along in quite  
some time. It's  
almost too much  
fun.

86%

Dig, The  
February '96

LucasArts, P.O.  
Box 10307, San  
Rafael, CA 94912,  
(800) 782-7927

Good story line,  
challenging puzzles  
and satisfying  
gameplay.

It's a slow starter.  
Some puzzles are  
too vague at the  
beginning.

*The Dig* is yet  
another fun and  
rewarding  
adventure game  
from the masters  
of the genre.

88%



Diggers April '95	Millennium Media Group, 234 North Columbus Boulevard, Philadelphia, PA 19106, (215) 625-8888	The variety of equipment keeps things interesting.	Controlling your miners can sometimes seem more trouble than it's worth.	A combination of Lemmings and Populous, Diggers doesn't quite offer the appeal of either.	<b>75%</b>
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Dinotopia June '96	Turner Interactive 1050 Techwood Drive NW, Atlanta, GA 30318 (404) 885-7972	Lush graphics; delightful, creative details; compelling, non-violent story.	Some episodes out-stay their welcome; occasionally tricky movement controls may cause frustration.	A handsome CD-ROM adaptation of a fantasy classic, and definitely a game for the whole family to share and enjoy.	<b>89%</b>
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Dominus January '95	U.S. Gold, 303 Sacramento Street, San Francisco, CA 94111, (415) 693-0297	The ability to create your own monsters and discover new spells is a plus.	The manual could be better; it's easy to get lost in the clunky interface; and more combat views would be nice.	With real-time action and a variety of paths to victory, Dominus is a worthy addition to the growing pantheon of fantasy games.	<b>79%</b>
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Doom II: Hell on Earth December '94	id Software, Town East Tower 180601 LBJ Freeway, Suite 615, Mesquite, TX 75150, (800) 434-2637	More Doom than you can shake a stick at; nice new levels; tough enemies; excellent Deathmatch play.	It's still just Doom, and a few more new additions would have been appreciated.	Go ahead and buy Doom II--if you think you can take the heat.	<b>90%</b>
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Double Talk February '95	Boyle and Elggren Games, Inc., 77 W. 2nd S., Salt Lake City, UT 84101, (800) 634-8255	One plus: The PC acts as a convenient timer.	There's only so much of these word puzzles one can stand.	Not a very successful mix of sports trivia and word game, or... ah, it's just disappointing that's all.	<b>54%</b>
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Dragon Lore May '95	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883-3000	Great graphics; an entertaining story line; and enough action to keep it all pretty interesting.	Character animations are very stiff looking and many of the game's creatures are unrecognizable.	A solid adventure that goes beyond graphic gimmickry to create an intriguing story in an absorbing world.	<b>82%</b>
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Dragon's Lair August '94	ReadySoft, 375 14th Avenue, Suite 7, Marham, Ontario, Canada L3R OH2, (905) 475-4801	It plays exactly like the arcade original.	It plays exactly like the arcade original.	If you liked the coin-op, you'll probably like this new CD-ROM version. But if you didn't, this won't change your mind.	<b>65%</b>
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Dragonsphere May/June '94	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771-0440	An exciting new graphic adventure, packed with people and places to discover.	It could be longer, allowing for more detailed interaction with the characters you meet.	It's easy to lose yourself in this fresh, engaging game.	<b>87%</b>
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Dreamweb January '95	Empire Interactive, 13220 Wisteria Drive, Bay N-2, Germantown, MD 20874, (301) 916- 9302	A gritty story and style and almost unlimited exploration.	Tiny view window and graphics give the game a dated look; more depth would be nice.	An involving gameworld and premise; not as polished as the best adventures, but definitely worth a look.	<b>76%</b>
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Drug Wars June '95	American Laser Games Inc., 4801 Lincoln Road NE, Albuquerque, NM 87109, (800) 880- 1718	Lots to shoot, and with the ALG Game Gun, Drug Wars should play just like an arcade game.	The video is pretty grainy; the repetitive action means there's little replay value here.	Easy-to- understand action that will more than satisfy fans of previous ALG games.	<b>73%</b>
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Druid: Daemons of the Mind March '96	Sir-tech, PO Box 245, Ogdensburg, NY 13669, (800) 447-1230	Inventive story and game content; simple magic system.	Fussy interface, repetitive combat sequences.	An engaging adventure/RPG that purists may hate and newbies and adventure gamers enjoy.	<b>81%</b>
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Duke Nukem 3D July '96	3D Realms, P.O. Box 496419, Garland, TX 75049 (800) 337-3256	Incredible graphics; more non-stop violence than a John Woo film; level editor; addictive multi-player action.	Some levels are disorienting, and some bosses are very, very tough.	There's no subtle way to put it...Duke kicks ass!
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93%



Dungeon Master II November '95	Interplay, 17922 Fitch Ave., Irvine, CA 94086 (800) 969-GAME	Good character development, nice magic system, and a nostalgic feel.	There's nothing new here; graphics and sound are extremely dated.	A return to the classic <i>Dungeon Master</i> universe; but is it really necessary?
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65%

Dust: A Tale of the Wired West December '95	Cyberflix, Inc. 4 Market Square, Knoxville, TN 37902 (615) 546-7846	Realistic 3D environment; highly interactive characters; intuitive interface.	Lots of dialogue trees; slow story line; and bad voice acting.	If you're in the mood for a conversation with your computer, check it out. Otherwise, you'll probably get bored rather quickly.
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68%

EarthSiege 2 June '96	Sierra 3380 146th Place S.E., Suite 300, Bellevue, WA 98007 (800) 757-7707	Superb SVGA graphics and music, lots of missions, and a sleek interface.	Complex controls, steep system requirements, and a lack of variety in missions.	No matter how you look at it, EarthSiege 2 is an all-around good time.
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90%



Earthworm Jim 1&2: The Whole Can 'O Worms August '96	Playmates Interactive, 16200 S. Trojan Way, La Mirada, CA 90638 (310) 407-1490	Excellent animation and level design, challenging action that never gets stale.	Sometimes touchy controls; very difficult levels; silly password/save system.	An incredible value for one of the best arcade titles available for the PC, period.
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**90%**



Eastern Mind: The Lost Souls of Tong Nou November '95	Sony Imagesoft, 2400 Broadway Ave., Suite 550, Santa Monica, CA 90404 (310) 449- 2999	Highly stylized, with a unique flavor and a metaphysical slant.	May be too obscure for many gamers; inspires the use of words like "metaphysical."	Pretty pictures, plenty of puzzles, but it's very strangeness may be off-putting.
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**58%**

Ecco the Dolphin January '96	Sega of America 255 Shoreline Dr., Redwood City, CA 94065	A welcome departure from the usual platform game.	The controls can take some getting used to, and the graphics aren't great.	A solid, unusual bit of videogaming.
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**75%**

ECO: East Africa August '95	IVI Publishing, 7500 Flying Cloud Drive, Minneapolis, MN 55344, (800) 432- 1332	Beautiful graphics; timely subject matter; good concept.	Monotonous game play; not enough action to keep your interest.	Only those who are interested in East Africa--and have a great deal of patience--need apply.
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**63%**

Ecstatica  
February '95

Psygnosis, 675  
Massachusetts,  
Cambridge, MA  
02139, (617) 497-  
7794

Ultra-realistic  
character  
movements; near-  
perfect perspective  
scaling; and  
fantastic graphic  
vistas.

Extreme violence  
and a touch of  
nudity may offend  
some.

A game that will  
delight and  
consume you in  
one fell swoop.

93%



Eddie  
Kanter's  
Bridge  
Companion  
April '95

Lifestyle Software  
Group, 63 Orange  
Street, Street  
Augustine, FL  
32084-3584,  
(904) 825-0220

Good lessons on  
playing out those  
difficult hands.

Lessons on  
advanced bidding  
theories are non-  
existent.

Overall, Eddie K  
delivers a strong  
program capable  
of competing with  
the better bridge  
programs on the  
market.

81%

EF2000  
March '96

Ocean of  
America, 1870  
Little Orchard St.,  
San Jose, CA  
95125, (408) 298-  
1411

Cutting edge  
graphics; good flight  
engine; network  
play.

Very steep  
hardware  
requirements; a few  
bugs hamper the  
realism of the  
game.

A must-buy for  
hard-core flight  
simmers and a  
great game for  
novices.

88%





Elder Scrolls, Volume 1: Arena, The May/June '94	Bethesda Softworks, 1370 Piccard Drive, Rockville, MD 20850	Fantastic graphics and sound; a very intuitive interface.	The storyline is a little thin, and there's not much meaningful interaction with NPCs.	A stunning technological achievement; give this game a better storyline, and you might have the best FRP ever designed.	<b>88%</b>
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Elements October '94	Vila Crespo, 1725 McGovern Street, Highland Park, IL 60035	A novel concept with nice graphics and sound.	Having to repeat things so often can be a pain.	A simple puzzler, but entertaining and challenging enough to keep you coming back.	<b>78%</b>
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Empire II: The Art of War December '95	New World Computing P.O. Box 4302, Hollywood, CA 90078 (818) 899-5650	The most powerful, flexible, wargame construction set ever published.	Some preset scenarios are pathetic; scenario builder is staggeringly complex and wretchedly explained.	One of the biggest disappointments in years.	<b>63%</b>
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Empire Soccer September '94	Empire Software, 4 Professional Drive, Suite 123, Gaithersburg, MD 20879	Fast, fun and easy to play, but it presents a real challenge at higher levels.	Passing is tough because you can't see very far up field. Hold onto your seat—it may run too fast on the faster 486 machines.	There's plenty of entertaining soccer action packed into this little game.	<b>79%</b>
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Endorfun December '95	Time Warner Interactive 2210 West Olive Ave., Burbank, CA 91506 (800) 482-3766	If you like no-brainers, Endorfun is as fluffy as they come. It's the Lite 1990's version of Tetris.	Excruciating color combinations, annoying New Age music, boring gameplay.	Endorfun just isn't fun. There are much better puzzle games out there.	<b>59%</b>
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Entomorph January '96	SSI 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086-2901 (408) 737-6800	Both the cutscene animations and gameplay graphics look great. Puzzles are also terrific.	As original as it is, the plot tends toward chaos, and often leaves the player confused. Combat can be more frustrating than rewarding.	Entomorph is an attractive, innovative break from the usual RPG fare.	<b>81%</b>
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ESPN: Baseball Tonight April '95	Sony Imagesoft, 2400 Broadway, Suite 510, Santa Monica, CA 90404, (800) 654- 8802	You get to hear Dan Patrick say "whiff" when a batter strikes out.	Once you go past the set-up screens, the visual quality turns "foul" with graphics that look at least five years old.	A decent baseball sim, but in today's market, that just isn't enough.	<b>68%</b>
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Evasive Action August '94	The Software Toolworks (now known as Mindscape), 60 Leveroni Court, Novato, CA 94949, (415) 883-3000	Fast, fun and easy to play, especially in two player mode.	Planes stall too easily, and the machine guns are set to semi-automatic.	Great fun, but probably too simple for serious flight sim fans.	<b>80%</b>
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Expect No Mercy Sept. '96	Microforum 1 Woodborough Ave., Toronto, Canada M6M5A1 (800) 465-2323	Gory finishing moves; plenty of blood-and-guts; neat box art.	Ludicrous controls; lame puzzles; tie-in with a grade B movie doesn't help it any.	Further evidence that movies should be seen and not played.	<b>30%</b>
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Expert Chess January '95	Expert Software, 800 Douglas Road, Coral Gables, FL 33134, (305) 567-9990	Graphics are the strong units here with plenty of zany piece sets.	Weak AI; poor time controls; and no modem play.	There's really nothing new here. Even at \$14.95, it's not much value to anyone but the novice player.	<b>55%</b>
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Exploration September '95	Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709, (919) 461-0722	A good, solid addition to a very popular genre.	Sub-par graphics; decidedly weird interface; too similar to other strategy/trading games.	Nothing new here, but if you haven't burned out on colonization games, it's a good time.	<b>76%</b>
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Extractors July '95	Vic Tokai, 22940 Lockness Avenue, Torrance, CA 90501, (310) 326- 8880	A good variety of mining tools; challenging gameplay; and plenty of levels.	Weird plot and characters; the interface can often prove more challenging than the puzzles.	If you like Lemmings-style puzzlers and can get past the convoluted story line, it's worth a look.	<b>73%</b>
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Extreme Sports May '96	Sony Interactive, 919 E. Hillsdale Blvd., 2nd Floor, Foster City, CA 94404, (800) 438- 7794	Unique idea; varied gameplay; good controls.	Limited replay value, too few courses, and less- than-stellar graphics.	<i>Extreme Sports</i> is a limited diversion from the usual sports game. Just don't expect more than a few hours of fun.	<b>62%</b>
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Fade to Black November '95	Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404 (415) 571-7171	Nice animation, exciting combat; adventure-style puzzles.	Commands are pretty complex; control is choppy on a 486.	A strong balance of battles and brain-teasers that should be a nice break from shooters <i>and</i> adventures.	<b>82%</b>
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Fantasy General June '96	SSI 675, Almanor Ave., Suite 201, Sunnyvale, CA 94086-2901 (408) 737-6800	Slick; colorful; easy to sink into; lots of exotic units and spells.	It lacks the depth of Warlords II; occasional lock-ups necessitate frequent saves.	It's not the best fantasy wargame out there, but it's still a terrific diversion.	<b>78%</b>
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Fast Action Paq July '94	Quackers (Mallard Software), 3207 Justin Road, Flower Mound, TX 75028	It will not interfere with normal Windows' operations.	There are only four games, and none of them are fun.	There are better ways to spend your gaming dollar, and better choices in Windows' entertainment.	<b>49%</b>
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Fast Attack June '96	Sierra 3380 146th Place S.E., Suite 300, Bellevue, WA 98007 (800) 757-7707	Excellent design provides a you-are- there feeling; smoothly integrates the numerous complex elements into a working game of substantial depth.	Milquetoast enemies; no way to save a game in progress; mission time limit.	It's flawed, but <i>Fast Attack</i> is till the best nuclear sub game in many moons.	<b>82%</b>
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Fields of Glory August '94	Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (800) 695-4163	Epic sweep combined with a fantastic amount of detail; very friendly interface; stunning graphics.	The AI routines are dodgy and tend to spoil the realism.	The finest tabletop miniatures wargame yet released, and a true joy to play.	<b>89%</b>
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<p>FIFA International Soccer October '94</p>	<p>Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571-7171</p>	<p>Looks great, plays smooth, and has all the extras that a fan could want.</p>	<p>Difficult passing and power kicks take a great deal of the fun out of play, at least at first...</p>	<p>A very deep soccer sim for players who have the patience to deal with some quirky controls. Another winner from EA.</p>	<p><b>84%</b></p>
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<p>FIFA Soccer '96 December '95</p>	<p>Electronic Arts 11450 Fashion Island Blvd., San Mateo, CA 94404-2064 (415) 571-7171</p>	<p>Multiplayer and modem options; brilliant graphics; realistic play; comprehensive league and tournament play.</p>	<p>You'll need a Pentium 90 or better to really enjoy the high resolution graphics.</p>	<p>If you're in the market for a top-notch sports sim, look no further.</p>	<p><b>92%</b></p>
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<p>Fighter Duel January '96</p>	<p>Philips Media, Inc. 10960 Wilshire Blvd, Los Angeles, CA 90024 (800) 340-7888</p>	<p>Outstanding two-player dogfighting, excellent frame rate on modest systems.</p>	<p>Weak single-player game; no real campaign mode.</p>	<p>Modem dogfighters are in for a treat, but solo players should stick to in-depth sims.</p>	<p><b>84%</b></p>
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<p>Fighter Wing June '95</p>	<p>Merit Studios, 13707 Gamma Road, Dallas, TX 75244, (800) 238-4277</p>	<p>Looks great; and multi-player games in low resolution can be fun.</p>	<p>Abysmally slow on the best systems.</p>	<p>It's better than Operation Airstorm, but not by much.</p>	<p><b>49%</b></p>
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<p>Fire Fight August '96</p>	<p>Electronic Arts 2450 Fashion Island Blvd., San Mateo, CA 94404 (415) 571-7171</p>	<p>It's fast it's slick, it's action-packed, and it's multiplayer. What more do you want?</p>	<p>Only 18 sinel-player missions, so not much longevity for those without friends to play with.</p>	<p>The best out-and- out sprite-based blaster on the PC.</p>
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90%



<p>First Encounters August '95</p>	<p>GameTek Inc., 2999 N.E. 191st Street, Suite 500, Aventura, FL 33180, (305) 935- 3995</p>	<p>Impressive depth and variety; nice texture-mapped graphics.</p>	<p>Can be painfully repetitive, and combat is frustratingly tough.</p>	<p>First Encounters is an ambitious game--but it has a lot of problems that drag it down.</p>
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70%

<p>Fleet Defender May/June '94</p>	<p>MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771- 0440</p>	<p>Great graphics and sound; multiple realism options make it as challenging (or as easy) as you like.</p>	<p>Much horsepower needed to keep it airborne; learning the controls can be time-consuming.</p>	<p>MicroProse has scored a direct hit with it. If you enjoy modern air-combat sims, this is definitely for you.</p>
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88%



Flight Commander 2 March '95	Avalon Hill, 4517 Hartford Road, Baltimore, MD 21214, (410) 254- 9200	A thoughtful, intelligent simulation, and one that really has no current competition.	May be too leisurely for many flight-sim fans; pedestrian graphics just barely pull the plow.	If the subject interests you, by all means give it a try. It's different, and it's designed very cleverly.
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82%

Flight Sim Toolkit May/June '94	Domark, 1900 S. Norfolk Street, San Mateo, CA 94403, (415) 513- 8929	A super program that really does let you create your very own worlds.	It's in dire need of better documentation and can prove frustrating at first because of it.	Despite its limitations, a clever and original program worth sticking with.
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87%

Flight Unlimited September '95	Looking Glass Technologies, 1 Alewife Center, Suite 450, Cambridge, MA 02140, (617) 576- 3310	Best graphics ever seen in a flight sim; excellent flight school puts an instructor right beside you.	You'll need at least a Pentium 90 before the game really starts to cook.	With its incredible graphics and great flight school, Flight Unlimited soars above the pack of flight simulations.
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91%



Fortress of Dr. Radiaki, The February '95	Merit Studios, 1307 Gamma Road, Dallas, TX 75244, (800) 238- 4277	Good character graphics and a sense of humor; plenty of action.	The level graphics and architecture leave a lot to be desired; no joystick support.	Fortress of Dr. Radiaki may not be the best shooter around, but it's definitely worth a look.
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81%



<p>Foxhunt May '96</p>	<p>Capcom, 475 Oakmead, Sunnyvale, CA 94086 (408) 774- 0400</p>	<p>Slapstick comedy and antics make the non-interactive sequences worth watching.</p>	<p>Bad video; long load times; little interaction.</p>	<p>If you're starved for low-brow entertainment, <i>Foxhunt</i> will do in a pinch, but if gameplay is your thing, you'll be disappointed.</p>	<p><b>57%</b></p>
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<p>Frank Thomas Big Hurt Baseball Sept. '96</p>	<p>Acclaim One Acclaim Plaza, Glen Cove, NY 11542-277 (516) 759-7800</p>	<p>Realistic pitching highlights excellent action play; and there are enough stats to keep purists interested.</p>	<p>Awkward keyboard controls.</p>	<p>One of the best action-oriented baseball games available for the PC.</p>	<p><b>89%</b></p>
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<p>Frankenstein February '96</p>	<p>Interplay, 17922 Fitch Ave., Irvine, CA 92714 (800) 969-4263</p>	<p>Looks great; the sinister mood is well done.</p>	<p>Exploration is unnecessarily frustrating, game's solitary nature can get boring.</p>	<p>Folks who loved <i>Myst</i> might find it appealing, but if you demand more depth, you'd probably be better off reading Shelley's book.</p>	<p><b>75%</b></p>
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<p>Front Lines May '95</p>	<p>Impressions Software, 222 Third Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500</p>	<p>Beautiful graphics; a friendly interface; and a challenging variety of mission scenarios.</p>	<p>Experienced wargamers will probably feel like they've seen it all before.</p>	<p>This is a well- designed product that should have wide appeal.</p>	<p><b>80%</b></p>
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<p>Front Page Sports: Baseball December '94</p>	<p>Sierra, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757- 7707</p>	<p>The career play, physics-based action, and unmatched graphics and sound set a new standard for baseball simulations.</p>	<p>Weak stats and a few annoying bugs keep it from earning an Editors' Choice Award.</p>	<p>If you love baseball and even a computer, you must have this game.</p>	<p><b>86%</b></p>
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<p>Front Page Sports: Football Pro '96 March '96</p>	<p>Sierra On-Line, 3380 146th Place S.E., Suite 300, Bellevue, WA 98007, (800) 757- 7707</p>	<p>Gorgeous and realistic-looking SVGA graphics; still the best football sim around.</p>	<p>Steep hardware requirements; few reasons to upgrade.</p>	<p>A minor upgrade, but still the chammp of football sims.</p>	<p><b>86%</b></p>
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<p>Full Throttle August '95</p>	<p>LucasArts, P.O. Box 10307, San Rafael CA 94912, (800) 782-7927</p>	<p>A head-long adventure that will take your breath away from the very start.</p>	<p>Veteran players will finish the game quickly; gameplay is rigidly linear; arcade sequences get old.</p>	<p>It may be a little short, but it's one wild ride while it lasts.</p>	<p><b>90%</b></p>
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Full Tilt Pinball March '96	Maxis, 2121 N. California Blvd., Walnut Creek, CA 94596-3572, (800) 336-2947	Good sound effects; slick graphics and nice table design.	Only three different tables; not enough graphic options for some.	As pinball simulations go, <i>Full Tilt Pinball</i> is hard to beat but there are still better ones out there.	<b>86%</b>
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Fury3 December '95	Microsoft 1 Microsoft Way, Redmond, WA (206) 882-8080	3D action fans will love the nonstop flyin' and shootin' excellent terrain graphics.	High system requirements; gameplay gets old; where's the modern-play option?	This is a first-rate 3D game that proves Microsoft is serious about gaming.	<b>84%</b>
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FX Fighter September '95	GTE Interactive Media, P.O. Box 4358, Carlsbad, CA 92018-4358, (800) 438-8632	The best fighting game ever created for the PC. Period.	Sparse manual; a few extra features like instant replay or a full-install would have been nice.	A stunning and impressive piece of work that sets a new standard in PC fighting games.	<b>94%</b>
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Gadget December '94	Synergy, 605 W. 7th Street, Los Angeles, CA 90017, (213) 891- 9636	Fantastic visuals and a powerful soundtrack give Gadget atmosphere to spare.	Where's the game? A few good puzzles could have put this in game-of-the-year territory.	Cinema meets gaming; cinema wins with a TKO.	<b>63%</b>
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Galactic Civilizations May '95	Stardock Systems, Inc., Gibraltar, MI, (313) 782-2248	Great AI; computer players have distinctive personalities and respond to your playing style.	You'll need OS/2 to run this one; graphics could be better; it's just another resource management game.	If you're wondering if a good game can be done under OS/2, you ought to check out Galactic Civilizations.	<b>78%</b>
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Game Creation System June '95	Pie in the Sky Software, 1596 Ayrault Road, Fair Port, NY 14450, (716) 425-8782	A simple interface; plenty of tools; and a library of objects to get you started.	The basic engine you're building on doesn't stand a chance against the current crop of 3D games.	A reasonably priced construction kit that lets you show your friends how games should be made.	<b>81%</b>
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Games Magazine Presents: Word Puzzles, Vol. 1 July '94	Vila Crespo, 1725 McGovern Street, Highland Park, IL 60035	Good range of puzzles for a little bit of cash.	Once you've done each of the puzzles, there's really no replay value.	Lots o' puzzles; lots o' fun--at least for a limited period.	<b>79%</b>
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Gazillionaire April '95	Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (800) 695-4263	It's addictive; you just can't stop yourself from visiting one more planet.	It would be nice if there were more planets to choose from.	The funky atmosphere is much of what makes this simple but fun game work.
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**84%**

Gearheads June '96	Philips Media, Inc., 10960 Wilshire Blvd., 7th Flr., Los Angeles, CA 90024 (310) 444-6500	It's a fun and catchy game built around a unique idea.	It can get old quickly, so it's best taken in small doses.	It's a simple little game that doesn't take itself too seriously.
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**75%**

Ghengis Khan II: Clan of the Gray Wolf May/June '94	Koei Corp., 1350 Old Bayshore Hwy., Suite 540, Burlingame, CA 94010, (415) 348- 0500	A detailed sim with speed, drama, and depth.	Might be too complex for some.	One of the best Koei titles in some time. If you like historical sims, get this one!
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**81%**

Glider December '94	Casady & Greene, 22734 Portola Drive, Salinas, CA 93908-1119, (408) 484-9228	Addictive, challenging gameplay makes it fun.	The simplicity and 2-D gameplay may discourage hard- core gamers from giving it a chance.	A fun, relatively non-violent game that will appeal to gamers of all ages.
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**84%**

Goblin's Quest 3  
May/June '94

Sierra On-Line,  
3380 146th Place  
S.E., Suite 300,  
Bellevue,  
Washington  
98007, (800) 757-  
7707

Terrific gameplay,  
graphics, and  
sound.

A few of the puzzles  
might be a little too  
tough.

Part puzzle game,  
part graphic  
adventure, this is  
sure to please fans  
of either genre; a  
very good title.

89%



Gone Fishin'  
April '95

Amtex, P.O. Box  
572 Belleville,  
Ontario, Canada  
K8N 5B2, (613)  
967-7900

Captures the  
relaxing and thrilling  
feel of fishing. It's  
simple, addictive  
stuff.

The artwork could  
be better in spots,  
and the action may  
be too low key for  
some.

Try it. Even if you  
don't fish, you may  
be surprised how  
much fun this  
game is.

88%



Good to Firm  
September  
'94

Wizard Games of  
Scotland, P.O.  
Box 498,  
Wilmington, MA  
01887

Loaded with all the  
statistics and the  
info you need to go  
horse racing.

Primitive graphics  
and lack of sound  
effects severely  
handicaps the  
racing action.

A solid horse-  
racing sim, but a  
visually weak  
presentation.

75%

Grand Prix II October '96	MicroProse 180 Lakefront Drive Hunt Valley, MD 21030 (800) 879-7529	Amazing graphics, unmatched detail, and a great sense of speed.	Steep learning curve; multi-player options don't include network support.	At least until Sierra releases the next title from Papyrus, Grand Prix II is the best racing sim you can get.
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95%



Grand Prix Manager April '96	Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501 (510) 522-1164	An exhaustive and intriguing simulation of a big-league racing operation; user-friendly interface.	Not enough action for some gamers.	If the subject of big-time racing interests you, you'll love <i>GPM</i> .
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86%

Grandest Fleet, The July '94	QQP, 495 Highway 202, Flemington, NJ 08822, (505) 837- 5447	Plenty of depth; easy to learn but tough to master; good graphics.	Contrived scenarios require suspension of disbelief.	If you like The Lost Admiral, you'll love this, though there are as many differences as similarities between the two.
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82%

Great Naval Battles II: Guadalacanal 1942-1943 July '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	Good sound, graphics and realism.	Steep learning curve.	A detailed, rich, and terrific-looking naval combat sim. Good job, SSI!
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85%

Great Naval Battles Vol. III June '95	Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901, (408) 737-6800	Gripping intensity; great graphics/sound; exceptional complexity.	Definitely an advanced simulator; for newcomers, a steep learning curve.	The balance between epic sweep and war-movie detail is ideal. Simply the best WWII naval sim on the market.
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92%



Great Naval Battles Vol. IV February '96	SSI, 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086-2901 (800) 601-7529	Great graphics, sound; a fascinating range of historical might-have-beens.	It's still a very complicated sim, especially if you haven't played the previous installments.	If you're really into the subject, you'll have a great time changing history.
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79%

H.U.R.L. August '95	Millennium Media, 234 N. Columbus Boulevard, Philadelphia, PA (215) 625-8928	The idea is there for a great, non-violent kids game with Doom-like qualities.	There isn't much challenge, satisfaction, or fun here.	It fills a void in the kids market, just not very well.
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53%



Hammer of the Gods March '95	New World Computing, P.O. Box 4302, Hollywood, CA 90078, (818) 889-5650	Vikings, this is your game.	If the whole Nordic thing turns you off, you probably won't get it.	A fresh and original concept, realized with energy and zest. The whole is decidedly better than it's parts.	<b>83%</b>
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Hannibal May/June '94	MicroLeague, 1001 Millersville Road, Lancaster, PA 17604, (717) 872-6567	Good strategic elements.	No real tactical component.	Beautifully detailed graphics, but it lacks the depth to make it great.	<b>65%</b>
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HardBall 4 March '95	Accolade, 5300 Stevens Creek Boulevard #500, San Jose, CA 95129, (408) 985-1700	Stunning SVGA graphics; more extensive statistics than previous HardBall games.	Unrealistic play on the field; disappointing sound effects.	If you're a HardBall fan, or more interested in fun than realism, this latest version will surely satisfy.	<b>79%</b>
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HardBall 5 January '96	Accolade 5300 Stevens Creek Blvd., #500, San Jose, CA 95129 (408) 985-1700	Excellent arcade play; improved league play and modern options make this the best HardBall yet.	Unrealistic replay statistics.	It's still weak on realism, but HardBall 5's the best action baseball game available.	<b>86%</b>
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Harpoon II  
September  
'94

Three-Sixty  
Pacific, 2105  
South Bascom,  
Suite 165,  
Campbell, CA  
95008

Sleek interface;  
extraordinary  
realism; excellent  
scenarios; a  
massive database.

A tough game to  
learn and master;  
appeal is limited to  
those with an  
interest in modern  
naval warfare.

Simply the best  
modern warfare  
game ever. This is  
a classic made  
even better.

93%



Harry and the  
Haunted  
House  
December '94

Living Books, P.O.  
Box 6144,  
Novato, CA  
94948-6144,  
(800) 776-4724

The well-written  
story stars four  
funny friends and a  
gang of deliciously  
ghastly ghouls.

The story's  
message is a bit  
confusing.

Harry and the  
Haunted House  
entertains children  
with an excellent  
story and  
surprising  
embellishments.

95%



Havoc  
July '96

Reality Bytes, 1  
Kendall Square,  
Bldg. 400,  
Cambridge, MA  
02139  
(617) 621-2500

Plentiful multi-  
player options.

Solo action is pretty  
humdrum, thanks to  
uninspired  
enemies.

*Havoc* can be fun  
over a network,  
but the one-player  
action just doesn't  
cut it.

75%

Hell  
March '95

Take 2  
Interactive, 1004  
Ligonier Street,  
3rd Floor,  
Latrobe, PA  
15650, (412) 539-  
3077

Great story,  
puzzles, graphics,  
and believable  
voice-acting.

The nudity, violence  
and strong  
language may be a  
bit too much for  
some folks.

Hell draws the  
latest line in the  
sand for other  
designers to cross.

92%



Hello Kitty's  
Big Fun Piano  
December '94

Big Top  
Productions, 548  
Fourth Street,  
San Francisco,  
CA 94107, (415)  
978-5363

A beautifully  
executed program  
with smooth  
graphics and clever  
options.

Limited scope might  
not hold a child's  
interest for long  
periods at a time.

Does one thing  
very well rather  
than spreading  
itself thinly across  
several activities.

87%

Heretic  
April '95

id Software, Town  
East Tower  
180601 LBJ  
Freeway, Suite  
615, Mesquite, TX  
75150, (800) 434-  
2637

Slick graphics; new  
enemies; and the  
chance to change  
your friends into  
chickens.

Heretic's mystic  
setting just doesn't  
equal Doom in  
bone-crushing  
atmosphere.

The same kick-in-  
the-teeth violence  
buffet as Doom,  
but with great new  
trimmings.

88%



Heroes of  
Might and  
Magic  
November '95

New World  
Computing, PO  
Box 4302,  
Hollywood, CA  
90078 (818) 889-  
5650

Remarkably strong,  
simple strategy  
gaming. You won't  
stop playing!

It ain't flashy -- but  
that doesn't hurt the  
gameplay any.

One of the most  
enjoyable games  
of the year. This  
one will have a  
long life on your  
hard drive.

88%



Hexen: Beyond Heretic February '96	id Software/GT Interactive, 16 East 40th St. New York, NY 10016, (800) 434-2637	Beautifully executed, with a wide variety of weapons and non- stop action. Many novel twists.	Gameplay is limited to the same mindless slaughter found in previous shooters. Not many secrets or puzzles.	A solid action game with terrific fantasy trappings, but ultimately familiar gameplay.	<b>85%</b>
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Hexx: Heresy of the Wizard July '94	Psygnosis, 675 Massachusetts Avenue, Cambridge, MA 02139, (617) 497- 7794	Nice atmosphere, fast action, and a cleaner interface than in most RPGs.	There may be too many puzzles and not enough variety to keep your interest alive.	A well-designed, straight-forward game, well worth considering if you crave a similar form of roleplaying.	<b>79%</b>
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Hi-Octane September '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571- 7171	Real sense of speed; great graphics; and plenty of gunplay.	The game just ends, and much too quickly.	A very good game--but it could have been a great one.	<b>82%</b>
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High Seas Trader October '95	Impressions, 222 Third Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500	A good, solid trading sim with enough variables to keep gameplay fresh.	There's just not much to do besides trading; too many still screens.	Plenty of fun if you're a big fan of economic sims, but not enough variety for most gamers.	<b>68%</b>
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Hive, The May '96	Trimark Interactive, 2644 30th St., Santa Monica, CA 90405, (310) 310- 2000	Gorgeous visuals and lots of button- pushing action.	Thin gameplay, rail- shooter design restricts interaction.	Pretty to look at, occasionally fun, but ultimately repetitive.	<b>66%</b>
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Hodj Ôn' Podj June '95	Virgin Interactive Entertainment, 18061 Fitch Avenue, Irvine, CA 92714, (800) 874-4607	A truly "G-rated" game that's fun for the entire family.	Veteran PC gamers have seen it all before and may not care to see it again.	Within its modest parameters, this is a solid and successful game design.	<b>80%</b>
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Hooves of Thunder April '96	MicroLeague, 750 Dawson Dr., Newark, DE 19713 (717) 872- 6576	Exhaustive simulation of a horse racing operation.	Not enough action for some gamers; better sound effects would help the track ambiance.	If the subject of world-class horse racing interests you, you'll love this game.	<b>82%</b>
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Horde, The May/June '94	Crystal Dynamics, 2460 Embarcadero Way, Palo Alto, CA 94303	Good acting in the video clips; a great soundtrack; and fast-paced gameplay.	The interface is somewhat clunky, and gameplay can get a little repetitive.	This is a solid mix of strategy and fun that anyone can start enjoying as soon as they pop it in their CD-ROM drive.	<b>80%</b>
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Hyper 3-D Pinball April '96	Virgin, 18061 Fitch Ave., Irvine, CA 92714 (714) 833-8710	Photo-realistic graphics; fantastic sound; plenty of great tables.	Steep system requirements; 3D perspective takes getting used to.	If you're a pinball fan with a fast computer, this one's a keeper.	<b>90%</b>
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I Have No Mouth and I Must Scream January '96	CyberDreams 23586 Calabasas Rd., Ste 102, Calabasas, CA 91302 (818) 223-9990	Narrative elements that go deeper than any previous adventure game.	Extremely grim subject matter means the game isn't exactly fun.	An intriguing adult game that definitely won't be everyone's cup of entertainment.	<b>87%</b>
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Icebreaker August '96	Twentieth Century Fox/Magnet Studios, 3255 Grace St. NW, Washington, D.C. 20007 (800) 996-0011	Lots of levels; good difficulty range; mildly fun.	Below average control and movement, becomes boring; no motivation to keep playing.	This is not the worst puzzle game out there, but it's certainly not the best, either.	<b>55%</b>
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In Pursuit of Greed August '96	Softdisk Publishing 606 Common St., Shreveport, LA 71101 (318) 221-8718	A semi-interesting twist on the action game idea; fair head-to-head play.	Pre- <i>Doom</i> graphics; not really challenging.	Wy bother? There are so many better games in this genre, this one is hardly worth a look at.	<b>59%</b>
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In the First Degree December '95	Broderbund 500 Redwood Blvd., Novato, CA 94948 (800) 521-6263	A great idea; quality video segments; good acting and story line.	It would be more fun if there were other cases; slow access times; excessive sit-and-watch segments.	A quality game. If you don't mind lots of video clips and some repetition, you'll like it.	<b>82%</b>
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Inca II July '94	Sierra On-Line, 3380 146th Place S.E., Suite 300, Bellevue, Washington 98007, (800) 757-7707	Great diversity of gameplay; and at \$34.95, it's a real value.	Some of the gameplay is too simple, and the acting is pretty cheesy (not necessarily a bad thing!).	It's a weird mix, but Inca II is ultimately a winner. It's fun to play, easy on the wallet, and often stunning to look at.	<b>81%</b>
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Incredible  
Machine 2,  
The  
January '95

Sierra, 3380  
146th Place SE,  
Suite 300,  
Bellevue, WA  
98007, (800) 757-  
7707

Dozens of puzzles;  
a do-it-yourself  
mode; and near  
open-ended game  
play.

None, really, unless  
you consider a  
somewhat sensitive  
cursor and a  
hunger for base  
memory to be fatal  
flaws.

How often can you  
say really got what  
you paid for?

90%



Indiana Jones  
and His  
Desktop  
Adventures

LucasArts, P.O.  
Box 10307, San  
Rafael, CA 94912,  
(800) 782-7927

Simple to play; low  
hardware  
requirements; and  
the price is right.

Repetitive structure  
means limited play  
life; poor graphics..

*Desktop  
Adventures* isn't  
spectacular, but it  
doesn't pretend to  
be. As time-killers  
go, it's a refreshing  
change from  
Solitaire.

72%

IndyCar  
Racing II  
February '96

Papyrus, 1  
Arsenal  
Marketplace,  
Watertown, MA  
02172  
(617) 926-7575

Stunning graphics  
and sound; ;very  
detailed car  
physics. The replay  
mode is really  
excellent.

You'll still need a  
fast Pentium to  
enjoy the SVGA  
graphics mode.

Racing simulations  
don't get any  
better than this.

95%



Inferno: The  
Odyssey  
Continues  
May '95

Ocean of  
America, Inc.,  
1855 O'Toole  
Avenue, Suite D-  
102, San Jose,  
CA 95131, (408)  
289-1411

Impressive graphics  
and outstanding  
music.

Complex keyboard  
commands almost  
make a  
programmable  
controller a  
necessity.

If you're itching for  
something new,  
Inferno's well worth  
the trouble.

76%



Inherit the Earth August '94	New World Computing, P.O. Box 4302, Hollywood, CA 90078, (800) 251-9582	Beautiful VGA graphics; good voice acting; and an exciting new game world.	Slow-paced with tedious gameplay and puzzles that just never seem to entertain.	It has everything going for it, except the thing that matters the most--enjoyable game play.	<b>63%</b>
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International Tennis Tour December '94	Philips Interactive Media, 10960 Wilshire Boulevard, Seventh Floor, Los Angeles, CA 90024, (310) 444-6666	Excellent animation and digitized speech, plus a good selection of difficulty options.	Doesn't save player statistics; no option for doubles play.	Terrific graphics and sound wrapped into this top-notch tennis sim make this game an ace.	<b>83%</b>
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Interplay's 10 Year Anthology August '94	Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-4263	A great collection for nostalgia fans with some surprisingly playable old titles.	If you already have the two newer titles, the rest might not be worth the asking price.	A solid collection, and one of special value to those with a serious interest in the history of PC gaming.	<b>83%</b>
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Invasion of the Mutant Space Bats of Doom September '94	Pop Software, P.O. Box 60995, Sunnyvale, CA 94088	Cheap, challenging, and runs on almost any system.	Gets very hard very fast.	If you're a shooter fan, there's no excuse not to get this one.
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**80%**

Iron Assault August '95	Virgin Interactive Entertainment, 18061 Fitch Avenue, Irvine, CA 92714, (714) 833-1999	Easy to manage; fun for two players in the city scenarios.	Primitive enemy animation and ill-conceived play areas.	Pretend it's an old Amiga game, and you'll love it.
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**74%**

Iron Cross January '95	New World Computing, P.O. Box 4302, Hollywood, CA 90078, (818) 889-5650	Much more attractive than the real war.	But then again, it doesn't have anything to do with the real war.	A lightweight combat game packaged as a tactical simulation. Not as fun as The Perfect General.
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**65%**

Ishar 3 March '95	ReadySoft, 3375 14th Avenue, Markham, Ontario, Canada L3R OH2, (905) 475-4801	Thoughtful character development; sumptuous graphics; and a vast world to explore.	The combat system stinks, and the automapping function is frustratingly limited.	Hard-core FRPG fans will probably like it--novices will find it tedious, overwhelming, and frustrating.
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**74%**

Island Peril August '96	Atlantean Interactive Games 15127 Califa St., Van Nuys, CA 91411 (818) 908-9663	It all fits in one subdirectory on your hard drive, so it's easy to delete.	Terrible graphics; anemic sound; appalling acting; thoroughly unoriginal and uninteresting gameplay.	What more can we say? <i>Island Peril</i> is an unmitigated dog.	<b>13%</b>
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Jack the Ripper April '96	GameTek Inc., 2999 N.E. 191st St., Suite 500, Aventura, FL 33180 (305) 935- 3995	Good, traditional, Sherlock Holmesian detective game.	May seem hum- drum to players weaned on high- velocity, graphics intensive adventure games.	Nothin' fancy, but a solid addition to the ever-growing Ripper canon.	<b>78%</b>
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Jagged Alliance July '95	Sir-tech Software, Inc., Ogdensburg Business Center, Ogdensburg, NY 13669, (315) 393- 6633	An utterly engrossing experience, equal to the best fantasy RPGs.	As in a complex fantasy RPG, there are a zillion things to keep track of, which makes it frustrating.	Whatever you choose to call this hybrid genre, Jagged Alliance is right at the top of it.	<b>89%</b>
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Jazz Jackrabbit CD-ROM June '95	Epic Megagames Inc., 3204 Tower Oaks Boulevard #410, Rockville, MD 20852, (301) 983-9771	Beautiful graphics; great music; and high-speed action.	Control with a standard joystick can be a little awkward.	If you find yourself missing the simple excitement of your old Sega or Nintendo machine, you need this game.	<b>87%</b>
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Jewels of the Oracle July '95	Discis, P.O. Box 66, Buffalo, NY 14223-0066, (800) 567-4321	A generous selection of good logic puzzles nicely integrated into SVGA scenes.	Some spotty graphics and choppy animations; action is minimal.	If you like puzzle games of the Myst variety, you'll certainly enjoy this.	<b>81%</b>
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Johnny Mnemonic September '95	Sony Imagesoft, 2400 Broadway Avenue, Suite 550, Santa Monica, CA 90404, (310) 449-2999	It's a step in the right direction for IM games.	Substantial system requirements; initially confusing; not much replay value.	An acquired taste; if you're a traditionalist who shuns the video movement or have a slow system, forget it!	<b>80%</b>
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Judge Dredd October '96	Acclaim Entertainment 1 Acclaim Plaza, Glen Cove, NY 11542-2777 (516) 656-5000	Cool concept borrowed from the film.	Boring graphics, fussy controls, and forgettable gameplay.	A cookie-cutter side-scroller that doesn't explore the potential excitement of its big-budget film license.	<b>38%</b>
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Jump Raven September '94	Paramount Interactive, 700 Hansen Way, Palo Alto, CA 94304, (415) 812- 8255	Nice graphics and voice acting; a lot of work went into creating this game.	Little variation in background graphics, in-flight dialog, and gameplay.	Die-hard arcade fans will probably love it, but others may not feel they're getting their money's worth.
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**76%**

Jungle Strike June '95	Gremlin Interactive, 2551 N. Clark Street, Suite 496, Chicago, IL 60614, (312) 244- 0040	Good, solid, shoot-'em-up action.	The action can get repetitive, and the sound is pretty thin.	If you like shooters, this one's worth checking out.
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**74%**

Jurassic Park May/June '94	Ocean, 1855 O'Toole Avenue, San Jose, CA 95131, (408) 289- 1411	Solid graphics and two types of gameplay.	The action quickly becomes repetitive.	There are much better action games out there.
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**54%**

Kingdom O' Magic June '96	Philips Media, Inc., 10960 Wilshire Blvd., 7th Flr., Los Angeles, CA 90024 (310) 444-6500	Funny dialogue; the unexpected is the only thing you can count on.	Non-linear gameplay can leave you lost; the need for lots of backtracking makes it tedious at times.	The quirky adventure has comedic flair. If you like off-beat games, pick it up.	<b>71%</b>
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Kingdom: The Far Reaches September '95	Interplay Productions, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-GAME	Excellent sound and music. It'll make you nostalgic for Dragon's Lair.	It's repetitive, frustrating, and almost arbitrary in the many ways it kills you.	It just doesn't seem to have been made by people who play games.	<b>60%</b>
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Kingdoms of Germany August '94	Realism Entertainment, 6N 522 Pine Street, Bensenville, IL, 60106	The game's easy-to-learn, easy-to-use interface gets you into the fray fast.	There's not much in the way of chrome, and the relative simplicity of gameplay limits overall complexity.	A good, solid wargame-- although perhaps not as detailed as it could be.	<b>77%</b>
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Kingmaker July '94	Avalon Hill, 4517 Hartford Road, Baltimore, MD 21214, (410) 254-9200	An historical soap opera in the best blood-and-guts tradition.	So-so graphics and steep base memory requirements; complex gameplay will frighten newcomers.	A great game for hard-core strategy fans that has the added value of unraveling a confusing historical area.	<b>81%</b>
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Kings' Quest VII: The Princeless Bride March '95	Sierra On-Line, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757- 7707	Sierra always delivers pretty, enjoyable graphic adventures.	The interface doesn't leave much for the gamer to do, and the save-game method stinks.	It's not the best graphic adventure--or even the best in the KQ line--but it's fun and pretty and not too hard.	<b>84%</b>
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Knight's Chase Sept. '96	I-Motion, 1341 Ocean Avenue, Box 417, Santa Monica, CA 90401, (800) 443- 3386	Graphically stunning; detailed and historical story line; simple interface.	Obscure puzzles require a lot of luck; bad camera angles; occasionally poor voice acting.	If the puzzles weren't so poorly done, it would be a fantastic adventure. As it is, it's probably best to wait for the next Time Gate game.	<b>60%</b>
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Knight Moves March '96	Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (800) 695-4263	Interesting concept that mixes chess- style thinking with arcade reflexes.	The 3D interface is awkward; the no- frills manual and lack of features makes this as slim as some shareware releases.	More fun than <i>Under Pressure</i> , or <i>Endorfun</i> , but it's not <i>Tetris</i> .	<b>65%</b>
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Last Bounty Hunter November '95	American Laser Games Inc., 4801 Lincoln Road NE, Albuquerque, NM 87109 (800) 880-1718	Fun arcade action, plenty of challenge, and lots of bad guys to shoot.	Some scenes are ridiculously difficult; the acting occasionally gets <i>too</i> cheesy.	If you're a fan of ALG shooters, or looking for some mindless arcade action, check it out.	<b>72%</b>
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Last Dynasty November '95	Sierra, PO Box 3404, Salinas, CA 93912 (800) 757-7707	It tries really, really hard to do something different and stylish.	Play is confusing, uneventful; sound, video are below par.	The story is just a mess; the action is nothing special; and the adventure game is a muddle.	<b>60%</b>
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Lawnmower Man, The May/June '94	Sony Electronic Publishing, 2400 Broadway Avenue, Suite 550, Santa Monica, CA 90404, (310) 449-2999	Sounds great; lots of animation; addictive.	32-color palette; no saved games--three strikes and you're out.	An intriguing, but flawed, first effort. Wait for the 256-color sequel that'll be released later this year.	<b>67%</b>
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Legend of Kyrandia, Book 3: Malcom's Revengem, The January '95	Virgin Interactive, 18061 Fitch Avenue, Irvine, CA 92714, (714) 833-8710	Great characterizations; simple interface.	So-so graphics except in the Windows Mode; interface can get in your way.	Tricky puzzles; hilarious dialog; no single right way to win; provides a challenging and entertaining adventure.	<b>88%</b>
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Lemmings Chronicles, The March '95	Sony Interactive.	Challenging puzzles; lots of levels.	New interface doesn't measure up to the classic.	Fans of previous Lemmings will still want to add this to their collection. Newbies should try the earlier games.	<b>77%</b>
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Lemmings Paintball Sept. '96	Psygnosis, 919 E. Hillsdale Blvd., 2nd Floor, Foster City, CA 94404 (800) 438-7794	Colorful graphics, easy to use interface and addictive gameplay.	Difficult puzzles in later levels. Half- realized multi- player games.	Psygnosis creates a wonderful new dimension of Lemmings fun that's every bit as challenging as the original games.	<b>80%</b>
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LineWars II December '94	Safari Software/Epic Megagames, 10406 Holbrook Drive, Potomac, MD 20854, (301) 983-9771	The use of light and shading is effective and eye-catching.	Controlling your ship is difficult, and the game screen is so dark that it becomes hard to even see the targets.	With so much good shareware out there, there's no sense in bothering with this.	<b>50%</b>
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Lion March '96	Sanctuary Woods, 1825 S. Grant St., San Mateo, CA 94402, (415) 286-6000	Another fine and intriguing simulation of predators in the wild.	There's still not much to do between meals.	As <i>Doom II</i> is to <i>Doom</i> , <i>Lion</i> is to <i>Wolf</i> . It's more of the same, but well worth playing.	<b>86%</b>
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Lital Divil January '95	Philips Interactive, 11111 Santa Monica Boulevard, Los Angeles, CA 90025, (310) 444- 6600	A great title character; varied gameplay; and nice graphics and sound.	Meandering labyrinths can get tiring; some game elements are often repeated.	You'll love that cute lital divil despite what he may have done to end up in hell.
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86%

Little Monster at School October '94	Living Books, P.O. Box 5144, Novato, CA 94948, (800) 776- 4724	Excellent graphics and music provide long-term interest for kids.	It doesn't make advances over other Living Books; a little more educational content would be nice.	This is a program you'll really enjoy exploring with your kids.
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89%



Live Action Football April '95	Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129, (408) 985-1700	A quick, pretty dose of NFL action; good video and excellent audio play-by-play.	Video plays quickly become repetitive.	Kids will love it, but serious football fans may lose interest.
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75%

<p>Lode Runner: The Legend Continues November '94</p>	<p>Sierra On-Line, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757- 7707</p>	<p>Easy to learn but very tough to stop playing; perfect mood music and captivating character animations.</p>	<p>A modem-support option would give the head-to-head mode much more replay value.</p>	<p>Great fun for puzzle fans and arcade fiends alike--a real winner!</p>	<p><b>85%</b></p>
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<p>Lords of Midnight February '96</p>	<p>Domark, 1900 South Norfolk St., Ste., 110 San Mateo, CA 94403 (415) 513-8929</p>	<p><i>Lords of Midnight</i> does have an interesting idea or two.</p>	<p>Bad sound, bad graphics, bad interface, impenetrable gameplay.</p>	<p>An absolute mess.</p>	<p><b>40%</b></p>
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<p>Lords of the Realm November '94</p>	<p>Impressions Software, 222 Third Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500</p>	<p>A good balance between micro and macro management.</p>	<p>The battlefield screens could stand a bit of enhancement.</p>	<p>Lords of the Realm has all the ingredients, and in the right proportions, to satisfy anyone interested in historical simulations.</p>	<p><b>91%</b></p>
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<p>Los Angeles Times Crossword Puzzles May '95</p>	<p>Random House Electronic Pub., 201 E. 50th Street, 3rd Floor, New York, NY 10022, (212) 940- 7393</p>	<p>Super-friendly interface; tournament play option.</p>	<p>It is just a crossword game; non-abecedarians need not apply.</p>	<p>For crossword lovers, L.A. Times is a whole lot of entertainment at a great price.</p>	<p><b>74%</b></p>
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Lost Eden June '95	Virgin Interactive Entertainment, 18061 Fitch Avenue, Irvine, CA 92714, (714) 833-1999	Beautiful graphics; wonderful music; and an original setting.	Lurking behind the innovative premise are some old adventure-game cliches.	If you're looking for something different and genuinely entertaining, Lost Eden is your paradise.
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89%



Lunicus December '94	Paramount Interactive, 700 Hansen Way, Palo Alto, CA 94304, (415) 812- 8200	Nice graphics, sound, and music with lots of explosions.	Incredibly repetitive combat sequences; doesn't coexist peacefully with QEMM memory manager.	The lack of variety in gameplay gives this one little replay value. If you do stick with it to the end, you'll be glad it's over.
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55%

M4: Sherman Tank Simulator July '94	Deadly Games, 312 E. 23rd, New York, NY 10010	Combat and navigation are easy to master.	Gameplay is very repetitive, and the graphics and sound do nothing to suspend your disbelief.	There's a good game here somewhere, but it's crippled by lifeless graphics and repetitive gameplay.
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48%

<p>Maabus June '95</p>	<p>Microforum Inc., 1 Woodborough Avenue, Toronto, Canada M6M 5A1, (416) 656- 6406</p>	<p>The graphics and animation aren't too bad.</p>	<p>A sluggish interface; vague documentation; and a zillion unavoidable deaths.</p>	<p>Buy it if you like flashy graphics and don't care about gameplay-- otherwise, steer clear.</p>	<p><b>55%</b></p>
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<p>Machiavelli the Prince July '95</p>	<p>MicroProse Software, Inc., 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771-0440</p>	<p>One of the best powermonger games around.</p>	<p>It is a revamped, repackaged title.</p>	<p>Colorful, complex, addictive, and subversive! Play with a friend (while you still have one...).</p>	<p><b>84%</b></p>
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<p>Mad Dog McCree II: The Lost Gold October '94</p>	<p>American Laser Games, 4801 Lincoln Road NE, Albuquerque, NM 87109, (800) 880- 1718</p>	<p>Good video, good acting and music; you'll need a calculator to keep track of the body count.</p>	<p>It doesn't take long to finish even if you play all three games.</p>	<p>It doesn't have a lot of replay value, but it's a real kick while it lasts.</p>	<p><b>78%</b></p>
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<p>Magic Carpet April '95</p>	<p>Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404-2064, (415) 571-7171</p>	<p>Amazing graphics; terrific sound and action.</p>	<p>No way to save a game in the middle of the level, which can take hours to complete.</p>	<p>There's a whole lot of game here, and it's all excellent. Magic Carpet may well become the talked-about game for 1995.</p>	<p><b>95%</b></p>
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Magic Carpet 2 December '95	Electronic Arts 1450 Fashion Island Blvd., San Mateo, CA 94404- 2064 (415) 571-7171	A great game made better with new visual effects and loads of new spells.	Some of the visual effects get tiresome. The game doesn't forge as much new ground as it might have.	More of what you liked in the original - and then some.
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88%



Majestic July '96	Piranha Interactive Publishing, 1839 West Drake, Suite B, Tempe, AZ 85283 (602) 491-0500	Sharp graphics; nice sound effects; efficient interface.	Long CD accesses, short game time and weak puzzles.	A few peculiar puzzles add stamina to an otherwise uninspired game, but only if you're really bored.
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52%

Manic Karts August '96	Virgin Interactive 18061 Fitch Avenue, Irvine, CA 92714 (800) 847-4607	Sharp graphics; upgrade system lets you improve your cart.	No crashes, no bounces. It's just high-speed graphics bumping into each other through impossible turns.	Unless you just can't live without another arcade racer, don't bother.
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59%

Martian Chronicles February '96	Simon & Schuster Interactive, 175 Fifth Ave., Suite 2122, New York, NY 10010 (970) 339-7137	The Ray Bradbury interviews are interesting and provide some appeal.	Stunningly boring, cliche'd, lifeless, and bland.	A tragic waste of brilliant source material.
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49%

Master of Magic January '95	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771-0440	Fantasy world has a vast array of races, spells, and combat units.	Uninspired sound; graphics could be better; and the artificial intelligence routines are sub-par.	A powerful mix of empire building, wizardry, and combat.	<b>83%</b>
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Mavis Beacon Teaches Typing for Kids December '94	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883-3000	Kids will easily identify with the charming main character.	The actual typing exercises are presented against an environment that can be distracting to kids.	Kids who enjoy the main character will learn to type, but there are better children's typing tutorials on the market.	<b>75%</b>
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Mechwarrior 2 September '95	Activision, 11601 Willshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473-9200	Cinema-quality visuals and sounds; silky-smooth control; demanding missions.	Demanding system requirements for hires modes; full-fledged net gaming will have to wait.	If you can only play one battling-robot game a year, make sure it's this one.	<b>93%</b>
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MegaRace July '94	The Software Toolworks (now known as Mindscape), 60 Leveroni Court, Novato, CA 94949, (415) 883-3000	Psychedelics tracks alone are nearly worth the price.	The cars handle like motorized shopping carts; aside from different track designs, there's not much variety in gameplay.	If you like non-stop action and killer graphics, you'll love MegaRace.	<b>83%</b>
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Menzoberranzan February '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901, (408) 737-6800	Good graphics and sound, and, eventually, a good plot.	Hack, slash, hack, slash. Are we having fun yet?	A solid engine, and a good premise, but is combat oriented in early levels and takes its sweet time getting to the narrative elements.	<b>85%</b>
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Merchant Prince May/June '94	QQP, 495 Highway 202, Flemington, NJ 08822, (505) 837-5447	If smooth, addictive gameplay packed with skull-duggery appeals to you, this game's for you.	The graphics aren't anything to write home about.	With its balanced gameplay, Merchant Prince is one of the best new trading games around.	<b>85%</b>
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Metal Marines May '95	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883-3000	Delightful graphics and animation; fast and furious action.	Solo play is too damn fast for you to enjoy all the details.	Excellent for modem play; a bit too frustrating in the solo mode.	<b>63%</b>
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Metaltech:  
Battledrome  
April '95

Sierra On-Line,  
3380 146th Place  
S.E., Suite 300,  
Bellevue, WA  
98007, (800) 757-  
7707

The ability to play  
over modem or  
network.

Mediocre graphics  
and shell; repetitive  
combat scenarios.

Rather uninspired  
and a sore  
disappointment  
after the terrific  
EarthSiege; head-  
to-head could sell  
this to dedicated  
modern players.

**65%**

Metaltech:  
EarthSiege  
March '95

Sierra On-Line,  
3380 146th Place  
SE, Suite 300,  
Bellevue, WA  
98007, (800) 757-  
7707

Plenty of action and  
a wide degree of  
control.

Hard to master the  
controls; some  
overly difficult  
missions.

A super battling  
robots game;  
undoubtedly the  
best on the  
market; a  
challenging but  
rewarding game.

**90%**



Micro  
Machines 2  
October '96

GameTek, 2999  
Northeast 191st  
St., Suite 500,  
North Miami  
Beach, FL 33180  
(305) 935-3995

Going against a  
friend head-to-head  
is a blast; excellent  
track editor.

Lacks network  
options; all multi-  
player action has to  
be played off the  
same PC.

Good clean fun.  
That's the reason  
it's been around so  
long, it's a good  
game.

**80%**

Microcosm July '94	Psygnosis, 675 Massachusetts Avenue, Cambridge, MA 02139, (617) 497- 7794	Fluid animation and a good soundtrack keep the game moving.	Frustration levels are high, and the gameplay value is low.	It could only appeal to the hard- core arcade- shooter fans, but there's not enough gameplay on display for that crowd.	<b>45%</b>
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Microsoft Space Simulator March '95	Microsoft, 1 Microsoft Way, Redmond, WA 98052-6399, (206) 882-8080	Stunning high-res graphics; realistic approach to space travel.	Poor or non- existent sound; the interface can be awkward and confusing.	Solid science combined with a sense of wonder equals an entertaining, educational way to explore the galaxy.	<b>84%</b>
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Millennia: Altered Destinies January '96	Take 2 Interactive 1004 Ligonier St., Latrobe, PA 15650 (412) 539-3077	Innovative approach combining time- travel, strategy, and narrative elements.	Some sense of frustration over how to deal with certain problems or dead ends. Awkward and unnecessary combat sequences.	A refreshingly different type of narrative science- fiction game.	<b>88%</b>
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Millennium Auction August '94	Eidolon, 5716 Mosholu Avenue, Riverdale, NY 10471	Lavishly rendered solid 3D character, surreal animation and lovely digitized photos flesh out this engaging sim.	Little variation from game to game.	A believable game world that's entertaining and (gasp!) educational; much fun for CD-ROM owners.	<b>79%</b>
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Mirage October '95	Atlantis Interactive, 15127 Califa Street, Van Nuys, CA 91411, (818) 908-9663	The graphics are pretty.	Stilted video, puzzling transitions, bad acting, and clumsy interface make it almost painful to play.	Nice visuals aren't enough to save this disjointed, confusing game.	<b>47%</b>
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Mission Critical February '96	Legend Entertainment, P.O. Box 10810, 14200 Park Meadow Dr., Chantilly, VA 22021 (703) 222-8500	Fine graphics and sound, silky interface, good acting, exceptional script.	Inadequate online help, a bit too much corridor-prowling between the more intense sequences, and an anti-climatic ending.	A mature and thought-provoking adventure that plays the way a good science fiction novel reads.	<b>85%</b>
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MissionForce: CyberStorm October '96	Sierra P.O. Box 3404, Salinas, CA 93912 (800) 757-7707	Slick production value, no-nonsense mission structure, and lots of options.	Hex-based movement is a pain; steep learning curve; limited multi- player excitement.	A solid and demanding strategy game that's every bit as exciting as the real-time shoot-'em-ups.	<b>82%</b>
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Monopoly CD-ROM December '95	Virgin Interactive 18061 Fitch Ave., Irvine, CA 92714 (714) 833-9710	Super smooth animations, Internet play, slick interface and plenty of options.	It is, after all, still a board game conversions, and so ultimately has a flat feel.	We bet that even Monopoly-haters will be charmed by this clever and well-executed game.
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90%



Monopoly Deluxe November '94	Virgin Interactive, 1806 Fitch Avenue, Irvine, CA 92714, (714) 833-8710	Smooth VGA graphics and enchanting animations; change the rules to suit you.	Some of the animation is repetitive and merely slows down game play.	Enjoyment for gamers of all ages and skill levels.
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85%

Monty Python and the Quest for the Holy Grail October '96	7th Level Inc. P.O. Box 832190, Richardson, TX 75083-2190 (214) 437-5531	Lots of Python for the Python lover.	Not much game play. Finding necessary items is a pixel hunt on the screen.	Only the most dedicated Python fan would play this game. Otherwise, just rent the film.
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47%

Mordor November '95	TDA, 720 132nd St. SW, Suite 202, Everett, WA 98204	Plenty of stats-heavy roleplaying for gamers who miss the classics.	Almost no graphics or sound to speak of; very little gameplay apart from combat.	This is a dungeon crawl from the old school, but it's worth a look from the uninitiated.
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68%

Mortal  
Kombat  
May/June '94

Ultratech, 584  
Broadway, New  
York, NY 10012

Great fighting  
action; clever  
graphics; and near-  
perfect gameplay.

A little bit too violent  
for some people--  
but hey, it's a  
fighting game.

If you've been  
burned by  
watered-down IBM  
action in the past,  
here's your chance  
to make up for it!

91%



Mortal  
Kombat 3  
October '95

Acclaim  
Distribution Inc.,  
71 Audrey  
Avenue, Oyster  
Bay, NY 11771,  
(516) 624-9300

Network options;  
more special moves  
than you can shake  
a bloody spine at.

The look and feel of  
the Mortal Kombat  
series is getting a  
little stale.

Yet another  
excellent arcade  
experience from  
the king of fighting  
games.

89%



Mortal  
Kombat II  
May '95

Acclaim  
Distribution Inc.,  
71 Audrey  
Avenue, Oyster  
Bay, NY 11771,  
(516) 624-9300

All of the blood and  
gore and gameplay  
of the arcade  
version; excellent  
control with a  
gamepad.

If you've already  
spent a fortune in  
quarters playing  
MKII, you won't find  
anything new here.

A great arcade  
fighter that makes  
the transition to the  
PC with no  
compromises.

86%

Multimedia Celebrity Poker September '95	New World Computing, Inc., P.O. Box 4302, Hollywood, CA 90078-4302, (818) 889-5650	Nice full-motion video footage; simple and intuitive interface.	Motions and comments by the stars become repetitive very quickly, so there's not much replay value.	Don't expect to stay up late nights with this one.	<b>58%</b>
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Myst May/June '94	Broderbund, 500 Redwood Boulevard, Novato, CA 94948, (415) 382- 4567	Graphics, sound, and gameplay that pull you in and never let you go.	It's a crap shoot as to whether your particular hardware set up combo will bring even more woe to Myst Island.	Finally a game that validates the hype of CD-ROM. If you were looking for a reason to move up to those silvery little discs, this is it.	<b>95%</b>
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NASCAR Racing February '95	Papyrus, 35 Medford Street Somerville, MA 02143, (617) 868- 5440	Great graphics; stirring sound; hair- raising action.	A mid-range 486 is barely adequate to run the game, even in standard VGA mode.	If you're a race fan with a fast computer, your life simply isn't complete without NASCAR Racing.	<b>94%</b>
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National Lampoon's Blind Date December '94	Trimark Interactive, 2644 30th Street, Santa Monica, CA 90405-3009, (310) 392-3243	Realistic depiction of the tribulations of strategic naval command.	Limited appeal, and the usual drawbacks of the Windows environment.	An entertaining revival of the "dating simulation" concept.	<b>74%</b>
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Navy Strike February '96	Empire Interactive, 4 Professional Drive., Ste 123, Gaithersburg, MD 20879 (301) 216-9707	Good graphics, campaign mode adds new dimension.	Bewildering keystrokes, m enus; unrealistic flight models.	With its emphasis on fun air combat and the intriguing Command Module, <i>Navy Strike</i> is a good introductory sim.	<b>80%</b>
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NBA Live '95 June '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA, (415) 571-7171	You name it. Every about NBA Live '95 is a treat for the eyes and ears.	You can't edit players, and coaching and strategy options are limited.	If you're a hoops fan, and you have a high-end machine, you shouldn't be without this game.	<b>90%</b>
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NBA Live '96 May '96	Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA (415) 571-7171	Brings expansion teams, a player- creation feature, on- the-fly play-calling, and multiple camera angles to an already great game.	Too many blocked shots and out-of- bounds passes; tricky to find a good camera angle; steep hardware requirements.	A great simulation that can be enjoyed on a variety of levels.	<b>88%</b>
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NCAA: Road to the Final Four 2 February '95	Bethesda Softworks, 1370 Piccard Drive, Rockville, MD 20850-4304, (301) 926-8300	Three seasons of NCAA tournament fields; handsome graphics and some exciting action.	Choppy animation; awkward coaching interface.	If you've been waiting for a good basketball sim, Road to the Final Four 2 is definitely worth a look.	<b>80%</b>
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Need for Speed November '95	Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404 (415) 571-7171	Great hi-res graphics; cool videos of the cars.	Limited number of tracks; no crashes; the single-player mode gets old.	If you've been looking for a slick action game with the right mix of realism and arcade gameplay, look no further.	<b>84%</b>
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New Horizons July '95	KOEI Corp., 1350 Old Bayshore Hwy., Suite 540, Burlingame, CA 94010, (415) 348- 0500	Plenty of variety gives this one a good replay value.	Way too cutesy, with cliched dialogue, videogame-looking graphics, and little real challenge.	Light, lively entertainment, but nothing new; not for the serious strategist.	<b>68%</b>
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NFL Pro League Football October '95	MicroSports, One Northgate Park, Suite 103, Chattanooga, TN 37415, (800) 937- 7737	Lots of players, teams, and statistics; accurate and lightning-fast replay results.	Rough animations; sparse sound effects.	As a number cruncher, this is a solid football sim, but if you demand graphics as well, you can do better.	<b>76%</b>
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NFL Quarterback Club '96 May '96	Acclaim Entertainment, 1 Acclaim Plaza, Glen Cove, NY 11542-2777 (516) 656-5000	Unprecedented degree of control on the field; great animations; an extensive playbook.	Lack of trades or a draft; simulations of historic games only support one player.	The best action- oriented football sim yet.	<b>90%</b>
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NHL '96 December '95	Electronic Arts 1450 Fashion Island Blvd., San Mateo, CA 94404- 2064 (415) 571-7171	Knockout graphics, thrilling sound effects, modem options and the best hockey action around.	Some camera angles don't give the optimum view of the rink; steep system requirements.	If you love hockey or sports games in general, be sure and add this one to your collection.
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90%



NHL Hockey '95 January '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404-2064, (415) 571-7171	Professional presentation and great game play.	There's not much other than improved game presentation and stats to separate this from the original NHL Hockey.	If you don't own the original, this is as good as it gets. If you do, try before you buy.
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90%



NHL PowerPlay '96 August '96	Virgin Interactive 18061 Fitch Avenue, Irvine, CA 92714 (800) 847-4607	Fast-paced action; detailed player animations.	The look and feel of <i>NHL PP '96</i> may seem a bit dated.	For accurate and controllable hockey without excessive extras, <i>NHL PP '96</i> is one of the best hockey sims on the market.
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86%

Nigell Mansell's World Championship July '94	Gremlin Graphics, 2-4 Carver Street, Sheffield, England	Driving is a snap because you couldn't wreck if you tried.	There's no real challenge whatsoever; racing has never been this tedious.	There are much better driving sims around.
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40%

Noctropolis February '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404-2064, (415) 571-7171	Gorgeous SVGA graphics and challenging but fair puzzles.	The dialogue could have used another pass through the typewriter, and the acting is strictly amateur.	Noctropolis is a solid adventure set in an intriguing and visually stunning world.	<b>82%</b>
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Normality Sept. '96	Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (714) 553-6655	Slick navigation interface and generally good puzzles.	Dialog falls flat at times; may be too easy for some gamers; annoying hero.	Some good fun in the "I want to be Sam & Max when I grow up" vein.	<b>80%</b>
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Nothing But Net! Pro League Basketball November '94	Strategic Gaming Designs, 659 Cary Towne Boulevard 176, Cary, NC 27511, (919) 552-1807	The draft and playbook features are as good as you'll find.	Lack of a schedule creator makes for a lot of needless work; no real NBA players used; gameplay is slow.	Nothing But Net! is a good coaching simulation, but it's shortcomings are too serious to justify a recommendation.	<b>64%</b>
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Novastorm February '95	Arcade Shooter, 675 Massachusetts Ave., Cambridge, MA 02139, (617) 497-7794	A good shooter; uses CD-ROM enhancements instead of being limited by them.	No save features; not everyone likes shooters, and that's all this is.	A refreshingly simple and effective CD-ROM title.	<b>85%</b>
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Old Time Baseball February '96	Stormfront Studios, P.O. Box 11686, San Rafael, CA 94912 (800) 245-4525	Beautiful graphics, especially the stadiums.	A few bugs and some questionable statistical results.	A couple of errors keep this from being a perfect game.	<b>82%</b>
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One Must Fall: 2097 February '95	Epic MegaGames, 10406 Holbrook Drive, Potomac, MD 20854, (301) 983-9771	Excellent moves and variety; just the thing for bloodless carnage.	Repetitive commentary following each bout; the graphics aren't particularly exciting.	Grab your gamepad and buy yourself some Band-aids because your thumbs are gonna get sore!	<b>84%</b>
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Operation Airstorm April '95	Expert Software, 800 Douglas Road, Coral Gables, FL 33134, (305) 567- 9990	The computerized model-assembly instructions are kind of neat.	Stupid narrative context; crude flight models; awful explosion graphics; cretinous AI.	Experienced gamers beware; for the budget- conscious novice only.	<b>45%</b>
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Operation Body Count February '95	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131, (305) 373-7700	Having comrades that you control is nice, and one of the best ideas we've seen.	The flat, cardboard- cutout enemies are bad enough, but why does every floor have to look so much alike?	Check it out if you're a fan of the genre, but there's really nothing new here.
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64%

Operation Crusader December '94	Avalon Hill, 4517 Hartford Road, Baltimore, MD 21214, (410) 254- 9200	A superb and wonderfully playable war game. It rules.	Disappointingly terse Tobruk scenario if you play the Allied side.	There are few PC wargames, past or present, that are able to reach a comparable level of excellence.
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94%



Operation Europe December '94	KOEI Corp., One Bay Plaza, Suite 540, 1350 Bayshore Highway, Burlingame, CA 94010, (415) 348- 0200	The battlefield scenes are very good.	Complex, arbitrary rules will discourage novice gamers while veteran grognards will find the game risable in the extreme.	If you accept the game on its own terms, it can be quite entertaining; but it is not a serious simulation by any stretch.
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64%

Origamo  
August '94

QQP, 495  
Highway 202,  
Flemington, NJ  
08822, (505) 837-  
5447

One of the better  
Tetris-style games.

If your mouse is  
sluggish, you'll be  
frustrated; limited  
number of puzzles.

Plenty of options  
make it accessible  
to all skill ranges,  
and the  
backgrounds and  
music spice things  
up nicely.

**78%**

Orion  
Conspiracy  
September  
'95

Domark Software,  
1900 S. Norfolk  
Street, San  
Mateo, CA 94403,  
(415) 513-8929

An intriguing plot,  
and a fairly good  
cast of characters.

Sparse animation;  
lots of poorly written  
dialogue; and weak  
voice acting.

If you can endure  
the game's slow  
pace, there is a  
good mystery to  
solve.

**50%**

Outpost  
September  
'94

Sierra On-Line,  
3380 146th Place  
S.E., Suite 300,  
Bellevue,  
Washington  
98007, (800) 757-  
7707

Unbelievable  
graphics; fantastic  
sound; addictive  
and ever-changing  
gameplay.

Windows slows it  
down, and there  
isn't enough info in  
the manual to get  
you started on your  
first colony. Might  
be hard for first-  
timers.

If you're a strategy  
fan, you most own  
Outpost. Period.

**93%**



Pacific Strike  
August '94

Origin, 12940  
Research  
Boulevard, Austin,  
TX 78750, (512)  
335-5200

The story setting  
makes for a great  
flight-sim  
environment, and  
there are tons of  
great planes to fly.

Poor frame rate;  
touchy controls;  
and confusing  
setup instructions.

Hold off until a CD-  
ROM version  
comes out. It's  
bound to be the  
best choice.

**70%**

Panthers in the Shadows December '95	HPS Simulations P.O. Box 3245, Santa Clara, CA 95055-2345 (408) 554-8381	Unexcelled realism and detail. A serious tool for study and a formidable game.	Drab graphics, wretched sound effects; demands a high level of commitment.	Overwhelming for casual wargamers; hardcore gamers will love its complexities.
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78%

Panzer Dragoon May '96	Sega of America, 255 Shoreline Dr., Redwood City, CA 94065, (800) 872- 7342 (USA- SEGA)	Great looking graphics (at a distance); more interaction than most rail-shooter games.	Graphics get blocky at close range; frustrating delays on all but the fastest PCs.	If you've already got the Edge 3D, <i>Panzer Dragoon</i> is a good addition to the lineup.
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70%

Panzer General February '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086, (408) 737-6800	A beautiful, superbly balanced, hyper-addictive war game.	May be deemed too populist by the crustier grognards.	The best wargame since Empire--and we certainly can't think of any higher praise for a game.
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93%



Paparazzi!  
Tales of  
Tinseltown  
October '95

Activision, 11601  
Wilshire  
Boulevard, Suite  
1000, Los  
Angeles, CA  
90025, (310) 473-  
9200

Original idea; some  
funny riffs about  
Hollywood.

Tasteless jokes;  
repetitive  
gameplay; little  
interaction; not  
much challenge.

It would be too  
nice to say that it's  
mind-numbingly  
entertaining--it's  
actually just plain  
mind-numbing.

47%

PBA Bowling  
May '96

Bethesda  
Softworks, 15235  
Shady Grove Rd.,  
Ste. 100,  
Rockville, MD  
20850, (301) 926-  
8300

Great bowling  
action; intuitive  
interface, nice  
graphics.

Lack of multi-player  
options or  
computerized  
opponents.

*PBA* is a one-of-a-  
kind simulation,  
and great fun for  
fans of the sport --  
but you may tire of  
the solo action  
before the beer  
frame.

70%

Perfect  
General II  
August '95

Quantum Quality  
Productions, 495  
Highway 202,  
Flemington, NJ  
08822, (908) 788-  
2799

A beautiful,  
addictive, smooth-  
playing game with  
terrific replay value.

The manual is a  
disgrace and fails to  
explain adequately  
a number of  
elements.

A sequel worth the  
wait! It will make  
you long for those  
days of playing  
with toy soldiers. A  
masterpiece.

91%



PGA Tour '96  
December '95

Electronic Arts  
1450 Fashion  
Island Blvd., San  
Mateo, CA 94403-  
7578  
(800) 245-4525

Spectacular  
graphics, sound,  
gameplay. Good  
difficulty levels.

You'll need a  
Pentium to  
overcome the slow  
load times. More  
courses would be a  
welcome addition.

If you love the  
game of golf, this  
is a duffer's  
delight.

90%



PGA Tour Golf 486 December '94	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571- 7171	Outstanding graphics; real PGA pro playing partners; the best golf sounds yet.	Runs slow on all but the fastest machines.	PGA Tour Golf 486 is a serious contender--in fact, we'd say it's the current leader.
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**90%**



Phantas- magoria November '95	Sierra, PO Box 3404, Salinas, CA 93912 (800) 757- 7707	Amazing graphics, a genuinely suspenseful ending, and a cat named Spazz.	Generally poor acting, a little too easy for veteran adventurers.	<i>Phantasmagoria</i> proves that a full- motion video extravaganza <i>can</i> be a good game.
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**88%**



Philip Marlowe: Private Eye October '96	Byron Preiss Multimedia Co., 24 West 25th St., New York, NY 10010 (212) 989- 6252	Wonderful animation, superior voice action, very easy to complete.	It's not much of a game; low interactivity; for novices only.	If you're a fan of Marlowe, it might be worth checking out. But don't expect a lot of gaming goodness from your investment.
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**60%**

Pinball Illusions January '96	21st Century Entertainment Inc. P.O. Box 415 Webster, NY 14580 (716) 872-1200	New display options, great pinball action and controls; authentic sights and sounds.	Can't change display options during gameplay; four tables may not be enough for some.	If pinball is your thing, you can't go wrong with Pinball Illusions.
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**87%**



Pitfall: The Mayan Adventure November '95	Activision, 11601 Wilshire Blvd., Suite 1000, Los Angeles, CA 90025 (310) 473-9200	A solid arcade game that runs well under Windows 95.	Jerky animation on slower machines; there are simply better games in this genre.	A promising first outing for Windows 95 arcade games.	<b>75%</b>
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Pizza Tycoon June '95	MicroProse Software, Inc., 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771-0440	A detailed strategy/resource game graced with good graphics; it's practically an alternative career.	It's practically an alternative career...	If you like nano-management tasks and hanker to own a chain of restaurants, by all means go for it.	<b>65%</b>
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Planet Soccer October '94	Infogrammes, 1341 Ocean Avenue, Box 417, Santa Monica, CA 90401	Great graphics; full team rosters; and plenty of options.	Bad documentation; awkward view of the action; and vague player control.	With all its stats and options, it has plenty of strengths--but you have to contend with a lot to enjoy them.	<b>70%</b>
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Police Quest: S.W.A.T. March '96	Sierra On-Line, 3380 146th Place S.E., Suite 300, Bellevue, WA 98007, (800) 757- 7707	Good graphics, interface; the ability to choose multiple careers.	Finishing a given scenario is tough.	The emphasis on proceedure over gameplay brings an intriguing idea to a halt. Only wannabe police officers need apply.	<b>70%</b>
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Pool Champion June '96	Mindscape 88 Rowland Way, Novato, CA 94945 (415) 897-9900	A unique adventure mode keeps it interesting.	Stilted dialogue; an arcade-style interface.	It's no <i>Virtual Pool</i> , but it's well worth a look.	<b>67%</b>
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Power August '95	Power Games International, 280 West 4800 South, Murray, UT 84107, (800) 671- 6333	Good strategy game with simple rules; a potential for complex strategy.	No "chrome" on this one; just bare- bones graphics and sound.	As a player-vs.- computer strategy game it's OK, but the real strength is in modem, network, and internet play.	<b>75%</b>
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Power Poker October '94	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571- 7171	Great new graphics and a million extra features add depth to a classic game.	The graphics seem a little spartan, even while you play in SVGA mode.	A great game if you're into playing all those crazy poker variations, but only fair to middlin' if you ain't.	<b>79%</b>
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Powerhouse September '95	Impressions, 222 Third Street, Suite 0234, Cambridge, MA 02142, (617) 225-0500	Engaging mix of economics, strategy, and dirty deeds; good interface; detailed SVGA graphics.	Long-term play seems redundant. Modest video quality adds little to game.	A good game for business sim fans and SimCity aficionados, but others might find it a bit of a yawn.
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80%

Primal Rage December '95	Time Warner Interactive 674 Sycamore Dr., Milpitas, CA 95035-0782 (408) 433-3999	Killer graphics and animation, cool soundtrack, and enough hidden moves and goodies to satisfy hard-core arcade fans.	You need 16MB RAM and a 486/66 to see this game at its best; pulling off some of the special moves on a four- button pad is tough.	If you like fighting games, buy this one.
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90%



Prisoner of Ice November '95	I-Motion, 1333 Ocean Ave., Suite J, Santa Monica, CA 90401 (310) 576-1888	A good mix of challenging puzzles; some of the cinematic sequences are nice.	Poor voice-acting; timed puzzles are unnecessarily frustrating.	A quirky adventure game that's only for the die-hard Lovecraft fan.
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73%

Pro League Baseball September '94	Micro Sports, One Northgate Park, Suite 103, Chattanooga, TN 37415, (800) 937-7737	A potentially solid combination of stats replay and action graphics.	The game locks up a lot, and the thin manual isn't much help.	Micro Sports supports their products, so there's a good change this game could be excellent once they work out the kinks.	77%
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Pro Pinball: The Web August '96	Empire Interactive 4 Professional Drive, Ste. 123, Gaithersburg, MD 20879 (301) 916-9302	A well designed table, sharp graphics, and detailed touches make it close to the real thing.	There's just the one table to play on; sound effects are sparse.	One of the best pinball games out there.	81%
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Promised Land August '96	Virgin/EMI, 1290 Avenue of the Americas, New York, NY 10104 (310) 260-4776	The rockumentary videos will be of interest to fans.	Confusing world exploration, uninteresting puzzles.	This is a bunch of New Age mumbo-jumbo wrapped in music videos and a crummy <i>Myst</i> clone.	45%
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Psychic Detective April '96	Electronic Arts, 1450 Fashion Island Blvd, San Mateo, CA 94402 (415) 571-7171	This is an effective interactive movie, with good acting and an intriguing plot.	With its repetitive nature and low interactivity quotient, it's not much of a game.	As PC games go, <i>Psychic Detective</i> is one heck of a movie.	77%
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Psychotron November '94	Merit Studios, 13707 Gamma Road, Dallas, TX 75244, (800) 238- 4277	The quality of the video is fairly good, as is the acting.	Veterans will find little challenge in this very linear adventure. The save-game routine is clumsy.	Another stab at "interactive movies" falls short of the hype.
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**57%**

Pure Wargame July '95	Quantum Quality Productions, 495 Highway 202, Flemington, NJ 08822, (908) 788- 2799	Good-looking; sweet-playing; drenched in authenticity.	So-so replay value (only seven battles); shoddy- looking documentation.	If you're at all interested in airborne operations, don't pass this one by.
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**82%**

Pursue the Pennant August '94	Pursue the Pennant, P.O. Box 19703, Greensboro, NC 27419	Full rosters, realistic results and stats-- and all in a flexible, easy-to-play game.	The company could have spruced up the display a bit. But nah, why bother?	You can't ask for anything more from a text-only baseball sim.
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**84%**

<p>Quake October '96</p>	<p>GT Interactive, 16 East 40th St., New York, NY 10016 (800) 434-2637</p>	<p>Great graphics; animated 3D monsters; excellent multi-player options..</p>	<p>Nothing really new in terms of gameplay or technology; unfriendly save feature; no automap.</p>	<p>Quake isn't destined to revolutionize action games, but it's a very good first-person shooter from the guys who invented the genre.</p>	<p><b>90%</b></p>
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<p>Quarantine December '94</p>	<p>GameTek, 2999 Northeast 191st Street, Suite 500, North Miami Beach, FL 33180, (305) 935-3995</p>	<p>Super-fast action; lots of cool weapons and plenty of enemies to use them on; nice sound effects.</p>	<p>Some will think the action is repetitive; EMM386 compatibility problems can make it tough to run.</p>	<p>A high-octane addition to anyone's gaming library--it rocks!</p>	<p><b>92%</b></p>
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<p>Quarterback Attack March '96</p>	<p>Digital Pictures, 1825 South Grant St., San Mateo, CA 94402, (415) 345-5300</p>	<p>Decent video and a straightforward interface; learning to read defenses and time your passes provides a challenge.</p>	<p>It doesn't take long to start seeing the same clips over and over; playing for and against the same teams means things get old fast.</p>	<p><i>QBA</i> provides a few kicks, but the video-based format kills any replay value.</p>	<p><b>60%</b></p>
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<p>Qwirks November '95</p>	<p>Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501 (800) 695-4263</p>	<p>A good no-brainer; surprisingly addictive; cute little pieces will amuse youngsters.</p>	<p>Useless story line; gameplay challenging only to young players; there's nothing new here.</p>	<p>If you're looking for a good game for young kids, or a brainless time- killer for yourself, pick up a copy of <i>Qwirks</i>.</p>	<p><b>73%</b></p>
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Raptor: Call of the Shadows September '94	Apogee Software, 3960 Broadway, Suite 235, Garland, TX 75043, (800) 276-4331	Satisfies the appetite for destruction and looks good doing it.	Like all shooters, it gets a bit repetitive after a while.	This one's about the best-looking PC shoot-'em up around.	<b>82%</b>
Ravenloft May/June '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	Great graphics; plenty of options; nice cut-scenes; new horror-setting adds much.	Weapons, spells, attributes, etc., all getting very familiar now.	One of SSI's best AD&D-based games; packed with character; featuring just enough novelty; very nicely put together.	<b>82%</b>
Ravenloft: Stone Prophet July '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901, (408) 737-6800	The same great engine, sounds, graphics, and design as in the other titles in this series.	No surprises or innovations; material is very familiar.	This type of game seems almost retro now, but if you still like first-person RPGs, it's certainly a good one.	<b>79%</b>
Rayman June '96	Ubi Soft Ltd., Bridge House, 11 Creek Rd., Hampton Court, Surrey KT89BE	Great animation; lots of variety; precise play control.	Could be too challenging at high levels; chances to save can be few and far between.	Rayman is undoubtedly one of the best arcade-style games for the PC.	<b>83%</b>

Rebel Assault II February '96	LucasArts, P.O. Box 10307, San Rafael, CA 94912, (800) 782-7927	Great cutscenes, sound-track, effects; entertaining story.	Almost no interactive fun; ridiculously short gameplay.	If you want Star Wars, get <i>X-Wing</i> or <i>TIE Fighter</i> . If you want a challenging arcade game, look elsewhere.	<b>65%</b>
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Red Crystal May/June '94	QQP, 495 Highway 202, Flemington, NJ 08822, (505) 837- 5447	Your goals are clear, the interface is simple, and you'll be ready to play in no time.	The game won't blow you away with innovations.	It's fun, fast and addictive, but not particularly complex.	<b>75%</b>
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Red Ghost June '96	Empire Interactive, 13220 Wisteria Dr., Bay N-2 Germantown, MD 20874 (301) 916-9302	Diverse gameplay; many options; the chance to step in when things get tough.	Coarse terrain graphics. Limited to single-player action.	A competent, enjoyable game, especially if you liked <i>Midwinter</i> and its sequels.	<b>71%</b>
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Red Sky at Morning July '94	Simulations Canada, P.O. Box 452, Bridgewater, Nova Scotia, Canada, B4V 2X6	Realistic depiction of the tribulations of strategic naval command.	Poor documentation; minimalist graphics; can be off-putting.	Naval combat buffs might get their money's worth--but all others should steer clear of this anachronism.	<b>62%</b>
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Relentless: Twinsen's Adventure January '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404-2064, (800) 254-4525	Great look; extremely easy to use interface; and nice sound effects.	Cartoonish storyline; poor voice acting; and a clumsy save-game feature.	Beyond the few flaws, Relentless: Twinsen's Adventure is a pretty unique--and enjoyable-- game.	<b>82%</b>
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Renegade: Battle for Jacob's Star May '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086, (408) 737-6800	Great-looking graphics and some interesting roleplaying elements.	Long waits for data to load are frustrating; much of the in-flight speech is meaningless.	It has some nice touches, but lots of little flaws weaken the overall package.	<b>75%</b>
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Renju December '94	Denver Software Development Company, 1401 17th Street, Suite 1400 Denver, CO 80202, (303) 298- 1722	Simple to learn, but its tough AI makes it a challenge to master.	Minimal graphics and sound; nothing here will attract anyone other than hard-core strategy gamers.	Proves that simple and easy don't always go hand-in- hand.	<b>71%</b>
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Retribution April '95	Gremlin Interactive, 2551 N. Clark Street, Suite 496, Chicago, IL 60614, (312) 244- 0040	Good graphics; high degree of challenge and action.	Missions get very hard very fast; narrative pretext is vapid; interactive sense is ludicrous.	It's a good, solid, shooter--no frills, but lots and lots of intense bang- bang.	<b>71%</b>
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Return Fire July '96	Time Warner Interactive, 674 Sycamore Dr., Milpitas, CA 95035-0782 (408) 433-3999	Enough strategic elements to keep it interesting.	Cartoony graphics; lacck of modem or network support.	The single-player game is good; the s;lit-screen tow- player game is a real throwback.	<b>64%</b>
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Return of Arcade May '96	Microsoft, 1Microsoft Way, Redmond, WA 98052-6399, (206) 637-9309	Dead-on representations of classic arcade games.	Four classics just aren't enough; these games don't stand up to today's best titles.	If you just want a quick break in between printing spreadsheets, <i>RTA</i> is great.	<b>69%</b>
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Return to Ringworld October '94	Tsunami Media, Inc., 48677 Victoria Lane, Suite 201, Oakhurst, CA 93644	An expansive game-world; challenging gameplay; true to Niven's works.	The Ringworld landscape is a bit overwhelming, and the graphics could be better.	True Niven fans--and anyone looking for an enormous new world to explore--will enjoy this one tremendously.	<b>88%</b>
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Reunion November '94	Merit Studios, 13707 Gamma Road, Dallas, TX 75244, (800) 238-4277	Reunion's exploration, colony building, and military strategy provide its depth.	Takes a loooong time to get to the good stuff. Too much time is spent with busy work.	An interesting, accessible game undetermined somewhat by a slow beginning and too much micro-management.	<b>72%</b>
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Revolution X October '96	Acclaim Entertainment 1 Acclaim Plaza, Glen Cove, NY 11542-2777 (516) 656-5000	The soundtrack is done by Aeorsmith, the head villainess is named Headmistress Helga, who can resist a name like that?	Just about everything else.	If you buy it, don't blame us.	<b>25%</b>
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Richard Scarry's Best Neighborhood Ever and Busiest Neighborhood Ever September '94	Activision, 11601 Wilshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473-9200	The programs are true to Richard Scarry's style and are very nicely animated.	The graphics are so-so with the kind of jaggies we used to see years ago; little depth.	Both neighborhoods will engage children through words and pictures, but parents will wish each disc had more activities.	<b>73%</b>
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Riddle of Master Lu December '95	Sanctuary Woods 1825 S. Grant Street, San Mateo, CA 94402 (800) 943-3664	Great graphics, great puzzles, and a fantastic story that most gamers will love to spend time with.	No real deviation from standard graphic adventure format.	If you love graphic adventure, you'll find your heart's desire here.
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91%



Ripper May '96	Take 2 Interactive, 1004 Ligonier St., Latrobe, PA 15650, (412) 472-2000	Great graphics, a challenging variety of puzzles, and a simple interface.	Puzzles can be too tough; there's a lot of over-acting, even from the professionals; it takes forever to get from one place to another.	If you've got tones of patience and love tough puzzles, you'll probably fun with this one. Otherwise, make sure you pick up a hint book when you buy the game.
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72%

Rise & Rule of Ancient Empires, The July '96	CyberDreams, 23586 Calabasas Rd., Ste. 102, Calabasas, CA 91302 (818) 223-9990	Easy to use sliding buttons; luscious animated cutscenes; network play.	No map editor, less than informative unit status bar.	A decent, playable simulation of ancient empires.
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70%

Rise of the Triad June '95	Apogee Software, Ltd., 3960 Broadway, Suite 235, Garland, TX 75043, (214) 278-4670	Huge, complex levels; rich multi-player features; the option to tone down the violence for the kiddies.	Mediocre graphics and a distinct 2D feel. There's nothing new here.	It's not a knockout, but it'll more than satisfy your most violent urges until something better comes along.
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81%

Road Warrior March '96	GameTek, 2999 Northeast 191st St., Suite 500, Aventura, FL 33180, (305) 935-3995	Superior graphics and sound plus a great story line set this one apart from the crowd.	Vehicle control can be awkward; too many missions end to early; inaccurate manual.	Mile-a-minute action with a snott-nosed attitude I like it!
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89%



Robinson's Requiem October '94	ReadySoft, 30 Wertheim Court, Suite 2, Richmond Hill, Ontario, Canada, L4B 189, (905) 475-4801	A well-thought-out world that might have been interesting in another game.	Pixel lovers will find a lot to cherish here. These are big juicy pixels you can really sink your teeth into. It's pixelicious!	The meaningless wandering puts this one high on the frustration index.
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49%

Robot City November '95	Byron Preiss Multimedia Co., 24 West 25th St., New York, NY 10010 (212) 989-6252	Straight-forward and intensely atmospheric; wall-to-wall sound.	Sometimes slow; no way to skip conversations or animations you've already seen.	An original and entertaining adventure, but not for puzzle fanatics.
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82%

Romance of the Three Kingdoms: Wall of Fire May '96	Koei Corp., 1350 Old Bayshore Hwy, Suite 540, Burlingame, CA 94010, (415) 348-0500	The best graphics yet in the series; sieges are beautifully rendered.	Confusing interface; sad air of ennui hangs over the whole thing.	Koei should have stopped while they were ahead; this new version adds no luster to a classic series.	<b>60%</b>
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Russian Six Pack July '94	Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-4263	Six games in one; Windows environment makes for easy access.	Only two of the six are worth playing.	It may be from Russia, but Tetris it ain't. This collection will appeal to only especially dedicated puzzle gamers.	<b>54%</b>
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Sabre Team November '94	MicroLeague Interactive Software, Bellevue Building, Suite 201, 262 Chapman Road, Newark, DE 19702, (308) 368-9990	Easy to get into; novices may enjoy it for a brief period of time.	Serious flaws and impossibly jerky game-play; why should it cost 3 Action Points to turn my head?	This simulation simply does not measure up to the competition.	<b>49%</b>
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Sail Simulator October '95	Amtex Software Corp., P.O. Box 572, Belleville, Ontario, Canada K8N 5B2, (613) 967-7900	Accurately depicts all aspects of sailing.	Except for most of the fun.	An excellent instructional aid, but there's not much of a game here.	63%
Savage Warriors October '95	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883-5157	High-quality soundtrack; good variety of fighters; colorful backgrounds.	Blocky graphics and unconvincing animation; no way to reconfigure keyboard commands.	It just doesn't stand up to the current crop of fighting games.	65%
Screamer April '96	Virgin, 18061 Fitch Ave., Irvine, CA 92714 (714) 833-8710	Fast-paced action that never gets bogged down; rocketing these cares around the gorgeous VGA tracks is a blast.	There's little realism, few custom options, and no modem play; some veteran PC drivers may find it too easy.	If you just want to drive fast and not worry about the details, this is for you.	83%
Sea Legends October '96	Ocean of America, Inc., 1855 O'Toole Avenue, Suite D-102, San Jose, CA 95131, (408) 289-1411	Good naval combat and dueling scenes; story has some charm.	Cartoony graphics; absurd save function; obnoxious interface.	A derivative game with a cubersome interface, but with enough going for it to make it marginally competitive.	61%

Seaworthy August '94	Alliance Interactive Software, 1859 N. Pine Island Road 103, Plantation, FL 33322	These games should run fine on just about any machine. Deep in historical data and play options.	Graphics are just too dated and the games weren't top- of-the-line even when new.	Unless you just can't afford better, don't waste your money on these.	<b>55%</b>
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Sensible Soccer October '94	Everyware, 1119 Colorado Avenue, Santa Monica, CA 90401	Good control and fast action combine for fun gameplay.	Sub-par graphics and a lack of options may have you shelving this one before long.	A semi-realistic soccer simulation that's relatively easy to learn, but lacks replay value.	<b>62%</b>
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Serf City: Life is Feudal August '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	Good landscapes and engaging gameplay.	So-so character graphics; cluttered interface; only moderate depth.	Fun if you're unfamiliar with kingdom-building, but it needs more variety.	<b>75%</b>
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Settlers II Sept. '96	Blue Byte Software, 33 S. Roselle Rd., Ste. 210, Schaumburg, IL, 60193, (708) 539- 7950	Charming graphics; some clever variations on a classic theme.	One-dimensional micro-management invites fatigue, frustration.	If you've got a passion for resource- management, you could do worse; you could also do a lot better.	<b>65%</b>
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Shadow of the Comet August '94	I-Motion, 1333 Ocean Avenue, Suite J, Santa Monica, CA 90401, (310) 576- 1888	It can be a lot of fun to play, especially if you're a Lovecraft fan.	Primitive interface; the game never really delivers on its horror promise.	Steadfastly average gaming; it's not bad, though, and you might enjoy it There are a lot better games out there.	<b>59%</b>
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Shadows of Cairn June '95	Masque Publishing, Inc., P.O. Box 5223, Englewood, CO 80155, (303) 290- 9853	The graphics are nice.	What little there is to do in this game is extremely frustrating.	This one fails on just about every level--there's no story to speak of, and the action is slow and repetitive.	<b>40%</b>
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Shanghai II: Dragon's Eye December '94	Activision, P.O. Box 67713, Los Angeles, CA 90067, (310) 479- 5644	A faithful Windows adaptation of an old favorite means a whole new audience can enjoy this classic.	We would like to have seen a few more tile sets included.	The perfect nerve tonic for burned- out arcade freaks.	<b>79%</b>
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Shanghai: Great Moments July '95	Activision, 11801 Willshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473- 9200	Beautiful graphics; entertaining animations; challenging play.	Resource-hungry; long decompress times before new games.	The deluxe version of a popular puzzle game, Shanghai: Great Moments has something for everyone.	<b>81%</b>
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Shannara April '96	Legend Entertainment, P.O. box 10810, 14200 Park Meadow Dr., Chantilly, VA 22021 (703) 222- 8500	Sharp, hi-res graphics; a few challenging puzzles; solid interface and inventory system.	Frustrating combat interface, far too many easy puzzles.	Fans of the books won't like the simplified story, and gamers will find it too easy.	<b>72%</b>
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ShellShock June '96	U.S. Gold 303 Sacramento Street, San Francisco, CA 94111 (415) 693-0297	Plenty of stuff to destroy; network support gives it good replay value.	Poor joystick support; limited weaponry; too few savegame slots; and annoying in- game chatter.	Not the slickest game, but it has enough strategy and action to make it worth a look.	<b>74%</b>
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Shivers March '96	Sierra On-Line, 3380 146th Place S.E., Suite 300, Bellevue, WA 98007	Stunning graphics; good sound; well- conceived plot; a good variety of puzzles.	Doesn't deliver any real horror; lots of backtracking; not much character interaction.	Puzzle fans who enjoyed <i>Myst</i> have a new one to add to their collection.
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84%

Silent Hunter June '96	SSI 675, Almanor Ave., Suite 201, Sunnyvale, CA 94086-2901 (408) 737-6800	Slick graphics, great gameplay, realist control.	You can't play from the other side. Not enough diversity in the missions.	Simply a blast for anyone, from the dabbler to the true submarine buff.
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91%



Silent Steel December '95	Sigma Realmagic Interactive 46501 Landing Parkway, Fremont, CA 94538 (800) 494-8848	Excellent video (with MPEG hardware), acting, and writing make drama work well.	Wafer-thin game elements and very little replayability.	A surprisingly entertaining game, despite its lack of substance.
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75%

Silent Thunder June '96	Sierra 3380 146th Place S.E., Suite 300, Bellevue, WA 98007 (800) 757-7707	Gorgeous terrain graphics; lots of action.	Grossly inaccurate flight model; sluggish controls; and no printed manual. Ground- based targets can be very difficult to locate in some terrain.	As an action game, Silent Thunder's all right, as a simulation, it's a bust.
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70%

SimCity 2000 May/June '94	Maxis, 2 Theatre Square, Orinda, CA 94563, (510) 254-9700	Great new graphics and a ton of extra features add depth to a classic game.	It can take an awfully long time to get to a stage where you can enjoy some of the game's new options.	One of those rare games that presents a different challenge each time you play.
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95%



SimIsle January '96	Maxis 2 Theatre Square, Orinda, CA 94563-335 (510) 254-9700	Challenging mix of economic and environmental concerns.	Graphics and animations are dated; not enough action to keep the game engaging.	If you're a fan of Maxis sims, this is worth adding to your collection.
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82%

SimTower August '95	Maxis, 2 Theater Square, Orinda, CA 94563, (510) 254-9700	Good-looking SVGA graphics, and an interesting concept. Oh yeah, and little people to lord over.	Not enough to do, and not enough real challenge.	At first, you'll play it a lot. But then you'll figure out the strategy and find yourself just watching the thing.
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74%

SimTown September '95	Maxis, 2 Theater Square, Orinda, CA 94563, (510) 254-9700	There's a lot to explore and plenty of variety.	It can get boring if you don't take advantage of all the extra touches the program has to offer.	You learn valuable management lessons and have fun at the same time.	<b>76%</b>
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Skins Game at Bighorn December '95	Interplay 17922 Fitch Ave., Irvine, CA 92714 (714) 553-6678	Simple interface; decent sound effects.	Limited perspectives; incredibly easy to shoot low scores.	Unless you demand unrealistic scores from your golf games, don't bother with The Skins Game.	<b>45%</b>
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Skyrealms of Jorune: Alien Logic March '95	Strategic Simulations Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086, (408) 737-6800	Beautiful graphics and intriguing plotline.	Real-time combat and a so-so side view will turn off cerebral RPG veterans.	If you're tired of "more of the same" in RPGs, then you'll agree--Alien Logic is a breath of fresh air in a stale genre.	<b>83%</b>
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Slam City with Scotty Pippen May '95	Digital Pictures, 1825 South Grant Street, Suite 900, San Mateo, CA 94402, (415) 345- 5300	The full-motion video is high quality stuff.	Little interaction; lame acting; stereotypes straight out of "Sanford and Son."	It's just plain bad; even if you've got the hardware for the Pentium version, you'll want to stay out of Slam City.	<b>46%</b>
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Slipstream  
5000  
July '95

Gremlin  
Interactive, 2551  
N. Clark Street,  
Suite 496,  
Chicago, IL  
60614, (312) 244-  
0040

Fast-paced action  
and absolutely  
beautiful graphics.

Pretty steep  
hardware  
requirements;  
unfriendly game-  
saving feature.

Gremlin isn't  
known for  
knockout games,  
but they've got a  
real winner in this  
one.

89%



Smart Games  
Challenge 1  
Sept. '96

Grolier Electronic  
Publishing, 90  
Sherman  
Turnpike,  
Danbury, CT  
06816, (203) 797-  
3530

Plenty of variety;  
good puzzles.

Not every-one's cup  
of tea; limited  
replay value; no  
multi-player  
options; some  
puzzles are real  
stinkers.

Only brainiacs with  
time on their hands  
need apply.

68%

Soccer Kid  
October '94

MicroLeague,  
1001 Millersville  
Road, Lancaster,  
PA 17604, (717)  
872-6567

Sharp graphic  
detail; smooth  
animation; pleasant  
soundtrack.

Somewhat  
repetitive  
gameplay; may be  
a little difficult for  
beginners.

A good platform  
title if you're  
looking for some  
pretty mindless  
gaming.

75%

Solitaire Deluxe for Windows December '95	Interplay 17922 Fitch Ave., Irvine, CA 92714 (714) 553-6687	It's an easy-to-use adaption of the classic card game.	If you've never cared for solitaire, there's nothing here that'll change your mind.	If you want to play a whole slew of variations on solitaire, this is for you.
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75%

Space Bucks May '96	Sierra, 3380 146th Place S.E., Suite 300, Bellevue, WA 98007, (800) 757-7707	Good concept; clean, high-res graphics.	Economics model too basic for serious fans; puzzling interface takes getting used to.	Sim fans who demand detail, customizable options, and realistic economics, will be greatly disappointed.
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59%

Space Dude October '96	FormGen, 15649 Greenway- Hayden Loop, Scottsdale, AZ 85260-1750 (602) 443-4109	The box has one of those funny moving pictures that changes as you tilt it.	Installation, graphics, gameplay, music...	I hate to knock a family effort, but it must be done: This game stinks.
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19%

Space Hulk: Vengeance of the Blood Angels Sept. '96	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404-2064, (415) 571-7171	Sharp graphics, menacing atmosphere, and challenging squad-level excitement.	Demanding system requirements; occasionally tricky planning interface.	If you're a <i>Doom</i> fan looking for something with a lot more depth, look no further than Space Hulk.
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87%

Space Quest 6 September '95	Sierra On-Line, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757- 7707	Plenty of the puzzles and sci-fi jabs you've come to expect from the SQ series.	Annoying narration; the animation feels too cute for the subject matter.	It's not the best of the series, but it's something fans of the previous Space Quest games will want to check out.	<b>82%</b>
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Spaceship Warlock September '94	Reactor, 442 West Erie, Chicago, IL 60610	It doesn't take up any hard drive space; graphics are OK.	Boring, slow, and bereft of imagination; the lack of an install program costs this one 15 points right off the bat.	It's a drag, man, a real drag.	<b>40%</b>
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Spectre VR May/June '94	Velocity, P.O. Box 2749, San Francisco, CA 94126	Can be mucho fun when a lot of players compete on a network.	Weak graphics, and the one- and two- player games get tiresome pretty quick.	It this is Virtual Reality, I'm in no hurry to "jack in."	<b>68%</b>
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<p>Spycraft: The Great Game June '96</p>	<p>Activision 11601 Wilshire Blvd., Suite 1000, Los Angeles, CA 90025 (310) 473-9200</p>	<p>Innovative puzzles and top-notch video put <i>Spycraft</i> ahead of the pack.</p>	<p>A few of the puzzles fall flat: Internet-based content could be better.</p>	<p>An engrossing, unique adventure with top-flight production values.</p>
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89%



<p>SSN-21 Seawolf August '94</p>	<p>Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571-7171</p>	<p>Sweet graphics and sound; modem play gives it life beyond its 32 scenarios.</p>	<p>Stupid interface decisions; spotty AI; bad campaign mode; and some unrealistic elements.</p>	<p>An entertaining game, but one that could have been so much better.</p>
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75%

<p>Stalingrad May '95</p>	<p>Avalon Hill, 4517 Hartford Road, Baltimore, MD 21214, (410) 254-9200</p>	<p>The beautiful "World at War" engine has been refined even further.</p>	<p>Play balance is a problem in some scenarios; German forces placed in no-win situations.</p>	<p>It's got every feature seasoned wargamers want; also lets beginners jump right in.</p>
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95%



<p>Star Crusader November '94</p>	<p>Take 2 Interactive, 575 Broadway, New York, NY 10013, (212) 941-2988</p>	<p>A seductive, involving storyline; Unequaled degree of campaign control.</p>	<p>The space combat--the very core of the game--could be more satisfying.</p>	<p>This promising first title from Take 2 is a terrific and innovative addition to your sci-fi collection.</p>
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86%

<p>Star Rangers January '96</p>	<p>Interactive Magic, PO Box 13491 Research Triangle Park, NC 27709 (800) 789-1534</p>	<p>An exciting mix of strategy and combat keeps things cooking.</p>	<p>The linear nature of the campaign game robs the game of realism, as does the lack of character development.</p>	<p>If you're into space-combat games, check this one out.</p>
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**85%**

<p>Star Reach November '94</p>	<p>Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (714) 553-6655</p>	<p>Fairly challenging and varied computer opponents; nice two-player mode.</p>	<p>Graphics and sound effects are mediocre, and there are very few things to build.</p>	<p>A simple space- strategy game, but without the depth to keep you interested in the long run.</p>
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**70%**

<p>Star Trail: Realms of Arkania February '95</p>	<p>Sir-Tech, Ogdensburg Business Center, P.O. Box 245 Ogdensburg, NY 13669, (315) 393- 6633</p>	<p>Incredibly detailed roleplaying; tons of options and a crisp interface.</p>	<p>Complex play will most likely turn off newcomers to the genre; graphics can get a bit repetitive.</p>	<p>A great title for those who're tired of adventure games masquerading as RPGs--but not for the uninitiated.</p>
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**88%**



<p>Star Trek: DS9 - Harbinger June '96</p>	<p>Viacom New Media 1515 Broadway, New York, NY 10036 (800) 469-2539</p>	<p>Good story line, sharp graphics; full-speech from TV cast.</p>	<p>There's not much gaming going on; annoying arcade sequences and uninventive puzzles add nothing to experience.</p>	<p>A good license only counts for so much; if a game isn't fun to play, what's the point?</p>	<p><b>66%</b></p>
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<p>Star Trek: Judgment Rites May/June '94</p>	<p>Interplay, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-4263</p>	<p>Smooth play; excellent characters; clever storylines; a real Star Trek feel.</p>	<p>The space-combat scenes could be more realistic, and installing the game can be pretty time consuming.</p>	<p>Whether you're a true Trekker or a casual fan, you're going to enjoy this game.</p>	<p><b>90%</b></p>
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<p>Star Trek: Klingon July '96</p>	<p>Simon &amp; Schuster Interactive, 1230 Avenue of the Americas, New York, NY 10020 (800) 910-0099</p>	<p>Surprisingly good production quality, and a curiously amusing storyline...</p>	<p>...for an hour or so, until you've reached the end or are just plain bored of it all.</p>	<p>Even die-hard Trekkers will find their faith tested by this sorry cash-in.</p>	<p><b>35%</b></p>
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<p>Star Trek: The Next Generation: A Final Unity September '95</p>	<p>Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (510) 522-1164</p>	<p>The familiar faces, familiar voices--even familiar sound effects--ought to please any Trek fans.</p>	<p>The adventure game elements are a little too familiar, and at times this game is slow going.</p>	<p>If you loved the Next Generation, you want A Final Unity--just don't expect anything extraordinary.</p>	<p><b>74%</b></p>
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Starball  
July '96

GameTek, 2999  
Northeast 191st  
St., Suite 500,  
Aventura, FL  
33180  
(800) 426-3835

Whimsical and  
action-packed.

One, low-res table,  
and three balls per  
game.

Moderately  
entertaining, but  
it's not the best or  
most complete PC  
pinball game you  
can get.

58%

Steel  
Panthers  
December '95

SSI  
675 Almanor Ave.,  
Suite 201,  
Sunnyvale, Ca  
94086-2901  
(408) 737-6800

Beautiful to behold,  
easy to learn, and  
full of drama.

Inadequate manual  
(you'll definitely  
want to print out the  
READ.ME file!);  
artillery support  
system can be a  
little tricky to  
master.

One of the best  
tactical-level  
wargames ever  
designed for the  
PC.

90%



Stonekeep  
February '96

Interplay, 17922  
Fitch Ave., Irvine,  
CA 92714  
(800) 969-4263

Fantastic sound  
effects, nice  
graphics, intuitive  
and simple  
interface.

It's just not fun in  
the long term, and  
the graphics and  
sound can't carry it.

It's certainly not  
the best RPG out  
there, but if you're  
a roleplaying  
fanatic, it might be  
worth your while.

77%

Strife  
August '96

Velocity Inc.,  
P.O. Box 2749,  
San Francisco,  
CA 94126  
(800) 856-2489

Mission-based  
structure requires  
thought; good story  
line; nice  
modifications to the  
*Doom* engine.

Graphically inferior  
to other current  
first-person  
shooters; RPG  
elements are  
scarce.

*Strife* offers a lot in  
the way of a  
thinking-gamer's  
shooter.

**82%**

SU-27  
Flanker  
February '96

SSI, 675 Almanor  
Ave., Suite 201,  
Sunnyvale, CA  
94086-2901  
(800) 601-7529

Dynamic flight  
model, excellent  
missions and  
mission builder,  
challenging  
opponents, deep  
play.

Bugs, confusing  
interface, zero  
chrome.

If SSI does the  
proper patches for  
it, *SU-27* might just  
be the next classic  
air combat sim.

**78%**

Super Street  
Fighter II  
Turbo  
August '95

GameTek Inc.,  
2999 NE 191st  
Street, Suite 500,  
Aventura, FL  
33180, (305) 935-  
3995

Great graphics;  
solid control; white-  
knuckle fighting  
action.

All of this still isn't  
enough to bring a  
very old, 2D fighting  
game up to today's  
standards.

A great translation  
of the arcade  
game, if you're still  
interested in trying  
it.

**78%**

Superhero  
League of  
Hoboken  
October '94

Legend  
Entertainment,  
P.O. Box 10810,  
14200 Park  
Meadow Drive,  
Chantilly, VA  
22021, (703) 222-  
8500

Good, solid  
gameplay with a  
high level of  
difficulty and plenty  
of humor.

Mediocre graphics  
and sound;  
movement can  
become irritating  
during exploration.

An exciting mix of  
adventure and  
roleplaying; perfect  
for the gamer  
who's more  
concerned with  
gameplay than  
graphics.

**84%**

<p>SuperKarts August '95</p>	<p>Williams Entertainment, 16 East 40th Street, New York, NY 10016, (212) 686- 9432</p>	<p>Lots of tracks with clever hazards; good modem and network options.</p>	<p>On tough settings, you'll have a hard time keeping your cart on track; single-player mode gets repetitive.</p>	<p>If you're frustrated by the demands of NASCAR, SuperKarts is a sure-fire way to driving excitement.</p>	<p><b>83%</b></p>
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<p>System Shock January '95</p>	<p>Origin, 12940 Research Boulevard, Austin, TX 78750, (800) 245-4525</p>	<p>The most astonishing movement control in any game anywhere ever.</p>	<p>Some of the puzzles aren't very inspired; steep system requirements.</p>	<p>One of the finest, best-executed, and most enjoyable first-person RPG shooters ever; a landmark achievement.</p>	<p><b>96%</b></p>
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<p>TacOps July '96</p>	<p>Arsenal Publishing, Inc., 449091 Falcon Place, Ste. 108, Sterling, VA 20166-9531 (703) 742-3801</p>	<p>Good enough to be played by professional warriors.</p>	<p>Homely graphics may be a turn-off, and some gamers may find it overwhelming at first.</p>	<p>All the detail and authenticity you could ask for, plus tremendous replayability.</p>	<p><b>90%</b></p>
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Tank Commander August '95	Domark Software, 1900 S. Norfolk Street, San Mateo, CA 94403, (415) 513-8929	Some good features (way points, helicopter views), and multi- player action.	Inconsistent graphics and sound quality; thick headed crews; awkward controls.	A fair action game, but certainly not a sim or strategy title.
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**69%**

Tanks! War Game Construction Set July '94	Strategic Simulations Inc., 675 Almanor Avenue, Suite 210, Sunnyvale, CA 94086, (800) 601-7529	Incredibly friendly interface; virtually infinite replay value.	If you're not naturally fond of board wargames, this computerized adaptation isn't likely to convert you.	An old honorable style of wargame and loads of fun.
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**84%**

Technical Knockout Champion- ship Boxing August '96	Digital Lobster Co., 810 W. Amy Trail Road, Suite 280, Carol Stream, IL 60188 (800) 914-7583	Genuine arcade- style action at a bargain price.	The presentation is just a little outdated, and the juvenile theme wasn't really necessary.	While it's far from a true boxing sim, there's really nothing else like it for the PC.
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**62%**

TekWar February '96	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131 (305) 373-7700	Sharp, living game world with moving vehicles and innocent civilians.	Unsophisticated combat, inaccurate manual, tedious searches, and flat special effects.	It's a fun game to play on a high-end machine at least for a little while but it's no <i>Doom</i> - killer.
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**74%**

Tempest 2000 April '96	Atari Interactive, 1196 borregas Ave., Sunnyvale, CA 94089 (800) 462-8274	It's still <i>Tempest</i> -- a classic.	The graphics are dated, and it's no fun to control.	If you're looking for a PC version of <i>Tempest</i> , this is it -- but if you're looking for something to take <i>Tempest</i> to the next level, keep waiting.	<b>59%</b>
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Terminal Velocity October '95	Apogee Software, Ltd., 3960 Broadway, Suite 235, Garland, TX 75043, (800) 276- 4331	Highly playable, fast, and addictive with almost no learning curve.	Not much depth, but that's hardly a negative in this kind of game.	This is a great shoot-'em-up with lots of new worlds to destroy.	<b>86%</b>
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Terminator: Future Shock April '96	Bethesda Softworks, 1370 Piccard Dr., Rockville, MD 20850 (301) 926- 8300	Lots of action and a large environment to explore; killer sound effects.	Occasionally clumsy controls when driving. Poor automapping. No multi-player mode.	A solid action game with sharp graphics and an exciting and familiar world that gamers will love.	<b>84%</b>
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Terra Nova: Strike Force Centauri May '96	Looking Glass Technologies, 100 Cambridge Park Dr., Cambridge, MA 02140, (617) 441-6333	Multi-faceted gameplay, slick interface, and built- in mission builder.	Occasionally chunky graphics; some missions are extremely tough.	If you've got a thirst for first- person combat in a different vein, <i>Terra Nova</i> really delivers.
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90%



Terrace November '94	Siler/Siler Ventures, P.O. Box 2405, Lake Oswego, OR 97035, (503) 635- 6333	The rules are simple, and the play is lively.	Finding an equal opponent might be a challenge in itself.	Even with the Star Trek tie-in, it may not beat the Chess Checkers Backgammon barrier.
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75%

Terror T.R.A.X.: Track of the Vampire Sept. '96	Grolier Electronic Publishing, 90 Sherman Turnpike, Danbury, CT 06816, (203) 797- 3530	There's some genuinely creepy material here...	...but it's far too brief, with little interaction and even less replay value.	Wait for the TV movie and spare your A and B keys.
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38%

The Dark Eye August '96	Inscape, P.O. Box 251829, Los Angeles, CA 90025 (800) 741-3043	Truly inspired and evocative presentation of Poe's story.	Actual "game" content is lean; structure can be confusing.	A weird, wild, not altogether understandable nightmare journey, though not terribly interactive.
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80%

The Elk Moon Murder October '96	Activision, 11601 Willshire Boulevard, Suite 1000, Los Angeles, CA 90025, (310) 473-9200	High quality production of video sequences; fairly good acting; unique setting..	No replay value; lame murder mystery; doesn't add anything new to FMV game genre.	This is a good FMV game. Just don't expect to be entertained for very long.
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68%

The Muppets Inside Sept. '96	Starwave Corporation, 13810 SE Eastgate Way, Bellevue, WA 98005 (206) 957-2000	Colorful, entertaining, and extremely user-friendly.	It's the same old song; the better your system, the better the game performs.	You'd have to be either Statler or Waldorf not to enjoy this game.
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88%



The Pandora Directive October '96	Access Software, Inc. 4750 Wiley Post Way, Salt Lake City, UT 84116, (801) 359-2900	Deep, intricate plot; memorable characters; excellent acting all around.	Some puzzles are exasperatingly far-fetched and require much repetitious travel to complete.	This is a better game, in every respect, than its predecessor.
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90%



Theme Park September '94	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571- 7171	Terrific premise; great sound and graphics; more resource management than most strategy fans could hope for.	Annoying movement interface; control of the park is unreliable; little long-term play value.	A first-rate strategy game with some let-downs. Fans of SimCity will like it.	<b>79%</b>
Thexder April '96	Sierra, 3380 146th Place SE, Suite 300, Bellevue, Washington 98007, (800) 757- 7707	Good weapons variety; network and multi-player options.	Slow graphics, lackluster gameplay, confusing multiple windows.	If you're a side- scrolling fan, stick to <i>Earthworm Jim</i> or <i>Pitfall</i> .	<b>55%</b>
This Means War! April '96	MicroProse Software, Inc., 180 Lakefront Dr., Hunt Valley, MD 21030-22454 (401) 771-1151	Some of the explosion graphics are kinda neat...	Manual omits necessary information; interface is a muddle, graphics are primitive.	Go buy yourself a copy of <i>Command</i> & <i>Conquer</i> instead. You'll thank us.	<b>49%</b>
Thunderscape November '95	SSI, 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086 (408) 737- 6800	A new, innovative design with engaging gameplay.	Sound and graphics could have used a little more polish.	A fresh approach and a good start to SSI's new line. Considering the shortage of good RPGs, fans won't want to pass this one up.	<b>84%</b>

TIE Fighter October '94	LucasArts, P.O. Box 10307, San Rafael, CA 94912, (800) 969-4263	This is one of the most absorbing and satisfying PC games ever designed.	There are no add- on disks available-- yet.	If I were stuck on a desert island (with electricity and a PC) and could only have one game to play, I'd choose TIE Fighter.
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96%



Tigers on the Prowl August '94	HPS Simulations, P.O. Box 3245, Santa Clara, CA 95055	More guns and tanks than you can shake a panzer- faust at.	Let's face it--even Zhukov might get frustrated trying to move these units.	A wealth of detail, but badly in need of plastic surgery. Gameplay is cumbersome for all but hard-core wargamers.
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65%

Time Out Sports Baseball August '94	MicroLeague, 1001 Millersville Road, Lancaster, PA 17604, (717) 872-6567	Great graphics; games are quick, clever, and easy to learn.	Lacks depth, but that's to be expected from a product like this; the ump-baiting game is pretty silly.	A nice time-out from work.
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75%

Title Fight Pro Boxing for Windows February '96	Comp-U-Sports, 317 Stewart St., Saltsburg, PA 15681 (412) 845-7843	Lots of boxers; historically accurate; runs on just about any PC.	Canned commentary seems random and often inappropriate.	<i>Title Fight</i> is a realistic and comprehensive simulation for boxing fans who can live without flashy graphics.	<b>79%</b>
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Tony La Russa Baseball 3 July '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571- 7171	Outstanding graphics; solid stats; and dynamite career and league play.	CD-ROM access can be slow during menu transitions; the flow of action not as fluid as it could be.	All negatives aside, this is a crowning achievement in sports sims.	<b>95%</b>
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Top Gun: Fire at Will May '96	Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501, (510) 522-1164	Nice full-motion videos; slick tutorial missions; novice- friendly manual.	Hardware requirements are pretty steep; full-on graphic detail requires a premium computer; pixelicious terrain graphics.	A gentile introduction to flight sims that can still provide some punch for veteran flight jocks.	<b>87%</b>
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Torin's Passage April '96	Sierra, 3380 146th Place SE, Suite 300, Bellevue, Washington 98007, (800) 757- 7707	Wonderful graphics; simple control; hint button for tough puzzles.	Only a few tough puzzles. Seasoned players will finish it quickly.	It's great if you're looking for a game to share with your kid, but experienced gamers should find something more challenging.	<b>79%</b>
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Total Distortion March '96	Pop Rocket, 1320 7th Ave., San Francisco, CA 94122 (415) 731- 9112	Nice graphics, outstanding sound, and an offbeat sense of humor.	Some long loading time; bizarre premise and humor won't appeal to everyone.	<i>Total Distortion</i> is an entertaining and unusual rock- and-roll adventure.	<b>80%</b>
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Total Mayhem August '96	Domark, 1900 S. Norfolk St., Suite 110, San Mateo, CA 94403 (415) 616-2022	Nice graphics; good music; multi-player options (with Windows '95).	Extremely frustrating control problems; early and middle levels are too easy.	More than anything, the vexation factor drags <i>Mayhem</i> into the mediocrity zone.	<b>58%</b>
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Touche April '96	U.S. Gold, 303 Sacramento St., San Francisco, CA 94111 (415) 693-2097	Nice graphics, good voice-acting, and a humorous story line.	Long-winded dialog, a few obscure puzzles, and a finicky interface.	<i>Touche</i> is a satisfying adventure game that doesn't take itself too seriously.	<b>77%</b>
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Tracer October '96	7th Level Inc. P.O. Box 832190, Richardson, TX 75083-2190 (214) 437-5531	Decent graphics; good music; net multi-player add-on could add excitement.	Stark, bland playing field; tedious gameplay; nothing new.	After it's all said and done, it's just not addicting enough to hold your attention.
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55%

Transport Tycoon March '95	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771- 0440	You name it-- beautiful graphics, a near-perfect interface, and a chance to play god (or at least Andrew Carnegie).	The inadequate documentation is the game's only big drawback.	Buy it. Classic games like this don't come around often.
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91%



TriTryst April '96	Virgin, 18061 Fitch Ave., Irvine, CA 92714 (714) 833-8710	Good variety and challenging puzzle gameplay.	Replay value depends on what you want; puzzle games just don't have a lot of depth.	<i>TriTryst</i> is a fun little puzzle game that's every bit as addictive as <i>Tetris</i> .
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83%

Trivial Pursuit Interactive May '95	Virgin Interactive Entertainment, 18061 Fitch Avenue, Irvine, CA 92714, (714) 833-1999	It has potential for being a party game.	Not very interactive; too many missing pieces.	A flawed attempt to bring Trivial Pursuit into the 1990s.
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65%

Trophy Bass  
February '96

Sierra, 3380  
146th S.E., Suite  
300, Bellevue,  
WA 98007  
(800) 757-7707

Great graphics,  
plenty of options,  
and good fish AI.

The odd,  
"omnipotent  
fisherman"  
perspective isn't  
very realistic.

A great simulation,  
and a hell of a lot  
of fun.

90%



Tubular  
Worlds  
October '94

Dongelware  
Publishing, 35  
Howard Street,  
Cambridge, MA  
02139, (617) 497-  
1130

A good-looking,  
good-sounding  
shooter.

If you don't like  
shooters, there's  
not much here for  
you.

A lot of fun, but it  
seems pretty  
pricey for what you  
actually get.

75%

TuneLand  
July '94

7th Level, 5225  
San Fernando  
Road West, Los  
Angeles, CA  
90039

The sound and  
graphics are very  
well crafted.

There's not a whole  
lot to do in the  
program, and some  
of the voices are  
pretty hard to  
understand.

In spite of the  
admirably creative  
presentation,  
TuneLand could be  
more engaging  
than it is.

80%



TV Guide Multimedia Crosswords April '96	InterMedia, 3624 Market St., Suite 302, Philadelphia, PA 19104 (215) 387-0448	170 crosswords; handy hint features.	Confusing clues; lack of difficulty levels; poor use of multimedia; little challenge.	If you want to do a good crossword puzzle, why not pick up a newspaper?
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**53%**

Tyrian October '95	Epic Megagames, Inc., 10406 Hollbrook Drive, Potomac, MD 20854, (800) 972- 7434	Great graphics; non-stop action.	It's an excellent shooter, but there's no great depth hiding under the surface.	Gamers looking for a break from complex RPGs and simulations will welcome this fast-paced challenge.
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**87%**

U.S. Navy Fighters February '95	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404-2064, (415) 571-7171	Great attention to the details of naval flight operations.	A couple of minor techno-gaffes, plus a dire need for the latest CPU in existence.	If you've got the horses, this sim will really show you what being a naval aviator is really all about.
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**82%**

U.S.S. Ticonderoga June '95	Mindscape, 60 Leveroni Court, Novato, CA 94949, (415) 883- 3000	Super graphics provide a "you are there" feel as no other naval game has.	Game play is flawed, buggy, and confusing.	Harpoon 2 it ain't, but users looking for a warm, fuzzy naval warfare game might enjoy it.
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**64%**

Ultima VIII: Pagan May/June '94	Origin, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200	Great graphics, sound, storyline, and special effects.	The arcade emphasis is likely to turn off roleplaying fans, and the roleplaying elements will turn off arcade fans.	A really strange mix of gameplay that doesn't quite pay off.	<b>78%</b>
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Ultimate Backgammon May '95	Capstone, 501 Brickell Key Drive, 6th Floor, Miami, FL 33131, (800) 468-7226	The easy-to-use interface allows for a quick game without a lot of setting up.	No way for two players to compete at the same computer.	No hoopla here, just a solid game. Capstone took a simple concept and kept it that way.	<b>77%</b>
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Ultimate Challenge Golf March '96	Grolier Electronic Publishing, 90 Sherman Turnpike, Danbury, CT 06816, (203) 797- 3530	Unique golfer profiles and great graphics.	Not enough features to make it competitive; loong load times.	An interesting new take on golf simulations, but one that needs more to make it work.	<b>78%</b>
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Ultimate  
Domain  
July '94

The Software  
Toolworks (now  
known as  
Mindscape), 60  
Leveroni Court,  
Novato, CA  
94949, (415) 883-  
3000

It has some of  
everything--great  
graphics, strategy,  
and AI that will give  
you a run for your  
money.

The game tends to  
get unbalanced  
toward the end, and  
a few more sound  
effects would have  
been nice.

An all-round  
excellent title.

91%



Ultimate  
Football  
December '94

MicroProse, 180  
Lakefront Drive,  
Hunt Valley, MD  
21030, (410) 771-  
0440

Great-looking  
graphics, modem  
play; super  
playbook editor.

Choppy animation  
on all but the  
fastest machines;  
questionable  
statistical results.

A solid effort, but  
this isn't quite the  
ultimate football  
simulation.

83%

Ultimate  
Football 95  
November '95

MicroProse  
Software, 180  
Lakefront Dr.,  
Hunt Valley, MD  
21010 (410) 771-  
1151

Modem play; fairly  
low hardware  
requirements.

Dated-looking  
menus; it's too easy  
to beat the  
computer coach.

Perhaps the most  
complete package  
among football  
sims. You won't be  
disappointed.

84%

Under a  
Killing Moon  
January '95

Access, 4910 W.  
Amelia Earhart  
Drive, Salt Lake  
City, UT 84116,  
(800) 800-4880

Truly interactive  
video with great  
characters, script,  
and puzzles.

Low frame rates for  
slower computers  
and all-but-  
forgotten art of disk  
swapping.

It's a game that  
challenges and  
entertains; it  
leaves you wanting  
more of this  
believable virtual  
world.

92%



<p>Under Pressure December '95</p>	<p>Starhil Productions 139 Townsend Street, San Francisco, CA 94107 (415) 442-5000</p>	<p>Intriguing puzzles, super graphics.</p>	<p>Slow and unwieldy, unless you have some considerable horsepower in your computer.</p>	<p>Only high-end Windows '95 users who love puzzles need apply.</p>	<p><b>68%</b></p>
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<p>Unnecessary Roughness May/June '94</p>	<p>Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129, (800) 245-7744</p>	<p>Great graphics; an NFLPA license; and easy-to-use tools for creating custom leagues.</p>	<p>The football action is so unrealistic that it all but cripples the game.</p>	<p>Unless you don't care about realism, pass this one up. Although it looks great, it just ain't football.</p>	<p><b>64%</b></p>
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<p>Unnecessary Roughness '96 March '96</p>	<p>Accolade, 5300 Stevens Creek Blvd., San Jose, CA 95129, (800) 245-7744</p>	<p>Excellent arcade action and play design; good sound effects and graphics.</p>	<p>Steep hardware requirements.</p>	<p>Definitely a Super Bowl contender, and a nice alternative for action-oriented gamers who want to do more than coach.</p>	<p><b>84%</b></p>
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<p>Virtua Chess September '95</p>	<p>Titus Software Corp., 20432 Corisco Street, Chatsworth, CA 91311, (818) 709-3692</p>	<p>A powerful chess engine; sharp graphics and plenty of extras.</p>	<p>Players eager to gain insight into advanced techniques will be disappointed by the lack of a tutorial.</p>	<p>If you like a challenge, Virtua Chess is a surprisingly strong entry into the computer chess arena.</p>	<p><b>86%</b></p>
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Virtual Karts March '96	MicroProse, 180 Lakefront Dr., Hunt Valley, MD 21030-2245, (800) 879-7529	Menus are straightforward, network play can be fun.	Dodgy controls, high system requirements, oddball physics.	Even if you're a fan of go-cart racing, you'll probably be disappointed with <i>Virutal Karts</i>
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59%

Virtual Pool July '95	Interplay Productions, 17922 Fitch Avenue, Irvine, CA 92714, (800) 969-GAME	One of the most realistic and addictive sims ever.	Some of the multimedia stuff is bad and feels tacked on.	The pool engine is so impressive that everything else you get is just gravy. It will make you a better pool player.
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93%



Virtual Snooker June '96	Interplay 17922 Fitch Ave., Irvine, CA 92714 (800) 969-4263	A great simulation of a fantastic pool challenge.	Getting down the basics takes a while; minimalist sounds and music.	A ball-breaking good time for pool fans everywhere.
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82%

Vortex: Quantum Gate II April '95	Hyperbole Studios, 2225 4th Avenue, 2nd Floor, Seattle, WA 98121, (800) 693- 3253	Good concept, impressive acting; some strong visual ideas.	An embarrassingly gooey script; total "playing" time is two or three hours max, which ain't much.	If I want a sermon, thank you, I'll go to church.
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**59%**

Voyeur II October '96	Philips Media Inc., 10960 Wilshire Blvd., Los Angeles, CA 90024 (800) 340-7888	Soap-opera quality acting (which ain't saying much).	Little interaction; repetitive game play is frustrating; cheesy acting and story line.	TV offers plenty of trash, you don't need to waste your time on <i>Voyeur II</i> .
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**40%**

VR Soccer '96 August '96	Virgin Interactive 18601 Fitch Ave., Irvine, CA 92714 (714) 833-8710	It looks great, sounds good and has gallons of options.	Annoying control, inconsistent AI, and unhelpful camera views combine to frustrate rather than compel.	Under the glossy presentation, there's not enough to engage the would-be soccer fan.
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**58%**

War College, The July '96	GameTek, Inc., 2999 Northeast 191st St., Suite 500, Aventura, FL 33180 (800) 426-3835	Hyper-accurate and fascinating battle sims; detailed online reference library.	Only for serious military history students.	A deep, richly- textured program that makes a unique, provocation break from genre traditions.
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**82%**

Warcraft II:  
Tides of  
Darkness  
March '96

Blizzard, 19840  
Pioneer Ave.,  
Torrance, CA  
90503, (310) 793-  
0600

Diverse and  
challenging play;  
excellent mission  
editor; technically  
superb head-to-  
head play.

There's the usual  
occasional holes in  
AI, but nothing  
serious.

Engrossing  
strategy fun for the  
whole family.

96%



Warcraft:  
Orcs and  
Humans  
March '95

Blizzard  
Entertainment,  
P.O. Box 18077,  
Irvine, CA 92713,  
(714) 556-6671

Good graphics, two-  
player options, and  
unbeatable play  
value.

It's so addictive, it  
belongs on the  
FDA's controlled-  
substance list with  
Civilization and  
SimCity 2000.

If you like action,  
strategy or fantasy  
games, check out  
Warcraft. It doesn't  
get much better  
than this, folks.

92%



Warhammer:  
Dark  
Crusaders  
July '96

Mindscape, 88  
Rowland Way,  
Novato, CA 94945  
(415) 987-9900

Quality full-motion  
video; attractive  
SVGA graphics,  
intriguing squad-  
based combat.

Weak companion  
AI; sluggish  
controls; crude  
sound effects; no  
multi-player  
support.

*Warhammer* is a  
modest value, but  
it lacks the punch  
to set itself apart.

65%

Werewolf vs. Commanche December '95	NovaLogic 26010 Mureau, Suite 200, Calabasas, CA (818) 878-0325	Network and modern game-play, challenging if unrealistic missions.	Flight model and missions are simplistic, games a little too similar.	An excellent value for people looking to play a helicopter game head-to- head.
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**78%**

Wetlands January '96	New World Computing P.O. Box 4302, Hollywood, CA 90078	Gritty animation and graphic novel-style story-telling.	Touchy controls and action sequences that could've used some work.	If you really want arcade action with a story line, wait for Rebel Assault II.
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**73%**

Whiplash June '96	Interplay 17922 Fitch Ave., Irvine, CA 92714 (800) 969-4263	Varied, challenging, fun tracks; beautiful high-res graphics; network play.	Too slow in high- res; control is sometimes jumpy.	If you're a fan of arcade racing, you definitely want to pick up <i>Whiplash</i> .
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**81%**

Who Killed Brett Penance? November '94	Creative Multimedia, 513 NW 13th Avenue, Suite 400, Portland, OR 97209, (503) 241- 4351	Armchair detectives may be entertained for an hour or two.	No replay value; it's disappointing that suspect and witness stories remain consistent for all three cases.	Good multimedia elements, but there's not enough meat in this mystery title for experienced crime- solvers.
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**68%**



Who Shot Johnny Rock? September '94	American Laser Games, 4801 Lincoln Road NE, Albuquerque, NM 87109, (800) 880-1718	You couldn't ask for a simpler interface, and there's lot of bang-bang.	Games like this need good graphics--and Johnny Rock doesn't have 'em. Video-card compatible problems don't help either.	If you want a CD-ROM shooter, with live action video, pass this one up.	<b>59%</b>
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Wing Commander Armada September '94	Origin, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200	Solid arcade-like strategy and action; outstanding multi-player options.	In combat against the computer, the battles start to feel all too similar.	WC nuts will find a lot to like in Armada; everyone will enjoy battling friends head-to head via modem.	<b>88%</b>
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Wing Commander III: Heart of the Tiger March '95	Origin Systems, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200	A stunning visual and aural feast; good acting.	Requires the ultimate PC to work properly, and, on a dream machine, it features a long wait during mission loading.	A fantastic interactive experience blending drama and action so skillfully that it will redefine multimedia standards.	<b>96%</b>
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Wing Commander IV: The Price of Freedom May '96	Origin Systems, 5918 W. Courtyard Dr., Austin, TX 78730, (800) 245-4525	Incredible video sequences with Hollywood production values; greater variety in combat sequences.	Not much new in terms of gameplay; very demanding hardware requirements.	WCIV is a great science fiction movie that also happens to be fun to play.
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90%



Wingnuts December 95	Rocket Science Games 139 Townsend St., San Francisco, CA 94107 (415) 442-5000	Wonderfully goofy Easter eggs; a decent shooter with some interesting features.	Needs meat in gameplay; fuzzy controls.	If you're looking for the ultimate shooter, pass on Wingnuts, but if you enjoy fun surprises, pick it up.
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71%

Wings of Glory May '95	Origin Systems, 12940 Research Boulevard, Austin, TX 78750, (512) 335-5200	Wonderful graphics; superb sound; believable flight models; a corny- but-lovable narrative.	The primitive aircraft may be too ornery for some players.	The best WWI simulation ever; this one flies with the eagles.
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92%



Wipeout July '96	Psygnosis, 919 E. Hillsdale Blvd., Foster City, CA 94404 (800) 438-7794	Nice graphics and a pumping techno soundtrack.	Steep system requirements; no multi-player capabilities.	Not bad for h over- racing junkies with high-end systems, but serious gamers should look elsewhere..
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55%

Witchaven November '95	Capstone, 501 Brickell Key Dr., 6th Floor, Miami, FL 33131 (305) 373-7700	A good engine at work here; multi- player options greatly extend gameplay.	Limited character animations; close- quarters combat gets old pretty quickly.	Not a bad entry into the shooter arena, but it could've been better.
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82%

Wolf November '94	Sanctuary Woods, Suite 260, 1875 S. Grant Street, San Mateo, CA 94402, (415) 578-6349	Hours pass like minutes in this fascinating RPG for nature lovers.	In simulation mode, the game can get a little slow.	An unusual, entertaining game that gives genuine insight into one of nature's most magnificent and misunderstood creatures.
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88%



Woodruff & the Schnibble August '95	Sierra On-Line, 3380 146th Place SE, Suite 300, Bellevue, WA 98007, (800) 757- 7707	Looks great; fun and detailed storyline; solid, logical challenges.	Some characters are tough to understand; inability to skip through dialogs and animations gets tiresome.	A great graphic adventure, and further reason to praise Coktel Vision.
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90%



World Cup Golf April '95	U.S. Gold, 303 Sacrament Street, San Francisco, CA 94111, (415) 693-0297	It's pretty, and match-play options add variety.	There are so many little flaws, idiosyncrasies, and odd design choices that playing seems like a chore.	Not the best golf sim out there. Not even close.	<b>61%</b>
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World Hockey 95 September '95	Merit Studios, 13707 Gamma Road, Dallas, TX 75244, (800) 238- 4277	Training mode and penalty shots are welcome additions.	Retina-burning graphics; sluggish controls; and very weak AI.	Unless you're a die-hard fan of international hockey, steer clear of this one.	<b>53%</b>
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World Series of Poker July '94	Masque Publishing, P.O. Box 5223, Englewood, CO 80155, (303) 290- 9853	The strongest poker AI to date, plus you get to sit in on the World Series.	No tutorial option included; poor segue graphics.	One of the best poker sims on the market, and a true Las Vegas experience.	<b>86%</b>
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Worms March '96	Ocean of America, 1870 Little Orchard St., San Jose, CA 95125, (408) 298- 1411	Clever design, cute graphics, and loads of fun with more than one player.	Turn-based action is a bit slow against computer opponents.	<i>Worms</i> is a humorous and enjoyable take on strategy games, and fun for the whole family.	<b>82%</b>
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Wrath of the Gods July '94	Luminaria, 3288 21st Street, Suite 64, San Francisco, CA 94110	It has a load of puzzles, and the acting is good to excellent throughout.	Very choppy animation; moving between locales can take an eternity.	A good choice for novice or average games, but there's so much gameplay here that veterans can appreciate it too.	<b>79%</b>
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WuKung September '95	Abudoe Software Inc., 320 108th Avenue NE, Suite 500, Bellevue, WA 98004, (206) 462-8303	It's a promising idea. There's some nice cartoon animation, and the interface is easy to use.	Long loading times; terrible voice acting; lack of subtitles; etc.; etc.	Man, this game sure is bad...	<b>37%</b>
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WWF Wrestlemania February '96	Acclaim, 1 Acclaim Plaza, Glen Cove, NY 11542-2777 (516) 656-5000	Big characters, lots of moves, and nice control.	Two-dimensional feel, and no new characters to face in tournament mode.	Plenty of mat- slamming fun for the whole family.	<b>80%</b>
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X-COM  
August '94

MicroProse, 180  
Lakefront Drive,  
Hunt Valley, MD  
21030, (410) 771-  
0440

The gameplay is  
great. Custom  
characters, great  
storyline, and  
simple combat  
make it absorbing.

Graphics and  
sound are simple  
fare. It's not for  
those who want to  
be wowed by  
imagery.

Well worth  
buying--what it  
lacks in flash, it  
makes up for in  
playability.

88%



X-COM:  
Terror from  
the Deep  
July '95

MicroProse  
Software Inc., 180  
Lakefront Drive,  
Hunt Valley, MD  
21030, (410) 771-  
0440

It's almost a dead-  
ringer for last year's  
best strategy game.

That's just about all  
there is--there's  
very little new here.

If you're just dying  
for more X-COM,  
this is your game;  
but don't look for  
any major  
differences.

82%

You Don't  
Know Jack  
March '96

Berkeley  
Systems, 2095  
Rose St.,  
Berkeley, CA  
94709 (510) 549-  
2300

Clever trivia  
questions; clean,  
thoughtful design;  
hilarious categories.

There's not much  
replay value.

Trivia buffs will  
really dig it, and  
will find  
themselves  
coming back to it  
again and again.

84%

Z  
October '96

Virgin Interactive,  
1806 Fitch  
Avenue, Irvine,  
CA 92714, (714)  
833-8710

Looks great, and  
has plenty of  
originality to  
breathe some life  
into the genre.

Movement is  
sometimes  
annoyingly slow;  
ultimately limiting  
campaign structure.

A welcome  
addition to the  
genre which offers  
plenty to intrigue  
real-time  
wargamers and  
action freaks alike.

90%



Zapitalism Sept. '96	LavaMind <a href="http://www.lavamind.com">http://www.lavamind.com</a>	Highly original and creative game world; E-Mail Internet play.	Too many random factors and a lack of detail derail the economic gameplay.	Although amusing, it lacks the depth and sophistication of other business sims.	<b>60%</b>
Zeddus: Servants of Sheol July '96	Synergy Interactive, 444 DeHaro St., Ste. 123, San Francisco, CA 94107 (415) 437-2059	Some genuinely weird and unusual visual elements.	A tired <i>Myst</i> rip-off with a dash of lame bloodshed to goose the action.	Some intriguing elements are undermined by familiarity and lame gameplay.	<b>58%</b>
Zephyr March '95	New World Computing, P.O. Box 4302, Hollywood, CA 90078, (818) 889- 5650	Zephyr's sound effects and music are good.	Cluttered graphics, poor documentation, and a slight case of vaporware.	If Zephyr is any indication, New World should stay away from action games and stick to publishing good strategy and RPGs.	<b>48%</b>

Zeppelin April '95	MicroProse, 180 Lakefront Dr., Hunt Valley, MD 21030, (410) 771- 6411	Good concept; nice graphics; smooth gameplay.	Once you've played through WWI, you've seen and done all there is to see and do.	This coulda been a contender, if the idea was developed to the fullest; a paradigm of failed design.
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57%

Zig-Zag August '95	Quantum Quality Productions, 495 Highway 202, Flemington, NJ 08822, (908) 788- 2799	A classy brain- teaser that will challenge even the most experienced word-game maven.	The quest variants didn't turn me on, although others will surely respond differently.	A crossword puzzle with attitude--if you play one game and like it, you'll be hooked.
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85%

Zone Raiders April '96	Virgin, 18061 Fitch Ave., Irvine, CA 92714 (714) 833-8710	Excellent concept with fast and nimble vehicle physics.	Occasional graphics glitches. No modem play.	Fun, fun, fun 'til your daddy takes the T-Bird away.
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89%



Zork Nemesis July '96	Activision Inc., 11601 Wilshire Blvd., Suite 1000, Los Angeles, CA 90025 (800) 477-3650	Beautiful graphics, Z-vision 360-degree rotation, and puzzles that actually make sense in the context of the story.	There's little replay value, once you're finished, that's it. Some clues are hard to find.	It's pretty, it's spooky, and it's immensely entertaining.
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89%





Zorro June '95	Intracorp, 501 Brickell Key Dr., 6th Floor, Miami, FL 33131, (800) 468-7226	The full-motion video clips are pretty well done.	Poor control; boring graphics; and an ample supply of cheesy music.	You don't need this kind of frustration in a simple platform puzzler.
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**57%**

11th Hour April '96	Virgin, 18061 Fitch Ave., Irvine, CA 92714 (714) 833-8710	Looks and sounds great (with the proper hardware).	Puzzles still seem unrelated to the game's story; limited innovations are not worth the performance penalty.	A good puzzle game; lots of patience and a nitro-fuel burning PC recommended.
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**76%**

1830: Railroads & Robber Barons June '95	Avalon Hill, 4517 Hartford Road, Baltimore, MD 21214, (410) 254- 9200	A unique and entertaining approach to familiar subject matter.	The design is too focused; it doesn't allow the free- wheeling, open- ended gameplay it could.	A well-executed and entertaining game that sticks too close to its boardgame origins.
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**80%**

1942: Pacific  
Air War  
May/June '94

MicroProse  
180 Lakefront  
Drive  
Hunt Valley, MD  
21030  
(800) 879-7529

Great graphics;  
optional tactical  
control of carrier  
battle; lovely  
details.

Demanding  
hardware  
requirements for  
high graphic  
settings; thin sound  
effects.

A great simulation  
that both novice  
and veteran PC  
pilots can enjoy.

**95%**



3-D Ultra  
Pinball  
December '95

Sierra  
P.O. Box 3404,  
Salinas, CA  
93912  
(800) 757-7707

Great graphics;  
innovative table  
design gives more  
bang for the buck.

3-D Ultra Pinball's  
physics model may  
be too forgiving for  
pinball purists.

A fun alternative to  
traditional pinball  
simulations, and a  
great way to spend  
an afternoon.

**86%**

3D Lemmings  
January '96

Sony Interactive

A great new look,  
plenty of control  
options, and lots of  
levels that'll keep  
you busy for weeks.

The controls may  
be a little awkward,  
even for die-hard  
Lemmings fans.

3D Lemmings is  
an addictive  
puzzler that's a bit  
out of the norm.

**91%**



5th Fleet  
January '95

Avalon Hill, 4517  
Hartford Rd.,  
Baltimore, MD  
21214, (410) 254-  
9200

Ease of play masks  
the depth of  
authentic data in  
this game. Exciting  
scenarios; crisp  
graphics.

Lovers of high-tech  
micro-management,  
a la Harpoon, may  
find it too  
streamlined.

An elegant  
conversion of a  
board-gaming  
classic; a must-  
have for fans of  
naval war who  
relish action above  
all other elements.

**85%**

(The artist formerly known as Prince) Interactive September 94

Compton's New Media  
2320 Camino Vida Roble,  
Carlsbad, CA 92009  
(619) 929-2500

Great full-motion videos and two new jams.

The gaming is silly with sluggish movements and a total absence of interaction with the artist formerly known as Prince.

If you are a true fan, you should consider waiting awhile for this baby to be reduced in price before purchasing it.

**49%**

