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PC GAMER, Vol. 3, No. 1, January 1996

PC GAMER, Vol. 3, No. 2, February 1996

PC GAMER, Vol. 1, No. 1, May/June 1994

Cover Story: **The Future is Here!**

Will Origin's new adventure, *Bioforge*, fit the bill?

Feature Stories

Test Dive! A close-up look at *Aces of the Deep*, *SSN-21 Seawolf*, and *Subwar 2050*.

Doom: Why it took over my life.

Scoops!

Noctropolis: You say that there aren't enough adult games? Electronic Arts is doing something about that with *Noctropolis*.

Harpoon 2: *Harpoon*, the definitive simulation of modern naval warfare, is back.

System Shock: Take a slice from *Ultima Underworld*, transport it to a sci-fi setting, toss in a little *Doom*-style gunplay, and you'll have an idea of what *System Shock* is about.

Front Page Sports: Baseball: The latest in Dynamix's *Front Page Sports* series steps up to the plate.

Harvester: This game, from the creator of *Strike Commander*, has the feel of a slasher movie set in *Twin Peaks* --as one look at the graphics will prove.

Reviews

The Elder Scrolls: Arena	Fleet Defender
Flight Sim Toolkit	Genghis Khan 2: Clan of the Gray Wolf
Goblins Quest	Hannibal
The Horde	Jurassic Park
The Lawnmower Man	Merchant Prince
Mortal Kombat	Myst
1942: The Pacific Air War	Pagan: Ultima VII
Ravenloft	Red Crystal
SimCity 2000	Spectre VR
Star Trek: Judgment Rites	Unnecessary Roughness

Departments

Eyewitness: News, Game Previews, Best-sellers, and much more.

Sim Column: Scott Wolf's job is to bring you the latest info from the world of simulations, from flying an *F-15* to driving an *IndyCar*.

The Desktop General: Why wargaming on your computer is a beautiful and noble thing.

Extended Play: Join T. Liam McDonald for a look at all the latest expansion disks, add-on disks, and bug patches.

Tim's Tech Shop: Tim Victor shares some of valuable knowledge about the workings of the PC.

The Learning Game: Heidi Aycock looks at the latest trends and developments in educational software.

Strategy Central: *Master of Orion*, *SimCity 2000*, and a complete list of all the *Mortal Kombat* fatality moves.

Letters: Here's your chance to tell us exactly what's on your mind.

PC GAMER, Vol. 1, No. 2, July 1994

Cover Story: **Eat lead, Fritz!**

Why MicroProse's Across the Rhine is the best tank simulation ever

Feature Stories

From Fokker to Falcon: The complete history of PC flight sims

Buying into Multimedia: What to look for when you buy

Scoops!

Phantasmagoria: In Sierra's hot new horror game, the storyline's the thing.

Wings of Glory: MicroProse's winning streak continues with this back-to-basics flight sim.

Lords of the Realm: Corruption, intrigue, and power games in medieval England

Rise of the Robots: Incredible character designs meet amazing slugfest action.

Reviews

Aegis: Guardians of the Fleet	Al-Qadim
Carriers at War II	Classic Five
Corridor 7	Dark Legions
Detroit	Fast Action Paq
Games Magazine Presents: Word Puzzles, Vol. 1	The Grandest Fleet
Great Naval Battles	Hexx: Heresy of the Wizard
Inca II	Kingmaker
M4: Sherman Tank Simulator	MegaRace
Microcosm	Nigel Mansell's World Championship
Red Sky at Morning	Russian's Six-Pak
Tanks! War Game Construction Set II	TuneLand
Ultimate Domain	World Series of Poker
Wrath of the Gods	

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Eyewitness: News, Game Previews, Best-sellers, and much more

Sim Column: Those games they don't want you to play.

Alternate Lives: Ruminations of the TSR/SSI split

The Desktop General: Gettysburg, and the advent of multimedia war gaming.

Extended Play: Righteous Fire, and all the news on the latest patches.

Tim's Tech Shop: VESA Local Bus, PCI, and what it all means.

The Learning Game: Three new edutainment programs for adult users.

Strategy Central: Ultimate Domain, Arena, and V for Victory: Utah Beach

Letters: The section you write!

Next Issue: About 60% accurate, as always.

PC GAMER, Vol. 1, No. 3, August 1994

Cover Story: **The Top 40 Games of All Time**

This is it -- our definitive listing of the finest, most-influential, and downright playable games on the entire planet. We expect toe controversy to start, oh, any moment now...

Feature Stories

Virtual Reality: Are We Having Fun Yet?

We've seen the future, and it's fully immersive.

Scoops!

Wing Commander III: *Star Wars'* Mark Hamill and other familiar faces star in the most ambitious and high-profile *Wing Commander* yet. This will undoubtedly be one of the most talked about games of the year.

Skyrealms of Jorune: Alien Logic: Three years in the making, SSI's new, non-AD&D roleplaying game features perhaps the most player freedom yet seen in an RPG.

Star Crusader: Do we need another outer-space flight-sim? We do when it plays as smoothly, and tells such a subtly hued tale, as this debut title from Take 2 Interactive.

MetalTech: EarthSiege: The first of the new wave of robot fighting games is almost here -- and it promised to be a real doozy.

Reviews

Alien Legacy	Bridge Baron for Windows
Casino Expert for Windows	Classic Collection: Interplay's 10 Year Anthology
D-Day The Beginning of the End	Dragon's Lair
Evasive Action	Fields of Glory
Inherit the Earth	Kingdoms of Germany
Millennium Auction	Origamo
Pacific Strike	Pursue the Pennant
Seaworthy	Serf city: Life is Feudal
Shadow of the Comet	SSN-21 Sea Wolf
Time Out Sports Baseball	X-COM

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Eyewitness: News, Game Previews, Best-sellers, and much more

Sim Column: More investigations onto the world of simulations.

Alternate Lives: Don't take the online whiners too seriously!

The Desktop General: Have you grown tired of the same old wargames? Bill holds forth on a few more imaginative wargames he's itching to play.

Extended Play: New levels for *Spear of Destiny*, plus the *Blue and the Gray* add-ons, and assorted new CD-ROM versions of old games.

Tim's Tech Shop: DOS extenders, and why they're likely to remain a problem for some time to come.

The Learning Game: Heidi takes a look at *Sitting on the Farm* and other new educational programs.

Strategy Central: Hints and tips to games like *Myst*, *Goblins Quest 3*, *Ultima VII*, and more.

Letters: In which we turn things over to you.

Next Issue: There will be a next issue. That much, at least, is certain...

PC GAMER, Vol. 1, No. 4, September 1994

Cover Story: The Year of the PC

Part 1: The Games of the Future

At the Summer Consumer Electronics Show this past June, we saw what may be the finest crop of new PC games in years. And one fact stood out above all else: The PC is now considered the games platform of the future. Our comprehensive cover story will cover it all: the best new games, the big players entering the PC arena, and why the PC is becoming the focus of some of the best and most ambitious design work in the history of gaming.

Part 2: The Dream Machine: What to Buy--And Why

If you want to position yourself on the leading edge of PC entertainment, it's pretty obvious that you'll need more than that 286 in the den. But how much more? And what's it gonna cost? Gary Meredith takes you through your system from top to bottom, and shows you exactly what you'll need to assemble your own Dream Machine.

Scoops!

NASCAR Racing: Papyrus, the crew behind *IndyCar Racing*, unveils one of the best-looking racing sims ever. Super VGA graphics, authentic tracks and drivers, and that trademark Papyrus realism are going to make a stock-car fan out of you!

The Fortress of Dr. Radiaki: It's *Doom* meets James Bond -- with a bit of Maxwell Smart throw into the mix. Hot first-person mayhem from the team behind *Harvester*.

Wolf: Not many games can boast concepts as innovative as *Wolf* -- the wolf simulation. No, we're serious!

Reviews

Bridge Olympiad	Classic Jackpot! for Windows
Cowboy Casino	Crossword Wizard
Empire Soccer 94	Good to Firm
Harpoon 2	Invasion of the Mutant Space Bats of Doom
Jump Raven	Outpost

Reviews (cont'd)

(The artist formerly known as Prince) Interactive	Pro League Baseball
Raptor	Richard Scarry's Best Neighborhood Ever and Busiest Neighborhood Ever
Spaceship Warlock	Theme Park
Who Shot Johnny Rock?	

Departments

Eyewitness: News, Game Previews, Best-sellers, and much more

Sim Column: An interview with Origin's Eric Hyman, producer of the beleaguered *Pacific Strike*.

Alternate Lives: Neil incites anarchy among roleplaying gamers.

The Desktop General: The General remembers a special friend, and wargames past.

Extended Play: The Lizard speaks, warthogs come to blows, and the paper-hanger returns. And bug patches, too!

Tim's Tech Shop: Our tech-head sings a song of MIDI.

The Learning Game: A look at four creativity packages for the budding young artist.

Strategy Central: This month, we offer solutions for *X-COM*, *Companions of Xanth*, and *Serf City: Life is Feudal*.

Letters: Here's your chance to get it all off your chest.

Next Issue: Scientifically designed to make you wonder just what'll really be in the next issue.

PC GAMER, Vol. 1, No. 5, October 1994

Cover Story: Dark Forces

As Doom has proven, first-person action games are one of the fastest-growing (and most popular) new genres in PC gaming. Now comes LucasArts and Dark Forces, combining the power of first-person shooting fun with the unbeatable appeal of George Lucas' Star Wars universe. If you think you know all there is to know about the Rebellion's struggle against the Empire, just check out this exclusive feature. And keep your eyes peeled for the latest news on the upcoming Star Wars movie trilogy!

Feature Stories: The Giant Killers

It seems that these days, some of the smallest companies are making the most noise in PC gaming. We'll talk you behind-the-scenes with four up-and-coming game makers, and see how each one approaches the market.

Scoops!

Full Throttle: As if LucasArts wasn't already busy enough with *Tie Fighter* and *Dark Forces*, they go ahead and dish up this tasty new adventure as well. What great guys!

Zephyr: With full support for the new Virtual Reality peripherals, *Zephyr* stand ready to take us into the late future of gaming.

Dust: A Tale of the Wired West: CyberFlix aims to combine the graphic adventure with the interactive movie, creating the world's first Virtual Western.

Reviews

AstroFire	Battle Bugs
Battle Isle 2200	The Blues Brother Jukebox Adventure
Elements	FIFA International Soccer
Little Monster at School	Mad Dog McCree II: The Lost Gold
Planet Soccer	Power Poker
Return to Ringworld	Robinson's Requiem
Sensible Soccer	Soccer Kid

Reviews (cont'd)

Superhero League of Hoboken	TIE Fighter
Tubular Worlds	

Departments

Eyewitness: News, Game Previews, Best-sellers, and much more

Sim Column: Our new simulations columnist takes the wheel, and whets our appetites for *NASCAR Racing* and *World Circuit II*.

Alternate Lives: Neil's hopping mad again, this time about the fate of his *beloved Betrayal at Krondor*. And for answers, he's gone straight to Raymond Feist himself.

The Desktop General: Bill casts an admiring eye over *Panzer General*, the first in-house wargame from SSI in years.

Extended Play: Doomers, rejoice! Tom's been recently converted, and takes us through the add-ons available for this classic.

Tim's Tech Shop: What's IDE, Extended IDE, and SCSI? We weren't quite clear on all the details, so we asked the Answer Man.

The Learning Game: Educational Software may be taking off, but Heidi thinks there's still room for further exploration.

Peripheral Visions: Matt Firme launches our new column devoted to gaming peripherals and accessories, As you'll see, it was a selfish decision...

Lupine Online: Remember that old Wolf, pacing around the simulations column like a caged dog? Well, we put him on a new beat--the world of shareware and online gaming.

Strategy Central: You asked for it (man, did you ask for it), so here it is: The complete getting-started guide to *Outpost*, by designer Bruce Balfour himself.

Letters: Hello, you're on PC Gamer. Go ahead, caller. We're listening.

Next Issue: Only a little less accurate than or initial studies indicated it might be!

PC GAMER, Vol. 1, No. 6, November 1994

Cover Story: The Shape of Things to Come

Part One: Cyberia

The art of computer graphics and 3D modeling has come a long way--all the way to *Cyberia*, in fact. With *Cyberia*, Interplay and developers Xatrix Interactive Design have created a game they hope will open up a whole new market of PC Gamers. Featuring 3D graphics throughout--the kind that were once reserved only for game intros--*Cyberia* will have unbeatable appeal for all the new multimedia PC owners out there who want the very latest in high-tech gaming to show off their new machines. And with its entirely variable difficulty level, *Cyberia* will be accessible to both newcomers and veterans alike.

Part Two: Games of Future Past

To truly appreciate *Cyberia*--as well as the impressive accomplishments that seem to mark most PC games these days--it really helps to step back and look at the state of gaming graphics just a few short years ago. Gary Meredith shows us where we've been, and helps to put the future in perspective.

Feature Stories

Rolling Your Own: Bill Trotter takes a look at some important resources for do-it-yourself wargamers and scenario builders.

Scoops!

Dragon Lore: Help young Werner explore his visually stunning land in this amazing new RPG from The Software Toolworks (soon to become Mindscape--see Eyewitness!)

Realms of Arkania: Star Trail: Sir-tech is back, with a role-player's dream come true: great graphics and true RPG feel. It's been awhile since FRPG fans had anything this good to look forward to.

Quarantine: GameTek puts you behind the wheel of a taxicab just bristling with weapons, and asks the question, "Can a fellow earn an honest wage in the middle of a toxic slum?"

King's Quest VII: The Prince-less Bride: Sierra's Roberta Williams and company return to the kingdom of Daventry for this stunning new graphic adventure. We've been getting plenty of requests for this Scoop!

Hell: Is this where you end up for sins in cyberspace? If so, one glimpse of these images will make you think twice the next time you get the urge to flame someone online!

Reviews

Cannon Fodder	Chessnet
Lode Runner: The Legend Continues	Lords of the Realm
Monopoly	Nothing But Net! Pro League Basketball
Psychotron	Reunion
Sabre Team	Star Reach
Star Crusader	Terrace
The Battle of Britain	Who Killed Brett Penance?
Wolf	

Departments

Eyewitness: News, Game Previews, Best-sellers, and much more

Extended Play: The latest collection of updates, CD-ROMs, bug patches, and more--all with that inimitable T. Liam touch!

The Learning Game: If you want kids to enjoy learning, you've got to present the material on their terms.

Peripheral Visions: Matt's set his gamepad down, in favor of a more grown-up control device--the Advanced Gravis Phoenix.

The Desktop General: Some tips to beat the Russians before the Cold War gets started.

Lupine Online: O, Scott! Why must thou tantalize us with tales of a speedy jackrabbit?

Sim Column: Lee Buchanan in space--it's a truly beautiful thing to see.

Tim's Tech Shop: You can spend a lot of money on a video card. But should you?

Alternate Lives: Why don't we have more choices about whom we role-play as?

Strategy Central: Another bonanza of gaming tips, this time starring TIE Fighter.

Letters: True tales of bravery and survival from PC Gamer readers.

Reviews Index: By popular demand, the first in our bi-annual index of PC Gamer reviews.

Next Issue: We all had the same dream, about a magazine just full of great stuff. This is that dream.

PC GAMER, Vol. 1, No. 7, December 1994

Cover Story: *Wing Commander III: The Heart of the Tiger*

We sent Bill Trotter to Austin, Texas--home of Origin, and the amazing new *Wing Commander III*. And as you'll discover, he was impressed. *WCIII*, with a production budget approaching three million dollars and a cast of professional actors in every key role, is one of the biggest and most impressive PC games ever attempted. Best of all, it looks like it'll be a good game, too. And in this age of smoke and mirrors, it's substance that's going to decide which games--and which publishers--survive.

Feature Stories

Spectrum Analysis: Spectrum HoloByte's Vision of the Future

The publisher that brought us Tetris and Falcon 3.0 has been awfully quiet in the past couple years. But at a recent Press Event, they broke their silence--and T. Liam McDonald was there to get it all down on paper.

The Most Dangerous Game: The Modem Option

No computer opponent is as wily, conniving, or deadly as a human being, so the ability to play head-to-head against human opponents is becoming increasingly important in computer gaming. We pick a few top modem games, and let you know how to get started.

The PC Gamer Buyer's Guide

If you're wondering what gift will satisfy that finicky gamer in your family, you won't want to miss this feature. We break it all down for you, and give you some solid choices that are sure to please.

Scoops!

U.S. Navy Fighters: The Electronic Arts team behind the classic *Chuck Yeager's Air Combat* is back, and they're pushing the envelope like nobody's business. If looks could kill....

SimTower: Maxis' latest software toy lets you build your own skyscraper--the dream of every American boy and girl.

Reviews

Beneath a Steel Sky	Breakthru
Crystal Caliburn	Delta V
Doom II: Hell on Earth	Front Page Sports: Baseball
Gadget	Glider
Harry and the Haunted House	Hello Kitty's Big Fun Piano
International Tennis Tour	Line Wars II
Lunicus	Mavis Beacon Teaches Typing for Kids
National Lampoon's Blind Date	Operation Europe
Operation Crusader	PGA Tour Golf 486
Quarantine	Renju
Shanghai II: Dragon's Eye	Ultimate Football

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Eyewitness: News, Game Previews, Best-sellers, and much more

The Learning Game: Educational programs must be interactive to work effectively.

The Desktop General: The General takes us on a tour of *Defend the Alamo*.

Extended Play: We got updates, CD-ROM conversions. Get 'em while they're hot!

Tim's Tech Shop: 3D-accelerated video cards are on the way. But is it too soon to celebrate?

Sim Column: Lee turned to a couple of new games in hopes of finding someone who still cares about the fans.

Alternate Lives: Neil Randall discovered some points in *X-COM* that the role-playing designers might find interesting.

Peripheral Visions: These days, sound is as important a part of gaming as graphics and interface. Matt's rounded up three separate--but not equal--audio add-ons.

Lupine Online: Scott's caught the *Doom* bug, thanks to all his prowling around online. We told you to wash your hands, Scott....

Strategy Central: 20 pounds of tips in a five-pound bag. We've got *Theme Park*, *Goblin's Quest 3*, *Freddy Pharkas: Frontier Pharmacist*, *Betrayal at Krondor*, and more!

Letters: More mail from PC Gamers struggling to survive in this mixed-up modern world.

Next Issue: Considerably more accurate than even the finest supermarket tabloids.

PC GAMER, Vol. 2, No. 1, January 1995

Cover Story: **Transport Tycoon: Planes, Trains, Automobiles--and Ships, too!**

When we first heard talk of this new SVGA business sim from MicroProse--one that supposedly out-Tycoons *Railroad Tycoon*--we were a bit incredulous. But *Transport Tycoon* made believers of us with its sumptuous graphics, detailed economic models, and depth of gameplay. This is good stuff! Read T. Liam McDonald's feature, then load up our exclusive demo and decide for yourself.

Feature Stories

The PC Gamer Reader's Top 40: We've been praised, defamed, commended, and cursed ever since we released our own Top 40 back in August. Now, it's your turn to share the warmth of criticism. Presenting your picks for the Top 40 Games of All Time!

DOS For Gamers: Memory Management Made Easy: What is Base Memory? What's a UMB? Will Windows change my document? OK, we won't answer that one. But our own Tim Victor will do his level best to explain memory, and how to manage it.

Beyond Gaming: Sure, PCs make great game machines. But they're capable of even more, believe it or not. So we asked David Wade, Disc Editor of CD-ROM Today magazine, to put together a list of multimedia resources of special interest to gamers.

Scoops!

Stalingrad: Atomic Games and Avalon Hill team up to give you the chance to relive *the Battle for Stalingrad*. Our correspondent Steve Poole is back from the front with this report.

Renegade: SSI goes head-to-head with Origin and LucasArts for the space-combat crown, and *Renegade* is their secret weapon. You'll love the looks of this one!

Lost Eden: French developers Cryo bring us a stunning new adventure, set in a world where humans and dinosaurs coexist. Jurassic Park it ain't!

Reviews

5th Fleet	Air Havoc Controller
Anyone for Cards?	Blackthorne
Colonization	Dark Sun: Wake of the Ravager

Reviews (cont'd)

Dominus	Dreamweb
Expert Chess	The Incredible Machine 2
Iron Cross	The Legend of Kyrandia, Book 3: Malcolm's Revenge
Lilil Divil	Master of Magic
NHL Hockey '95	Relentless: Twinsen's Adventure
System Shock	Under a Killing Moon

Departments

Eyewitness: News, Game Previews, Best-sellers, and more

Alternate Lives: Neil's got a tiger by the tail: the first- vs. third-person debate.

Sim Column: There's only one thing more beautiful than Lee in flight: Lee on a golf course.

Extended Play: More news from that mysterious realm of CD-ROMs and bug patches.

Peripheral Visions: You gotta have the right hardware to prove you have the right stuff

Tim's Tech Shop Tim brings all his technical knowledge to bear on the question of what to look for in a CD-ROM drive.

The Desktop General: Bill takes us on a guided tour of Alliance Interactive--a small company with big war-gaming plans.

The Learning Game: When you look at the entire forest, it's sometimes easier to see the individual trees for what they really are.

Lupine Online: A sad and sordid tale of treachery, deceit, and courtroom wrangling in the world of shareware.

Strategy Central: More of those tips you love so much, this time featuring *Quarantine*, *Beneath a Steel Sky*, and *System Shock*.

PC GAMER, Vol. 2, No. 2, February 1995

Cover Story: Multimedia and Gaming: Is Beauty Enough?

It's the biggest question to face gamers--and game designers--in a decade. We have the technology to make computer entertainment that incorporates video, 3D modeled "virtual actors," and unheralded graphics and sound. But is all this flash advancing the art of game design, or crippling it? Steve Poole has the answers.

Feature Stories

Lee Buchanan's SportsTime: There are sports sims available for just about every fan--but which are the good, and which aren't? We separate the best from the rest.

The PC Gamer Guide to Online Gaming: Some of the most intensely competitive PC games can't be found at your local software shop. You can only play them online--and we'll show you how.

Scoops!

The American Civil War: Although there have been Civil War games before, none has been entirely successful. Empire hopes that this one can change all that.

Virtual Pool: Interplay and developer Celeris look to have a huge hit on their hands. This pool title is one of the most impressive sims--of any kind--we've ever seen.

Tank Commander: Domark's upcoming armored combat sim promises multiplayer thrills via network or modem, but doesn't sacrifice realism for action.

Reviews

Aces of the Deep	Armored Fist
Blake Stone: Planet Strike	Blown Away
Crime Patrol	Cyclemania
Desert Strike: Return to the Gulf	Double Talk
Ecstatica	NASCAR Racing
NCAA: Road to the Final Four 2	Noctropolis
Novastorm	One Must Fall: 2097
Operation Body Count	Panzer General
Star Trail	The Fortress of Dr. Radiaki
Navy Fighters	

Departments

Eyewitness: News, Game Previews, Best-sellers, and more

The Learning Game: With all its available storage space, CD-ROM is turning out to be a real asset for educational software.

Extended Play: The new Windows *Sim City 2000*, an impressive CD-ROM version of *Aces of the Deep*, and those always-popular bug patches!

Lupine Online: More Aliens for your Dooming pleasure, and the latest in shareware arcade action. All this, written by one gentle, caring man.

Tim's Tech Shop: CD-ROMs hold a lot of data, but they're none to fast when it comes time to retrieve it. Tim shows you how caching can help.

The Desktop General: Bill looks back at the 1994 wargaming season, and calls the best--and worst--of the year.

Alternate Lives: The results of Neil's "Who would you most like to be when you grow up" essay--you may be surprised....

Sim Column: Lee's wish-list for 1995, a kind of open letter to The Powers GamingThat Be.

Strategy Central: The *One Must Fall* moves list, the secret warp zone in *Ultima VII*, and a way to beat *Krondor* without getting your hands dirty.

PC GAMER, Vol. 2, No. 3, March 1995

Cover Story: **Aliens!**

In our exclusive first look at *Aliens*, we'll show you how Cryo is going to bring the 2D style of Dark Horse comics' *Aliens* series to a fully modeled 3D environment.

Feature Stories

The First Annual PC Gamer Awards: The editors of PC Gamer put their collective heads together, and picked the very best computer games of the year. Will Game of the Year go to *TIE Fighter* or *X-COM*? You'll have to turn to our Awards Feature to find out....

Through the Looking Glass: After developing some really smoking games for Origin--like *Ultima Underworld I* and *II* and their latest, *System Shock*--Looking Glass Technologies is heading out on their own. We sent Bernie Yee to check out the new titles LG hopes will make them the next game-publishing giant.

Scoops!

Powerhouse: Impressions mixes energy production, resource management, and good-natured exploitation to create their new SVGA economic sim.

X-COM: Terror From the Deep: The creatures from one of the finest strategy games ever have returned, this time to take over murky depths of the world's oceans and threaten Earth once again!

Conqueror: If you're into armor clad knights, beautiful damsels, and fire-breathing dragons, you'll want to check our exclusive Scoop! of *Conqueror*.

Reviews

Bobby Fischer Teaches Chess	Creature Shock
Cyclones	Dawn Patrol
ESPN: Baseball Tonight	Flight Commander 2
Hammer of the Gods	Hardball 4
Hell	Ishar 3
Kings' Quest VII: The Princeless Bride	The Lemmings Chronicles
Metaltech: EarthSiege	Microsoft Space Simulator

Reviews (cont'd)

Sky Realms of Jorune: Alien Logic	Transport Tycoon
Warcraft: Orcs and Humans	Wing Commander III: Heart of the Tiger
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The Learning Game: Keeping it within the lines. Will the PC replace coloring books, or are you better off buying crayons for your child?

Extended Play: Tom just can't decide if he's a Rebel, or one of the Emperor's boys.

Alternate Lives: It's Neil's final column, as our roleplaying expert bids farewell and heads out to lead his own alternate life.

Lupine Online: The Navigator of the Infobahn, Seeker of the Weird and Wonderful, with a few shareware gems.

Sim Column: Will *Falcon 4.0* be the answer to every flight-sim junkie's dream? Lee seems to think so....

The Desktop General: The General faces those mighty Norwegians, and nearly cries uncle.

Tim's Tech Shop: If you think the Pentium flaw is the reason you keep losing *Mortal Kombat*, read Tim's column for the real story on the Pentium and gaming.

Peripheral Visions: Plugs, jigs, the Ugly Stick, and mice. Matt's Gone Fishin' to check out some alternatives to the mouse.

Strategy Central: We know that getting stuck isn't any fun, so the Strategy Crew has supplied some tips for *Metaltech*, *Noctropolis*, and *NovaStorm*.

Letters: A special fellowship, where gamers and their families can talk through those tough issues.

Next Issue: You know where to find it; it's that very last page....

PC GAMER, Vol. 2, No. 4, April 1995

Cover Story: **The Doom-Killer: Descent**

This month, you'll get a first-hand look at the development of Interplay's *Descent*, the most explosive first-person shooter we've seen since id's legendary *Doom*. We've got the whole story, from the earliest days of the project to the finished product.

Feature Stories

DOS Wars: Both Microsoft's new Windows 95 and IBM's OS/2 Warp promise vast improvements over MS-DOS. But does either have what it takes to handle today's games?

The Las Vegas Report: This year's Winter Consumer Electronics Show in Las Vegas wasn't the most exciting show ever, but we did get the chance to see some of '95s latest titles.

Scoops!

Beyond Squad Leader: Avalon Hill plans to show wargamers that you can recreate the classic boardgame on the PC--and improve it in the process.

Discworld: With a mountain of British humor, cartoon art, and even a Python providing the voices, Psygnosis' *Discworld* seems like a sure thing.

Thrash Race: In the future, men will race motorcycles. This is their story.

Reviews

Battledrome	Cyberia
Deathgate	Diggers
Eddie Kanter's Bridge Companion	Gazillionaire
Gone Fishin'	Heretic
Live Action Football	Magic Carpet
Operation Airstorm	Retribution
Vortex: Quantum Gate II	World Cup Golf
Zeppelin	

Departments

Eyewitness: News, Game Previews, Best-sellers, and more

Extended Play: Tom discovers plenty of trouble in *Harpoon II's* WestPac add-on.

The Learning Game: Like Pop-Tarts, educational software can be good for youngsters. It all depends on the minimum daily requirements.

Sim Column: Lee looks at Interactive Magic and their promising new helicopter *sim Apache-Gunship*.

Alternate Lives: Do popular licenses make for better RPGs? Trent asks this burning question in his first Alternate Lives.

The Desktop General: Will gamers ever be able to play *Across the Rhine* from MicroProse? Trotter finds out in this month's column.

Lupine Online: Scott's hot about the online flaming that's sullied some of his current faves, and he's not going to take it anymore!

Strategy Central: Our strategy crew sweated through the more challenging puzzles of *Gabriel Knight*, *Sam & Max*, and even found time to supply a few cheats for *Heretic*.

Letters: Our readers share loving moments--interspersed with laughs, tears, and mud-wrestling.

Next Issue: Where the great mysteries are explained....

PC GAMER, Vol. 2, No. 5, May 1995

Cover Story: Ripley's Believe It or Not: The Riddle of Master Lu

This month, our own Bill Trotter braves the Great White North (beautiful Victoria, British Columbia, actually) to bring you a tantalizing peek at Sanctuary Woods' adventure game based on the exploits of Robert L. Ripley, father of the "Believe it or Not" phenomenon.

Feature Stories

Doom Infinity: From Attica to Alien Doom, the most popular PC game of all time has inspired a raft of add-ons. Shane Mooney's feature rounds up the best of them for your leisurely perusal.

The PC Gamer Review Index: Back by popular demand, here are all the game reviews we've done in the last six months, condensed into a handy travel-size package.

Scoops!

Thunderscape: SSI hopes to prove there's life after Advanced Dungeons and Dragons by launching a new series of fantasy roleplaying games set in a universe of their own creation.

FX Fighter: GTE jumps into the ring with their very own fighting game, featuring 3D combatants and gorgeous rendered backgrounds.

Wetlands: New World Computing's latest creation is an action-packed chase set on a drowned planet, and it looks sharp.

Reviews

Alone in the Dark III	Atari 2600 Action Pack
Bureau 13	The Civil War: 1861-1864
Commander Blood	Dark Forces
Descent	Dragon Lore
Front Lines	Galactic Civilizations
Inferno	Los Angeles Times Crossword Puzzles
Metal Marines	Mortal Kombat II

Reviews (cont'd)

Renegade: Battle for Jacob's Star	Slam City
Stalingrad	The Big 3
Trivial Pursuit	Ultimate Backgammon
Wings of Glory	

Departments

Eyewitness: News, Game Previews, Best-sellers, and more

Extended Play: Tom checks out a *Transport Tycoon* upgrade disk that adds modem play, a construction set, and empire-building on the *Red Planet*.

The Learning Game: Pee and poop and old wet hay ...' Bathroom humor in children's software!

Lupine Online: The Wolf stalks cyberspace and brings us news of new, entertainment-related online services.

Alternate Lives: Is roleplaying dead? Trent checks the vital signs of his favorite genre and comes up with an alarming prognosis.

The Desktop General: Bill hits the silk and drops in to give us his impressions of *Death from Above*, the first installment in QQP's new Pure Wargame series.

Sim Column: Lee steps on Tom's toes in order to bring you the latest news about patches and improvements to some top sports sims.

Tim's Tech Shop: Our resident techie explains why our beloved PCs can be so darn stubborn.

Strategy Central: We tear out our hair, so...you won't have toooooo!

Letters: Quality time with the bestest folks in the world--our faithful readers.

Next Issue: We've pored over volume after volume of Nostradamus' works. This is what he thinks will be in the next issue!

PC GAMER, Vol. 2, No. 6, June 1995

Cover Story: **The New Bullfrog**

It's a new era for the company that's brought us of the most inventive and challenging games around--from the classic *Populous* to their most recent hit, *Magic Carpet*. We couldn't pass up the chance to introduce our readers to the company's fascinating director, and take an early look at the wonders Bullfrog is cooking up for the future.

Feature Stories

Enter the Internet: As our old Net-surfing buddy Steve Poole found out, you can get a lot more out of gaming these days if you know your way around the Internet. Let him take your hand and lead you down the Infostrasse. They don't call him Gopher Webfoot for nothing!

Scoops!

Millennia: Altered Destinies: With a bold theme of time travel and controlled evolution, Take 2's ambitious new entry into the strategy market could turn out to be one of the most complex PC games ever.

Robot City: The Three Laws of Robotics are your only allies in this murder mystery based on the work of legendary science fiction writer Isaac Asimov.

Silent Hunter: With a design team that includes some top simulation talents and an actual WWII hero, SSI's deadly sub sim looks like it has the right stuff to scuttle the competition.

Reviews

1830	BioForge
Bravo Romeo Delta	Casino Tournament of Champions
CIA	Drug Wars
Fighter Wing	Game Creation System
Great Naval Battles Vol. III	High Seas Trader
Jazz Jackrabbit CD-ROM	Jungle Strike
Lost Eden	Maabus
NBA Live '95	Pizza Tycoon
Rise of the Triad	Shadows of Cairn
U.S.S. Ticonderoga	Zorro

Departments

Eyewitness: News, Game Previews, Best-sellers, and more

Extended Play: Can a washed-up comedian make a great golf game better? Tom says no way, but finds solace in the skies with the enhanced flying action of *Pacific Air War Gold*.

The Learning Game: Heidi discovers that if they lack the right interactive ingredients even the flashiest of children's games can fail to teach.

Lupine Online: There's gold in them there online services, and Scott's found the mother lode.

Peripheral Visions: Tired of committing keyboard commands to memory? Matt's found a handy solution in two cool new controllers from Suncom.

Alternate Lives: Trent goes digging for dirt on Interplay's new roleplaying licenses and comes up with some promising news.

The Desktop General: Bill thinks the future looks bright for wargaming, as one of the driving forces behind Avalon Hill's PC game success sets out on his own.

Sim Column: Lee takes a look at Domark's exciting *Confirmed Kill*, which may be the ultimate in multi-player air combat.

Tim's Tech Shop: Will the need for DOS be eliminated by the new crop of operating systems? Tim answers the questions gamers are asking.

Strategy Central: Operators are standing by with thoughtful responses to those gaming emergencies.

PC GAMER, Vol. 2, No. 7, July 1995

Cover Story: **The Dig**

It's been a long time in the making, but *The Dig* is finally on its way--and we've got exclusive, in-depth coverage. You know LucasArts has done some impressive work before, but just wait 'til you see this...

Feature Stories

Making the Upgrade: With the plunging prices of computer hardware, tech-head Charles Brannon shows that now, more than ever, is the right time for gamers to upgrade their machines. Here are all your options, explained.

Beer and Schmoozing in Santa Clara: Amidst the culture shock and hoopla of the Game Developers Conference, William Trotter tracked down today's hottest designers to discuss the future of gaming.

Scoops!

Warcraft II: Will the war between the orcs and humans ever end? After our first look at the sequel and the brand new gaming engine, we hope not!

Savage Warriors: Mindscape's full-fledged assault on fighting games takes you to a savage island filled with head-ripping excitement, bone-crushing opponents, and smooth-scrolling graphics.

Primal Rage: Experience the stunning graphics and world-class fighting action of *Primal Rage*, as Time Warner prepares to release this arcade juggernaut on the PC.

Reviews

Brett Hull Hockey	Clockwerx
Daedalus Encounter	Jagged Alliance
Jewels of the Oracle	Machiavelli the Prince
New Horizons	Pure Wargame
Ravenloft: Stone Prophet	Shanghai: Great Moments
Slipstream 5000	Tony LaRussa Baseball 3
Virtual Pool	X-COM Terror from the Deep

Departments

Eyewitness: News, game previews, the PC Gamer playlist, and more

Extended Play: Along with the usual add-ons, Tom tries out a variety of cheat utilities and shares his feelings with the world.

The Learning Game: During her annual spring cleaning, Heidi came across a few educational titles that deserve a second look.

Lupine Online: The Internet is quickly becoming a very trendy place to be, and Scott's concerned that Pop Culture may destroy the native ecosystem.

Peripheral Visions: With a premium driving setup and new 3D controller firmly in hand, Matt wasn't much help this month. He did the column, though...

Alternate Lives: Can real-time roleplaying keep the thrill alive? Trent examines the issue and finds great hope in brave new technology.

The Desktop General: Fresh from the Game Developers Conference, the DTG gets the low-down on one of the most inventive strategy games of the year.

Sim Column: Lee takes a leisurely look at *Gone Fishin'*, then burns some rubber in the latest *NASCAR Racing* add-on.

Tim's Tech Shop: Tim finally decided to make use of his library card and found a couple of books that can help turn games into game designers.

Strategy Central: The best source for helpful hints, where and when you need them.

Letters: Like a beacon in the night, it attracts lonely travelers...

Next Issue: Not just the last page in the magazine. It's your roadmap to the future!

PC GAMER, Vol. 2, No. 8, August 1995

Cover Story: The New Face of Gaming: Windows 95 Can It Deliver? A Special 9-Page Investigation

After months of media hype, waves of press kits, and countless hours of hands-on research, PC Gamer has come to grips with the behemoth that is Windows 95--all in an effort to see if this new Windows can deliver the PC gaming experience you deserve.

Feature Stories

Dozens of new games previewed at the Electronic Entertainment Expo: The PC Gamer staff travels to the City of Angels, L.A., to talk, walk, and drink with the industry's finest game developers and publishers as they show off their hottest new products. See which ones made the grade.

Scoops!

The Pandora Device: Under A Killing Moon 2: A gumshoe's job is never done. Just ask Tex Murphy, as Access follows up the star-studded *Under a Killing Moon* with an even more amazing new game noir.

War College: Think you're the ultimate desktop general? GameTek's latest military sim will have you fighting through history to prove your abilities in some of the greatest battles of all time.

Fade to Black: It's the amazing sequel to Delphine's Flashback--and Steve Poole is trying to find out why they refer to it as The Thinking Man's *Doom*.

Reviews

Alien Virus	Blood Bowl
ECO: East Africa	First Encounters
Full Throttle	H.U.R.L.
Iron Assault	Perfect General II
Power	Sim Tower
Super Karts	Super Street Fighter II Turbo
Tank Commander	Woodruff & Schnibble
Zig Zag	

Departments

Eyewitness: News, Game Previews, the PC Gamer Playlist, and more.

Extended Play: Historical sims and wargames take center stage as Tom strives to find add-ons to extend the lives of your favorite games.

The Learning Game: The Internet has something for everyone! Join Heidi as she scours this new resource for educational value.

Lupine Online: When he returns from his extensive online travels, you can always count on The Wolf to bring back a miscellany of goodies.

Alternate Lives: Could the natural progression of mixing virtual reality with traditional RPGs be just what this niche market needs?

The Desktop General: The General puts QQP's *Perfect General II* under the microscope, and has a crazy, wonderful flashback.

Sim Column : At E3, crowds gathered to compete in multi-player *NASCAR Racing*, thanks to a new online service from Papyrus.

Tim's Tech Shop: It's the old contest--PCs vs. Game Systems. And as Tim sees it, the PC's future is looking rosy.

Strategy Central: We can help end those gaming blues, with over 20 cheat codes for *Dark Forces*, *Lost Eden* hints, and answers to reader's questions.

PC GAMER, Vol. 2, No. 9, September 1995

Cover Story: **Death From Above**

Origin, Jane's, and Electronic Arts join forces to produce a stunning new line of realistic air-combat simulations. We've got the exclusive on this exciting new union, and it seems the world of hard-core flight sims may never be the same.

Feature Stories

Running Your DOS Games Under Win 95: Windows 95 has all sorts of built-in goodies to help you get your DOS games up and running under the new operating system. But just in case you need some help getting started, we've got all the tips you'll need to make Windows 95 your gaming platform of choice.

The Joys of Sharing: The shareware phenomenon that exploded with id's *Doom* has tempted many would-be designers with the promise of fame and fortune. We check out this growing field and ask top developers about the pitfalls and benefits of doing it yourself.

Scoops!

Caesar II: Known for more than just his salads, Caesar was responsible for creating a world power from his throne in Rome. And Impressions recreates that experience in vivid detail with *Caesar II*.

SU27 Flanker: SSI goes to mother Russia and brings back a flight sim of unparalleled realism, based on the fastest, most powerful fighters the mighty Red Army has ever flown.

Reviews

Bloodwings: Pumpkinhead's Revenge
Exploration
FX Fighter
Johnny Mnemonic
Mechwarrior 2
Orion Conspiracy
SimTown

Celtic Tales: Balor of the Evil Eye
Flight Unlimited
Hi-Octane
Kingdom: The Far Reaches
Multimedia Celebrity Poker
Powerhouse
Space Quest 6

Reviews (cont'd)

Star Trek: The Next Generation: A Final Unity
World Hockey 95

Virtua Chess
WuKung

Departments

Eyewitness: Industry news, game previews, the PC Gamer playlist, and more

Extended Play: Tom goes on a *Magic Carpet* ride, evaluating the latest expansion disc from Bullfrog.

The Learning Game: The educational software scene is full of poor titles, but Heidi finds there's a few gems that demand parents' attention.

Lupine Online: Feel like surfing the net, but don't know how to find the beach? Scott takes a look at some reference materials that can help.

Alternate Lives: Can computer games benefit from the boardgame titles of the Games Workshop? Trent thinks so.

The Desktop General: The autumn months look great for wargamers, with a number of notable titles on the way. General Trotter sums up the best of the crop.

Sim Column: Lee chats with the creator of Maxis' popular line of Sim titles and gets the lowdown on what's in store for fans of the line.

Tim's Tech Shop: Tim takes a look at the current state of memory and offers some advice to gamers.

Strategy Central: A month's worth of *X-COM: Terror from the Deep* and *Ecstatica* tips, plus *Rise of the Triad* cheats, and more!

PC GAMER, Vol. 2, No. 10, October 1995

Cover Story: **Quake**

Under a shroud of secrecy, the makers of *Doom* have been hard at work creating their latest and greatest first-person action game--*Quake*. As the project nears completion, we travel to Mesquite, Texas, home of id Software, to bring you the first word--and the first pictures--of this soon-to-be-released megahit. Join us on an odyssey of great gaming, beef ribs and country western honky-tonks--all the things our Texas brethren know how to do so well.

Feature Stories

Terra Nova: With a track record that consists of innovative titles like *Ultima Underworld I and II*, *System Shock*, and *Flight Unlimited*, Looking Glass Technologies has already proven they're a force to be reckoned with. And as they begin putting the final touches on their futuristic action-adventure, *Terra Nova*, it looks like the team at LGT are leading a spearhead assault in a strange and wonderful new world.

Scoops!

Zone Raiders: In the future, hot-rod rebels will race for survival in hopped-up hovercars. Virgin's *Zone Raiders* puts you in the driver's seat of these powerful machines in a fun-filled race-and-kill game.

The Age of Rifles : It's the third installment of SSI's *Wargame Construction Kit* series, this time with a focus on turn-of-the century warfare. Explore the tactical intricacies of *The Age of Rifles*.

Ripper: When Jack the Ripper, notorious serial killer of the 19th Century, is unleashed on the weary citizens of 20th century New York, it'll take a keen mind to bring him in. You're a reporter hot on his trail in Take 2 Interactive's latest graphic adventure.

Reviews

Atari 2600 Action Pack 2	Apache
APBA Baseball for Windows	BC Racers
Buried in Time: The Journeyman Project 2	C.E.O.
Casino Deluxe	D-Day: America Invades
Hodj 'n' Podj	Mirage

Reviews (cont'd)

Mortal Kombat 3	NFL Pro League Football
Paparazzi! Tales of Tinseltown	Sail Simulator
Savage Warriors	Terminal Velocity
Tyrian	

Departments

Eyewitness: Industry News, Game Previews, the PC Gamer Playlist, and more.

Extended Play: Tom finds happiness at sea, now that Harpoon II Deluxe and its mission editor have arrived.

The Learning Game: No luck finding new educational titles? You may have gems hidden right under your nose.

Lupine Online: Scott zips up his spacesuit for a Cyberspace tour to uncover the good stuff on the information cattle-path, er, highway.

Alternate Lives: Trent takes a look at how RPGs have evolved through a love-hate relationship between PCs and cartridge machines.

The Desktop General: The General cleans off his desk and comes up with some interesting tidbits for wargamers.

Sim Column: What does the future hold for sports sims? Lee lets us in on the latest developments.

Tim's Tech Shop: Tim examines the chipset, the most misunderstood part of your PC's motherboard.

Strategy Central: Strategy Central takes an action-packed turn this month, with *Full Throttle*, *FX Fighter*, *Street Fighter II Turbo* and more.

Letters: We get down and dirty with our readers for intimate, one-on-one conversations about life, love, and the pursuit of happiness.

Next Issue: Where our fragile hopes and dreams are exposed as we gaze into the future.

PC GAMER, Vol. 2, No. 11, November 1995

Cover Story: **The Sequel to the Award-Winning Star Trail: Shadows Over Riva**

It's the game roleplaying fans have been talking about all year, the long-awaited final chapter in Sir-tech's *Realms of Arkania* trilogy. Tom McDonald got an exclusive tour of the project, and thinks it may well be the best of the three.

Special Section: **The Reviews of 1995**

We know you love the wit and camaraderie of PC Gamer, but what really matters most is good, solid buying information. So here it is, 177 of the year's most honest reviews.

Feature Stories

Bethesda Softworks: The Little Giant: Every small software company dreams of creating that one title that rockets them to prominence; Bethesda achieved the dream with *The Elder Scrolls: Arena*. Now the sequel, *Daggerfall*, is poised for release--making this the perfect time to find out what else this little giant has in the works...

Scoops!

The Beast Within: A Gabriel Knight Mystery: Schattenjager! It's not a liqueur, it's a investigator of the supernatural--the role Gabriel plays as he flies to Munich to solve a series of mutilation murders believed to be the work of werewolves. It's an oh-so-scary and gothic adventure from Sierra.

Descent to Undermountain: The Doom-Killer returns, as Interplay's *Descent* engine takes on the world of TSR's AD&D. This should be interesting...

Battles in Time: The Future. Man has forgotten how to wage war, and aliens are on the doorstep. The only hope for survival lies in time travel, and the warriors of the past.

Reviews

Across the Rhine
Brutal: Paws of Fury
Custer's Last Command

Ascendancy
Command & Conquer
Dungeon Master II: The Legend of
Skullkeep

Eastern Mind: The Lost Souls of Tong
Nou

Fade to Black

Reviews (cont'd)

Heroes of Might & Magic
The Last Dynasty
Need for Speed
Pitfall: The Mayan Adventure
Qwirks
Thunderscape
Witchaven

The Last Bounty Hunter
Mordor
Phantasmagoria
Prisoner of Ice
Robot City
Ultimate Football '95

Departments

Eyewitness: Industry News, Game Previews, the PC Gamer Playlist, and more.

Extended Play: Tom takes a look at EA's *Marine Fighters*, plus a bunch of game bundles.

The Learning Game: Heidi's found a few gems that really tote the note for those late preschooler years.

Lupine Online: Michael Jackson and MTV turn the Internet into the Information Cattle Path.

Peripheral Visions: Dan couldn't get enough of Suncom's joystick, so he took over this column to justify keeping it for himself.

Alternate Lives: A good crop of RPGs has our chameleon-haired columnist doing a lot of playing.

The Desktop General: Always on top of the wargaming market, our General pries some info out of SSI about *Allied General*, the sequel to *Panzer General*.

Sim Column: Lee focuses on Interplay's new VR sports line.

Tim's Tech Shop: See why *DirectDraw* will have game developers switching from MS-DOS to Win 95 in droves!

Strategy Central: Get a dose of *ST:TNG: A Final Unity*, *Mechwarrior 2* and *Terminal Velocity* cheats, plus *System Shock* and other game tips!

Letters: It's OK, Chad. You can be yourself here; we all understand...

Next Issue: See the future! Our psychics are standing by now to take your calls...

PC GAMER, Vol. 2, No. 12, December 1995

Cover Story: **Holiday Extravaganza**

'Tis the season to be jolly, and what could make you more jolly than a great, big holiday gift guide from your friends at PC Gamer? Join us as we take a look at the hottest games of 1995; review some of the best in hardware, from joysticks to virtual reality; and examine the coolest multimedia CD-ROMs we could get our hands on. All this, plus twenty previews of the newest games for the holidays, should keep you busy until the new year!

Features

Star Control 3: It's been several years in the making, but Accolade is finally bringing us the next chapter in the *Star Control* saga with *Star Control 3*. Will it be as big a hit as its predecessor? Find out as Tom McDonald goes behind the scenes of this long-awaited sequel.

The Treasures of Sierra On-Line: It's the biggest, baddest PC gaming company in the world. But how did it get there, and where are they going? Steve Poole examines Sierra's recent history and gives us a tantalizing look at what they've got in the works for 1996.

Scoops!

Pax Imperia 2: The creators of Warcraft take us into the final frontier with a sprawling game of galactic conquest.

Nemesis: Its subtitle says it's " Wizardry Adventure." What else do computer roleplayers need to know?

Wooden Ships and Iron Men: After too long a dry spell, the age of buccaneers and broadsides returns to the PC with the first serious age-of-sail wargame in almost a decade.

Reviews:

3-D Ultra Pinball for Windows	Battle Beast
Capitalism	Chaos Control
Crusader: No Remorse	Dagger's Rage
Dust: A Tale of the Wired West	Empire II: The Art of War
Endorfun	FIFA Soccer '96
Fury3	In The First Degree
Magic Carpet 2	Monopoly CD-ROM
NHL '96	Panthers in the Shadows

Reviews (cont'd)

PGA Tour '96	Primal Rage
The Riddle of Master Lu	The Skins Game at Bighorn
Silent Steel	Solitaire Deluxe for Windows
Steel Panthers	Under Pressure
Werewolf vs. Comanche	Wingnuts

Departments

Eyewitness: Industry News, Game Previews, the PC Gamer Playlist, and more.

Extended Play: Tom looks at some newly enhanced CD-ROMs and interfaces with his computer.

The Learning Game: When Heidi's wishes are granted, it means superb software for children of all ages.

Lupine Online: Leave it to Scott to find the wackiest web sites out there, just in time for the holidays.

Peripheral Visions: Dan looks at the SideWinder 3D Pro, the first joystick from the people who gave us DOS and Windows.

Alternate Lives: Could computer RPGs be smarter? Our roleplaying guru looks at advances in AI.

The Desktop General: The General looks into the confusion surrounding wargaming giant Avalon Hill.

Sim Column: If you thought 1995 was a slow year for simulation games, Lee has good news.

Tim's Tech Shop: Tim takes a look at the ins and outs of digitized, full-motion video.

Strategy Central: There's something for everyone this month, with tips on Origin's: *Crusader No Remorse*, *Prisoner of Ice*, *Tyrian*, and more.

Letters: When snow blankets the land and roving bands of carolers menace the neighborhoods, it's nice to hear from your friends.

PC GAMER, Vol. 3, No. 1, January 1996

Cover Story: **Ultimate Strategy Guide**

Frustrated by the Nod in *Command & Conquer*? Is your business consistently failing in *Capitalism*? Well, you've come to the right place. We've brought in the experts on the top games to give you the tips, hints, and strategies you'll need to reign supreme.

Features

F-16 Fighting Falcon: This new air combat simulation from the creators of *Apache* is poised to give *Falcon 4.0* a run for its money. Will it achieve air superiority?

Gaming in the 3rd Dimension (part 1): Everyone's talking about 3D accelerator video cards, but what are they? How do they work? And do you need one?

Scoops!

Dungeon Keeper: Sure, you can enter a dungeon and fight evil goblins and ghoulies anytime, but how many games put you in *control* of the labyrinth?

Battleground: Gettysburg: TalonSoft, creators of the excellent *Battleground: Ardennes*, have turned their considerable talents toward the bloodiest war in American history.

Destruction Derby: Smash'em, bash'em, and trash'em. Here's a driving game that lest you do all those things you with you could get away with in real life.

Reviews:

Caesar II	Star Rangers
3D Lemmings	Wetlands
Entomorph	Battles in Time
Ecco the Dolphin	SimIsle
Abuse	Battleground:Ardennes
Burn Cycle	HardBall 5
Pinball Illusions	I Have No Mouth, and I Must Scream
Fighter Duel	CyberBykes:Shadow Racer VR
Breach 3	Millenia: Altered Destinies

Departments

Eyewitness: Industry News, Game Previews, the PC Gamer Playlist, and more.

Extended Play: Tom discovers the beauty hidden beneath the refined complexity of QQP's *The Perfect General II* editor.

The Learning Game: Heidi explains how a little misdirection can make an educational program fun.

Lupine Online: When technology rubs Scott the wrong way, keep him away from firearms.

Alternate Lives: Origin plans to bring the Ultimate universe online, and Trent gives us the inside

The Desktop General: Bill challenges the gaming industry to create the perfect Civil War game and offers some suggestions of his own.

Sim Column: Is the future of online dogfighting up in the air? Lee gives us the latest news on *Confirmed Kill*.

Tim's Tech Shop: Where's IBM's Power PC? Tim examines the conspicuous absence of a system that could have been a major contender.

Strategy Central: What, the Ultimate Strategy Guide wasn't enough? Well, if you really want more, we've got cheats and tips on *MechWarrior 2*, *Raptor*, and even the whole *Wing Commander* series.

PC GAMER, Vol. 3, No. 2, February 1996

Cover Story: **Multimedia: The Next Generation**

The words "Interactive Movie" can send experienced gamers running in fear but new technology and better game designs may signal a brighter future for multimedia gaming.

Feature Stories

Life in the Fast Lane: If you're the kind of gamer who feels the need for speed, you'll want to dive into this look at PC racing past, present, and future.

Gaming in the 3rd Dimension: 3D Accelerators which one is best for you? Those long-awaited 3D accelerator cards are finally hitting the shelves and we've test-driven four of the best.

Scoops!

Spycraft: The former heads of the CIA and the KGB helped make sure this game of high-tech espionage was right on the money..

Syndicate Wars: *Syndicate* was one of the most entertaining and underrated action-strategy games ever and the sequel promises to be even better.

Destiny: It takes real confidence to challenge one of the PC gaming's all-time classics, but *Destiny* may just be the new *Civilization*.

Reviews

Alien Odyssey	Aliens
Bad Mojo	Beavis & Butt-Head
Frankenstein	Great Naval Battles Vol. IV
Hexen: Beyond Heretic	IndyCar Racing II
Lords of Midnight	Mission Critical
Navy Strike	Old Time Baseball
Rebel Assault II	Stonekeep
SU-27 Flanker	TekWar
The Dig	The Martian Chronicles
Title Fight Pro Boxing	Trophy Bass
WWF Wrestling	

Departments

Eyewitness: Industry News, Game Previews, the PC Gamer Playlist, and much more.

Sim Column: Fresh from Comdex, Lee is brimming over with news on golf sims, flight sims, baseball sims, and racing sims.

The Desktop General: The new scenario editor for *Perfect General II* is enough to pull General Bill out of his foxhole.

Extended Play: Tom climbs about *Transport Tycoon Deluxe*, the latest add-on package from MicroProse.

Tim's Tech Shop: Tim turns a trained eye on the PC gaming platform and finds Win '95 to be our best, last hope for compatibility.

The Learning Game: What good is that SAT software after the test? Heidi tells you how to stretch the shelf life of some educational titles.

Alternate Lives: Shiny, new RPG treasures from Interplay make Trent's eyes gleam with greed.

Lupine Online: Scott hunts down the best new shareware games so you don't have tooooooo.

Strategy Central: Cheating is made even easier at Strategy Central. Check out cheat codes for *Mortal Kombat 3* and *Star Rangers*.

Letters: Hop on the soapbox and share your love of gaming with the world.

PC GAMER, Vol. 3, No. 3, March 1996

Cover Story: **The Year's Best Games**

1995 was a great year for PC gaming, and after considerable discussion and just a few arguments, we're ready to announce the best of the best. We couldn't convince Billy Crystal to host the proceedings but then again, we won't stop every five minutes for another Pepsi commercial.

Feature Story

Computer Chipping: Brace yourselves, PC golfers; an amazing update of *Links* is on the horizon and it's going to have some pretty impressive competition.

Scoops!

Afterlife: Forget about managing little cities, puny civilizations or mere galactic empires. That's child's play, best left to mere mortals. Now it's time to take charge of Heaven and Hell!

Robert E. Lee's Civil War General: How well would you do if you were in General Lee's boots? The creators of *Caesar II* turn their talents to the War Between the States.

Jet Fighter III: Mission Studios' new air combat sim lets you hop into the cockpits of some of the world's finest fighters without spending hours memorizing manuals.

Reviews

Absolute Zero	Air Power
Anvil of Dawn	Battleground: Gettysburg
Conqueror, A.D. 1086	Destruction Derby
Druid: Daemons of the Mind	EF2000
Front Page Sports: Football Pro '96	Full Tilt Pinball
Greg Norman Ultimate Challenge Golf	Knight Moves
Lion	Police Quest: S.W.A.T.
Quarterback Attack	Road Warrior
Shivers	Total Distortion
Unnecessary Roughness '96	Virtual Karts
Warcraft II: Tides of Darkness	Worms
You Don't Know Jack	

Departments

Eyewitness: Industry News, Game Previews, the PC Gamer Playlist, and much more.

Sim Column: Sierra On-Line acquires the developers of *NASCAR Racing* and *IndyCar II*.

The Desktop General: American Heritage's new Civil War package falls frustratingly short of the mark.

Extended Play: Tom takes off into the wild blue yonder with the latest news from the flight-sim front.

Tim's Tech Shop: Is Intel's new Pentium Pro the processor for you? Tim has the answers.

The Learning Game: Heidi grabs her skis and takes on a mountain of new educational titles..

Alternate Lives: Our roleplaying expert has a double-shot of good news for fans of *Betrayal at Krondor*.

Lupine Online: The Wolf hunts down some great new shareware and intriguing web sites.

Strategy Central: Whether you can defeat *Descent* blindfolded or are hopelessly puzzled by *Reader Rabbit*, Strategy Central will help you improve your gameplay.

Letters: The Pen is mightier than the Sword at least on these two pages.

PC GAMER, Vol. 3, No. 4, April 1996

Cover Story: **Can MicroProse Recapture the Magic?**

After a year marred by lackluster titles, the software giant that brought us such classics as *Gunship*, *Civilization*, and *X-Com* is taking a back-to-basics approach and planning to hit us with some of the most highly-anticipated sequels in computer game history. We'll give you the lowdown on their new lineup, which includes *X-Com: Apocalypse*, *Master of Orion II*, and -- yes -- *Civilization II*.

Feature Story

Looking For A Few Good Games: In this exclusive report, the Desktop General rubs shoulders with real-life generals to find out why the U.S. Marines are playing *Doom* and how PC gaming has taken on a significant role in the Corps' training plans.

Scoops!

Diablo: The creators of *Warcraft II* plan to heat up the roleplaying genre with their multi-player dungeon-fest, *Diablo*.

Hind: The creators of the award-winning *Apache* helicopter simulation are back with the follow-up -- *Hind*. Jump inside the cockpit of this hulking chopper as we learn what it's like to pilot the Soviets' flying tank..

Z: Virgin and the Bitmap Brothers are pulling out the really, *really* big guns to tackle the *Command & Conquer* set, with a hilarious wargame designed for speed freaks.

Reviews

3-D Hyper Pinball	Allied General
Chronomaster	Congo: Descent into Zinj
CyberMage	Grand Prix Manager
Hooves of Thunder	Jack the Ripper
Psychic Detective	Screamer
Shannara	Tempest 2000
Terminator: Future Shock	The 11th Hour
The Beast Within: A Gabriel Knight	Thexder
Mystery	
This Means War	Torin's Passage
Touche	TriTryst
TV Guide Multimedia Crosswords	Zone Raiders

Departments

Sim Column: Lee takes to the sky to try out the latest developments in the online air combat wars, logging some flight time in ICI's *Warbirds*.

The Desktop General: The Desktop General follows up this month's feature with more on how PC wargames figure in the future of the military.

Extended Play: Tom succumbs to the appeal of the Dark Side of the Force as he jumps into the cockpit of the *TIE Fighter Collector's CD-ROM*.

Tim's Tech Shop: Tim whips out his VESA card and explains the ins and outs of getting the best resolutions in graphic-intensive programs.

The Learning Game: If Johnny thinks two plus two makes eight, then maybe it's time for a good educational program. Heidi looks at a few aimed at helping kids with math.

Lupine Online: If you've not read Scott's column, you're about to learn Wolf's home is a very twisted place.

Peripheral Visions: What's that strange controller Dan's holding, and why does he keep saying "Give me the bird!"?

Strategy Central: The strategy crew heads to the front to bring you winning strategies and cheats for *Allied General*, *Earthworm Jim*, *Terminator: Future Shock*, and more!

PC GAMER, Vol. 3, No. 5, May 1996

Cover Story: **The Future of Gaming**

Online gaming is poised for takeoff, fueled by new multi-player services, the hottest games, better performance, and an explosive growth in the Internet population. Meanwhile, the first virtual reality gear designed for the gaming public is finally available -- but how much of it is still more virtual than reality? Get an in-depth look at the contenders and the pretenders before you take the plunge into cyberspace.

Scoops!

Prey: Sure, you've hear about *Quake*, but what about *Prey*? This new *Quake* rival comes from the same twisted talents that brought us *Duke Nukem 3D*, and it looks like the upstarts at 3D Realms could give the action kings at id Software a serious run for the money.

Callahan's Crosstime Saloon: Science fiction, comedy, the mysteries of time and space, and a pint of a Guinness -- what more could you ask for? Take a sneak preview at this tavern at the end of the universe.

Betrayal in Antara: What made *Betrayal at Krondor* such a great roleplaying game? Was it the top-notch game design, or the rich settings of fantasy author Raymond E. Feist's Riftwar novels? Sierra attempts to answer that question with a gorgeous new RPG.

Reviews

Angel Devoid	Battle Isle 2220
Darkseed II	Extreme Sports
Foxhunt	NBA Live 96
NFL Quarterback Club '96	Panzer Dragoon
PBA Bowling	Return of Arcade
Romance of the Three Kingdoms	Ripper
IV: Wall of Fire	
Space Bucks	Terra Nova: Strike Force Centauri
The Hive	Top Gun: Fire at Will
Warhammer	Wing Commander IV

Departments

Sim Column: Who's the madman running onto the courts of the Final Four? Why, it's Lee Buchanan, full of good news for college hoops fans.

The Desktop General: It's been a long march for *Sumter to Appomattox*, but the third version of this game may finally realize it's potential.

Extended Play: Tom climbs into his giant robot and takes on the latest *MechWarrior 2* goodies.

Tim's Tech Shop: Tim offers some sound advice on DSVD and voice modems.

The Learning Game: Out on that wacky web, Heidi finds that a little searching and a lot of patience can uncover some good stuff for the kids.

Lupine Online: Once again, censorship takes a wild ride down the wrong side of the info-highway.

Peripheral Visions: One small step for man, one giant leap for motherboards: Dan tackles a big do-it-yourself upgrade.

Alternate Lives: With a tip of his pointy sorcerer's hat and a few words of roleplaying wisdom, Trent bids adieu to *PC Gamer*.

Strategy Central: "Those alien bastards" are *really* gonna pay, now -- we've got tips and cheats for *Duke Nukem 3D*. Whoa, that's gotta hurt!

PC GAMER, Vol. 3, No. 6, June 1996

Cover Story: **Star Wars Goes Multi-player**

George Lucas' PC gaming empire reveals two of its most closely guarded secrets: *X-Wing* vs. *TIE Fighter* and *Jedi Knight: Dark Forces II*. Get an exclusive look at the first multi-player Star Wars games, plus *Outlaw*, an Old West adventure.

Special Section: **Review Index**

Oh no! Mom tossed out your back issues of PC Gamer, and you've forgotten what score we gave *Dip & Twiddle*? Don't fret, our latest reviews index covers every game we've rated since December 1995, and it doesn't cost a penny extra.

Scoops!

Back to Baghdad: Reenact the Persian Gulf War, or fight it your way with tactical nukes! Everyone's talking about this amazingly detailed and realistic F-16 air combat simulation.

Time Commando: What good is time travel if you can't beat on a few frightened cavemen? Punch your way through the centuries in this new action/adventure from the creators of *Alone in the Dark*.

Blood & Magic: Golems, goblins, gargoyles, and ghouls; *Blood & Magic* challenges you to build a fantasy army in the Forgotten Realms. It's real-time strategy set in the world of Advanced Dungeons & Dragons.

Reviews

Batman Forever	ATF (Advanced Tactical Fighter)
D	Descent II
Foxhunt	NBA Live 96
Dinotopia	EarthSiege 2
Fantasy General	Fast Attack
Gearheads	Kingdom O' Magic
Pool Champion	Rayman
Red Ghost	Renegade II
ShellShock	Silent Hunter
Silent Thunder	Spycraft: The Great Game
Star Trek DS9: Harbinger	Virtual Snooker
Whiplash	

Departments

The Desktop General: Microsoft's plans for world domination call for some Close Combat. General Trotter gets into the trenches and digs out the story.

Extended Play: Tom leaps into battle with the latest add-ons for *Command & Conquer* and *Steel Panthers*.

Tim's Tech Shop: What does "vertical refresh rate" mean, and how can it affect your gaming?

The Learning Game: Who the heck is Mr. Drumstix? Find out all about him and his musical friends in The Learning Game.

Lupine Online: Tanned, rested, and back from vacation, our online canine digs into the Infobahn.

Peripheral Visions: Dan offers a little advice to those contemplating a do-it-yourself PC project.

Alternate Lives: Say hello to Michael Wolf, who dons a new hat this month as PC Gamer's new Alternate Lives columnist.

Strategy Central: Hints for some of *Ripper's* toughest brain-teasers, plus secret codes for *Descent II*, *Whiplash*, *Wing Commander IV*, and *Screamer*: that oughtta be enough to ease your cheatin' heart.

PC GAMER, Vol. 3, No. 7, July 1996

Cover Story: **The Ultimate Gaming Machine**

Worried that your old PC can't keep up with today's hottest games? Our step-by-step guide to the PC components that you actually need to keep pace with technology will show you how to turbo-charge your system, without putting a crimp in your troubled pocketbook.

Feature: **Flight Sim 101**

As a new generation of flight sims takes realism to the next level, our guide to virtual air combat is all you need to stay alive in the unfriendly skies.

Scoops!

Unreal: A *Quake* rival, and the first game to support MMX technology and run in 24 bit color, this truly groundbreaking title from Epic MegaGames looks to be one of the most innovative games of the upcoming year. In a word, it's Unreal!

Ecstatica 2: The sequel to the underrated cult hit *Ecstatica*, this action-oriented adventure game features unique ellipsoid actors in a lush medieval world..

Eradicator: Accolade takes a page from the console games, adding jumping puzzles and third person point of view to a *Doom*-style shooter.

Reviews

AHD-64 Longbow	Big Red Racing
Chaos	Civilization II
Conquest of the New World	CrossWorld
Cyberia 2: Resurrection	Duke Nukem 3D
Havoc	Majestic
Return Fire	Starball
Star Trek: Klingon	TacOps
The Dame Was Loaded	The Rise and Rule of Ancient Empires
The War College	Warhammer: Dark Crusaders
Wipeout	Zeddaz: Servants of Sheol
Zork Nemesis	

Departments

The Desktop General: General Trotter gives a dishonorable discharge to *Pacific Theater of Operations II*.

Extended Play: It's the new and improves *SU-27 Flanker*. Tom revisits this Russian flight sim, now fixed up with a major bug patch.

Tim's Tech Shop: Who gives a damn about RAM? Tim takes the time to sort out some common misperceptions about our memory.

The Learning Game: Uh oh, full-motion video is creeping into educational software. Will quality and content be supplanted by lavish Hollywood productions, the way it has in games? Heidi investigates.

Lupine Online: The good, the bad, the ugly, Scott finds something for everyone out on the World Wide Web.

Alternate Lives: What's wrong with RPGs? Everyone's complaining, but Mike Wolf has done something about it.

Strategy Central: Bigger, badder, and better than before: it's a super edition of Strategy Central! Check out hints for *DS9: Harbinger*, *Zork Nemesis*, and the developers own tips for *C&C: The Covert Operations!*

PC GAMER, Vol. 3, No. 8, August 1996

Cover Story: The Ultimate Preview of the Year's Hottest Games

Here it is, your non-stop, all-expenses paid trip into the future of gaming. Our crack staff has scanned the globe, sorted through the hype, and selected the fifty hottest games that'll be released within the next six months. Whether you're a fan of action, roleplaying, adventure, strategy, wargaming, sports, or multi-player games, there's something in here to satisfy you.

Scoops!: Where are they?

Due to our cover story being one huge Scoop!, there is no separation Scoops! section this month. But you can be sure, it'll be back at the front of the magazine next month.

Reviews

Assault Riggs	Bad Day on the Midway
Battleground: Waterloo	Conquer for Windows
Deadline	Earthworm Jim 1 & 2: The Whole Can 'O Worms
Fire Fight	Icebreaker
In Pursuit of Greed	Island Peril
Manic Karts	NHL PowerPlay '96
Pro Pinball: The Web	Queensryche's Promised Land
Strife	The Dark Eye
Total Mayhem	Total Knockout Championship Female Boxing
VR Soccer	

Departments

The Desktop General: Thanks to our very own Desktop General and some forward-thinking military planners, the Marines are gearing up for an all-out assault on battlefield simulations.

Extended Play: Despite months of intensive therapy and counseling, Tom's *WarCraft II* addiction just got worse with the release of Blizzard's new expansion set.

Tim's Tech Shop: If all these arcane Internet terms are giving you the SLIP, Tim's ready to Winsock it to you with some definitions and advice.

The Learning Game: Heidi examines a trio of educational titles and makes a surprising discovery.

Lupine Online: After months of hanging ten on the info-highway, the Wolf slips the surly bonds of his online column and bids the Internet a fond see-ya-later.

Alternate Lives: Mike asks the musical question "Where Has the Magic Gone?" and finds some answers about the PC version of a certain addictive fantasy card game.

Strategy Central: Come one, come all for the greatest gaming treasures the world has ever known! We've got killer strategies for Terra Nova, C&C: The Covert Operations, Civilization II,, and much, much more!

PC GAMER, Vol. 3, No. 9, September 1996

Cover Story: **The Star Trek Issue**

The power and influence of the Federation has reached into everything from television and films to books and computer games. Now, on the 30th anniversary of the venerable Star Trek franchise, four new computer games have shown up on our forward scanners. Come with us, as we boldly go where no game magazine has gone before!

Feature Story: **Quake**

The earth has opened up, nightmares have come to life, and a horde of weapon-wielding monsters has poured out of the next dimension. Yes, it's *Quake*, id Software's latest triumph.

Scoops!:

M1A2 Abrams: The pride and joy of the American military comes to life on the PC, with the help of a little Interactive Magic.

Lords of the Realm II: This impressive sequel to the original classic combines turn-based strategy with real-time combat.

The Space Bar: No, it's not the bar on your keyboard, it's a new science fiction adventure in a tavern where everyone knows your name, even if it's Gleepmox from Altair IV.

Reviews

American Civil War: From Sumpter to Appomatox	Back to Baghdad
Battle Arena Toshinden	Chaos Overlords
Chronicles of the Sword	Expect No Mercy
Frank Thomas Big Hurt Baseball	Indiana Jones and His Desktop Adventures
Knight's Chase	Lemmings Paintball
Normality	Settlers II
Smart Games Challenge 1	Space Hulk: Vengeance of the Blood Angels
Terror T.R.A.X.: Track of the Vampire	The Muppets Inside
Zapitalism	

Departments

The Desktop General: General Trotter hands our Silver Stars to the wargames that have made a mark over the course of the year.

Extended Play: We couldn't find Tom McDonald for days, until we realized he was golfing on the latest courses from Electronic Arts.

Tim's Tech Shop: What the heck is MMX? Tim examines Intel's latest CPU technology and explains what it means to PC owners.

The Learning Game: Heidi takes the hype out of hypermedia, investigating a trio of new titles that aim to teach and please.

Multi-Play: It's the first edition of our new column devoted to multi-player gaming.

Alternate Lives: Have graphic adventures evolved since the days of the King's Quest series?

Peripheral Visions: We've put our collective ear up to a whole range of PC speakers in this first installment of *PC Gamer's* expanded hardware coverage.

Sim Column: Scott Wolf takes control of the Sim Column, steering it into the wild blue yonder of flight sims.

PC GAMER, Vol. 3, No. 10, October 1996

Cover Story: **Origin's Cutting Edge**

Come join us, as PC Gamer takes you behind the scenes at Origin Systems for a world exclusive interview with the company's founder Richard Garriott, plus in-depth previews of *Ultima IX*, *Ultima Online*, *Privateer 2*, and all-new *Wing Commander* stuff. Twelve pages of exclusive pictures and info start on page 88, so dive in, you'll be glad you did!

Feature Story: **The Craft of War!**

When Blizzard invited us to visit their offices for an exclusive behind-the-scenes look at the making of their awesome new real-time wargame *StarCraft*, plus all the latest news on *Pax Imperia II*, *WarCraft III* and more, who were we to argue?

Scoops!:

MechWarrior 2: Mercenaries: Those lovable big fighting robots are back for some more metallic mayhem in Activision's long-awaited sequel to the original classic.

Tomb Raider: Is this the most involving 3D game ever? Eidos is confident that you've never experienced virtual adventuring quite like this before, find out why!

Shadow Warrior: From the guys at 3D Realms who brought you *Duke Nukem 3D comes Duke Nukem 3D* with ninjas! And plenty more besides, including an improved engine.

The Terminator: Skynet: The latest in a long line of Terminaator licenses from Bethesda could well be the best of the bunch so far. If you like *Future Shock*, you'll love this.

DiscWorld II: The second graphic adventure interpretation of Terry Pratchett's hilarious (and wildly popular) fantasy novels offers an interesting new perspective on death...

Reviews

Afterlife

Brainstorm!

Catfight

Cyber Judas

Grand Prix II

Judge Dredd

Battleground: Shiloh

Bruce Jenner's World Class Decathlon

Close Combat

The Elk Moon Murder

Front Page Sports Baseball Pro 96

Micro Machines 2

Reviews (cont'd)

MissionForce: CyberStorm

The Pandora Directive

Quake

Sea Legends

Tracer

Z

Monty Python and the Quest for the Holy Grail

Philip Marlowe Private Eye

Revolution X

Space Dude

Voyeur II

Departments

The Desktop General: Trotter reports from the Civil War battleground at Shiloh, where he sat in on development of Impressions' games.

Extended Play: With Tom at your side, the game's never over thanks to his unflinching vigil of all the latest add-ons, campaign packs, bug patches, and fixes.

Tim's Tech Shop: Those CD-ROM speed statistics may look impressive, but what do they actually mean? Tim cuts through the hype to tell you what performance you can expect.

The Learning Game: More educational software comes under the close scrutiny of Heidi, and under even closer scrutiny from her kids!

Multi-Play: *Duke Nukem* fans should swing by here, as the game's designers offer some of their secret multi-player combat tips.

Alternate Lives: Fresh from his trip to Origin Systems, The Wolf lends some thoughts on the new Ultima games in development.

Peripheral Visions: You want video cards? Four of the best face-off in our comparative speed trials.

Sim Column: This month, two sims let Scott try his hand at being a vicious, predatory animal and a member of a '90s rock band (not that there's much difference of course).

Strategy Central: Exclusive new hints, cheats and tactics for *WarCraft II*, *Terra Nova*, and *Toshinden*, plus the PC Gamer team's personal hints for multi-player *Quake*.

PC GAMER, Vol. 3, No. 11, November 1996

Cover Story: Jedi Knight

As LucasArts latest (and potentially greatest) Star Wars game takes shape, PC Gamer spent a day with the development team for an exclusive behind-the-scenes look at the long-awaited sequel to *Dark Forces*. Ten pages of never-before-seen pictures, development secrets and first-run gameplay information that you won't find *anywhere* else await you on page 90.

Feature Stories:

The PC Gamer Sports Awards

With so many sports simulations on the market, picking the good from the bad is no easy task. At least it wasn't until now, with PC Gamer's definitive guide to the best simulations of all the major sports (plus some of the smaller ones) and looks ahead to forthcoming attractions.

Watch the Skies!

Alien conspiracy stories are all the rage in the wake of The X-Files' success, and games developers are responding with a slew of extra-terrestrial tales in the pipeline, including the official X-Files game. PC Gamer has the lowdown on them all.

The Art of the War Sim

The military simulation genre has never been hotter, and now four of the biggest names in the genre are preparing an all-out assault with an army of state-of-the-art sims. We've got 22 pages of exclusive news and pictures on all the hottest new titles.

Scoops!:

Interstate 76: Activision goes retro with a combat driving game set in an alternate 1976, where the gas crisis never went away. Mad Max meets Huggy Bear...

Outlaws: LucasArts' action packed tale of Wild West derring-do marries the *Dark Forces* 3D engine with the atmosphere of Sergio Leone's classic westerns.

Road to Moscow: The bloodiest land war in history is re-created like never before in this exhaustive new World War Two strategy game adapted from the classic 8-bit original.

Command & Conquer: Red Alert: Westwood's "prequel" to *Command & Conquer* adds more to the original than you ever thought possible, and the result may well be the best real-time strategy game yet.

Age of Sail: Ever fancied re-living the romance and adventure of high-seas ship-to-ship combat in the golden age of swashbuckling? This could be the game for you.

Reviews

Age of Rifles	Albion
Chessmaster 5000	Crusader: No Regret
Deathkeep	Don't Quit Your Day Job
Final Doom	Links LS
Mindgrind	NFL Quarterback Club 97
Qin	Savage
Time Commando	Terry Bradshaw Fantasy Football
Triple Play 97	Virtua Fighter
Witchaven II	ZuluWars!

Departments

The Desktop General: Trotter turns the spotlight on Incredible Simulations, one of the few remaining independent wargame developers still turning out great products.

Extended Play: Tom McDonald casts his eye over SSI's new campaign pack for *Steel Panthers*, and EA's SE edition of *Need For Speed*.

Tim's Tech Shop: The issue of PC sound standards is tackled head-on this month as Tim takes the tech specs and turns them into English.

The Learning Game: Heidi rounds up the best educational software of the year, but wonders where the new classics will be coming from.

Multi-Play: Jason has the full low-down on the net gaming software Kali, now available on our very own PC Gamer CD.

Alternate Lives: Role-playing is hitting the Internet in a big way. Wolf ponders what lies ahead for the genre on-line.

Peripheral Visions: With more sticks and pads available for the PC than ever before, PC Gamer puts the leading contenders on trial.

Sim Column: Scott puts PC Gamer readers' questions and gripes about *Back to Baghdad* to the people responsible.

Strategy Central: Hot hints and tips for *Close Combat*, *Triple Play 97*, *Z*, *Duke Nukem 3D*, and the latest back of readers' requests.

PC GAMER, Vol. 3, No. 12, December 1996

Cover Story: **Giant Holiday Spectacular**

What with all the new games and hardware, and all those gift-buying decisions to make, the holiday season can be a minefield for the PC gamer, quite literally! Well obviously not literally, but it's very tough all the same. That's where our epic 40-page special comes in, guiding you through all the software and hardware buying decisions you need to take you into the new year, and beyond. Get to it!

Scoops!:

Starfleet Academy: Rise from green young cadet to Kirk-like status in Interplay's ambitious Star Trek combat simulation. Face the Klingons, Romulans and even the dreaded Kobayashi Maru test. Can you re-program the PC so it's possible to rescue the ship? Find out.

X-Car: Experimental Racing: Bethesda Softworks' Xngine is put to good use in this futuristic car racing simulation that should give the likes of *NASCAR Racing* and *Grand Prix II* something to worry about.

Scoops! (cont'd):

MDK: Does it stand for Max, Dr. Fluke Hawkins and Kurt? Murder Death Kill? Or is it Massive Dollops of Ketchup? Whichever, you're in for a 3D bloodfest in Shiny Entertainment's revolutionary arcade puzzler.

SimCopter: Take the cities you built in *SimCity 2000*, and fly a chopper around them in medevac, riot control and other exciting missions as you attempt to keep the metropolis running smoothly.

Reviews

Caddyhack	Command & Conquer: Red Alert
Connections	Daggerfall
Deadlock	Devo's Adventures of the Smart Patrol
F-22 Lightning II	Gender Wars
Gene Wars	Harvester
Hellbender	Hind

Reviews (cont'd)

Lighthouse	MechWarrior II: Mercenaries
MegaRace 2	Monster Truck Madness
NCAA Basketball	NHL 97
The Neverhood Chronicles	Road Rash
Robert E. Lee Civil War General	Sherlock Holmes: Case of the Rose Tattoo
Sonic CD	Star Control 3
Striker 96	Total Control Football

Departments

The Desktop General: Trotter toughs it out against one of the Civil War's trickiest ever battles and (eventually) emerges victorious.

Peripheral Visions: Everything you always wanted to know about sound cards but were afraid to ask.

Extended Play: Tom casts his eye over Jane's U.S. Navy Fighters 97 and rounds up the best of the new patches and bug-fixes.

The Learning Game: New products that help kids learn about electricity, ancient civilizations, and storytelling make up this month's batch of titles given the once-over.

Tim's Tech Shop: Rather than buying new equipment, why not just fine-tune the gaming hardware you have for optimum performance? Here's how you can do it.

Multi-Play: Our Jason pontificates on the relative merits and pitfalls of the 3D genre's current DeathMatch philosophy.

Alternate Lives: What do gamers think about the current state of adventuring and role-playing on the PC?

Sim Column: Yes, it's *PC Gamer's* least imaginatively titled column, with Wolf's guide to how you can make your sims more realistic.

Strategy Central: Hot new hints and tactics for *Command & Conquer: Red Alert, Z, Crusader: No Regret* and plenty more to mull over.

PC GAMER, Vol. 4, No. 1, January 1997

Cover Story: **Ultimate Strategy Guide '97**

After the phenomenal response to last year's Ultimate Strategy Guide, we've decided to do it all again. This time, more than double the size! In our catch-all survivor's guide to the hottest games, we've got hints, cheats, solutions, strategies, and tactics for dozens of titles. Everything from the definitive *Duke Nukem* codes to *Red Alert* battle tactics, and a complete *Star Control 3* walkthrough.

Feature: **The Q-Files**

The amazing expandability of *Quake* has led to players modifying the game beyond recognition, adding new levels, weapons, characters, and utilities that take the game to a new dimension. Our expert guide will guide you through what's out there, and how you can get involved.

Scoops!:

Hexen II: The Quake 3D engine makes its first cameo appearance in Raven's new first-person RPG, and just look what they've done with it!

Scoops! (cont'd)

Dark Reign: Activision is the latest company to throw down the gauntlet in the real-time strategy game wars, with a novel take on the genre.

Jack Niclaus Four: Accolade's pedigree golf license steps into the next generation, with an all-new play mechanic, a state-of-the-art course designer, and the Golden Bear himself.

Jazz Jackrabbit 2: Yes, he's back. Epic Megagames' floppy-eared hero returns to kick some life into PC platforming, with high-res action that will blow your socks off.

Reviews

Assassin 2015	Baku Baku
Battlecruiser 3000AD	Bedlam
Bug!	Circle of Blood
Deadly Tide	Destiny
Eradicator	Jonny Quest
Madden NFL 97	Mode

Reviews (cont'd)

NBA Full Court Press	Screamer 2
Shattered Steel	Syndicate Wars
Toonstruck	Virtua Squad
War Wind	Wooden Ships and Iron Men

Departments

The Desktop General: The Colonel saddles up the pachyderms and tries his luck in the sandals of Alexander the Great.

Peripheral Visions: So, are these fancy 3D accelerator cards any good, or what? *PC Gamer* rounds up the current batch of cards and rates their performance.

Extended Play: The new *ATF* add-on, *NATO Fighters*, has plenty to offer fans of the original, as Tom discovered when he took it for a test flight.

The Learning Game: From math to movie-making, this month's batch of educational software has plenty to keep the ankle-biters amused.

Tim's Tech Shop: How fiddling with your BIOS can make your PC gaming experiences all the more enjoyable. It's easy when you know how!

Multi-Play: A thorough search of the World Wide Web reveals limitless online gaming options for Internet users. Here's a few to get you started.

Alternate Lives: The Cyberwolf takes a well-earned break from exploring fantasy realms this month, or does he?

Sim Column: Today's flight sims might offer ultra-realism, but are they any fun to play? That's this month's question.

Strategy Central: Not this month. It's all in the feature story!

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Cover Story: **The New Art of WAR**

After the success of *Command and Conquer* and *WarCraft II*, it didn't take long for game developers to jump on the real-time strategy bandwagon. But with countless publishers entering the field, it's hard to tell the players without a scorecard. PC Gamer scours the globe and reveals the rising stars in this year's boom genre.

Scoops!:

Theme Hospital: Mangled health care meets cartoon violence in Bullfrog's newest strategy/simulation, where the bottom line is all that stands between life and death

Man-of-War: Relive the glory days of battle on the high seas from the deck of a Spanish galleon in this new sailing epic from Strategy First.

City of Lost Children: Leave it to Psygnosis to make an adventure game out of this bizarre masterpiece from French filmmakers Jeunet and Carot.

.Scoops! (cont'd)

Fallen Haven: Does Interactive Magic have the goods to bring an epic space colonization sim to the PC? Check it out for yourself.

Reviews

Third Reich	Admiral Sea Battles
Alien Incident	Area 51
Ashes to Ashes	Azrael's Tear
Captain Quazar	CyberGladiators
Daytona USA	Death Rally
Drowned God	Heroes of Might and Magic II
Hunter Hunted	HyperBlade
Jumanji	Lords of the Realm II
Necrodome	Nemesis: The Wizardry Adventure
Noir	Pray for Death
Rama	Rocket Jockey
SkyNET	Slamscape

Reviews (cont'd)

Solid Ice	Spaceward Ho! IV
Steel Panthers II: Modern Battles	Surface Tension
The Crystal Skull	Tomb Raider
Ultra 3D Pinball: Creep Night	

Departments

The Desktop General: Bill takes a loving look back on the best and worst of 1996 and offers up some surprising choices.

Peripheral Visions: Where else are yo ugonna find the latest and greatest assortment of gadgets, gizmos, and eye-popping computer toys?

Extended Play: Toms' motto is run silent, run deep, as he takes the new *Silent Hunter* expansion pack out for a test drive.

The Learning Game: Heidi knows you can never have too much learnin', and this month's selection of educational titles is bursting at the seams with knowledge.

Tim's Tech Shop: A new breed of sealed-case PC's is on the way, and Tim looks at the pros and cons of this latest hardware trend.

Multi-Play: Jason ponders one of the great riddles of our time -- why buy, when you can download? Check out his tips for getting the most out of those free add-ons available on the web.

Alternate Lives: Will online adventures replace the classic roleplaying games of old? Mike's on the case with first-hand looks at a couple of the latest Internet RPGs.

Sim Column: Sit back for a wild ride as Scott Wolf comes unhinged and buzzes *PC Gamer's* control tower.

Strategy Central: We've got the first part of our extensive *Tomb Raider* strategy guide, plus a complete walk-through for *SkyNET*, hints and tips for *Lords of the Realm II*, and more!

