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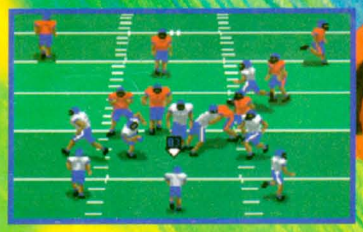

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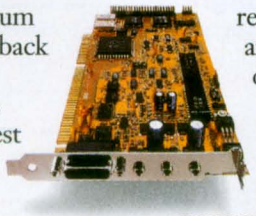

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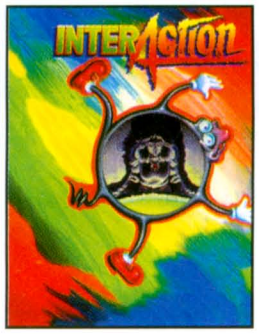

ON THE COVER

Who better to give us an inside look at King's Quest VI *than Hole-In-The Wall, one of the more unique characters in this epic new game. For more behind-the-scenes revelations, turn to the 11 pages of exclusive coverage, starting on page 20.*

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THE INSIDE VIEW

by Ken Williams

Ken Williams, President, CEO, and occasional philosopher at Sierra On-Line, Inc. has retreated to the hallways of academia to ponder the way we learn. Here is what he learned.

I have always felt that educational software would be the driving force behind putting a personal computer into every home. Instead, the market for entertainment software is over twice the size of that for education. In many countries around the world, essentially no market exists for educational software. Yet, when you ask people why they want to own a computer, they almost always mention education and almost never mention entertainment. Something is very wrong here. The personal computer can revolutionize the way we learn. There is a tremendous amount of potential in all of us that is being wasted. American schools have the highest ratio of computers to students in the world. Has anyone seen any clear evidence that we have the world's best school systems, or that computers have had an impact proportional to their cost?

I would like to share with you my views on how computers can be used to educate both adults and children whether at home or at school, and some of the new directions my company, Sierra, will be taking. I will look at where I think the opportunities for improvement are, what impact the new evolving technologies may have and what this may mean to you.

Schools have not changed much in thousands of years. The classrooms of today look suspiciously similar to the classrooms of yesterday, but there are troubling differences. I think I am safe in claiming that the cost to educate is rising while the quality of education, as measured by SAT scores, seems to have peaked or to be in decline. I recently attended a speech given by former Secretary of Education, Bill Bennett. He stated that he would not place his kids into the American public school system. He said that the school system needed more than just minor surgery, it needed major restructuring. There are exceptions, but in many incidences schools are having problems with overcrowding and underfunding.

All children do not receive the same education. Schools differ greatly in the quality of the education delivered. Even within a particular school there are major differences in the skills of the different teachers. In American school systems, it is extremely difficult to remove a mediocre teacher. Schools are a government bureaucracy, not a business. Common sense business methods such as higher compensation for those who produce superior results just don't exist. There are many excellent teachers but in many cases they have become discouraged by lower wages than they could receive in the workplace, and by not being given the tools they need to do their jobs.

One of my personal problems in school was the lack of individual instruction. In some subjects I excelled, in others I just couldn't keep up. It seemed I was always behind or ahead of the other kids. I never seemed to be at exactly the same point in my studies as the rest of the class. This created a feeling of isolation. I was never challenged. I was either bored or lost. In either case, my mind wandered. I now understand that I wasn't alone. There is no way thirty kids in a classroom are going to learn at the same pace, it just can't be done by conventional methods.

Classrooms are beginning to use computers on a regular basis. This is a major step in the right direction. Computers have infinite patience, allowing students to learn at their own pace. There are, however, opportunities for improvement. Schools don't fully realize that a computer is useless without proper software. It's like having a record player with few records. You don't get much music. Teachers often have to scavenge or use their own funds to buy software. Limited funding for educational software means that not much gets bought, which means that not much is written, or that what gets written is of limited quality.

Although I've been talking about problems with education in the schools, I personally see the home market for educational software as more exciting. No matter what the schools do, there will always be a need for supplemental education and reinforcement. Classrooms spend their designated time on a topic and then move on. Sometimes you want to explore a subject in greater detail. Sometimes you find yourself slipping behind the class, or miss class and need to catch up. Sometimes you have a full-time job and a family to support and can't take the time to attend class at all, but would like the education to advance or change your career. There are bookstores and libraries with an enormous wealth of information. But for many of us, it can be tough to learn from a book. Computers provide a better way.

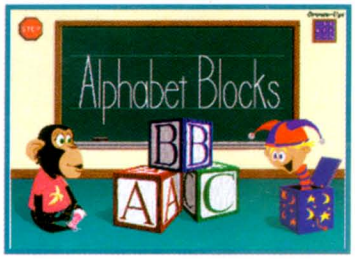
Ben Franklin sports a '60s look from Twisty History.

Let's look at how we learn. Simply stated, you either learn through instruction, or experience. Someone tells you, or you figure it out yourself. Each of these methods has its advantages. Pretend we're trying to teach ourselves to play golf and decide to rely on experience alone. We buy a club and find a friend with a BIG back yard. The

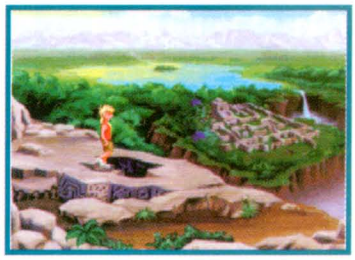
odds are that we will hold the club totally wrong, swing with little power and have no control of the ball. Worse yet, if we practice long enough, we're likely to develop bad habits that will take a professional months to fix. For many people, using a computer is similar to the golf example. Although we ship our computer games with instruction manuals, only a small percentage of people bother to read the manual before jumping to "the experience." Many fight their way through a game not knowing about a command that would have greatly improved the experience or, they give up because the game seems too hard. Experience without instruction can be a dangerous thing.

Instruction alone, which is what we receive far too often, has its own set of problems. Imagine sitting in a classroom listening as a teacher who may have never visited Europe lectures you on its geography and economy. You pay attention because you will be tested on Friday and you'll be in trouble if you don't get a good grade. You memorize the facts and ace the test. Have you learned anything? Perhaps. Instruction without experience can work but it's not optimal. Will you still remember those facts a year later? Retention of information which is only memorized and not experienced is very low.

Another problem of instruction without experience is that sometimes you know the solution to a problem but are unable to apply it. How many times have you heard kids grumble that they hate "word" problems. Typically, formulas are used to teach math, such as 9 x 7 = ?. Kids are taught to memorize the multiplication tables. They are expected to look at 9 x 7 and know the answer is 63 without thinking about it. A "flash card" approach to instruction is used where you are given the problem and you search your memory for the answer. The problem is that we've all seen kids who finish school knowing that 9 x 7 is 63, who are unable solve the problem "If I use seven logs, each of which is nine inches wide to construct a raft, how wide would the raft be?"



Bright Star's new products use talking technology to teach.



The new EcoQuest: Lost Secrets of the Rainforest, *teaches environmentalism by taking the player into a rainforest.*

Here is how I see the computer integrating instruction with experience (and adding a little bit of fun just to make it interesting). What if, instead of just hearing about Europe, you could visit there on a field trip? It is an incredible experience to be someplace interesting, one you never forget. Tour guides usually have a sense of humor and know how to make the facts sound fun, especially if they have a lot of experience. You can ask questions of people who actually live there. You can even ask things you always wondered about, but which never seem to be in the books. Sometimes you can explore on your own. You are involved in and surrounded by Europe. You are receiving a combination of instruction and experience.

Sounds nice, but is it practical? Not many school districts could afford such a field trip. What if you are trying to learn about prehistoric man, or to play golf like the professionals, or study the rotation of the planets? There are some experiences which can be tough to get regardless of budget. A computer cannot reproduce these experiences exactly, but they can create better simulations than you might imagine. In some ways a computer simulation may even be better for learning purposes! I do not want to imply that I think it is a new notion that the more real you can make an experience the more students are likely to learn from it. Already text books contain pictures, schools make use of entertaining filmstrips and in some classrooms role-playing is used to add reality to understanding how government works. Computers are just the next step up on the reality ladder.

My vision of the perfect educational program is one that simulates a real world environment in which you are free to interact or experiment as you please. There should be some informed source available to guide you down the correct path, or bail you out if you should get into too much trouble. Unlike conventional thinking, though, you should feel free to make mistakes. The process of trial and error, doing something wrong and then doing it a little better until you get it just right has incredible learning power. You learn as much from a wrong answer as from a right answer. You see the results. The goal should be to create a world where you're likely to have to face the same type of problems you'll face out in the real world and then allow you to arrive at the solution on your own, with a minimum of guidance.

I've been trying to learn French the past few weeks, and have bought nearly every instructional book and audio cassette I can find. It has not been easy. I would like to see a CD-ROM-based product, similar to our adventure games, that teaches French as it progresses, so you feel as if you are actually living in France for a while. You could actually hear French, as it is spoken in France, in an environment that you control. In my vision of how this product would operate you would control a character that represents you. You would be in France. Play would begin in either English or a very limited amount of French. By the end all you would hear would be French. Words would be added to the

continued on page 9

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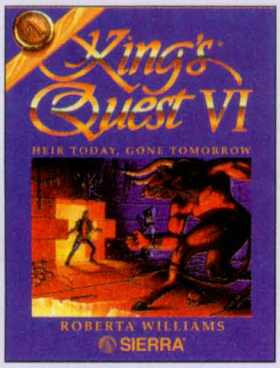

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Lockjaw from Twisty History

vocabulary slowly and always in the context they would be used in the real world. One of my long-term goals is to integrate a product of this sort with our network, The Sierra Network, so that you would be able to carry on a conversation with someone in France at some point in the game. This is not wild-eyed speculation, it is absolutely technically possible today.

I claimed a few paragraphs back that a computer simulation of a real world event could, in fact, be better learning than a real life experience. On the surface this is a rather ambitious claim. Let's take a look at the examples I gave. If you could visit with prehistoric man, it is unlikely you would spend more than a week or two. A computer simulation does not have this time constraint. It could allow you to advance time so you could watch migration patterns or see evolution in action. Alternately, you could follow the movements of one particular cave person. You could experiment with culture by giving one tribe weapons but not their neighbors. You could transplant dinosaurs to different climates to see whether they thrive or perish. To some extent you would be at the mercy of the opinion of the person who designed the software, but how is that different from being guided by the person who wrote the textbook? Venturing out from earth, let's look at the rotation of the planets. What would happen if the earth stopped spinning? Why stop there? Rearrange the order of the planets. What happens to their climates? Tough to do in real life, and even if you

continued on page 11

ON GAMES . . .

"PEOPLE MISUNDERSTAND WHAT GAMES ARE REALLY ABOUT. Most of the time, if Roberta and I go over to someone's house to play cards, it doesn't really matter at the end of the night who won and who lost. Playing games, when you think about it, is a way to enjoy some friendly competition while gossiping about the kids. Sierra's games are great, but they would be a lot better if I could play them with my friends. That's where TSN comes in."

Ken Williams
President, Sierra On-Line

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We live in a fast moving, technologically rich world. Developments in computers and software affect the way we live now and influence the way we will live in the future.

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The time for Kids & Computers Magazine is now. With educational software and home computer sales on the rise, parents need an ongoing resource to help them navigate their way through a pretty confusing marketplace. The folks behind Kids & Computers are just the people to pull it off.

Doug Carlston
Chairman and CEO, Broderbund Software

Computers and kids only work well together when they've got a good foundation. Kids & Computers is the magazine that provides the tools.

Robin Raskin
author of: Parents, Kids, & Computers

Kids & Computers Magazine is an essential guide for computing parents.

Bill Dinsmore
President and CEO, The Learning Company

Kids & Computers Magazine is a valuable resource for parents to discover the latest trends, information, and computer products available to suit their children's needs.

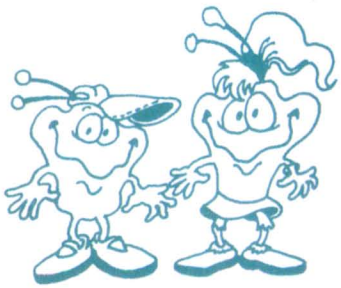
Jan Davidson
President, Davidson and Associates

* A102SI

pulled it off you would find yourself somewhat unpopular back at home. To a computer, no problem.

Can everything be taught through simulation? No. For instance, how could simulation be used to teach the names of birds? Some things require a flash card teaching approach. A computer can be very effective in doing this, giving you randomly selected pictures of birds to identify, or even their birdcalls. But, why stop there? A computer is capable of so much more. Why couldn't a simulation be written, similar to today's flight simulators, where you could try spending time as the bird of your choice, facing the same challenges; hunting for food, building a nest, avoiding danger, etc.? There is a lot more to know about a bird than just its name.

From all of this, you might guess that Sierra, a company best known as the leader in computer entertainment, has been thinking about developing educational software. There are already companies which have been producing this type of software for years and many great



Quarky and Quaysoo from Turbo Science

products are now on the market. Sierra will have a major impact on educational software. This is a very exciting time. How we learn is going to change dramatically over the next decade. Sierra has three unique attributes that will allow us to advance the state of the art.

1) The importance of entertainment in education is not well understood. Think about school. Didn't you learn most from the classes you wanted to attend? Aren't some of the best teachers those who know how to make a subject fun? Aren't some of the worst those who take a scripted presentation and read it in a monotonal fashion? You can learn more from a small amount

Island of Dr. Brain *stretches your mind and lets you have fun at the same time.*

Players learn about American history by sorting things out in Twisty History.

of information you accept willingly than from an encyclopedia that is crammed down your throat. We at Sierra understand how to entertain.

2) The entertainment software market is so competitive that to succeed you must be on the cutting edge of technology. For instance, CDROM-based games are exploiting the power of today's multimedia computers now. Yet, what CDROM-based business software I've seen really isn't that different than the floppy-based equivalent. Products like our *Aces of the Pacific* take advantage of all the computing horsepower today's personal computers can deliver. At a recent symposium on Computer Game Design one of the lecturers stated that he frequently hired military programmers who had successfully programmed laser-guided missiles, but who were in way over their heads trying to build a computer game. It would be interesting to know which program has more lines of code, *King's Quest VI* or *Lotus 1-2-3*. I'd have to guess at *King's Quest VI*. Sierra has made a long-term investment in technology.

3) Finally, you need to bring your technology and entertainment to the audience. Sierra has the ability to link multiple computers together, over a network, so that many people can share a simulated world simultaneously. If a computer is to simulate a real world, it is important that the world be as real as possible. This is normally done through populating a simulated world with people and animals which have artificial intelligence. It is far more realistic to have real human interaction. For instance, on *The Sierra Network*, you can choose to fly a variety of World War I aircraft, which are accurately replicated, against other human pilots over Europe. This was developed as a game, but in practice it has been fun to watch the same winning tactics evolve which worked in actual combat; hiding in the sun, having another plane distract the enemy while you come in for the kill, aerobatics, etc. At Sierra, we have long-term plans for software which would allow children from all over the country, sitting at computers in their respective classrooms, to jointly participate in learning exercises, and, as needed, interact with actors who would add life to the experience.

Sierra has just gotten started producing educational product. We have a multi-million dollar commitment to advancing education. Our product will be marketed under the *Sierra Discovery Series* name and will be further identified by the specific development group; Bright Star, Red Dog, Sierra, Coktel Vision or JTP Productions, each of which has their own distinctive style.

Computers can improve the way we learn and open educational opportunities to more people than ever before. Knowledge is power. An enormous amount of software is going to have to be developed over the next decade in order to provide even a portion of all your needs. Sierra is proud to be a part of this effort.

Thank you . . .

Ken Williams
President, Sierra On-Line, Inc.

ON LEISURE TIME . . .

"RIGHT NOW, THIS VERY MINUTE, if I wanted to play Bridge or Backgammon, or even Chess, I could find someone to challenge me. I hadn't played any serious Chess since high school - over 20 years - until TSN. Now I find someone to play anytime I want, usually at any skill level. I've played more Chess in the last six months than in the rest of my life put together."

Ken Williams
President, Sierra On-Line

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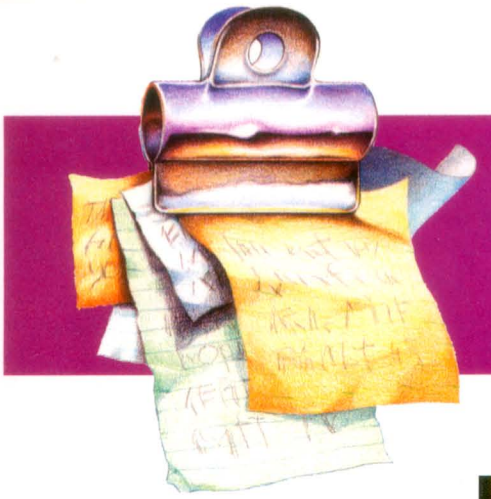


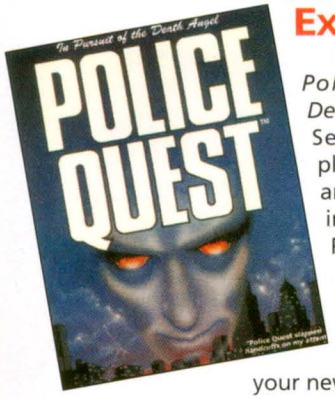
NEWS NOTES

Longbow Champ Wins Trip to Sherwood Forest

M. Jean Reed of Caney Point New Jersey is the grand prize winner in the "*Conquests of the Longbow* Contest". She wins a trip for two to Sherwood Forest, Nottingham, England, plus $1,000 in spending money, or $3,000 in cash. 2000 other winners won Sierra games or T-Shirts.

The contest required gamers to complete *Conquests of the Longbow* and answer five questions. Winners were selected in a random drawing.

Police Quest Offer Extended



The all-new VGA version of *Police Quest 1: In Pursuit of the Death Angel* is scheduled to ship in September. Sierra had originally planned to ship the product in May and included a $10 rebate coupon in the Spring issue of InterAction. Problem is, the coupon expired June 30. Sierra Product Manager Tony Caudill said Sierra will honor the coupons until November 30, 1992, so run out and pick up your new *Police Quest* NOW. 10-4.

MPC World Honors Sierra CD Games

The leading magazine for Multimedia PC users, *MPC World*, has selected two Sierra CD games as winners in their first annual awards program. *King's Quest V* was honored as "Best Multimedia Fantasy/Adventure Game" and *Mixed-Up Mother Goose* captured "Best Multimedia Title - Learning for Children".

Sierra Offers Tours

Sierra On-Line is offering a look inside its high-tech creative compound in the Sierra Nevada mountains, just outside of Yosemite National Park.

"Many people have expressed an interest in seeing the way we develop games," said Anita Greene, Sierra's Director of Public Relations. "We're offering an open invitation to everyone to come on up to our headquarters in Oakhurst, California and take a tour."

Reservations are strongly recommended. Tours are given Monday through Friday at 2:00 PM. Call Kelli Spurgeon at (209) 683-4468 ext. 515 for reservations and information.

Aces of the Pacific Patches Available

The hit W.W.II fight simulator has received two update patches from Dynamix in response to customer feedback. Users interested in the updates should download Patch B from the Sierra BBS (1-209-683-4463 or type "Go Sierra" from CompuServe), the Game Publishers Forum of CompuServe, America On-Line, GEnie or several of the larger bulletin board services nationwide. Users without a modem can obtain Patch B by calling Sierra On-Line at: (209) 683-8989.

Patch A: Fixed all known crash bugs as of 6-1-92.

Patch B: Contains all fixes of Patch A as well as several other minor fixes. Also included in Patch B are improvements to plane performance, enemy intelligence, autopilot, sound effects, waypoint selection, escorts, flak, AA and scramble missions. Users of Patch B do not need to install Patch A. Patch B is inclusive of all fixes to date.

San Francisco Gallery Selects *King's Quest* Art

The San Francisco Art Exchange has announced plans to offer a limited edition lithograph of the Lord of the Dead from *King's Quest VI*. The San Francisco Art Exchange is best known for offering hard-to-find works by artists as diverse as Picasso, Miro, Rockwell, Neiman, Alberto Vargas, and even Rolling Stone Ronnie Wood.

"We believe the *King's Quest* series offers an exciting array of possibilities," said Theron Kabrich, co-founder of the gallery. "The art is highly imaginative and very well crafted. The depth of meaning in the imagery is as far reaching as the numbers of explorers who have ventured into its alternate reality."

For more information, contact the San Francisco Art Exchange at (800) 344-9633.

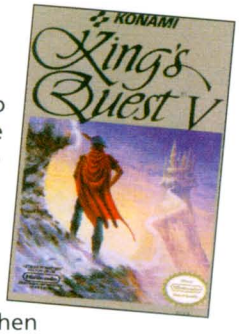
The Sierra Network Picks Up Interactive Design Award

The Interactive Services Association (ISA) honored *The Sierra Network* with the 1991 Design Award for outstanding contribution to interactive design.

ISA is dedicated to promoting the use of interactive services in mass markets. Formed in 1981, the organization includes members form advertising, newspapers, financial institutions, computer manufacturers, publishers, universities, government agencies, and other areas.

To find out more about TSN, check out the articles on pages 60-63.

King's Quest V comes to Nintendo



Konami, a leading publisher of video game cartridges, has managed to fit the epic *King's Quest V* on a cart for the Nintendo Entertainment System. The new cartridge offers all the puzzles and challenges of the original Sierra game, matched with new 8-bit art designed especially for Nintendo machines. It's the first Sierra video game since 1983 when the company stopped producing cartridges to concentrate on computer games. The new game sells for around $50 in software and toy stores.

Mixed-Up Fairy Tales finds Female Audience

Okay, anyone will tell you that the average computer game player is male. So imagine Sierra's surprise when the market research came back on *Mixed-Up Fairy Tales*, the adventure for early readers designed by *Quest for Glory* author Lori Cole.

Fully 94% of all the players were between the ages of 10 and 12 (not so surprising) and 67% of all players were female (very surprising).

"We've always suspected there is a huge potential female audience for entertainment software," said Marilyn Fidler, Brand Manager for *Mixed-Up Fairy Tales*. "It's just a question of developing the right product to capture their imaginations and attention, at least at young ages."

Marilyn pointed out that accomplished computer skills are critical for both males and females to compete in today's academic environment. The more parents can do to help their children maintain a competitive edge, the more success these children are likely to have in school and their subsequent careers.

"So, if you've noticed your daughter is losing interest in computer play," said Marilyn, "think about *Mixed-Up Fairy Tales*. Based on its overwhelming popularity with some of our young female customers, we are confident that your daughter, too, will like it."

Thousands enter Laura Bow Contest

Whoa! Our special Laura Bow hieroglyphic contest (Spring *InterAction)* wound up drawing over 9,000 entries! Ten randomly drawn correct entries were drawn and each winner received the Sierra or Dynamix game of his or her choice. Winners are:

Jerry Esparza, Nevada
Kai Crouse, Washington, D.C.
Douglas Hall, Colorado
Tony Yankovsky, New York
Helen Kistner, New York
Shirley Seal, Texas
Mary Williams, Wisconsin
Maria Araujo, British Columbia
Catherine Root, Georgia
David Liddell, Washington

Speaking of Laura Bow, her first adventure, *The Colonel's Bequest*, is currently on sale for a low, low $19.95. Track down this mysterious bargain now! Check out the special prices on page 8 of this issue.

How to Win over $2500 Worth of Sierra and Dynamix Games

Five more lucky game players have won complete Sierra/Dynamix game libraries in Sierra's quarterly "Warranty Card Sweepstakes".

Four times a year, Sierra randomly selects five winners from the specially-marked warranty cards that are packed into all new Sierra and Dynamix titles. Each winner receives every game currently produced for his or her machine. Winners this time around are:

Jennifer Ulishney, Pennsylvania
Paul R. Ring, Massachusetts
Chad Clevin, Oregon
James Little, Colorado
Susan McLaren, Ontario

If you'd like a crack at a complete Sierra/Dynamix library, simply fill out and return the specially marked warranty cards included in new releases. Besides entering you in the drawing, the warranty card registers your product, qualifies you for inexpensive upgrades, and - of course - gets you four big issues of *InterAction* magazine.

Laura Bow is Big News on CompuServe

Laura Bow in the Dagger of Amon Ra was recently selected as the "Hot Topic" on CompuServe's Gamer's Forum. Designer Bruce Balfour was the Guest of Honor and the game had its own message section and library of hints.

As this issue goes to press, *Laura Bow in the Dagger of Amon Ra* is Sierra's best selling adventure game.

OUR MISSION . . .

"THE ORIGINAL MISSION STATEMENT FOR THE SIERRA NETWORK WAS: *What if I could invent something which would allow my grandma to pick up a card game, 24 hours a day, 7 days a week, without leaving home, at a cost she could afford?* TSN's first 50 customers were seniors, none of which had any prior computer experience. I am very proud of this. It has taken over 10 years to turn the mission statement into reality, but it was worth it."

Ken Williams
President, Sierra On-Line

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CORRESPONDENCE

EcoQuest Controversy

On behalf of the people and pinnipeds at The Marine Mammal Center, I want to thank all of you at *InterAction*, and especially writer Lorelei Shannon, for the excellent coverage (Spring 1992) of our work.

Not only was "A Partnership for the Planet" accurate, informing and fun to read, but we have received a lot of mail from *EcoQuest* fans who want to learn more about the Center and how they can help conserve marine mammals and their environment. Some letters are from parents and kids who have played the game together. While the parents were especially delighted that the challenges in the game involved **saving** something instead of blowing it up, the kids simply enjoyed having fun and learning about the marine environment and some of its intriguing inhabitants.

Thanks so much for your concern and interest in a healthier ocean environment, and of course for all your support!

Denize Springer
The Marine Mammal Center
Sausalito, CA

Sierra donates a portion of the proceeds from the sale of each EcoQuest *to The Marine Mammal Center.*

Letters like this remind us just how important a game like EcoQuest *can be. But letters like the next one illustrate the point even more.*

Please place this letter in the *Correspondence* section of the next *InterAction*. The truth should be known.

I am a great fan of your programs and I have 21 of them. However, after I saw your articles about the new game *EcoQuest* in the Spring 1992 issue of *InterAction*, along with news about new recycled boxes, recycled disks, recycled this, and recycled that, I became infuriated.

How can a company as great as Sierra give in to the "doom and gloomers" and whacko commie liberal environmentalists? How can you side with the same people who want to hold up the entire logging industry because of a spotted owl?

I have also observed some of the letters written by other people who are also being blindly led down the wrong path. I am 15 years old. I haven't been fooled by these people who want to hold up this country to save a seal, or to hug a tree, so why can't they avoid them?

Let me tell you and your readers, there is nothing wrong with the environment. I repeat - THERE IS NOTHING WRONG WITH THE ENVIRONMENT!!!

I want to know who we think we are that we can destroy a huge, God-created world like this. Who do we think we are?

It's too bad that Sierra and other readers have been sucked in by these people who are supported fully by Democrats in Congress - the same members of Congress who bounced checks totaling 10 million dollars and favor a large, socialist government. I hope you will publish this letter in your magazine and encourage other readers out there who feel the same way to respond also. I know you can't recall the game, but please, rethink your decision on this issue in the future.

Ion Martz
Chagrin Falls, OH

According to Sierra's Vice President of Marketing, John Williams: "As long as we get letters like this, we'll keep making games like EcoQuest."

The second installment in the EcoQuest *series,* The Lost Secret of the Rain Forest, *will be released in early 1993. Look for a preview in the next issue of* InterAction.

Kudos for Customer Service

To Mr. Larry "Faceless Corporate Entity" Buchanan: I can't say when I've enjoyed an article more than the one you shared in the last issue of *InterAction*. It's nice to see how nice you can be! I have not had a reason to call Customer Service, as I haven't had any problem with any of the 15 games I own. I really appreciate all the dedication the entire Sierra family has for their customers and friends.

Dave Petrie
Indio, CA

I loved "A Comedy of Errors" because I love stories about big companies that really mean what they say by "service". I am glad that my favorite computer game company happens to be one of those! It is reassuring to know that "faceless corporate entities" actually have personalities. (And a sense of humor is a great asset). You guys must really care about us. Thanks.

Jennie Ethell
Front Royal, VA

Having just read the article "A Comedy of Errors" in the Summer 1992 issue of *InterAction*, I just had to write you a letter to let you know why I think Sierra is the best software company going in the world today.

To see the care and understanding from a "faceless corporate entity" is something rare in today's marketplace. I took the magazine to work with me, just so I could show all my friends.

I cannot emphasize enough what a great company you have. I hope you will be around for a long time to come. I am constantly telling my friends about your games and the great magazine you publish. Nobody is better.

Stephen Martin Rutledge
Port Orchard, WA

"A Comedy of Errors" could not have had a more "errored" title! No errors were involved; in fact, the wonder of it all is that human-to-human relationships flourished.

I do believe all your readers deserve a pair of those rose-colored glasses you mentioned. Maybe a little distortion is the key to success - maybe a bit of love and joy will help us through the painful realities of "real" life. Maybe this is what Ken Williams meant when he said he would give us all his secrets. It's the freedom to really see the beauty of life and the beauty of the people we make contact with.

Linda Smith
Franksville, WI

Bravo for *Brain*

Your magazine is great. Full of good reviews and excellent articles. We look forward to each issue. And, while I'm handing out bouquets, I must tell you how much we enjoy *Castle of Dr. Brain*. It's both challenging and entertaining and we're looking forward to *Island of Dr. Brain*. We have many of your other great games, but are especially drawn to the puzzles.

Now a side-note to Ken Williams - the latest "Inside View" article about success was not a "silly topic of discussion" - it was very inspirational and good advice for anyone at anytime in any magazine!

Keep up the good work!

Jan Cripps
Whitman, MA

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COMPUTER USER GROUPS: THE ELECTRONIC TOWN HALL

by Kelli Spurgeon

One of the great myths fostered by people who are "technologically impaired" is that those of us who play computer games are socially inept nerds who plug into our soulless machines because we can't relate to others of our own species. Those of us who own modems, however, know this view is dead wrong. Far from being isolated misanthropes, computer users are among the most socially active people around. In fact, our social circle covers the world.

Marshall McLuhan's prophecy of a global village has become reality in the social whirl of computer User Groups. Computer users have joined together in an ever-expanding electronic network of User Groups and Bulletin Board Services (BBS) (there are over two-thousand user groups and electronic bulletin boards in the USA alone!). There seems to be a User Group for every interest, type of hardware, and geographic location, from Mac-buddies in Boston to Amiga amigos in Amarillo to DOSophiles in Dusseldorf.

The popularity of User Groups isn't surprising when you consider the benefits of group membership. The typical User Group sponsors at least one BBS, keeps a library of public domain and shareware programs for its members, publishes a newsletter, provides recognized representation for members (there is strength in numbers), and organizes speaker programs, training workshops, help hot lines, and social events.

There's simply no better way to meet people who share your interest in computers and gaming than joining a User Group. They're great places to get free technical help or gain knowledge on just about any topic. Some even offer discounts on hardware and software for their members. You can even download game reviews and demos! (Which reminds me: if your User Group would like demos or review copies of Sierra games, call me at (209) 683-4468, extension 515).

If you haven't explored this side of computing, you're only getting about half the value out of owning a computer. I strongly urge you to get a modem and dive in.

If you're a little shy, a good place to start is the Sierra BBS at (209) 683-4463. It's one place you know you can find friendly folks who like to play the same games you do, so you'll have something in common to talk about. Once you get your feet wet on our BBS, you'll be ready to sample others around the country.

Here are a few User Groups who've sent me copies of their newsletters. Most have monthly meetings as well as a BBS service and newsletter. Set your 300/1200/or 2400 baud modem to No Parity, 8 Data Bits, 1 Stop Bit and give them a call:

Cincinnati Personal Computer Users Group (CPCUG), Cincinnati, OH. ACORN BBS (513) 860-2728 free to members, limited access to non-members. Call (513) 745-9992 for information.

Long Island Computer Association, Inc. (LICA), Long Island, NY. Open to everyone with an interest in computers, computer applications, programming, or related subjects. LICA publishes *The Stack*, one of the better user group newsmagazines. The LICA BBS has a large library of programs and many discussion groups. Call (516) 561-6590 for info.

Fresno PC Users Group (FPCUG), Fresno, CA. Run by and for users of IBM PC and compatible computers. PC-BULL BBS (209) 277-8368 on-line 24-hours.

Central New York Personal Computer Users Group, Inc. (CNYPCUG) Syracuse, NY. CNYPCUG BBS (315) 455-5806 or call Bill Garisi at (315) 656-3307 for information.

Pioneer Valley Personal Computer Users Group (PVPCUG), North Amherst, MA. Associated with the Boston Computer Society. Publishes *A Byte At A Time* newsletter and has four BBS lines in the (413) Area Code: 256-1037, 256-6846, 253-4232, and 253-5469. Anyone with a continuing interest in the IBM PC or compatibles, Macintoshes, or Amigas may be placed on their mailing list.

Memphis PC Users Group, Inc., Memphis, TN. BBS (901) 368-1764 or call (901) 375-4316 for information.

Sacramento PC Users Group, Inc., Sacramento, CA, has regional chapters and "Special Interest Groups" (SIG's), publishes a newsmagazine, and has a software library. Call (916) 386-9865 for more information.

Greater South Bay PC Users Group (GSBUG), Torrance, CA. Publishes *The Bug Report* newsletter. BBS (310) 516-0834. For information call (310) 546-9971 or write P.O. Box 6950, Torrance, CA 90504-0050.

Arkansas/Oklahoma PC User Group, Fort Smith, AR. BBS (501) 646-0543. Publishes *The Talking PC* newsletter.

Columbus Computer Society (CCS), Columbus, OH. 24-hour BBS (614) 885-9829. Over twenty SIGs. Check with SysOp Craig Wright (614) 885-9419.

A final important note to anyone who is interested in this social whirl of fun - when you join a User Group, remember to support it. Volunteer a little of your time. You'll be amazed at the pay-off in terms of education and friendships.

Win fame and fortune as a writer for *InterAction* magazine

Once upon a time

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If you think you've got the write stuff, drop us a line. We'll give you the game of your choice if we use your article. Write to:

InterAction, Sierra On-Line, P.O. Box 1103, Oakhurst, CA, 93644

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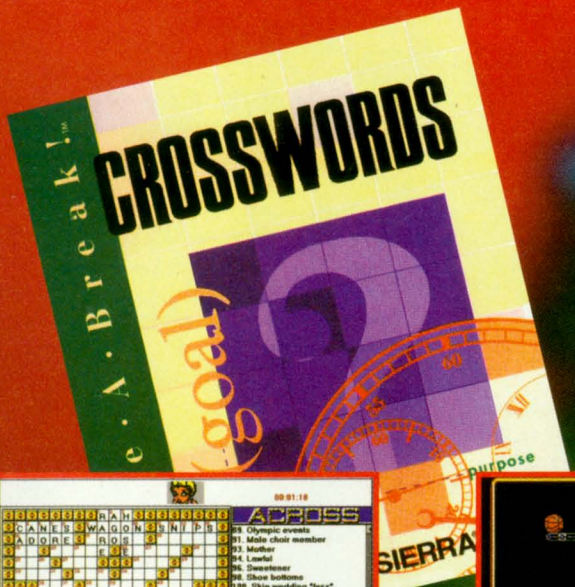

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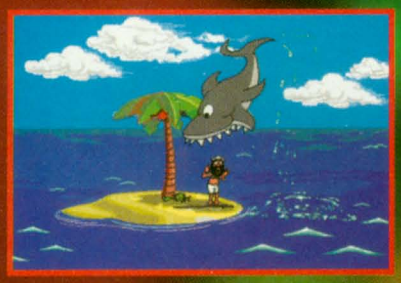

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Coming up from Sierra and Dynamix

Here's a quick update on some of the projects being worked on at Sierra On-Line and Dynamix. Please note these are works-in-progress and won't be available for sale until their actual release.

KING'S QUEST VI. The VGA version of *King's Quest VI* is all but done, and should be out by the time you read this. Sierra has already started work on the compact disc version. To find out more, read the feature articles in this issue.

ISLAND OF DR. BRAIN. This game will feature a gauntlet of puzzles even more challenging and a lot more replayable than those in *Castle of Dr. Brain*. In addition to testing your logic, memory, and problem-solving skills, they'll test your knowledge of arts, sciences, and language. The puzzles auto-generate, so they'll be different each time you play. Look for this game in late September or early October.

FRONT PAGE SPORTS: FOOTBALL. The everything-you-always-wanted-in-a-football-game game will probably be released in early October. It's huge, with over 300 statistical categories – more than just about every other football game put together. Check out the feature article on page 44.

QUARKY AND QUAYSOO'S TURBO SCIENCE. This is a whirlwind science game in which kids answer questions and do experiments to learn the principles of physical science. There are twenty different locations in the game, each one with a different area of science, and about two thousand questions in the game. It's something kids will want to play as much as they want to play *Mario Brothers* and they'll get something out of it. Target release is October 15th.

TAKE•A•BREAK! CROSSWORDS. Everything has been done except final beta-testing in this crossword puzzle program designed specifically for *Windows*™ users. The game is packed with 375 puzzles, licensed from *Dell Magazines*. Planned release is September.

TAKE•A•BREAK! PINBALL. Imagine five fast-loading pinball games for *Windows*. There are a lot of animated playing surfaces, lots of flashing lights and bumpers and sound effects. The game even includes digitized speech so characters can speak to you. Slated for late fall.

SPACE QUEST V. This game will be different from previous *Space Quest* games in that there's more character interaction and Roger has a crew to help him. You'll also find things like a teleporter that doesn't always work right (so when Roger beams down to a planet there's a chance he won't be put together correctly). Look for this game in November.

RAYMOND E. FEIST'S RIFTWAR LEGACY, VOL. ONE: BETRAYAL AT KRONDOR. This fantasy role-playing game is based on the characters and world created by Raymond E. Feist in *The Rift War Saga* and *Prince of the Blood*. The game should be out late this fall. Look for an in-depth article in the next issue of *InterAction*.

TWISTY HISTORY. The animation is really great and looks very much like classic cartoons. The designers wanted to give players as many choices as possible, so there are a lot of different kinds of puzzles with multiple solutions. One of the most amazing features is a dog called Lockjaw (see the story on page 54). The game should ship in November.

INCREDIBLE MACHINE . This has turned out to be a very addictive game and a lot of fun. The basic idea is to build sort of Rube Goldberg contraptions to execute required tasks. There are fifty different machine parts you can use to get through the game's hundred levels of puzzle-solving. The hardest part has been getting the physics to work – how things are gonna bounce, how the force vectors are going to be transferred, all this kind of stuff. Look for it in early October.

WORLD WAR II: 1946. This mission disk for *Aces of the Pacific* is about three-quarters of the way finished. Research is done, the shapes are done, the artwork's done. It includes a lot of cool aircraft that never made it into combat, like the Japanese Kikka, which is a real fast twin-engined jet that probably would've come into service just before the Americans got their jet (the P-80, which is also in the game) into service. It's scheduled for release in early November.

RAF IN THE PACIFIC. The big feature in this game is that it will let you use all the original planes from *Aces of the Pacific* plus a new selection of British aircraft and fly them over a modem. There's no firm release date yet.

ACES OVER EUROPE. This flight sim game starts in April of 1944, just before D-Day, and covers about a seven-month span in the European Theater of Operations. Unlike other sims in this theater, the focus of this game will be on the tactical arena. Ground attacks will feature moving targets like trains and other animated targets. You'll find the planes are more evenly matched in *Aces Over Europe* than in *Aces of the Pacific*, so the dogfights are tactically a lot more like those in *Red Baron*. Right now, the game is in the research phase and no release date has been announced.

ECOQUEST: THE LOST SECRET OF THE RAINFOREST. The team has completely redesigned Adam, the boy from the first *EcoQuest*, and brought him back for an exciting adventure in the rainforests of South America. About three-quarters of the rough animation is completed and one-quarter of the programming is done. The game is scheduled to ship early next year.

WILLY BEAMISH – IBM & SEGA CD. A talking Willy Beamish will be out this fall for IBM CD and Sega CD machines. Dynamix has added forty-five or so characters, recorded everyone's speech, and added lip-sync movement. Look for the IBM CD in late September. No date yet on the Sega CD.

HOYLE CLASSIC CARD GAMES. This VGA card package includes all the games in the original *Hoyle 1*, plus *Bridge* and *Euchre*. The game also includes eighteen computer opponents. Nine are characters from Sierra games and nine are new – like a lunatic in a straight jacket for *Crazy-8s* and a gangster who likes bootleg *Gin Rummy*. Look for this game in early 1993.

MIXED-UP MATH. This is a new project that will be similar to *Mixed-Up Mother Goose* in appearance and the way it plays, but designed to teach basic math to kids four to six years old. Look for it in early 1993.

FRONT PAGE SPORTS: BASEBALL. Scheduled for release sometime next summer. The game will feature ten to sixteen major league ballparks you can actually see in the background.

CODENAME: PHOENIX. Bruce Balfour, of *Laura Bow* fame, is deep in research. This new spy-thriller is in the very first stages of development, with a release target of late spring. The game will feature a lot of international locations and a photo-realistic, high-style comic-book look. The production team is toying with some interesting technical twists, like including flight-simulator sequences.

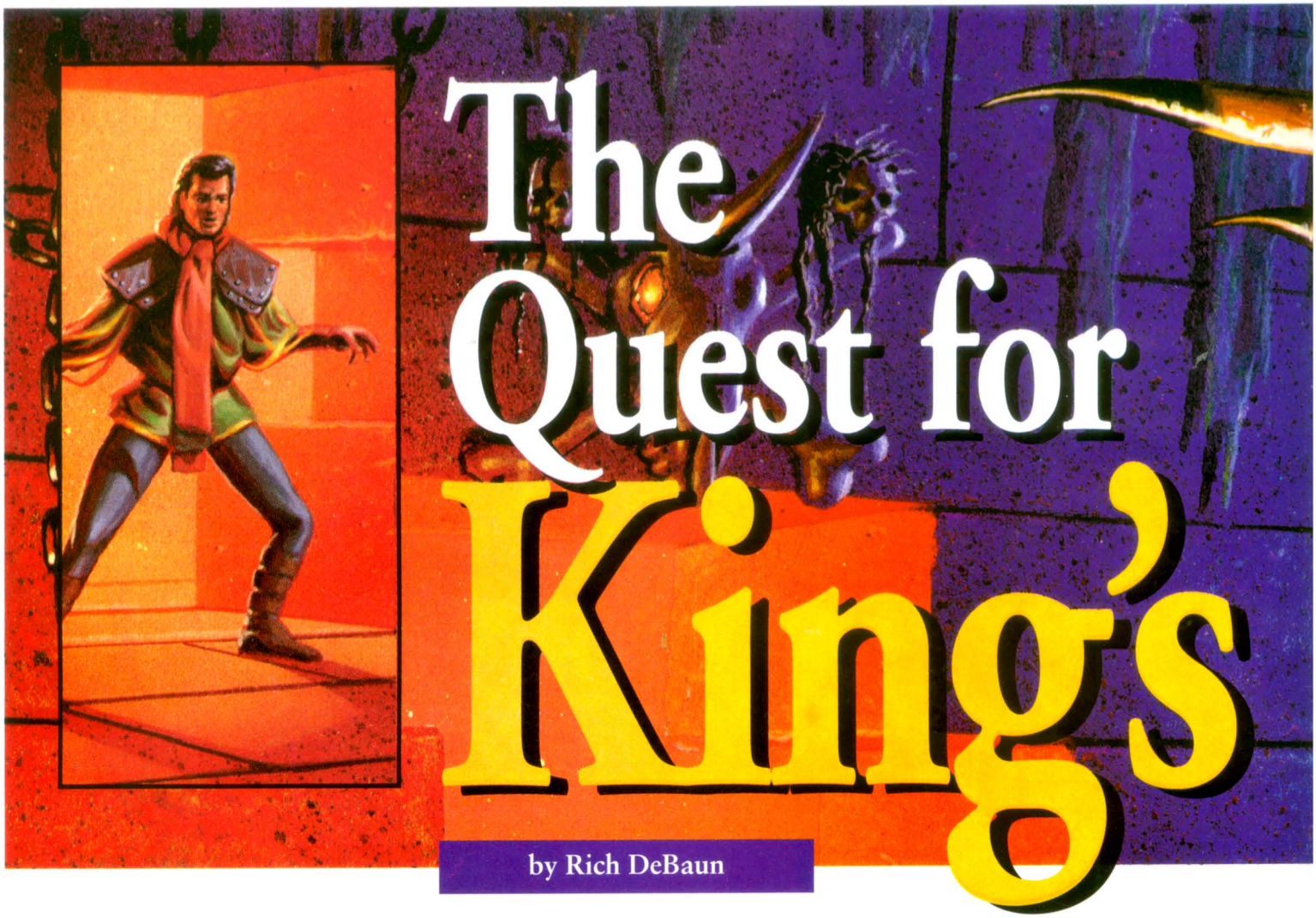
FREDDY PHARKAS - FRONTIER PHARMACIST. Imagine *Blazing Saddles* meets Sierra. Designer Al Lowe, best known for his *Leisure Suit Larry* games, is hard at work on a Western comedy. The characters are almost completely designed, and pencil sketches of all the locations are nearly done. The game is actually up and running programming-wise. It will be finished sometime next spring.

POLICE QUEST IV. The team is doing research for the story, interviewing homicide detectives and watching videotapes of autopsies. The game should be completed sometime in the fall of 1993.

SLATER & CHARLIE GO CAMPING. This is a special project designed to introduce computers to kids from pre-school through third grade in a friendly way (although adults are going to have fun with it, too). It's sort of an interactive children's book about the comic misadventures of two cartoon dinosaurs. There's a straightforward story mode in which the program reads the story aloud, highlighting each word of screen text as it does, and a play mode in which kids can explore and interact with the story. It's filled with sight gags, and surprises pop up just about anywhere you click on the screen. Kids can even play with the text to make new sentences. The game is due out late spring or early summer of next year.

MULTIMEDIA. Sierra is currently working on CD versions of *Space Quest IV*, *EcoQuest I*, *Laura Bow II*, and *Leisure Suit Larry 1*. The animation is smoother because you don't have to pause for text passages, you can just listen as the characters talk to each other. Just the way the actors deliver their lines adds a lot to the games (and you may even recognize a famous voice or two). Sierra is hoping to get *Space Quest IV* and *EcoQuest I* out by the end of September. *Laura Bow: The Dagger of Amon Ra* should be done by the end of October, and *Leisure Suit Larry 1* the end of December.

WILLY BEAMISH II. Design is complete and art and animation are underway. This game will feature more arcade action than puzzle solving. Look for it next May.



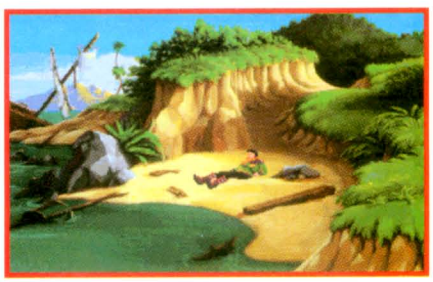
The Quest for King's

by Rich DeBaun

There's always an undercurrent of excitement at Sierra On-Line whenever a *King's Quest* game is about to ship. This past summer, as the release date for *King's Quest VI: Heir Today, Gone Tomorrow* drew closer and closer, you could almost feel the electricity in the halls of Oakhurst. After fourteen months of work by dozens of creative and technical specialists, the latest installment of the *King's Quest* saga was nearly done.

The sense of anticipation was hardly surprising. The award-winning *King's Quest* series is Sierra On-Line's flagship line, with millions of fans around the globe. Indeed, from Tasmania to Toronto, *King's Quest* is the best-selling series of computer adventure games in the world. Not bad for a game concept first sketched on an airline cocktail napkin during a business trip.

In 1985, when Sierra released *King's Quest I: Quest for the Crown*, it was hailed as a giant step forward in game design. Ken Williams designed the technology, and his wife, Roberta, wrote a charming story that turned it into a game. The original *King's Quest I* was 128K, unheard of for an entertainment program at the time, and with each succeeding game



Your quest begins when Prince Alexander is shipwrecked on an unknown shore — the fabled Land of the Green Isles!

Roberta has added as much depth and breadth as the current technology could handle (and these advances quickly found their way into other Sierra titles). The phenomenally successful *King's Quest V*, for example, took another step forward by being the first game in the series to use the more user-friendly icon interface — a move which Roberta says has allowed her to create deeper stories, more intricate puzzles, and characters that can become more fully developed as a game progresses. "It's really freed us up to build the kind of interactive fiction that's emotionally involving and challenging at the same time," she says.

In addition to the technological advances the games have incorporated, the amazing popularity of *King's Quest* is due in large part to the special environment Roberta Williams has created for the series over the years. She has set the games in the world of Daventry, an enchanted place populated by familiar characters from well-known myths, fairy tales, and folklore. Its Piers Anthony landscape is filled with delightful puns and wordplays, and life-and-death encounters lie around each turn in the road. It's a world

Quest VI

where dragons, witches, mermaids, and magicians roam, where the supernatural is commonplace, and you are rewarded for using your wits rather than for slaughtering everything in your path.

The fundamental component of Daventry is magic. Magic permeates every aspect of life there and is often the ace-in-the-hole you can use to turn a quest that's foundering on the brink of defeat into a glorious victory. However, you would be ill-advised to use this resource carelessly or rely on it more than you do your own intelligence and imagination. Harnessing the power of magic in Daventry requires a meticulous approach. To cast a spell successfully, for example, you must have an exact combination of ingredients and incantations and use them in an exact order. Dire consequences await sloppy spell casters. Shortcuts or substitutions can result in ineffective spells or magic that backfires in very unpleasant ways.

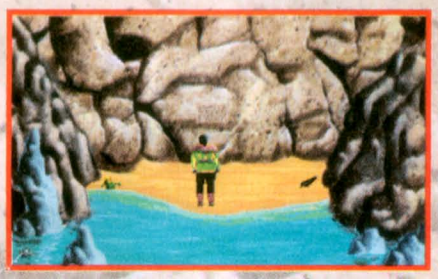
The *King's Quest* saga is the continuing story of the ruling family of the Kingdom of Daventry. It follows King Graham's rise to the throne, the rescue of his queen, Valanice, and the heroic quests of their twin children, Princess Rosella and Prince Alexander. This courageous family plays a pivotal role in the struggle between Good and Evil in Daventry. In *King's Quest V*, they finally seemed to have vanquished their nemesis, the family of the dark wizard Manannan, the champions of Evil. In *King's Quest VI*, Roberta Williams broadens the saga, taking adventurers to new regions of her imagination. Echoing the story of Graham and Valanice a generation earlier, she has Prince Alexander follow his heart in a quest for true love. In so doing, she has created a chapter that far exceeds its predecessors, both as a game and as a story.

An audience with the vizier raises more questions than it answers. What is your true quest?

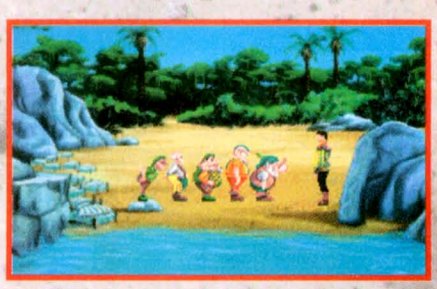
The quest begins

Roberta began work on *King's Quest VI* in June, 1991. After laying out the basic story — deciding what it was going to be about, where it was going to take place, and who the main characters were going to be — she was joined by co-designer Jane Jensen. "We went through the game from beginning to end," Roberta says. "We wrote every puzzle, every object, every action you could do in the game."

In addition to being co-designer, Jane Jensen is also a huge fan of the



The game's puzzles are ingenious and challenging. When you face the Cliffs of Logic, your solution must be letter-perfect.



You'll have to be sensitive to sensational nonsense to sense the sensible solution to the quintet of sensory gnomes.

You'll become the target of magical obstacles if you try to beat around the bush or hedge against beastly misfortune.

Deadly traps and a beefy opponent lurk in the shadows of the shifty catacomb maze. You may not be ready for this.

If you can survive long enough, you'll want to check the diplomatic maneuvering on the royal chess board.

King's Quest series (the first computer adventure game she ever played was *King's Quest IV: The Perils of Rosella*). As a result, one of the many fun things you'll find in *Heir Today Gone Tomorrow* are tongue-in-cheek nods to previous games, little "in" things for people who have played the series. For example, the text messages for the background objects in the game's pawn shop identify the objects as things a player might want to have in other *King's Quest* games — like self-adhesive emeralds and a whale-tongue tickler. While they have no effect on *King's Quest VI*, they add a certain spice to the game for people who have played other Quests. "The reason they got into *King's Quest VI* is because I'm a fan, and it's such a thrill for me to be working on the series," Jane says.

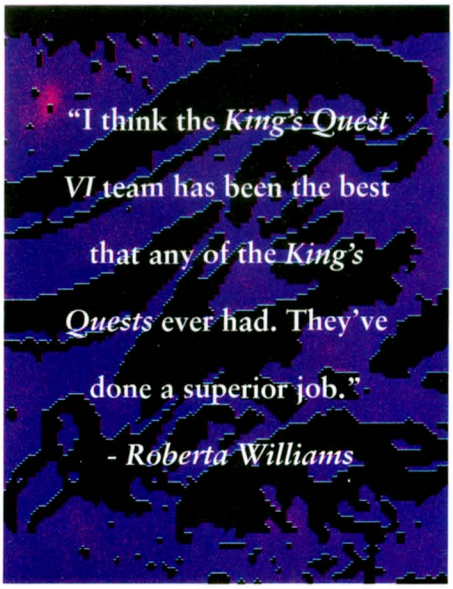
One of Roberta's main concerns when designing *King's Quest VI* was to make sure the game didn't lose the tone she'd carefully crafted for the series in previous episodes. "*King's Quest* fans come to the games with very specific expectations," she says. "You can't just take any game and slap a *King's Quest* label on it."

From the very beginning, the two designers had endless discussions about what would and wouldn't happen in a *King's Quest* game, what characters would and wouldn't say. The challenge was to come up with a completely different game, different story, different surprises, and still deliver an experience that felt like a *King's Quest* game.

Another of Roberta's goals was to create a story that would really connect with players' emotions. She had made this connection successfully in past games, moving to tears at least one woman who saw the opening deathbed scene in *King's Quest IV* as part of a Consumer Electronics Show demo. In *King's Quest VI*, Roberta wrote the romantic story of Cassima and Alexander specifically to make the emotional connection she wanted to achieve.

"I consider myself a writer first and foremost," Roberta says. "When you think of yourself as a writer you think of your story, and you want to have people connect with your characters on different levels depending on the story. *King's Quest* is a fairy tale. With classic fairy tales you're trying to tug at players' emotional heartstrings in a different way than in, say, *Laura Bow*. In *King's Quest VI* you get a lot of personality from the characters. There's an emotional involvement that makes it a more total experience."

That's why the central plot of *King's Quest VI* — an enigmatic, romantic quest — has much more depth than other games: "It's a real sweet love story," Roberta says. "We definitely wanted to set up at first that Alexander doesn't know if



Cassima's really in love with him. We wanted to set up this question in his mind. He's on this sort of search for her, but he doesn't know if it's going to be of any use. In other words, maybe he'll be able to save her, but will she love him? Does she love the vizier like the vizier's told him she does? The question we wanted to set up in players' minds was not only can Alexander save Cassima, but once he does, is it going to matter? It's a way we tried to get deeper into the emotions of Alexander."

Roberta and Jane's collaboration produced a complex, multi-layered design with realistic characters and a story line that runs all the way through the game. Players will find each scene serves multiple purposes: it sets up clues about something that's gong to happen later, furthers a given plot line, and influences or refers to a

sub-plot. There's a feather you can find on the beach, for example, that's both an inventory item you need for a spell and a clue about where to find another item elsewhere in the story. A clue for what the feather is for is integrated in an innocuous way in another part of the story.

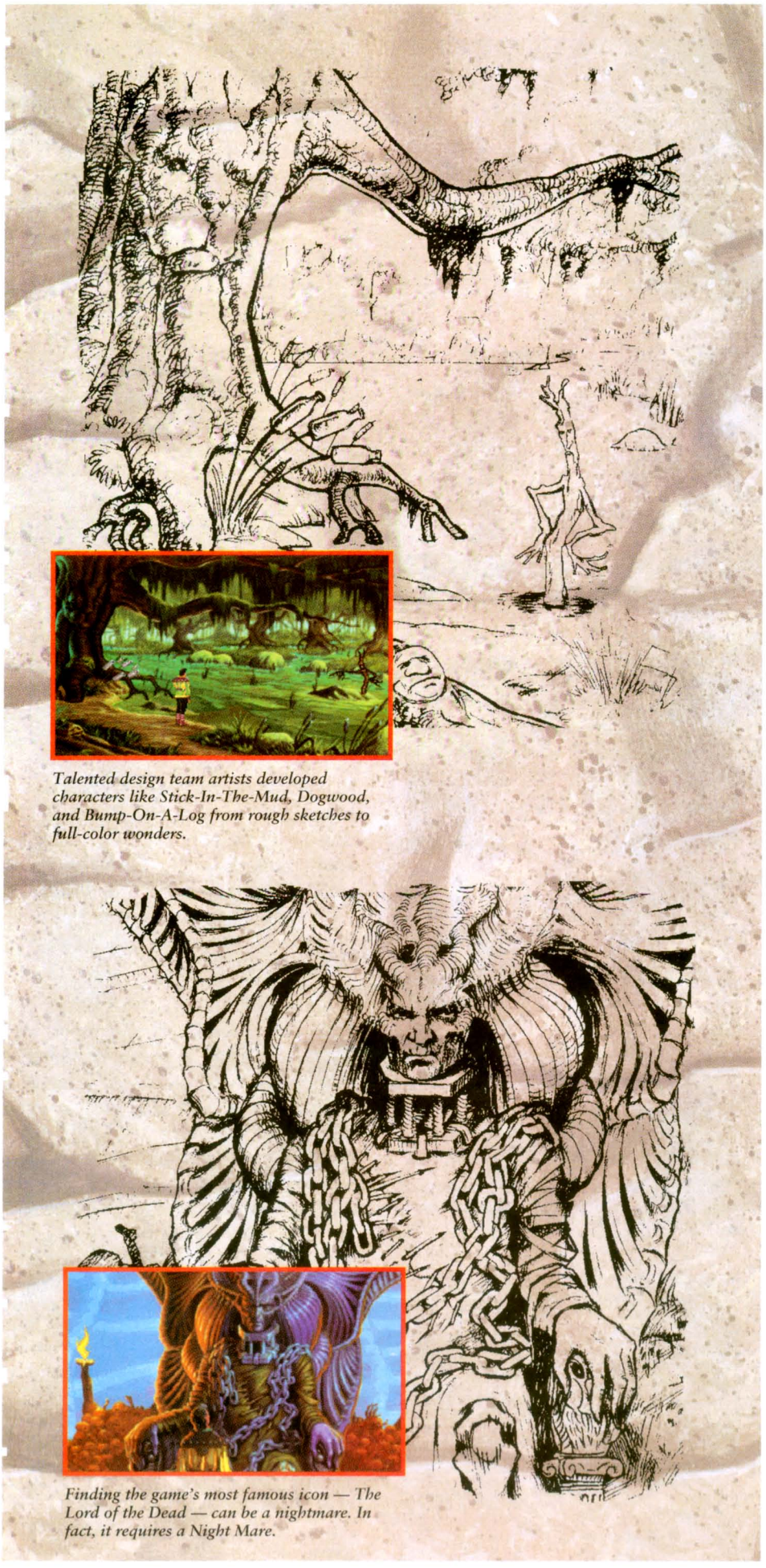
King's Quest VI is also a game in which you can reach at least a half-dozen different endings depending on which paths you take and which puzzles you solve. In addition, you can finish the game playing less than half of the possible action. You might not even find one or two of the major regions in the game. "The goal was to make it easy for people who were beginners, yet put in lots and lots of optional paths and puzzles for those who wanted more of a challenge," Roberta says.

The road to romance

The challenge begins when Prince Alexander looks in a magic mirror and sees Princess Cassima calling for him. Using the stars he sees outside her window to guide him, he immediately sets sail for her unknown homeland. The quest nearly comes to a premature end, however, when his ship and crew are lost in treacherous, uncharted waters.

Alexander regains consciousness after the disaster to find he's washed ashore on a deserted beach. After a little exploring, you will quickly discover Alexander has landed on the Isle of the Crown, one of the fabled Green Isles and Cassima's home. You'll also learn Alexander may be on a fool's errand, that the image he saw in the magic mirror may be merely an illusion. The palace vizier informs Alexander that Cassima is in seclusion, mourning the recent death of her parents. The vizier further claims that he and Cassima are betrothed and gives Alexander a heavy-handed "invitation" to return home.

From that point on, the quest begins in earnest. You must learn the truth about Cassima, the death of her parents, and the civil war that has broken out among the once peaceful Green Isles — and you must survive while doing it. The investigation can lead you to several interesting regions, each with a different feel, look, and fascinating characters.



Talented design team artists developed characters like Stick-In-The-Mud, Dogwood, and Bump-On-A-Log from rough sketches to full-color wonders.

Finding the game's most famous icon — The Lord of the Dead — can be a nightmare. In fact, it requires a Night Mare.

If the Undead don't find you charming, your visit to the Underworld is likely to be a one-way trip!

The hassle in the castle includes secret passages, Guard Dogs, ghosts, and a chance to lose the game by being the best man at a wedding.

If you haven't a clue, try strolling through a pun-filled garden where you can take your pick of lively plants and flowers.

The village bookshop is filled with items that would've been handy to have in previous King's Quest games.

The Hall of the Lord of the Dead is no place to rest a spell. You have to have a magic touch to survive this challenge.

On the Isle of Wonder, for example, you can encounter whimsical entities like dancing flowers, talking vines, an oyster with toothaches, and arguing chess queens. The Isle is guarded by five fierce gnomes, each with one highly developed sense. To get past them, you have to fool the Smell Gnome, the Taste Gnome, the Touch Gnome, the Sight Gnome, and the Sound Gnome into thinking Alexander is anything but an intruder.

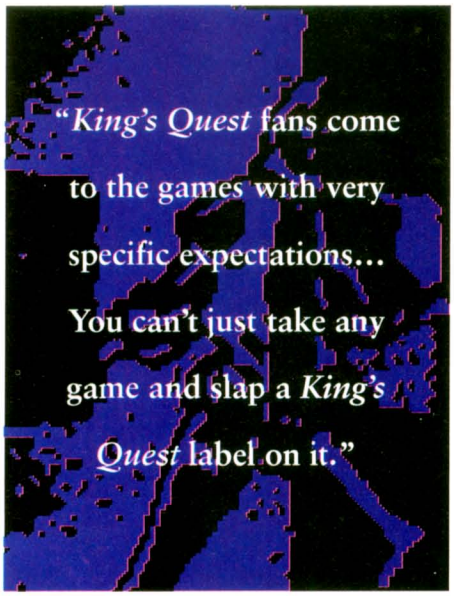
A strange race of winged humanoids await players who venture to the Isle of the Sacred Mountain. These cold, haughty, suspicious creatures can test you in ways that are frequently fatal. If you survive the test, you may be given a glimpse of the possible futures facing Alexander, the dangers and destinations yet to come.

Adventurers who visit the Isle of the Beast will find their way through an impenetrable forest barred by such obstacles as a boiling pond, shifty shrubbery, and a gate ornament that tries to give Alexander the shaft. The fun really begins, however, when Alexander comes down with a severe case of "Curse of the Beast." The cure is simple enough — if you're an adept matchmaker. You'll want to make sure you have a little magic on your side if you attempt to learn the secrets which lie in the hidden regions of the game.

Try it without the necessary spell book and magic ingredients, and Alexander is likely to end up as either the leading character in a human sacrifice or a permanent resident of the Realm of the Dead. Despite the risks, however, these are journeys worth taking. Not only are they the only places you can solve important facets of the quest, but these dark, sinister regions are very unlike anything ever seen in prior *King's Quest* games.

You'll be hard-pressed to uncover the many truths of this Quest. Fortunately, crucial help is available in the form of advice from some of the game's "wandering" characters and from clues and hints hidden in the detailed game journal. On the other hand, there are also some perfectly dreadful types, like a Minotaur and the Undead, lurking about to cut your adventuring short. Above all, during your encounters you'd be wise to heed the old Daventry proverb, "Nothing is as it appears."

The puzzles you encounter as you attempt to unravel the mysteries of *King's Quest VI* should make even the most stout-hearted player use the "Save" function regularly. There are time limits and other new twists that stretch your ingenuity to the max. "Roberta and I would often sit and chuckle over the nasty, terrible things we were going to put players through," says Jane. "While I think all the puzzles are fair and logical, we deliberately made the game really challenging, really tough. I hope people enjoy it."



Bells and whistles

Based on reports from Sierra's beta-testers — the folks who playtest a game before it's released for sale to the public — players will certainly enjoy the game's presentation. The animation artists have created a magical but believable world of color and motion that is an aesthetic pleasure to explore. Visually impressive, *King's Quest VI* is filled with a delightful variety of locations, characters, and perspectives. It features detailed, state-of-the-art screen animation and full-color graphics. It also includes cut-aways to parallel story lines so you can see (and get hints from) events which take place concurrent with but apart from the main story line.

King's Quest VI sounds as good as it looks. It has dozens of fun sound effects, from the "Poof!" of a genie appearing to a mechanical nightingale's song to the sound of someone being skewered by horns. The sound of the Minotaur prowling the catacombs is especially effective and helps maintain a feeling of imminent danger and suspense in that part of the game. Among the clever, "musical" sound effects created by Chris Braymen, the game's composer, are the clattering bones, twisted xylophone notes, and rattling chains made by a gang of dancing skeletons. The effect is reminiscent of classic Disney cartoons of the '30s and adds a special dimension to the adventure.

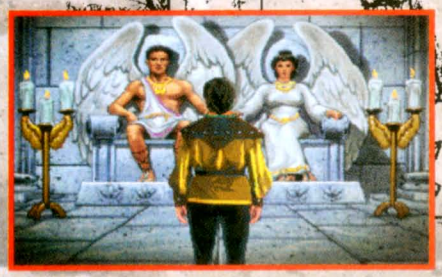
Several technical innovations also make the game more enjoyable. The use of "scaling," for example, adds to the illusion of visual reality by changing the size of a character so the correct perspective is maintained as the character walks from foreground to background. "Pather" technology lets a character avoid objects and scenery in its path intelligently as he or she crosses the screen to a location you've selected. You'll also note a big speed improvement in *King's Quest VI* over other games thanks to extremely tight programming.

You'll discover *King's Quest VI* is a lot more free-flowing, a lot less limiting, than other games. This is a direct result of the design team's desire to make sure players are a big part of the game's action. According to the team's lead programmer, Robert Lindsley, programmers sometimes take the easy way out when they come to a section of a game that's hard to program: "They'll take control away from the user and insert an animation sequence or something to get around it, leaving the players to sit back and watch while the programmer basically plays the game for them," he says. "We wanted players to interact to the fullest extent possible."

The idea was to make a truly interactive design in which player actions affect character relations and options during the game as well as the game's outcome. The result is a game which offers an extraordinary amount of variety — not merely

Roberta Williams

Game designer Roberta Williams is the originator of the 3-D animated computer adventure game and author of the popular *King's Quest* series. She has won numerous awards for her work, and her contributions to the entertainment software industry have earned her the title: "The reigning queen of adventure gaming."



Your visit to the Winged Ones could prove prophetable if you can help a young girl who's on the horns of a dilemma.

from having different possible endings, but from the fact that the options within the game change depending on what you do. "A lot of the stuff you see in our games now is really ahead of everyone else," Lindsley says. "We're actually creating the technology."

Lindsley thinks *King's Quest VI* is going to be the best game Sierra ever made: "It's a very deep game. Players are going to see a lot of things they've never seen before. You're going to be able to play this game two or three times over. It's not linear at all. In fact, if anyone ever makes it through the game, if you ever solve it 100%, let us know. We'll give you a medal."

Take your best shot

Legions of *King's Quest* fans appear ready, willing, and eager to take Lindsley's challenge. Based on Sierra's beta-test reports, *King's Quest VI* seems to be one of those rare, "addictive" games that has so many things to try it will be very difficult to take a break. There is so much to do, so many different ways to do it all, it's one of those games that seem to have a little something for everyone. The sheer size of *King's Quest VI* ensures you'll be on this quest a long, long time before you complete it all.

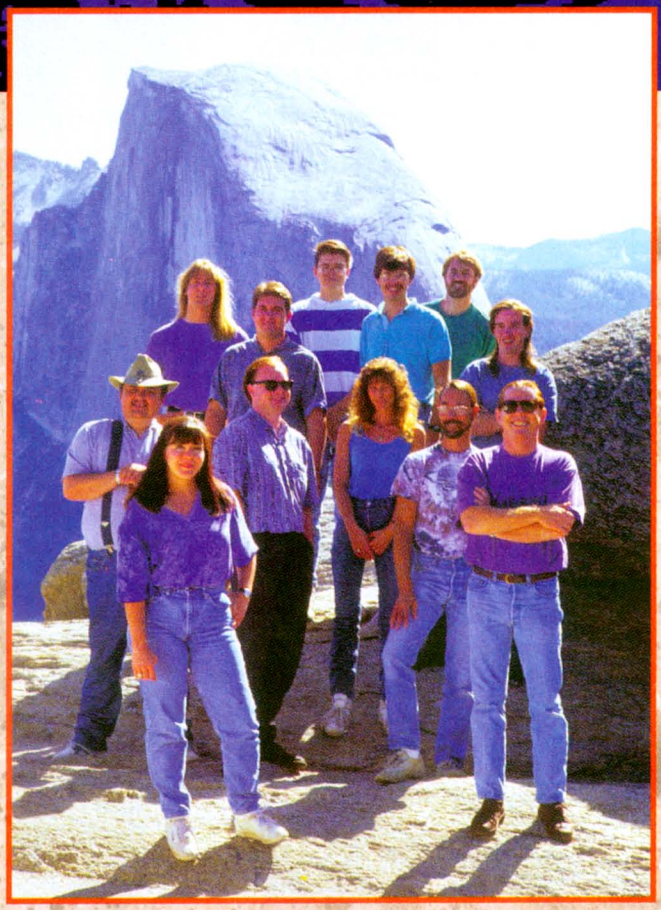
Cut-aways to scenes with the vizier and his henchmen can give you hints about the shape of things to come.

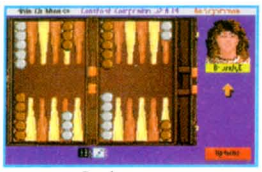
Roberta Williams is very pleased with the result of all the work that went into the game, and she graciously acknowledges the efforts of all the talented people who helped make the world she imagined a reality: "Even though all the *King's Quests* are great, *Heir Today, Gone Tomorrow* is going to be the best yet — and it's due to the people on the design team. I think the *King's Quest VI* team has been the best that any of the *King's Quests* ever had. They've done a superior job."

Roberta also feels that work on the *King's Quest* series is far from being over. "I will never, ever get tired of *King's Quest*," she says. "It will always have a special place in my heart." In fact, she says she's eager to start on the next episode and is already toying with a story for *King's Quest VII*.

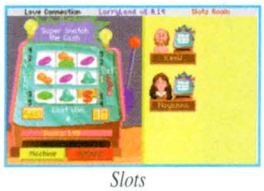
Meet the King's Quest VI Team

Project Manager	Bill Skirvin
Designers	Roberta Williams Jane Jensen
Artists	John Shroades Mike Hutchinson Russ Truelove Deanna Yhalkee
Programmers	Robert Lindsley Randy MacNeil Robert Mallory Victor Sadauskus
Composer	Chris Brayman
Quality Assurance	Robin Bradley
Additional Animation By	Karin Young
Opening Cartoon By	Stanley Liu Albert Co
Additional Thanks To	Cyrus Kanga Joel Mariano



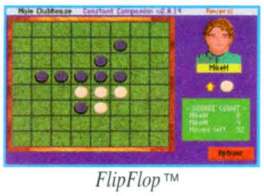


Backgammon



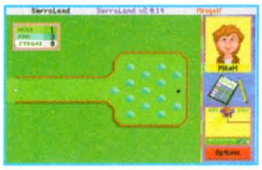
Slots

Red Baron ™



FlipFlop ™

Bridge



MiniGolf

Checkers

The Multi Way To Play!

Chess

PaintBall

Hearts

Cribbage

Boogers ™

Poker

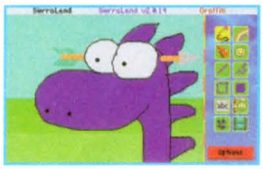
The Shadow of Yserbius ™

Blackjack

Sneak-A-Tac ™

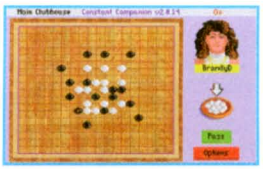
Roulette

Rocket Quiz ™



Graffiti ™

Chat Room



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The Magical World of King's Quest

A look at the first family of Daventry with the creator of King's Quest.

by Roberta Williams

Eye to spyglass, sweeping it across the vast ocean, Prince Alexander desperately scans the distant horizon as his sailing ship, the Valanice, drunkenly rolls through heavy seas. Drat! Nothing but distant whitecaps! He thinks of giving up when, out of the blue, a small speck is revealed within the lens. Could it be?—the Land of the Green Isles? Alexander's heart beats harder as visions of a beautiful, raven-haired girl flood his memories...

"Hey, wait a minute! This ain't another one of those mushy love stories, is it?"

"Well, yes, sort of...but, not really. Come on, let me finish, will you?"

"Okay...but it better be good!"

A sharp cry shatters Alexander's reverie, "Ahoy! Reef to starboard!" Suddenly—CRASH!!—the wooden ship rams the edge of the unforgiving reef and begins to list crazily to one side. Huge groans and creaks rip through the splintering wood as the ship begins to break apart and sink slowly into the sea. Panicked, Alexander drops the spyglass and stumbles toward the lifeboats, the cries of his frenzied crew piercing his heart....

"Yeah! Now it's getting exciting! Does he save the ship? Does he live?"

"Please! Stop interrupting me!"

"Okay, okay...calm down. I was just asking. Sheesh!"

Too late! Men jump frantically into the pounding surf as the ship groans one last time, raises her bow straight out of the water as if to take one last breath—and then gives herself up, slipping silently into the cold, blue deep. The sea reaches for Alexander, grabbing him, and dragging him into its watery possession. He valiantly struggles to stay afloat in heavy, waterlogged clothing—while, all around him, men lose their battle and slip, one by one, under the sea. A piece of the forward mast bobs nearby and Alexander swims toward it, desperate to reach it before an oncoming swell sweeps it further out of his grasp. His fingertips touch the mast—the swell is upon them—there, got it! Gratefully, he wraps his weakening arms around the wreckage and hangs on for dear life...

"Come on! Ain't you getting just a little melodramatic now? Just get on with it."

"Aren't you just a bit impatient?"

"Yeah. That's one of my better qualities. So...does Alexander live, or what?"

"I'm getting to it. Now, be quiet and listen!"

After what seems a bone-chilling eternity, Alexander begins to lose strength. His body, numb from the cold, will obey him no longer. His hold on the bobbing mast loosens. His mind wanders. He feels himself edging toward blackness...

"So does a giant squid grab him and drag him down under the water and start to eat him before a huge whale comes along and fights with the squid while Alexander tries to swim away before a big shark starts to..."

"Do you want to tell this story, or shall I?"

"Sorry. Got carried away there."

Sunlight! It pierces Alexander's numb senses. It warms his cold body. It wraps itself around his body like a warm, life-giving blanket. Slowly, his eyes open. He blinks and squints; the bright light hurts! Am I alive? he wonders vaguely. Warm sand cradles his body while the gentle sound of lapping water lulls him back into a deep, restful sleep. Sometime later, the loud cries of seagulls awaken Alexander and he sits up, a bit dazed. He looks around in curiosity. Where am I? he wonders...

"Yeah, where is he? Is that girl he was thinkin' about around here somewhere?"

"As every aspiring adventurer knows, the answers are not easy, and the journey is difficult. You must be a true hero in order to survive and conquer the world of *King's Quest*. Do you think you're up to the task?"

"Are you kidding! The most macho dude of all time! But I wanna know about this place called Daventry."

"Okay, sit down and be quiet. Let me tell you a story..."

Once Upon a Time in a Land Faraway

The chronicles of Daventry are retold, these centuries later, as the tales of King's Quest. *The first saga, known as* King's Quest I, "Quest for the Crown," *tells of a brave knight by the name of Sir Graham, who was the favored knight of Daventry's monarch, King Edward. One fine day, old King Edward, who was in poor health and had no heirs, called for his favorite knight. He told Sir Graham of his dilemma of having no one to inherit the throne should he die, which, he felt, would be soon.*

Sir Graham learned of the theft, long ago, of three treasures belonging to Daventry: a magic mirror, which foretold the future; a magic chest, always filled with gold coins; and a magic shield, which protects its bearer from all harm. King Edward had a solution to his problem of an inheritor to the throne: if Sir Graham could return the three lost treasures of Daventry, he would be crowned king after King Edward's death.

Bravely, our hero took on the task, and after many adventures and tribulations, successfully returned the three lost treasures to his revered king. Soon thereafter, good King Edward died and Sir Graham was indeed crowned king of Daventry.

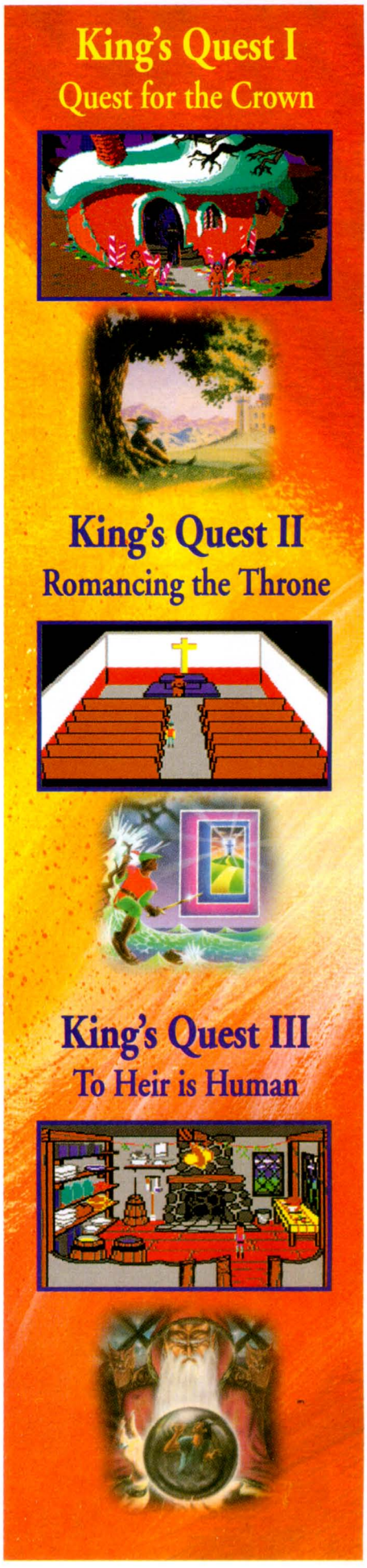
The story of King's Quest II, "Romancing the Throne," *begins several years later. Thanks to the return of the three lost treasures, and King Graham's excellent leadership, Daventry's future looked bright indeed. There was only one small problem: the king was lonely. He wished for a wife to bring him love and happiness.*

One day, through a vision in the magic mirror, King Graham learned of the plight of a beautiful girl imprisoned within a quartz tower in the faraway land of Kolyma. She seemed to be looking at him, calling for him. King Graham was impelled to go to her; to rescue her from her prison.

After many adventures, King Graham made his way to Kolyma where he eventually discovered the tower on an enchanted isle and successfully rescued the lovely girl. As soon as he saw her, he fell instantly and deeply in love with her, and she with him. Her name was Valanice and she told him she had been imprisoned by a jealous witch. Upon returning home, King Graham and Valanice wed, and Valanice became queen of Daventry.

The third King's Quest, "To Heir is Human," *tells of the birth of twins one year later; a dark-haired boy, Alexander, and a golden-haired girl, Rosella. Six months after their birth, Alexander was kidnapped from the nursery at night by an unseen interloper. Every inch of Daventry was searched, but he had disappeared without a trace.*

Eighteen years later, in the land of Llewdor, an unhappy lad named Gwydion



King's Quest IV
The Perils of Rosella

King's Quest V
Absence Makes the Heart Go Yonder

was searching desperately for a way of escaping the slavery forced upon him by the evil wizard Manannan. The boy knew not from whence he came; all he knew was that he'd lived his entire life with the cruel wizard. But by learning magic on the sly, Gwydion was eventually able to overcome Manannan by turning him into a black cat. Unfortunately the "cat" vowed to someday, somehow, seek revenge.

During his subsequent travels, Gwydion learned his true identity; that he was really Prince Alexander of Daventry. With this news, Alexander was eager to find his way there. Once in Daventry, after a long journey, he learned that a terrible dragon had been terrorizing the kingdom for years. But by using his fledgling magical skills he was able to overpower it, and save his captive sister Rosella in the process. From there, the two went home to a joyful reunion with their parents.

The saga of King's Quest IV, "The Perils of Rosella," *begins where* King's Quest III *leaves off. As the whole family was rejoicing in the return of both Alexander and Rosella, King Graham was suddenly stricken with a severe heart attack. Doubling up in pain, he then fell to the floor while his shocked family rushed to his aid.*

As King Graham lie upon his bed, near death, his distraught daughter consulted her father's magic mirror for guidance. As Rosella tearfully gazed into it, a vision of a beautiful fairy appeared and spoke to her. The fairy told of a magical healing fruit which grew in the distant land of Tamir, where she herself lived. The fruit, Rosella was assured, would indeed cure her father and bring him back to perfect health. The fairy offered to magically transport Rosella to Tamir—but there was a catch! The fairy needed Rosella to do something for her first. Would she agree? Of course! Anything for her dear father! At that, Rosella was then magically transported to the balmy land of Tamir.

Upon arrival, Rosella was informed by the fairy—Genesta, she learned—of her task; to return the fairy's talisman from her archenemy, the evil fairy Lolotte. Without it, Genesta would soon die. Rosella's tasks were thus set. Not only must she save her father by acquiring a magical fruit, but she must also save the life of Genesta by obtaining a talisman from an evil fairy! Of course our girl, being very resourceful, managed to successfully complete both tasks, and thus save the lives of both.

The fifth King's Quest *continues with the saga after the return of Rosella from the land of Tamir. In* "Absence Makes the Heart Go Yonder," *King Graham's family was kidnapped by the evil wizard Mordack and imprisoned inside a glass bottle. This was done in revenge for Alexander having turned his brother Manannan into a cat sometime back.*

King Graham enlisted the aid of a know-it-all owl named Cedric, and Cedric's kind master, the wizard Crispin to help him journey across the land of Serenia to Mordack's island stronghold, where Graham's family was kept hostage. After confronting Mordack, and beating him at his own game, King Graham was able to rescue not only his family, but a beautiful, raven-haired girl who was also a captive of Mordack's.

Upon introductions, King Graham and his family learned that the beautiful girl hailed from the Land of the Green Isles, and that her name was Princess Cassima. Alexander was immediately captivated by her, and asked permission to visit her in her home kingdom. Readily, she agreed, as she was also intrigued by Alexander. And so, with the magical help of the good wizard Crispin, everyone was transported home safe and sound.

And the saga continues in King's Quest VI, "Heir Today, Gone Tomorrow..."

"Okay, okay! You've peaked my interest. And now Alexander thinks he's in love with this gal...Cassima? They barely knew each other. Why would he risk life and limb for her?"

"You've got to play *King's Quest VI* to find out."

"Tell me...what's so special about this game? Okay, so the other five games were phenomenal successes—selling millions of copies. How do I know this one is good...huh?"

"All right. I can see you're not the trusting sort. I'm going to have to convince you...."

The Land of the Green Isles

All King's Quest *computer games have used increasingly sophisticated graphics and sound technology, greater detail, and more interactive story lines.* King's Quest VI *is no exception. Its central plot—a romantic quest—has much more depth than other games. For instance, is Princess*

King's Quest VI
Heir Today, Gone Tomorrow

Cassima in love with Alexander—or does she really love the vizier? It isn't just a question of whether Alexander can overcome all sorts of obstacles and rescue Cassima...but will it matter if he does?

There is a lot of variety and challenge in playing King's Quest VI*: it has layers upon layers of story in which half of the encounters are optional. Depending on which paths you follow, there are at least a half-dozen possible endings. It will be almost impossible to see everything the first time around!*

The world of King's Quest VI *is a visual experience. Each scene is painstakingly painted by a team of talented artists. The animation is nothing less than impressive; by using actors dressed up in costumes, adding special lighting techniques, and video-capturing them in action, characters were created with very life-like, realistic movements.*

There is more music and sound effects than ever in this latest installment of King's Quest*—more than two hours worth! Music does much to set the mood and atmosphere of a game, and the music in* King's Quest VI *is so beautiful it will bring tears to your eyes; of sadness...or laughter!*

The technology behind King's Quest VI *is state-of-the-art. You will see 3-D simulated scenes, characters that adjust themselves in size as they walk through various scenes while "intelligently" avoiding obstacles, and many other design, visual, and musical effects too numerous to list.*

"Okay, you've convinced me! Tell me what I need to get started."

"Well, you need a computer..."

"I know that! What do you think I am...stupid or something? I mean, where's my equipment: my sword, my knapsack, my gold coins...all that kind of stuff?"

"You'll have to find them yourself. I told you it wouldn't be easy."

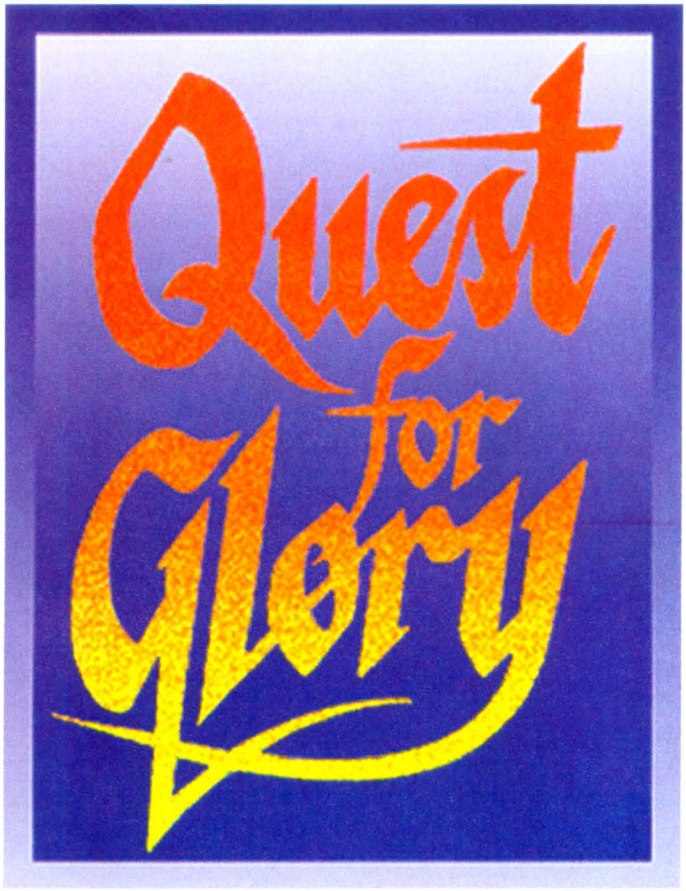
"Aw, shucks! You're going to really make me work for this, ain't you?"

"You bet'cha!"

"Okay...but can you tell me if Alexander ever gets the girl?

"Oh, gosh! What time is it? I'm late for an appointment with Princess Rosella to talk about *King's Quest VII*. Good luck on your quest!"

Three games into the Quest for Glory saga, Lori and Corey Cole are discovering things they never planned.



by Kurt Busch

By now, thousands and thousands of devoted adventurers are puzzling through the all-new VGA *Quest for Glory I: So You Want to be a Hero*, dispatching animated clay monsters and building the all-important attributes of their Fighters, Magic Users, or Thieves. But even as these fantasy fans are busily exploring the first chapter of the series *Compute* called "a breakthrough in adventure design," many of these same computer questers are asking the same question: "When will the third chapter be released?" Tricky question.

Quest for Glory III: Wages of War is in its final stages and may actually be on the shelf by the time you read this article. But the original third chapter - the one envisioned by series creators Lori and Corey Cole back in 1989 when they set out to build a completely original quartet of fantasy games - is still on the drawing board and more than a year and a half away from shipping.

"When we developed the concept for the series," explained Corey, "we wanted some unifying themes for the story. We worked with the four seasons, the four basic elements - Earth, Air, Fire, and Water- and the four cardinal points of the compass. We planned to create four games to follow these elements.

"The first game - *So You Want to be a Hero* - is springtime and Earth and set in medieval Germany in the North. The second game - *Trial by Fire* - was the element of Fire, in the summer, and set in the South, in Arabia."

"The original third chapter," added Lori, "was to be *Shadows of Darkness*, set in Transylvania - the East - and in the Fall, using Air as the central element."

Somewhere between finishing *Trial by Fire* and cranking up the design process for *Shadows of Darkness*, the husband-and-wife team realized a fifth chapter would have to be added to bridge the games. That chapter became *Wages of War*.

A Story Born of War

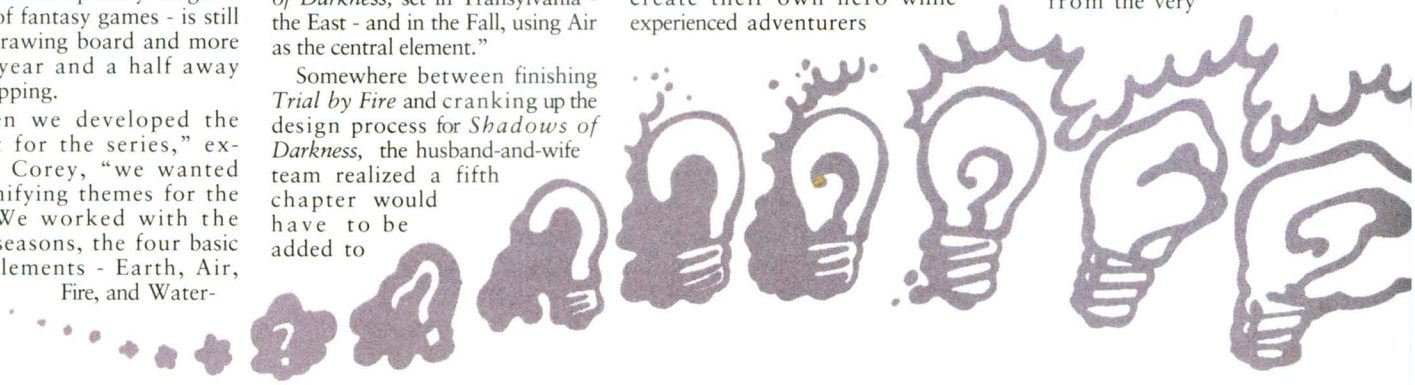
Wages of War is the latest and largest installment in the award-winning series that combines the excitement and artistry of the Sierra adventure style with the emotional involvement of fantasy role-playing character development. *Wages of War* takes up where *Trial by Fire* left off. New players can create their own hero while experienced adventurers can import their characters from *Quest for Glory I* and *II*, continuing with the skills and inventory acquired in the previous games. Once again, the player can choose to move through the game as a Fighter, Magic User, or Thief, with puzzles and solutions changing depending on the character type. After selecting a Hero, the player customizes attributes like strength, intelligence, agility, climbing skills, luck, and the like.

It's a story set in East Africa where war is brewing between two tribes. Sacred artifacts have disappeared and each tribe blames the other for the disappearance. If your Hero looks deeply enough, he may find that dark forces are behind the coming war, working toward their own evil purposes.

The story took shape in the minds of Lori and Corey shortly after the completion of *Trial by Fire*, at the height of this country's war with Iraq. They realized that characters and plot lines introduced in the second *Quest for Glory* game were leading them in directions they hadn't expected, presenting interesting opportunities for the evolving Hero. And they saw that, despite his adventures, the Hero still had some growing up to do.

Seasoning a Swashbuckler

The concept of seasons in the games represents the maturation of the Hero as he moves from story to story. It's a critical component in a series that - from the very



beginning - was designed to be a defined quartet of stories, representing an overall saga with a distinct beginning, middle, and end.

"One of the unifying themes," explained Corey, "is the growth of your character, going from being an adolescent Hero in the first game to being a young man in the second. You're strong and confident..."

"The third game," continued Lori, "was to show you as a master of your profession, with the fourth depicting you at the mature peak of your powers."

In the first episode, the player is a new graduate of the *Famous Adventurer's Correspondence School*, ready to venture out into the springtime of his career and build a rep. It's a light-hearted, exhilarating journey into the unknown that can be replayed three times with three distinct outlooks at puzzle-solving.

In the second chapter - *Trial by Fire* - the Hero enters the summer of his experience, facing more difficult challenges with more highly-developed skills. While the episode is more serious and dangerous than its predecessor, it retains the enchanting mixture of fantasy, challenge, and humor that made the first game a hit with so many fans.

Of all the reasons Lori and Corey found for creating a bridge between *Trial by Fire* and *Shadows of Darkness*, the most compelling was the feeling the designers had that the Hero character simply hadn't matured enough to face the very grim challenges awaiting him in Transylvania.

Prelude to a Gory Story

"In terms of the role-playing aspects," said Corey, "*Shadows of Darkness* is going to be a very difficult game. You'll have very tough opposition from the very beginning of the game."

"Also," said Lori, "you'll be very much alone. In *Trial by Fire* you had a lot of friends to help you. You always had a place to go back to to rest. You always had a place of safety until the very end of the game. Once you get into *Shadows of Darkness*, you're not going to have any sanctuary. You won't be able to trust anyone, because nobody will trust you.

"*Wages of War* is the bridge," she continued. "You start out with people you know to help you along in the beginning. But when push comes to shove, you're the one who's on his own, who has to solve the ultimate mystery. As you go along, just when you think you're all alone, your allies come back to you, but you have to face the final challenge by yourself.

"It's a complex game," she said, "because you have a lot of characters with their own game intelligence."

Complex is a good word. The *Quest for Glory* series has always defied categorization, combining different game genres. They're great to play, but tough to describe.

What Type of Hero are You?

When describing the *Quest for Glory* games, fans and the press often cite the three different Hero types. In theory, if one were to play as, say, a Fighter, he could go back after finishing the game and start over as a Magic User or Thief. But can you really play three distinct games simply by switching character types?

The original Spielburg in QfG1 (1989)

The new look of So You Want to be a Hero.

A new Hero for an all- new epic.

The New QfG1 features animated clay monsters.

Wages of War - *Much more to explore!*

Allies and enemies abound in Wages of War.

Quest for Glory III *is the darkest quest yet.*

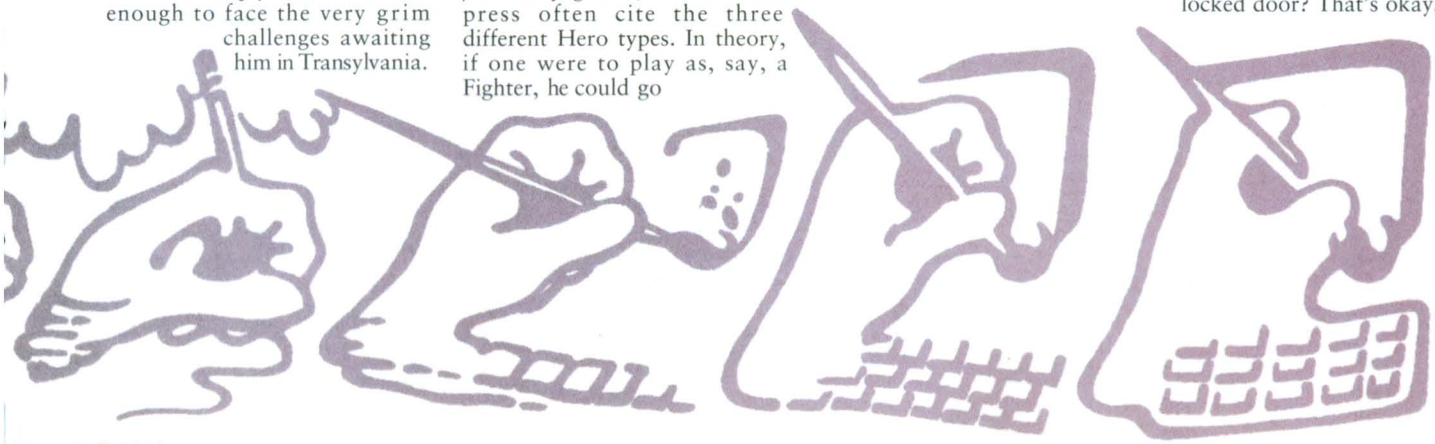
"The games really customize themselves depending on the way the player approached them," said Corey, "Many of the puzzles have multiple solutions, depending on what sort of game the player thinks he's playing - a combat game, a conversation game, a puzzle game, etc."

"The first choice you make is the character type," added Lori. "If you choose the Fighter, we assume you want to play a combat game. If you become a magic user, you'll have to overcome problems with spells and intelligence. If you're a thief, it's your wits and skills against the world.

"In *Wages of War*," Lori continued, "the first major challenge you become aware of is the fact that you have to get two magic items back to their rightful owners who are warring tribes. The Fighter's approach is to earn the right to get one of the items from a tribe by becoming initiated as a warrior. He has to build up his skills through combat-like competition. But the Magic User can't be initiated into that tribe because they dislike magic, and he doesn't have the strengths and skills that it takes to be initiated. So he has to take a completely different approach and win the item through magic."

"And the Thief, of course," said Corey, "thinks like a thief, and has to decide which tribe he's going to steal from."

Corey said they recommend uninitiated players start out as a Fighter, since that character's role is fairly straightforward and his mission is more apparent. See a monster? Does it look hostile? Waste it. Your attributes will increase as you take these enemies on. See a locked door? That's okay, you've



been practicing your skills on monsters. Smash it down.

As a Magic User or Thief, on the other hand, you could go through an entire game like *So You Want to be a Hero* without ever actually doing combat or killing a monster. You could play a totally nonviolent game that required completely different solutions to puzzles and problems.

"We don't try to force you into a single path or a single way of behaving," said Corey. "But if your character has certain skills and you solve a puzzle using those skills rather than ignoring them, you will be rewarded for your ingenuity."

Following the right path through these games is trickier than it sounds. There are a lot of detours and side quests and difficult choices involving multiple solutions to puzzles. And, of course, each game takes you to an entirely new world.

Distant and Different Lands

"The difference between *Quest for Glory* and most other fantasy role-playing games where you're always in the same sort of world and you always know what kind of thing to expect," said Lori,"is that - while your character is the same - the location changes radically from game to game. And the difference in setting really alters the whole game.

"With the first game, we went with a familiar fantasy role-playing setting - the forest, the medieval Europe setting - and then we broke the stereotypes. We showed the players other cultures in the world and the possibilities for other mythologies. We really did a lot of research for *Trial by Fire* to get the Arabian Nights flavor throughout the game.

"So when we got to this one, set in Africa, we based one tribe on the Masai culture and brought elements of Egyptian mythology into the story. We want to bring these things to the game, but we don't want to lose the player in the process. We want the player to be comfortable, and he'll be more comfortable with these new worlds and cultures if he's already played the first two games."

All of which brings up an interesting point:

Quest for Glory III, like all Sierra adventure games, does not require previous experience with the series. A player can import his character from *QfGI* or *II*, or can simply start fresh, choosing a character type and modifying his attributes. But, given the maturation process for the character and the player described by Lori and Corey, can a new player really jump directly into *Wages of War* without going through the apprenticeship of the first two chapters?

"I think so," said Corey. "What we've always said is that people who have played a previous *Quest for Glory* are coming in with a head start. You'll know what you're going to face. By the time you get to *Wages of War*, you'll understand the Hero and our mindset. But you truly can start fresh and learn these things as you go along."

"Later on, starting fresh will get tougher," said Lori. "*Shadows of Darkness* will be a hard game to just jump into without prior experience."

"It will certainly be possible for a player to get into *Shadows of Darkness* without playing the first three games," said Corey, "but he'll be jumping right into a very hostile environment with little preparation. The hallmark of the series is a very serious central story with some funny bits on top, and we'll certainly keep this. We think *Shadows of Darkness* is going to be an experience that people will enjoy, but it will be a very intense sort of enjoyment. And it will be a very intense game to design."

Who Does What?

How exactly do the pair go about designing these games? How do two people work together to form one seamless saga? Most fans have always figured that Lori (whose background includes theatre, art, and designing traditional paper-based role-playing games) did the actual design and writing while Corey (a senior programmer at Sierra) figured out the programming and logic. But that's as simplistic (and inaccurate) as saying John Lennon wrote the words while Paul McCartney wrote the music. The actual process is a lot more complex.

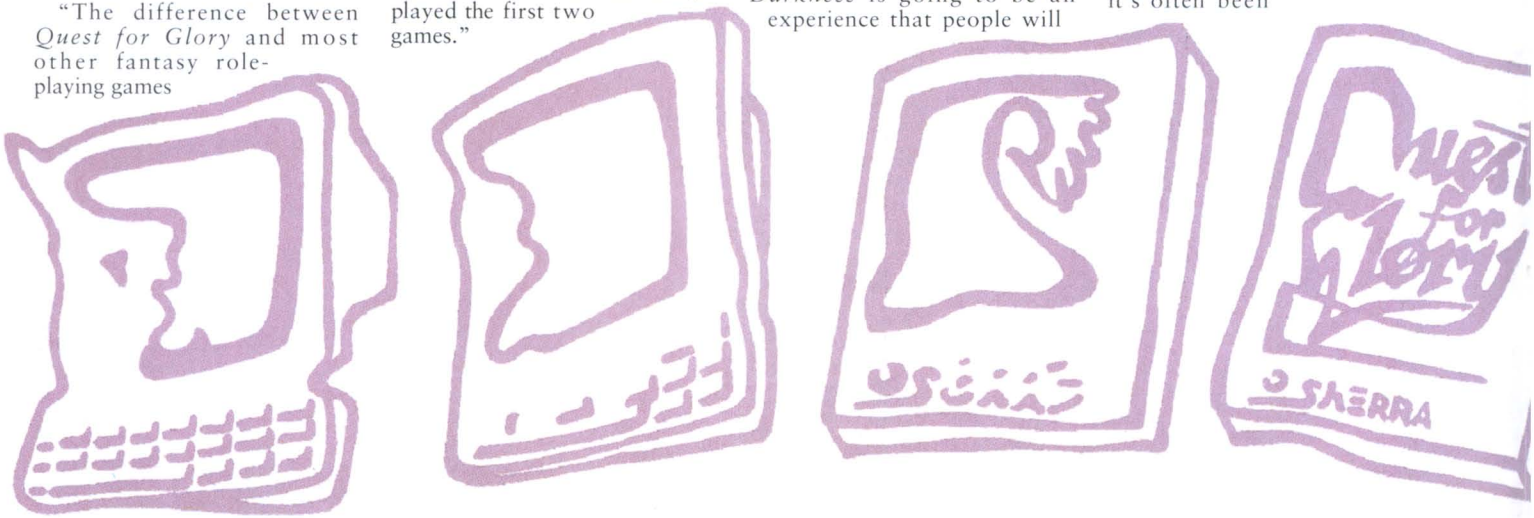
"The fun part is when we're starting out on a game," said Corey. "We toss around some ideas and come up with 10, 20, 50 ideas, and we basically feed off each other."

"We don't really write these things down in the beginning," said Lori. "We sit and discuss things and have an ongoing dialogue that eventually takes shape as a game."

"Lori is more of a story person and character person and I'm more of a puzzle person," said Corey. "Lori ends up doing the vast bulk of the writing. In particular, character dialogue is almost exclusively Lori's. I work more on coming up with game mechanics, puzzles, and details of the skills system. "

As most of his friends and coworkers know, Corey is also an unabashed punster, and it's his groaners that keep popping up throughout the Hero's adventures.

Beyond the initial design stage, it's often been



All the Quest for Glory *games let you play as a Fighter, Magic User, or Thief (and maybe Paladin). Your Hero's skills increase with experience.*

Lori's job to nail down the specifics of design and dialogue. Since Corey is a programmer, working on several different Sierra projects (including the anxiously awaited conversion of seven titles for the new Sega CD drive), he is often unavail-able during the bulk of the design process. This, however, may change.

"Starting with *Quest for Glory IV*," said Corey, "I plan to devote much more of my time to design."

An Educational Side Road

Fans of Lori and Corey already know that the pair took divergent design detours in between the completion of *Trial by Fire* and the beginning of *Wages of War*. Lori created *Mixed-Up Fairy Tales*, a stunningly beautiful sequel to the phenomenally popular *Mixed-Up Mother Goose*. The game, aimed at early readers, featured Lori's hallmark fantasy, hosted by a friendly dragon (named Bookwyrm, in a clever reference to an old European name for dragons).

At the same time, Corey created the "adventure game to strain your brain," *Castle of Dr. Brain*. In it, the player is an applicant for a lab assistant position and must puzzle through a bizarre castle. Each room is a lesson in skills like science, astronomy, math, logic, cryptography, and electronics.

"After finishing *Trial by Fire*, we were going to jump right into *Wages of War*, but a new design team wouldn't be available for another six months. Ken Williams asked us to design educational games during the interim."

Some of the design elements the pair came up with were slightly radical."All the Sierra games have an ego - a little person walking around who you control," said Corey. "I got rid of that in *Dr. Brain* and created a first-person point of view. You are the character. That's something we've thought of before for *Quest for Glory*, and may think about more in the future. For continuity's sake, we'll probably keep the ego for the duration of the series, but we may try something new on a new series."

Are All Heroes Men?

The "ego" is a surprising source of controversy and debate in the series. For one thing, Lori and Corey have insisted that - even in animated introductions - this ego should never carry on a dialogue. They feel it will destroy the identification a player must have with his Hero if he sees someone else's words pop up in the Hero's dialogue box.

The more intriguing controversy, however, is that it's a man, and female players have asked the designers if they could provide an optional female ego.

Adding a simple choice to ego gender would increase art requirements by at least 30%, Corey estimated. Not out of the question, but not advisable, he maintains, because the story would remain the same. Other characters would still respond to the Hero in the same way, whether the Hero was a man or a woman, and in places like ancient Arabia or medieval Germany, that simply wouldn't make sense.

"We have created a very egalitarian world," said Lori, "where you have woman warriors and woman role models throughout the game."

Lori said another reason for maintaining a male character is the romance element. Starting with *Wages of War*, the Hero's romantic life will begin, culminating two games down the line when he'll have a chance to choose a wife from female characters he'll meet throughout his adventures. Of course, he'll also have the choice of remaining single.

The Wages of Honor

"Without being preachy," said Corey, "We are putting some messages forth in these games. One of the strongest messages of *Quest for Glory III* is an anti-war message. You come into a game as a war is about to begin and your mission is to stop that war from happening. You start getting a better and better idea of just how senseless war is and how everybody loses by it."

"And the other thing we're trying to do," said Lori, "is get the player to look for the cause of problems, not just the symptoms."

'We're advancing a theme of honor," said Corey. "In the first game you had to pretty much play in an honorable way. As the games progress, the choices become more subtle and the player must decide whether or not he's going to play in an honorable fashion, if a dishonorable act is justified by the greater good it accomplishes. With each successive game, we're going more and more into moral situations where the solutions are not always clear cut. There aren't necessarily right or wrong answers. But the answers you choose define your character."

What many players who didn't completely stick to the straight and narrow path may not have discovered is that there is a fourth character type, achieved only as the reward of an honorable course of action. Players who make it all the way through *Quest for Glory II* or *III* in a completely honorable fashion find an option at the end of the game that allows them to become a Paladin.

"The Paladin is essentially similar to a Fighter," said Corey, "but has great personal honor and cares about good above all else. You have to play under a rather strict set of conditions. You have to play in an honorable fashion at all times or you'll lose some of your powers. But you gain certain special abilities as a Paladin. You gain the power to heal yourself, as well as protection against certain monsters and the ability to sense evil."

"Unlike traditional fantasy role-playing games where the Paladin is just a pious law-abider, *Quest for Glory III* demands that the Paladin make sacrifices for the greater good. He fights for the people, not for the law. He will have to break the law in this game because at least one law is wrong.

"When laws interfere with human rights," she said, "what judgement call do you make? What is good? That's the question." Big question.

Then again, these are big games.

How you play these games depends on what kind of game you think you're playing. A Magic User will have to discover solutions through magic, a Thief through cunning, and a Fighter through courage and, sometimes, brute force. Quest for Glory *games customize themselves to the individual player's game style.*

FUN AND LEARNING FROM A NEW FRENCH CONNECTION

Sierra is now the North American publisher for Coktel Vision entertainment and educational games

By John Williams

At the Consumer Electronics Show in June, 1992, Sierra made the announcement that it had acquired all North American publishing rights to the entertainment and educational products of Coktel Vision. It was a surprising announcement, and you could almost hear the chorus of voices as everyone in the home software industry shouted "WHO IS THAT????"

It is true that Coktel Vision isn't a well known name here in America. In fact, the company isn't incredibly well known in any English speaking country - yet. But, if Sierra President, Ken Williams is correct, Coktel Vision won't be a secret of France and Europe by the end of 1993.

Coktel Vision, located in Versailles, France, is actually a well known developer of software in the company's home country. Coktel Vision characters Adi, Adi Junior and Adi Senior are known to a nation of school children as the friendly aliens that take them through every step of the Nation's tough educational curriculum. (Estimates are that 50% to 75% of all educational and 'edu-tainment software' for elementary through high school sold in France is produced by Coktel Vision).

The Coktel Vision product *Gobliiins* is loved and hated by French computer users in a way that only an avid player of *Tetris* or *Lemmings* in the U.S. might understand. The product has also been winning awards in Germany lately, and players all over Europe are eagerly awaiting the maddening puzzles of *Gobliins II*. The demos for their next upcoming game *Inca*, are found on BBS systems and distributed by user groups in the same way American BBS's and user groups distributed Origins demo for 1991's *Wing Commander II*.

It's safe to say, although it will probably take a few more months to get many of Coktel's products into English and "Americanized" for sale here, you will be hearing more about this company. The following pages show the entertainment software and educational products of the *ADI* line, most of which will be shipped to American markets for the first time at some point in the next 12 months.

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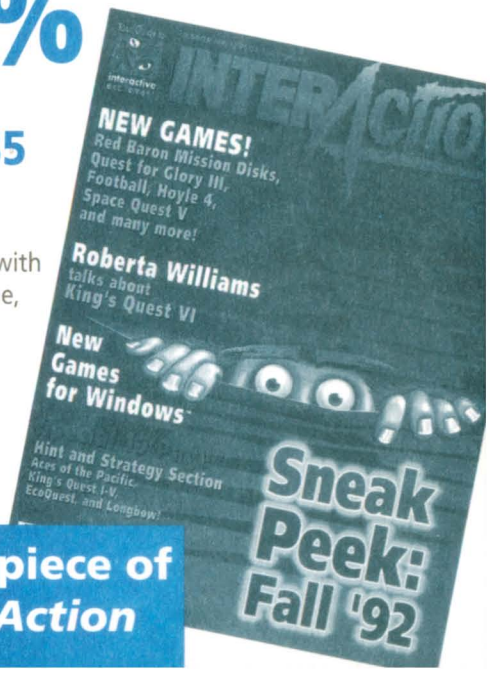

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Who is the primary user of these products? (check one)

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❑ Male child under 10 ❑ Male child over 10
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❑ Electronic Boutique ❑ Software Etc.
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What type of computer do you own? Check all that apply.

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MS-DOS Owners only:

What graphics card do you use?

❑ EGA/Tandy ❑ VGA/MCGA
❑ Other _____

Do you own?

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❑ ProAudio Spectrum ❑ Thunder Board
❑ CD ROM Drive ❑ Windows™
❑ 3.5" Disk Drive ❑ 5.25" Disk Drive

GOBLINS

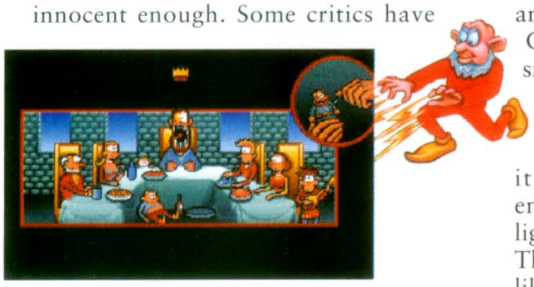
Consider it an adventure game with a series of brain teaser puzzles thrown in. Or maybe just *Tetris* with an actual story line and plot. Either way you cut it, this game is perhaps the most fun (yet frustrating) puzzler we've ever seen.

The plot seems innocuous enough. Three lovable imps set off to challenge an evil wizard who has put their king under a magic spell and driven him totally mad. The trick of the game is that each of the three imps can only do one thing so you have to use all three characters working in tandem to win the game. The U.S.

There are dozens of mind boggling, and very funny episodes to get the goblins through. It's a scream.

version of this game will carry a special warning label: "WARNING: CONTAINS HARD PUZZLES FOR HARDCORE PLAYERS" but don't let this advertising copy fool you - it's really true. The game has some of the toughest, most frustratingly maddening and totally unfair puzzles you'll ever stay up all night thinking about.

The box art and screenshots look innocent enough. Some critics have



The king's curse is a voodoo doll driving him crazy. Your fun begins when you try to save him.

said that both the game graphics and packaging are overly cute, but don't let this fool you either. Remember that France places a high value on disguising things as harmless that are downright dangerous in their lunacy. This is best evidenced by France's (in)famous devotion to Jerry Lewis as a comic genius and a penchant to serve snails and slugs up in pastry shells.

If your son, daughter, or spouse brings this game home, act calmly but call the authorities immediately. (The authorities being the Sierra Hint line or Hint Book sales department.) It may be the only way to save your sanity. Really.

INCA

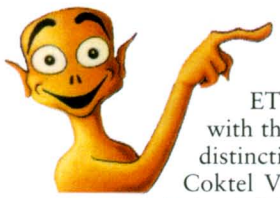
You start the game in an ancient Incan temple, but you quickly leave it in a space ship carved from solid stone that looks like a magic kachina doll. There's a little magic mumbo-jumbo that quickly moves the story along and further conjures up images of the mysterious and magical ancient Incans. Next thing you know you're attacking a well-defended canyon in your space fighter in a scene that's oddly reminiscent of a scene out of *Star Wars*. Survive this and you shoot into space and quickly land a boarding party on a floating Spanish galleon, where the elegantly recreated Conquistadors draw their swords and try to shoot you.

Well, no one ever said that computer games had to make a lot of sense to be fun. *Inca* does try though. Even with its multitudes of legend bending liberties on the plight of the ancient Incan civilization, this game does have its own mystic quality about it.

The Conquistadors, Evil Sorcerers and Incan Medicine men are all incredibly rendered through video captured screens and rotoscoped animation. The Spanish Galleon in space is elegantly rendered in smooth 3-D, with sound effects so real that you will at times be downright spooked. (The sound of the painful creaking of the old Spanish Galleon as it is tossed by the celestial tides is enough to make you want to turn the lights on when you play late at night). The game play is at times almost arcade like, but overall the game is more of a flight simulator. (If you can stretch the term 'flight simulator' to the piloting of an ancient Incan aircraft made of stone, a true flight simulator.)

As of this writing, *Inca* is not a finished product, though it is playable "a piece at a time" here at the Sierra offices by those that have enough programming savvy to get it started. The final decision isn't in as to whether it will be available on CD and disk or on CD only (it could be just too big to put out in disk version). Watch upcoming issues of this magazine for more details.

ADI



He looks something like ET, but taller and with the large eyes and distinctive eyebrows of Coktel Vision President, Roland Oskian.

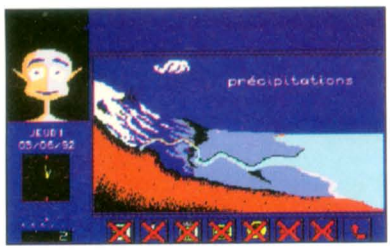
Adi is the friendly alien who inhabits the educational software of Coktel Vision games. Designed for elementary school children in France, (although *ADI*

ADI *educational games start preschoolers learning in an enjoyable environment.*

clones for Germany, England and America are already in development,) Adi looks like he could be any child's slightly older and wiser friend - the one that your parents actually approve of. Adi's a friendly, playful, highly witty and infinitely patient big-brother type alien, and his mission in life is to teach young humans math, science, reading - even foreign Earth languages.

ADI*educational products are more than just educational, they have games, puzzles and crafts.*

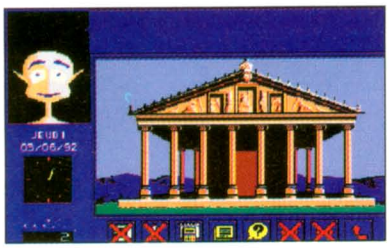
ADI is the product that originally attracted Sierra to Coktel Vision, and our infatuation had only a little to do with the cuteness of the Adi character. The fact is that *ADI* is a great combination of hardcore educational products, often referred to as courseware, and the more fun education games that the industry now calls educational. The character of Adi will always appear as the friendly helpful older brother type to your child, no matter what his age (see *Adibou* and *Adibac* for more details on this). The subjects he teaches are always applicable both to the subjects your child is weakest



The great part of the ADI *learning system is that you can build on the base program.*

in and taught at a level that the child will understand and identify with. This happens because the developers of *ADI* spend extra time and effort to make each *ADI* software product applicable to the educational curriculum of the country, state or educational system that *ADI* will be sold in.

On top of the attention to educational curriculum, *ADI* also sort of acts like a *Microsoft Windows*™ for student use. The character Adi actually resides in a "shell" much like the *Windows* desktop, complete with tools for the student such as a paint program and a note pad always readily available. Parents can buy any data disk they want for *ADI*, with names like *3rd Grade Math* and



ADI provides each lesson, skill or craft with various challenge levels.

5th Grade English, but the *ADI* shell always stays the same and the children get used to one standardized environment for all applications.

The tools are more than just barebones throwaway productivity software - they are perfectly tailored to kid use. The word processor lets a child add optional animated clip art they can include in their writing. The clip art can be stored on a disk as part of a "letter" and then sent to a friend or pen-pal who can read the letter and activate the animation.

This neat feature was developed as a letter writing system to be used by kids from different countries when writing each other. For example, it might be much easier and more interesting for a German child to translate a French boy's letter if his sentence about visiting the ocean is followed by an animation of a child playing in the surf. This is just one example of the kinds of innovative items that Coktel has chosen to include as part of the software.

The American version of the *ADI* alien software may take another six months or so to take off (or land) in America. The initial conversion of *ADI* is almost complete and Adi has been reborn into VGA as part of his Americanization. Lessons like male vs. female conjugation that are applicable for the French (like "Le" versus "La" on a word) are being redesigned from scratch or retrofitted to apply to U.S. and Canadian children. It's a slow process made slower by the insistence that Sierra offer a full line of applications (from Math to English to Science) before the core *ADI* software is shipped in America.

ADI JUNIOR

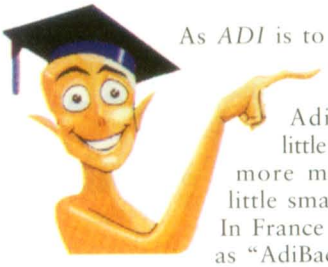
Around Sierra, there is some debate as to whether Adi Junior is actually Adi as a youngster, Adi's little brother, or maybe someone else entirely. We haven't been able to get a straight answer on this one from the French. One joker here at the office described him as designer Al Lowe without a beard but with Spock ears on, and I guess that could be a good description. Al, though, does have a much more devious smile and that mischievous look in his eye.

ADI Junior is *ADI* for younger children. He teaches ABC's, counting, simple shape to word matching and other basic skills. The world of *ADI Junior* is perhaps more colorful than the world of *ADI*, and obviously targeted toward the

Pre-schoolers through early readers have a blast learning from cartoon characters.

younger set. Clocks and cars have happy faces. Turtles wear jet packs so they can beat the racing hare. The learning games of *ADI Junior* all have levels that make them so easy even a very young child can play (though other settings can make the games challenging for most children). Also, like *ADI*, *ADI Junior's* world can be expanded through add-on disks that will take an average child from pre-reading through the equivalent of the

ADI SENIOR



As *ADI* is to *ADI Junior*, *ADI Senior* is to *ADI*. Adi Senior is a little older, a little more mature and a little smarter looking. In France he is known as "AdiBac." His name is a combination of ADI, his younger twin, and the BAC's which are the French equivalents of the tests known as the Standard Aptitude Tests (SAT) in the U.S.

On screen, Adi Senior is almost preppy looking - a real catch for any good fraternity or debate team. He looks just old enough to be older and wiser than an average high school student, yet not so mature as to be confused with anybody's teacher.

Adi Senior's job in life is to prepare a teenagers' mind for the upcoming test that may just determine which college - if

You can add to the ADI *learning programs from pre-school through high school.*

any - the student will be admitted to. Like the SAT's, France's BACs were designed to be "the tests that you can't study for". The questions are designed to test abilities in problem solving more so than a test of memorized facts and figures and therefore it is acquired knowledge, not "crammed" last minute learning that is supposed to make a difference.

ADI Senior is designed to be a longer term study aid for college bound teenagers, and is very comprehensive in its coverage of math, science, and other college preparatory courses. *ADI Senior* (which will not be renamed AdiSAT, though we may give it a new name entirely) will probably be the last of the *ADI*s to debut here in North America.

**Apologies to Corey Cole and the other members of* Castle of Dr. Brain, *design team which used to be the most brain teasing game before* Gobliiins *was released.*

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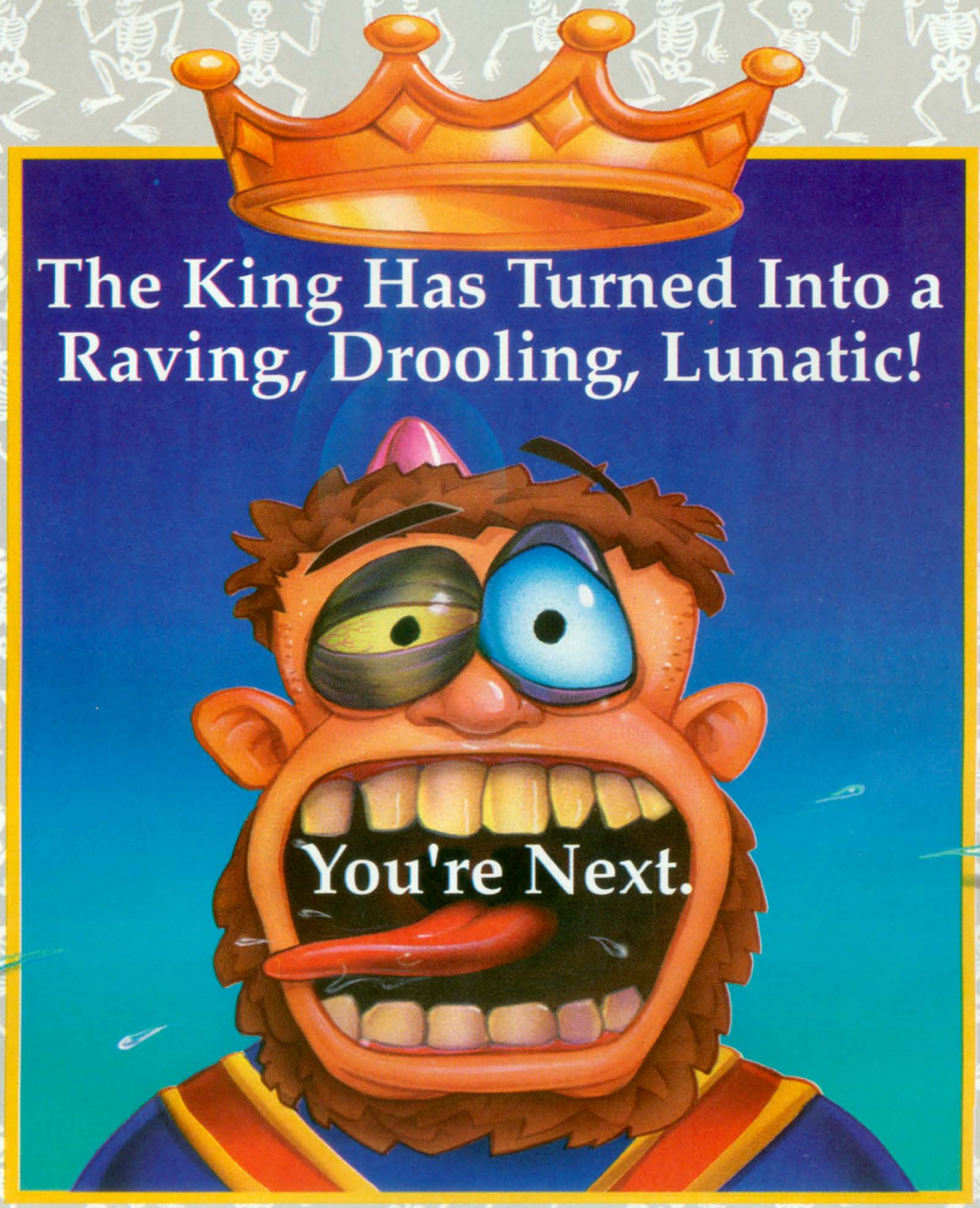
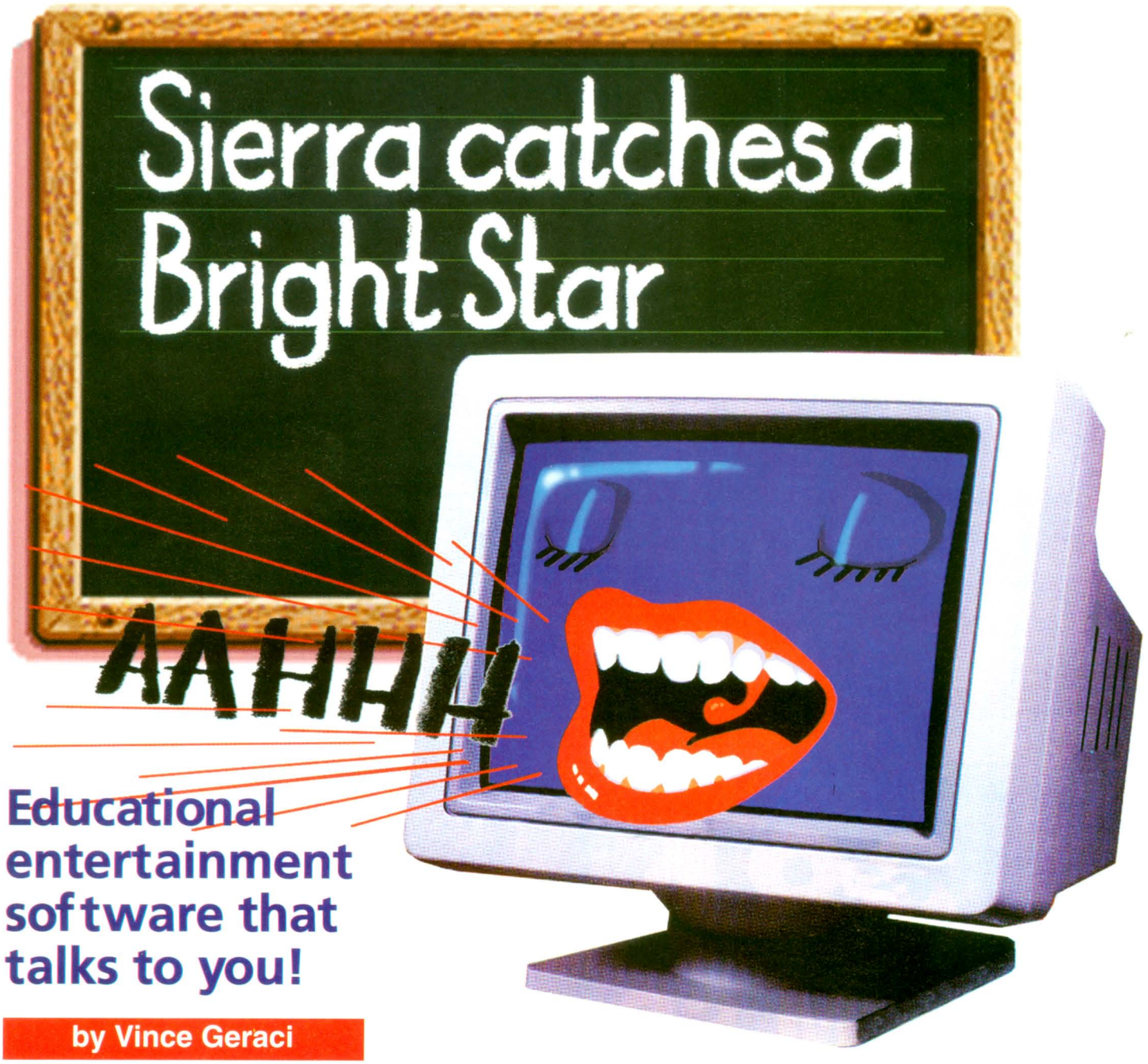


GOBLINS

The Hot New Puzzle Adventure from COKTEL VISION Part of the SIERRA Family

Sierra catches a Bright Star



Educational entertainment software that talks to you!

by Vince Geraci

The newest member of the Sierra Family, Bright Star, has developed talking software that Sierra On-Line plans to release in a new line of educational titles. The new technology is a breakthrough for computers with or without CD-ROM drives.

In the beginning, Bright Star designed their software only for Macs. Now they are expanding their educational software to be PC compatible with *Windows 3.1*™ and adaptable audio cards. Bright Star's advanced technology uses what they call *HyperAnimation*. This allows a computer microprocessor to synchronize the exact mouth movements of a character with the sound you hear coming from your computer. You can imagine the grand array of innovative computer applications that will be discovered.

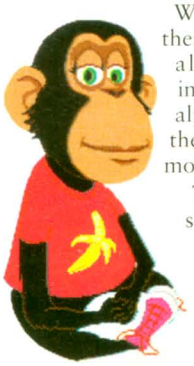
Language Arts' Future Looks Bright

Talking technology is big news for consumer software, but the concept isn't new. The military has been using it for some time. What is new and exciting is how Bright Star and Sierra have teamed up to create a revolutionary education system.

The neat part of their system is what's called the *Interactive Personal Tutor*. While your child is learning to read, an animated personal tutor on screen says the letter, word or phrase and enunciates it. When you click on the question mark, the personal tutor asks your child to identify letters at random. Utilizing the crafts and ideas of the Sierra/Bright Star creative teams, language arts studies will never be the same.

When You Sing You Begin with Do Re Mi, When You Read You Begin with ABC

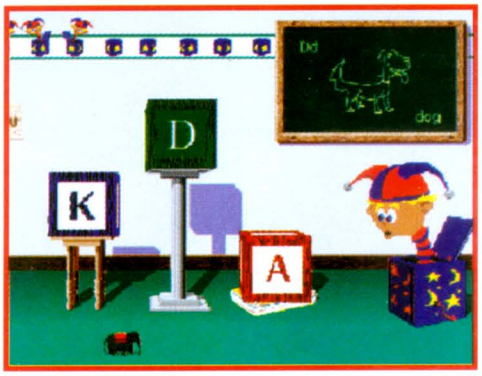
Your preschooler or early reader will love *Alphabet Blocks*. It's the first in a series of language arts software that Bright Star and Sierra will be releasing for new readers.



When people learn to read, the first step is to teach them the alphabet and the phonetic sounds of each alphabet letter. *Alphabet Blocks* presents an ingenious way to do both. First, all the letters of the alphabet are displayed. When you click on a letter, the interactive personal tutor shows you the exact mouth movement and makes the letter sound.

The *HyperAnimation* allows your computer to simultaneously link the moving graphic with a real human digitized voice. The accurate phonetic instruction of Alphabet Blocks helps the user to see and hear how the letter sound is made.

After you've heard the letter sound, you can click on an alphabet block and see both a written word that uses that letter sound and a visual graphic of the word. For example: clicking on the alphabet block 'A' you see the mouth movements and hear the phonetic sound of the letter. On the 'chalkboard' the word 'ANT' is spoken and appears alongside a picture of an ant. This gives a child sight, sound and usage recognition of each letter. It's the perfect beginning for developing good reading skills.



Learning how to read with phonics and word usage is so much easier when you can hear the letter enunciated and used in a word.

The two companies plan to build an entire education line aimed at learning and improving language skills. Bright Star's language education program contains children's courses, continuing education and foreign language courses, and English as a second language (or remedial) courses.

Sierra/Bright Star's strategic plan is to sell the educational software separately, in bundles or in complete sets.

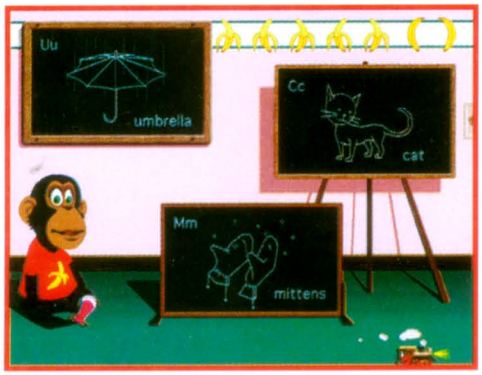
Speaking of Sierra...

Imagine Sierra using talking technology for a *King's Quest* game. Instead of just seeing King Graham and Cedric the owl, you would be able to hear the characters' questions and conversations when they talk to each other. You'll be able to hear the voice of Roger Wilco in *Space Quest*. Speech technology makes game characters seem so much more real. (The inside word is that as 'talking technology' continues to develop you'll be able to verbally interact with your computer. More about this later.)

Talking About Leisure Suit Larry

Sure you've met Larry Laffer. He's the lounge lizard king and polyester prince of some of Sierra's most famous games. But hold on to your gold neck chains and pinky rings, Larry has been given a voice. How much better can you get to know a character (in Larry's case how much more do you want to) than to have him talk to you through your computer in a real human digitized voice.

Larry's Date Book has just the right charm and humor to get you in the mood for any important event. Speaking of events, each Friday evening, Larry pops onto your screen to give you one of his best 'pick-up' lines. These programs for Macs and PC *Windows* environments can be set to automatically remind you of meetings, lunches, schedules, breaks and many other less work-related functions.



Children have more fun as they learn to match pictures with written and spoken words with computer friends who actually talk.

There are other calendar and daily memo reminder software programs out there, but the amazing feature about *Larry's Date Book* is that Larry talks to you in his real voice.

From the moment you turn on your computer and receive a greeting from Larry or Patti, your computer will give you a smile each time one of their faces pop up and talk to you out loud with phrases like, "20 minutes has passed, take a break from your computer. You want people to think you're working."

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The combination of Sierra On-Line's game creation and Bright Star's technology opens the door to a whole new concept in computer entertainment. The synergy of the technology experts at Sierra and Bright Star is sure to create a revolution in multimedia computer entertainment.

Have you ever considered what it would be like to talk back to a TV show and then get an appropriate response from the characters? Finally you could tell a character in a mystery thriller, "Watch out! He's right behind you!" If you wonder what could be next, watch and listen for upcoming Sierra and Bright Star computer software innovations.

To Go Where No Voice Has Gone Before

HyperAnimation technology will take computer usage into a new dimension of interaction. *VoiceFonts* will make it possible to choose the gender of the voice, the language it speaks, the dialect of a region, and the proper voice inflection needed to portray the emotional feeling of the words said. There are plans on the programming board for a *FaceFont* to enable drawn or digitized faces to have synchronized audible speech and mouth movement. Bright Star has plans to develop *BrightTalk* that will allow the user to type in words and hear them repeated audibly. The next step is total audible interaction between a computer and its operator.

Parents, children, the handicapped, the elderly and educators will greatly benefit from the ease of hands off computer operation systems. Game players will experience a new world of entertainment. It's like nothing we've ever seen, or heard before!

When you wish upon a BRIGHT STAR

by *ELON GASPER*

Founder of Bright Star Technology, Inc.

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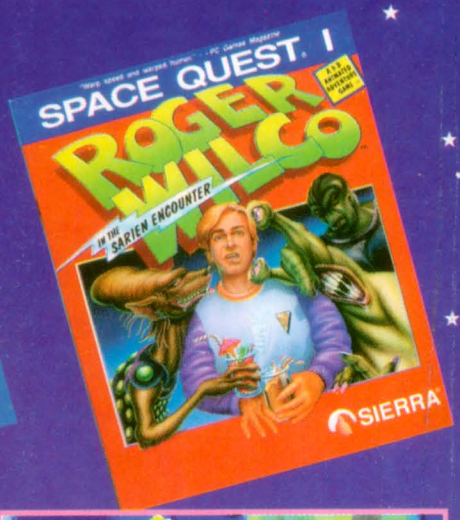

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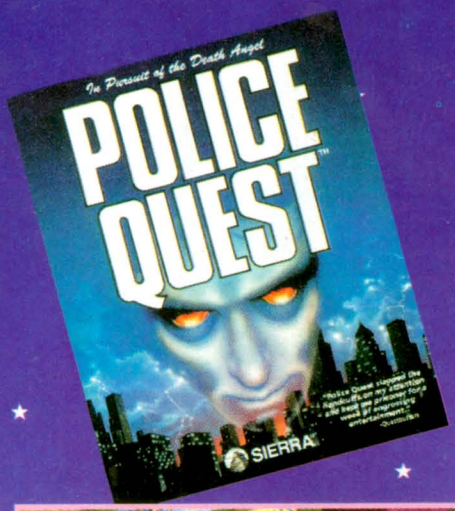

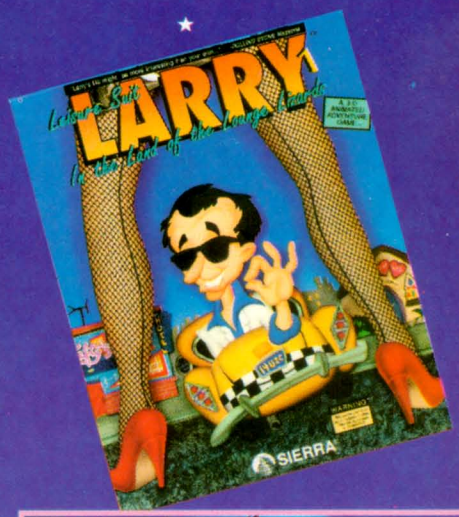

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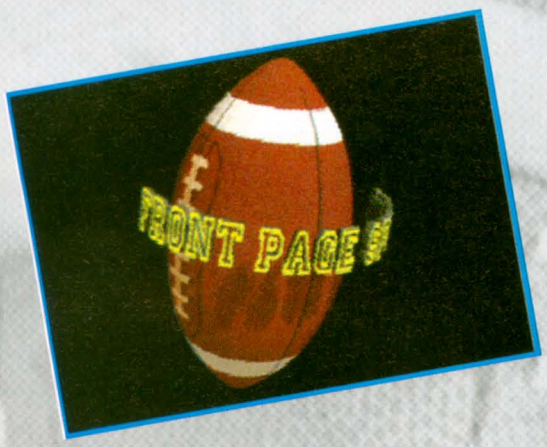
Front Page Sports: FOOTBALL

by Barbara Ray



★ *Is it real or is it* Front Page Sports: Football? ★

- *Front Page Sports: Football* allows you to "fake" hand-offs and passes - whether or not this affects the opposition depends on their intelligence and discipline ratings. If one of your opponents is particularly low on intelligence, you can successfully distract him with such a play.

- Choose your playing conditions: stadiums can have either grass or artificial turf. You can select weather by month, temperature, wind, humidity and precipitation. Play in the snow or mud and see the effects those conditions have on the players. Factors like weather and humidity noticeably affect play in *Front Page Sports: Football.* Players are more likely to be injured when it is very cold, and their energy ratings go down when the temperature and humidity are unusually high.

- View replays from nine different angles and view game highlights with a VCR interface that allows you to pause, fast forward and rewind! You can even view the highlights for computer simulated games!

- In *Front Page Sports: Football* the football is affected by "real" physics, including gravity, air temperature, and humidity.

We all know there are a lot of computer sports games out there. In fact, sports products are some of the most popular computer games available. Football in particular enjoys enormous popularity. Because of this, buying a computer football game is no easy task. In fact, there are so many choices it can be mind boggling. Why then, you ask, would Dynamix be making another football game to add to the long list of products already in existence?

Well, for starters this is no ordinary football game. *Front Page Sports: Football* has already been called more of a football "simulation" than a game by some of the leading designers in the field. Sure a lot of other companies have made football games, but until now, no one else has ever produced a product that "does it all" before.

No other football game which offers you such ease of use combined with in-depth statistics, comprehensive league play and mind-blowing sound and graphics. Because you select the level of control, *Front Page Sports: Football* can fit the tastes of every football fan. If you're into management, league play, statistics and details, a simple click of the mouse puts you in control of whatever elements you desire. If you're not a stats buff but really live for the heart pounding action of an arcade game, you can man the joystick and let the computer handle the rest. *Front Page Sports: Football* has been designed to offer something to every level and type of player and it delivers on this promise with a vengeance.

★ Pat Cook: Designer ★

Pat Cook, the director and designer for *Front Page Sports: Football* has worked in the computer entertainment industry for over seven years. His sports credits include *TV Sports Football, TV Sports Basketball, TV Sports Hockey* and *Tony LaRussa and Bo Jackson Baseball.* A former Director of Product Development for Cinemaware, Pat got his start in the industry with none other than Sierra On-Line, where he worked with Sierra's marketing department. A graduate of Purdue University, Pat has interests and experience in just about every sport under the sun, including football, baseball, basketball, hockey and soccer.

★ Tell us about your design philosophy?

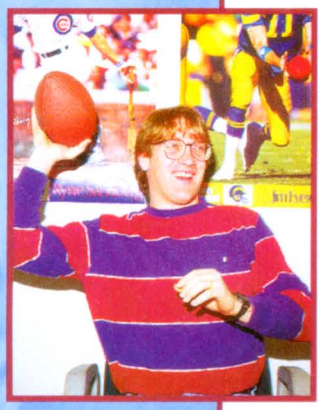
"The motto of the Front Page Sports team at Dynamix is one borrowed from countless coaches: 'Commitment to Excellence.' Every one of our team members uses that as a guiding principle in everything they do. We strive to be the best and do the best."

★ What's so hard about designing a football game? Don't you know from the beginning exactly what needs to be in it ?

"Developing sports games is a double-edged sword. On the one hand, it is easy to come up with the ideas for the game, especially when you have people working on it who are such dedicated fans, and some who even played at the college level. We know what football is. On the other hand, sports games are much more restrictive than, say, an adventure game. In an adventure game, a good designer can figure a way out of a sticky programming situation with some imagination. On a sports game, though, you are stuck with what the real game is. If the game starts to run too slowly with 22 guys on the field in football, you can't just say 'well, let's just play with 5 on each side.' You have to figure out how to make it work, because that's football."

★ Some people have described *Front Page Sports: Football* as a football "simulation". What do you think of that description?

"In the advanced modes, I think that's an accurate description. There's a tremendous amount of realism and detail here. On a play lasting 10 seconds there are over 3,000 calculations, decisions, and adjustments happening. We even use things like humidity and gravity to determine the trajectory of a quarterback's throw.



"We are trying to do a simulation of what happens in real pro football, not be an NFL simulator. There is a difference. Some people could play the game and after simulating a week of league play say 'Oh, Green Bay beat Tampa Bay by 14, and this game only beat it by 10. This isn't a simulation of the NFL!'. That's right. We're trying to simulate the action, strategy, and outcomes that could happen in an pro game, not take the NFL season and recreate what just happened. By letting the user get involved in those situations and have some control over them, they can change what actually happened in real professional football using virtually the same tools that the NFL owners and coaches do. It would be pretty easy to make a game that would give you Washington winning the Super Bowl. You can tweak the tables and ratings for all the teams to create that outcome. But why would you want to recreate something on your computer that you've seen on the TV?"

★ How does *Front Page Sports: Football* address the different skill levels of gamers?

"One of the things I think we successfully did was allow people to play the game at their own level of interest and expertise. If you aren't very good with the joystick, but really like the strategy and statistics, you can have the computer run the plays that you design and call. Or, if you like to go out and bang heads and not worry about stats and play-calling theory, you can do that too. This will let a novice player and a veteran compete in a more equitable manner. My dad will spend hours designing some wild razzle-dazzle plays, but I'll stop him with some fancy joystick maneuvering . . . maybe."

★ If you had to sum up this product in one sentence what would you say?

"This game really does have everything. . . we considered calling it Kitchen Sink Football."

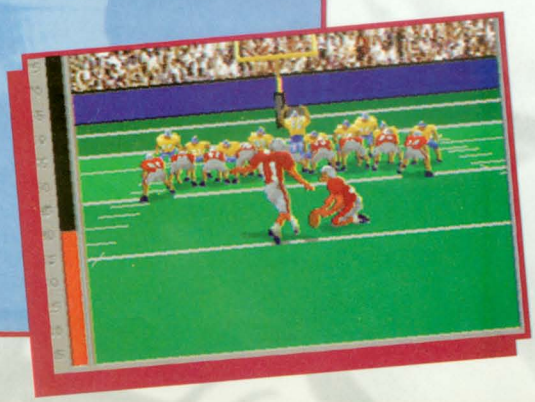
This ain't no "cartoon" football! Brace yourself for tackles, dives, stiff arm blocks, and fakes. High-impact graphics and over 8,000 frames of animation make Front Page Sports: Football *the most realistic com-puter sports game ever created.*

Play it your way. Customize jersey colors, team names, players names, nicknames, and home cities.

See and hear referees make 24 different calls, more than any other computer football game.

From coin tosses to field goals, digitized video graphics bring real life detail to Front Page Sports: Football.

Behind the quarterback or in the blimp, you'll always have the best view of the field. Run plays from nine different angles; then, review the hard-hitting action with the mobile instant replay camera.



Dazzling Graphics & Animation

The look of the game is amazing realistic. There aren't any blocky little players lurching around the screen in *Front Page Sports: Football*. The production team actually filmed real semi-pro football players in action and animated the figures using a process that combines video capture and electronic rotoscoping. In *Front Page Sports: Football*, tackles look amazingly realistic because they are! Players that eat turf on the field don't just magically re-appear in the game moments later (as they do in some other football games). In *Front Page Sports: Football*, you actually see the players getting back up after a tackle. The arcade section alone in *Front Page Sports: Football* has over 1.8 megabytes of animation and graphics; more than most other games include in their entire product!

League Play

You have the option of playing in an 8, 10, 12, 18 or 28 team league. The advantage of the smaller league options is that when playing in a league with friends you don't have to play as many games as against a computer opponent.

Another unique feature of *Front Page Sports: Football* league play is that you can choose to have leagues continue from season to season. You can follow the individual players' careers from the time they are drafted until they retire. You will even see the effects of aging and training on their play from season to season (a player's intelligence ratings could increase while his agility ratings decrease). What's more, players can accumulate statistics for an entire career, not just a single season.

In-Depth Statistics

The statistics database is incredibly comprehensive, including over 350 categories of statistics. That's almost twice as many statistics as any other game on the market. No other game has so many categories while allowing you to sort statistics by individual careers, seasons or the most recent game played.

Drafting & Training Camp

Most games ignore drafting all together. In other products players never age, never retire, and never need to be replaced. Designer Pat Cook and his production team thought they could improve this aspect of traditional computer football, so in *Front Page Sports: Football* they created a realistic draft scenario. It includes both a college draft, where fresh college graduates are available to be picked up by pro teams, and a free agent pool which allows teams to acquire new players during the season. With *Front Page Sports: Football* you can even increase your player's skill ratings with pre-season training camp. If you have players that are especially fast but not particularly strong, you can increase the time you allot for weight training to improve their performance.

Suberb Play Editor

Front Page Sports: Football has the most in-depth play editor of any sports game currently on the market. You have multiple options for directing individual players. You can choose between 6 or 7 types of blocking and multiple hand-offs. Linemen function independently of one another (instead of as a single unit as in so many other games), giving you more flexibility and creativity when designing plays. The freedom and versatility of the *Front Page Sports: Football* play editor allows you to create virtually any kind of play, from the old standbys to those once in a lifetime game winning razzle-dazzle plays.

You can even use the play editor to edit any of the over 200 stock plays that come with the game. And these aren't just any hare-brained plays either. They were designed in collaboration with an actual collegiate coach. What's more, the game is programmed to exercise elaborate artificial intelligence. Because of this, there are more variables in every play and more intelligent computer play-calling than in any other game available. The computer coach in *Front Page Sports: Football* can actually "learn" from its human opponent by noting patterns and counteracting the human's strategy. It can even calculate areas of weakness and exploit them.

Most other football games give you a very limited number of plays to choose from, especially for defense. With *Front Page Sports: Football*, you can design as many different plays as you want for your playbook. Once your playbook is complete, you can build a game plan for a specific game using appropriate plays from your playbook. You can even design your plays to use specific players, so if you have a star who is injured, a game plan can be built with that in mind. You have a choice of over 84 offensive, defensive and special team plays during the game. You choose which play you use when. If, at half time, things aren't working out exactly as you planned, you can change your game plan for offense and/or defense.

Rosters

Where other games offer 30 players or so on a typical roster, *Front Page Sports: Football* features a complete 47 player roster with an injured reserve allowing you to replace injured players during the season from a free agent pool, just like actual professional football. A league in *Front Page Sports: Football* may have up to 1400 total players with individual skill ratings in eight categories including strength, agility, speed, hands, intelligence and discipline. Compare that to any other football game!

Obviously, the complexity, breadth, and excitement you'll find in *Front Page Sports: Football* sets a brand new standard for computer football games. But no one can really tell you about it as well the guys who created it; *Front Page Sports: Football* designer Pat Cook and the assistant director Allen McPheeters.

★ Allen McPheeters: Assistant Director ★

L. Allen McPheeters is a 5 year veteran of the computer entertainment industry. Originally a programmer for Sierra On-Line, he later became an associate producer for Cinemaware. Allen joined the Dynamix team in August of 1991.

★ ***Why another football game?***

"In a word, more. Every couple of years, the technology advances enough that we can make a game that is more like real football. A game Pat and I worked on in '88 had 11 players on the field for each team. It was one of the first to do that. But we had to cheat and make the offensive line one unit, because the machine couldn't handle having 22 separate players on the field at once. Now, the hardware is better, and we can have each lineman as a separate decision-making entity.

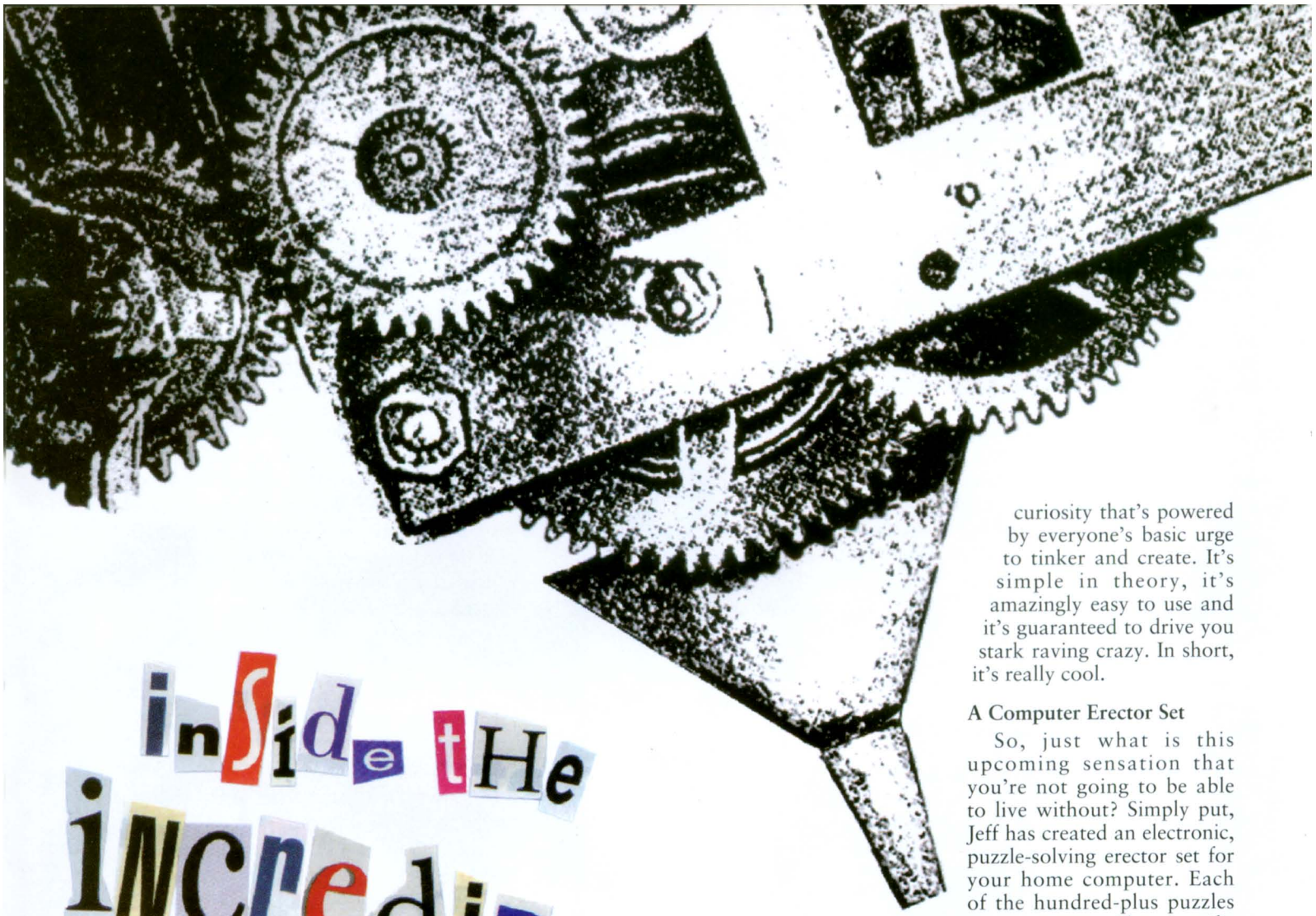
Also, we wanted to create a game that included all the elements that make football a great sport. There are games out now that do some things well. Some are great arcade games. A few have great play editors. One or two are great statistical simulations. We wanted to be the first do everything well."

★ ***What makes league play in* Front Page Sports: Football *different from other games?***

"I'm a big fan of *Rotisserie®League Baseball*, where you draft a group of real major-league ballplayers and track their stats through the season. During the season, you can make trades, sign free agents, put injured players on reserve, etc. When we started making this football game, I wanted to be able to do all of that stuff in our game. When you look around at what other companies are doing in their football games, nobody else has anything like it."

★ ***What prompted your decision to include such comprehensive statistics?***

"You pick up the paper on Monday morning, turn to the Sports section, and what do you look at? Box scores. Read *USA Today* on Wednesday, you get a full page of team-by-team season totals. Buy any pre-season football magazine, and you get all of last year's league leaders. People like numbers, so why not give them what they want?"



inSide tHe iNcrediBLe MAchine

By Jerry Luttrell

Every once in a great while a computer game comes along that stops people dead in their tracks and draws comments like "Wow, this is *really* cool!" That insidious little block dropper from Russia, *Tetris,* hit a couple of years ago and recently there was the adorably sick and addicting *Lemmings*. They were rather small little products that just had a way of sucking you in. Perhaps in these days of hustle and bustle, deadlines and complexity, there's an unconscious craving for the basics... quick to get into, easy to figure out and just plain fun.

Whatever the reason for their popularity, these clever little mind games have shown that you don't always need a million dollar budget to produce a hit product. Sometimes all it takes is the right idea done properly.

That is what Jeff Tunnell has done with his upcoming wonder, *The Incredible Machine,* a parade down the hallways of human curiosity that's powered by everyone's basic urge to tinker and create. It's simple in theory, it's amazingly easy to use and it's guaranteed to drive you stark raving crazy. In short, it's really cool.

A Computer Erector Set

So, just what is this upcoming sensation that you're not going to be able to live without? Simply put, Jeff has created an electronic, puzzle-solving erector set for your home computer. Each of the hundred-plus puzzles presents you with a specific goal and gives you various tools from which to construct a machine that will solve the level's challenge.

Check out the screen in illustration #1. The goal of this puzzle is to put the basketball into the hoop at the lower right of the screen. To accomplish this, you're given a basic set-up of several bowling balls, some conveyor belts and a lever. In the far right are icons for the tools you're allowed to use in the completion of the puzzle. In this example, you're given 4 gold fish bowls, 3 pulley cables, 3 hamster driven motors and 4 ramps.

Clicking on the GO icon in the upper right screen

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activates the machine as it's currently set-up and shows you what happens mechanically with the tools in use. In illustration #1, clicking GO causes the suspended ball in the lower left corner to drop. The challenge now is to figure out how to use that dropping ball along with the other tools to get the basketball into the hoop. The tools can be placed nearly anywhere you wish and can be flipped, moved, and in some cases, stretched.

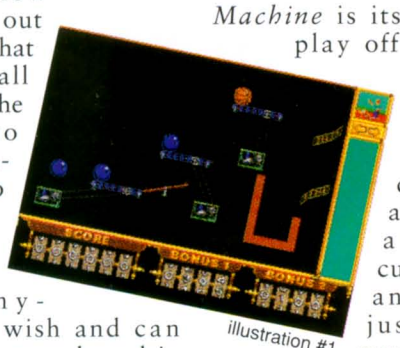


illustration #1

Each of the thirty-something possible tools operates according to the precise physical properties of its real-world counterpart (assuming you *had* such a device as a hamster-driven motor) and it's up to you to figure out how to assemble them into a working machine that accomplishes the presented goal. In the case of the goal in illustration #1, you'll need to build something like what is shown in illustration #2.

Note that we said *something* like what is shown. That's because there are no exact solutions, only your solutions. However you decide to complete the goal is correct. It's

illustration #2

straightforward, and in this case, pretty simple. However, the puzzle described above is from level one of the game's current work in progress. The word "*simple*" definitely doesn't describe some of the challenges that await gamers at the higher levels. Perhaps words like "*mind numbing,*" and "*obsessive*" would be more appropriate.

The urge to create...

One of the fundamental elements of *The Incredible Machine* is its ability to play off our innate curiosity of how things work. Who as a child didn't stare at grandma's antique cuckoo clock and wonder just what it would look like on the inside, ripped apart with its secrets exposed to our curious minds. Remember that strange non-game *Mousetrap*, where you build a mousetrap for what seemed no other reason than to see your contraption work? And how about the endless supply of *Lego's* and *Tinker Toys* that seemed to continuously flow from our closets and toy chests when we were kids.

It's that hint of inventor in all of us, driving us to tinker and create that holds us forever fascinated by the mechanical wonders around us. You may have abandoned your toys to the demands of age (or maybe you just play in secret now), but that innate curiosity and urge to create is always there, waiting to get out. Couple this curiosity of mechanisms with our insane craving for puzzles and you've tapped into something that proves irresistible.

In this sense, *The Incredible Machine* is a hotline to Inventor Central providing you with the perfect opportunity to exercise your creative flair. Along with the challenging puzzles, the game even has a "free-form" mode of play that allows you to build whatever you want without without preset puzzles or goals. In free-form mode you can just play, create and tinker, using as many tools as you wish to create a machine of your own design and purpose.

Tools of the trade...

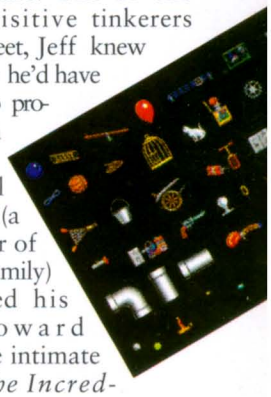
If the previous descriptions of *The Incredible Machine* make it sound rather scientific and proper, a look at the tools is in order. They may be scientific in their workings, but they're about as wacky and off the wall as you can get. Along with the previously mentioned hamster motors (when they're hit with something like a balloon, the little critters power up by scurrying on their running wheels), you get pistols, hot air balloons, jack in the boxes, cats, bird cages, spring coiled fists, buckets of water, power outlets and dynamite to name a few.

No one said inventing was a sane or normal pastime!

Beginnings...

It might come as some surprise to know that the idea for *The Incredible Machine* isn't a new one. In fact, it was one of the first design ideas that Jeff Tunnell and Damon Slye came up with when they founded Dynamix back in 1984.

Originally designed for the Commodore 64 machine, Jeff and Damon pitched the concept for *The Incredible Machine* to a major game company in hopes that it they would like the idea enough to finance its production. Well, needless to say, the unnamed company didn't go for the idea (however, they did contract Jeff and Damon to produce the best-selling *Arctic Fox)* and the concept for *The Incredible Machine* sat in the back of Jeff's mind for nearly 8 years. One of the most inquisitive tinkerers you'll ever meet, Jeff knew that someday he'd have the chance to produce it. When he formed Jeff Tunnell Productions (a new member of the Sierra Family) and directed his talents toward smaller, more intimate projects, *The Incredible Machine* was one of the first designs to be placed on the schedule.



"It's such a simple idea really and it's a game that I'd want to play," say Jeff. "That's a main question I ask myself before beginning production on a game... would I, or my kids, want to play it? With *The Incredible Machine,* the answer was *absolutely.* The elements of puzzle solving and creative tinkering combined with the cartoon wackiness of the tools makes it a product that players of all ages will enjoy."

Simple in concept or just simply addicting, *The Incredible Machine* is a sure- fire hit and a definite "must have" for game players of all ages.

the End

Building Your Brain: The Sierra Discovery™ Series

Making Learning Fun

It's long been recognized the best way to get students to learn something — be it a skill, procedure, or set of facts — is to have them apply it to a "real world" problem. In fact, educators often cite the following little epigram that identifies this idea as the essence of teaching:

Tell me, I know.
Show me, I remember.
Involve me, I understand.

Anyone who has ever played games like *King's Quest* or *Laura Bow*, games in which you become totally involved in a story as your actions determine its outcome, already knows Sierra's interactive adventures help develop mental skills like logic and problem solving. Some Sierra games, however, can be used to help teach specific academic subjects as well. Sierra has now organized these games into a new collection called the *"Sierra Discovery Series"* with special packaging to help parents and teachers select them by subject and age group.

According to Marilyn Fidler, Sierra On-Line's brand manager for the series, the games are an interesting mix of education and entertainment.

"While they aren't intended to be hard-core educational products, they're more than just games," she says. "They have legitimate academic content. Kids can really learn when playing them."

Sierra Discovery Series games are excellent teaching tools for several reasons. The first is due to the inherent nature of interactive media. Interactive gaming is highly involving. Students actually become part of the lesson as they try to solve the problems they encounter in a game's world. This type of involvement is key to students really understanding a subject.

The second factor that makes *Sierra Discovery Series* games effective learning aids is that they're fun to play. When Sierra pioneered entertaining learning programs with the phenomenally successful *Mixed-Up Mother Goose*, it underscored how quickly kids could learn when they enjoyed what they were doing. That's why games in the *Sierra Discovery Series* have plenty of humor, mystery, and challenges. Because they're fun, they'll hold a player's interest.

Interest is also captured by the use of story as the basic format of the *Sierra Discovery Series* adventures. Each of the games can be played for its story value alone. This high story value helps draw players into the games. Kids are motivated to complete a game just to see how it ends. The use of story structure also provides a unifying framework for the various puzzles and problems (i.e., the lessons being taught). The educational pay-off is that students work to solve the "story" with greater effort, diligence, and understanding than they'd ever have with boring, repetitive drills.

"Although the stories in the games are fiction, players gain real knowledge and sharpen valuable mental skills," Fidler says.

Sierra Discovery Series games can also teach kids to be comfortable with computers at a very early age. Everyone knows how important computers are in today's world, and they'll only be more important in the future. That's why it's critical for youngsters to be at ease with the world of computing. When children play learning games from the *Sierra Discovery Series*, they quickly see they're the ones who cause and control the computer's actions. This can go a long way toward motivating young learners and creating a lifelong friendship between kids and computers.

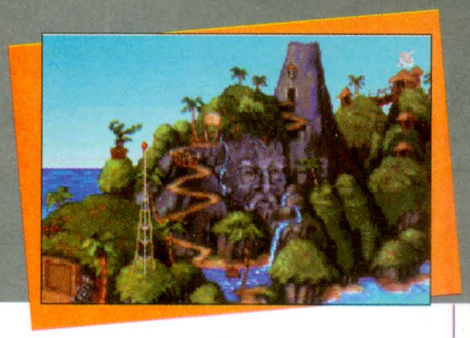
In addition, *Sierra Discovery Series* games give children the chance to discover on their own or share the fun with others. Each game offers the opportunity for parents, siblings, friends and those who know very little about computers to play together. They are a pleasant and rewarding way for parents to get involved with their children's education and can encourage closer relationships among siblings when children tutor each other."With their 'Save' feature, the games are also very convenient," Fidler says. "You can stop in mid-game for dinner or Little League and continue when you have more time."

Each *Sierra Discovery Series* game includes a short, written quiz to reinforce learning. Players who complete the quiz can send it to Sierra On-Line for a certificate of achievement, prizes, and discounts on Sierra products. The company also offers lesson plans for teachers who want to use the games in the classroom.

"*Sierra Discovery Series* games are fascinating on many levels," Fidler says. "They blend real education with real fun. Kids will love learning from them".

by Rich DeBaun

Challenge your mind and your imagination. Take a voyage into exciting worlds of discovery. Familiar, dry, or difficult subjects will never be the same again once you've been on a *Sierra Discovery Series* adventure.



Island of Dr. Brain

Castle of Dr. Brain — Science & Logic

Think your way through math, science, language, and logic problems as you explore a mad scientist's whimsical castle. Three difficulty settings changeable during play. Ages 12 and up.

Island of Dr. Brain — Science & Mathematics

This race against time on a bizarre island tests your problem-solving skills and your knowledge of math, language, chemistry, art history, physics, logic, mechanics, music, genetics, literature, navigation and more. Ages 12 and up.

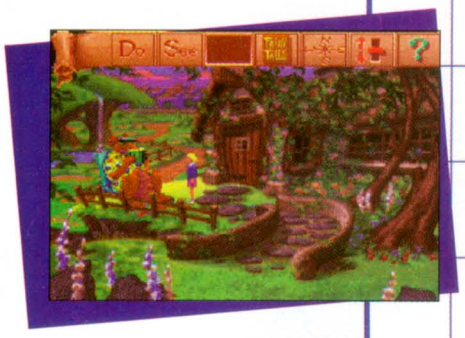
Mixed-Up Mother Goose

Alphabet Blocks — Pre-Reading Skills

This fun introduction to phonics teaches your child all the letters and sounds of the alphabet. Game characters talk using digitized speech and accurate, synchronous animation. Ages 2 and up.

EcoQuest: The Search for Cetus — Marine Ecology

Learn about the ocean's fragile ecosystem as you explore a sunken city and search for the lost king of the seas in this adventure game where you can save the entire planet. Ages 10 and up.



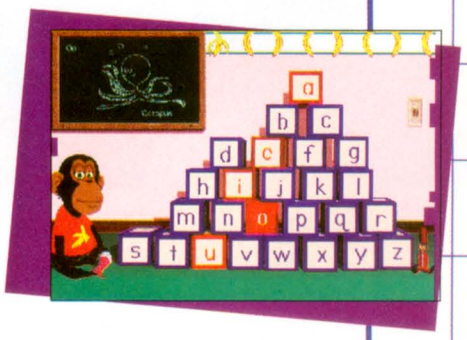
Mixed-Up Fairy Tales

Mixed-Up Fairy Tales — Early Reading Skills

Children expand their reading, logic, and problem-solving skills as they search an enchanted landscape for hidden story pieces. Random object placement keeps the game fresh and replayable. Ages 5 and up.

Mixed-Up Mother Goose — Early Learning Basics

This delightfully animated odyssey takes pre-readers to the land of Mother Goose where the world's most beloved nursery rhymes have been mixed-up. The game can be customized with your child's name and likeness. For ages 3 and up.



Alphabet Blocks

Quarky and Quaysoo's Turbo Science — Physical Science

Play either solo or against up to four other players as you learn physical science in an animated, cartoon environment. This educational race covers such basics as matter, energy, electricity, chemical reactions, and more in an innovative learning experience with adjustable skill levels. Ages 8 and up.

Twisty History — American History

Learn about the life and inventions of Benjamin Franklin in colorful Colonial America as you try to fix history after an evil time-traveler has scrambled eras. Filled with humor, Twisty History includes a vocabulary builder and Quiz Screen so you can show off what you've learned. Ages 8 and up.

Twisty History

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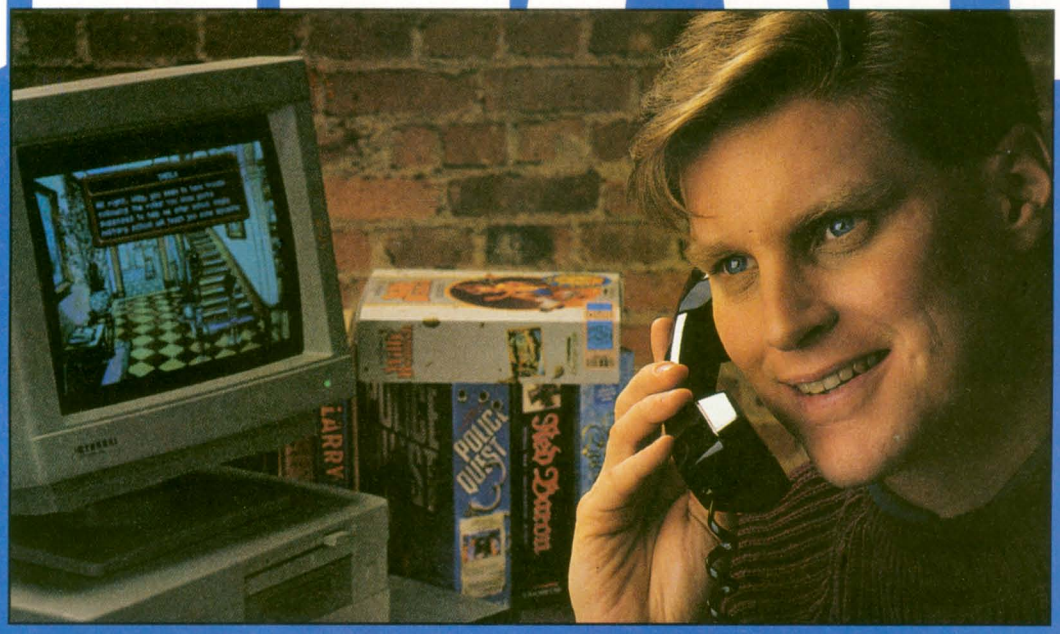

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Every Dog Has His Day!

by Lorelei Shannon
Twisty History co-designer

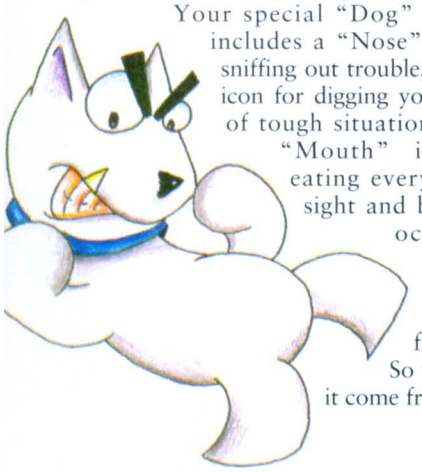
Admit it.

Haven't you ever wanted to throw courtesy, manners, and clothing to the wind? Wouldn't you love to stop making polite conversation and express your feelings with a hearty growl? The next time somebody irritates you, wouldn't it be cool to just CHOMP him? In short, what could be more fun than shedding your skin for a day and becoming a bone chompin', hole diggin', flea scratchin', leg bitin' DOG?

In Sierra's *Twisty History*, you'll get to do just that! Believe me, it's a whole new experience.

It's A Dog's Life

As Lockjaw, faithful companion and protector of Pepper Pumpernickel, you'll do things you never dreamed possible in an adventure game. Cheerfully chew up silk cushions! Skillfully scent a rat at 50 yards! Use fleas as a dangerous weapon!



Your special "Dog" icon bar includes a "Nose" icon for sniffing out trouble, a "Paw" icon for digging yourself out of tough situations, and a "Mouth" icon for eating everything in sight and biting the occasional posterior. It's a totally fresh idea. So where did it come from?

Olfactory Attitude

The original concept for *Twisty History* was created by Bill Davis. Lockjaw was a character in the earliest drafts of the game. Bill Davis says of his creation:

"I've always had an affinity for dogs. I mean all kinds of dogs; the lovable and the not-so-lovable. They have consistently popped up in my work over the years. I guess the fascination is based on the fact that they seem to have so much personality – personality that is difficult to avoid when it's thrusting its nose up your posterior. I've always had dogs (The first one was part of my parents' household before I was part of my parents' household). They've always been true-blue, non-judgmental friends. So when I needed a chaperone for a twelve-year-old kid who was going to be traveling through time, a dog seemed to be a natural."

"Why Lockjaw? Well, it's kind of a personal story. We'd recently lost a dog to leukemia, had gone through an extended period of mourning, and had decided it was time to adopt. So my wife and son headed for our favorite adoption agency, the local animal shelter. They came home with a German Shepherd/Terrier mix. The Terrier turned out to be Staffordshire Terrier. For those in the dark, as we were, Staffordshire Terrier is synonymous with 'Pit Bull'. Anyway, she turned out to be a lovable little mutt with a bit of an attitude. Thirty pounds of attitude, to be precise. Well, as I was sitting at the drawing board designing characters for "*Twisty*", she shoved her attitude up my behind and into the game proposal."

The Idea Kept Dogging Her...

The game was then passed on to *EcoQuest* co-designer Gano Haine – and Lockjaw as leading hound was born!

"I've always felt that helper characters are some of the most interesting elements in Sierra games," said Gano. "When I was working on Delphineus the Dolphin for *EcoQuest*, I often wished that he could help Adam even more. Creating an alternate game ego that was an animal seemed like the next logical step. I wanted a dog with "doggie" qualities – not a person, so that he would help in the game from a dog's point of view and with a dog's abilities. It's even more fun because Lockjaw is a "bad dog", who causes a lot of mischief. I've often wondered what my dog really thinks about things. In this game, the player gets to find out!"

He's Doggedly Loyal

Designer Jane Jensen, also of *EcoQuest* fame, went on to develop the character of Lockjaw even further.

"Lockjaw's a great character because you have to think like a dog – a really sneaky dog, to solve his puzzles", Jane said of the pixel pooch. "But the really cool thing about Lockjaw is, no matter how rotten he can be when facing his foes, he's just a pussycat with Pepper. 'Course, if he ever heard me call him a cat, I'd be sitting on cushions for a month. He's one of those great characters that tell you how he's going to react, and in no uncertain terms!"

He Couldn't Be Doggier

Now Lockjaw's my baby. When I came onto the project, I had one concern: Like Bill Davis, I've lived with and loved dogs my whole life, and it was really important to me that Lockjaw stay true to the basic, wonderfully sweet but earthy nature of canines. I shouldn't have worried about it! At this point in the design phase, Lockjaw has a life of his own. He's turned out to be

Actual VGA screens shown.

a valiant, fierce, funny and faithful little guy. I'm just fine-tuning him – giving him some of the funniest and most memorable quirks of dogs I've known and loved. Lockjaw's truly a dog's dog. We like to think he's a credit to the whole canine race.

Yeah, it's a dog's life, but boy, is it fun!.

Mad Dogs and Englishmen

Okay, picture this. You're playing *Twisty History*, and you've clicked yourself into a corner. You're trapped. The villainous General Pugh is getting closer and closer. In another moment, you'll be in his vile clutches, and American history will be changed forever. The British will win the war! So what are you going to do? Draw your sword? Pull your blaster? Run? Nah.

BITE HIM!

GREAT WAR PLANES

The Definitive Strategy Guide

Flaming the Aces in Red Baron

It's impossible to say which ace is the toughest in *Red Baron*. A pushover for me, Rene Fonck proved the major challenge for several friends. After blasting every ace at the 100% difficulty level – which took six months! – I put this article together as a "user's guide to flaming the aces."

In addition to real-life combat tactics that work in *Red Baron*, it reveals each ace's most common tactics and the maneuvers that work best with the planes you fly on specific missions. These are not the only ways to win – but if a particular ace is giving you a hard time, you should have him smokin' in no time with a little practice and the following tips.

by Shay Addams

All the aces typically circle left after the initial head-on pass. In the circling dogfight that ensues, you can defeat most aces with the low yo-yo, described below. When your plane can turn much tighter than the enemy, a simple 90-degree turn (with your wings perpendicular to the ground) is more effective. If your plane can accelerate and climb fast enough, you may prefer to execute a hit and run attack. Pointers on these situations when fighting particular aces are provided here.

The Low Yo-Yo

How many times have you found yourself chasing a plane around in circles but never quite able to bring your nose – and guns – up to his? With the low yo-yo, you can cut across the circle instead of continuing to chase the other plane around it. To visualize this maneuver, imagine that your gunsight is a knife you're guiding with the joystick to cut a crescent-shaped piece out of the earth. That's what a low yo-yo looks like from inside the cockpit. Position one shows the approximate flight path.

A couple of small low yo-yos (shallow, short crescents) are often better than one big one, especially if your plane turns tighter or is faster than the enemy, because you're less likely to cut too far ahead and overshoot.

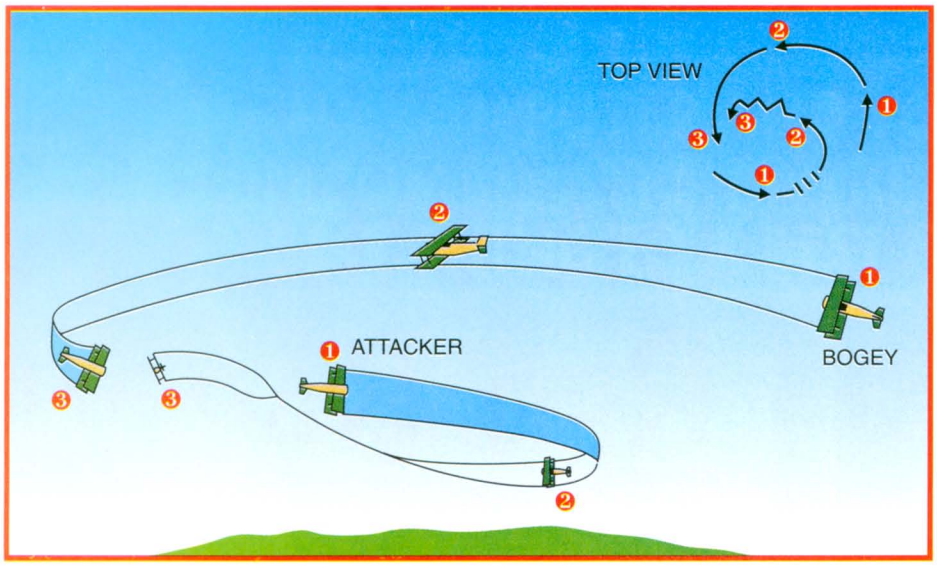
How to Low Yo-Yo in *Red Baron*

The maneuver is usually initiated while you circle tightly with your wings perpendicular to the ground. Cut your throttle setting to 6 (8 in an older plane like an Eindekker) and apply left rudder. Slide the stick to the lower-left corner of the base. You'll start cutting across the circle, your gunsight dropping below the horizon (and below and ahead of the enemy plane if he is in sight) with the wings slanted as seen in position two.

When you've reached the bottom of the imaginary crescent, bring the nose back up by releasing the rudder, accelerating and gently sliding the joystick to the right. As the plane heads back up to the horizon, the wings will be slanted in the opposite direction as on the way down, as seen in position three. You can exit the move by applying right rudder and accelerating.

Should you start to roll over or stall during this maneuver, throttle up a notch and tap the right rudder. If you do stall, cut your speed setting to 1, let your wings level out, throttle up to 9 and pull back gently on the stick.

The low yo-yo may also be executed from a wings-level attitude when you want to turn sharply. In this case, begin by moving the stick to the upper left corner for an instant: the plane pitches down and rolls left. When your wings are straight up and down, proceed as in the previous example.



Maneuvering the Low Yo-Yo.

The Hit and Run Attack

This requires a plane faster and with a better climb rate than your foe's, which in *Red Baron* usually means you're in a Spad 13, S.E.5.a or a Sopwith Camel. Because climb rate is important, you can sometimes get away with a Triplane, even though they are slow.

After the head-on pass, fly straight at top speed and begin climbing. Keep an eye in the rear view. When the enemy's plane is a tiny dot that's below the horizon, you're far away and high enough to turn and dive on him. Pick out a terrain landmark, so you can head in the right direction if he vanishes from view.

With this altitude advantage, you can shoot him but he can't shoot you. (Watch out for Triplanes, though, which can climb rapidly.) Zoom-climb out of the area and repeat this tactic until you've killed him.

Defense: the Split-S

Illustrated in the *Red Baron* manual, the basic split-S involves losing altitude while reversing course in order to shake a pursuer. You begin by smoothly rolling the plane into inverted flight, or upside down. The fastest way to do so is by moving the stick to the upper-left corner of the base briefly to start the roll. When you're almost inverted, release the stick so it automatically centers. Lean the stick left or right until you're flying perfectly inverted, then pull back all the way.

About halfway through your dive, cut the throttle to a setting of 4 or 5. After the nose points at the ground and begins heading back up, throttle up to top speed. A split-S is most effective when the pursuer is close behind. Otherwise he can often follow you through it. And though a pure split-S is one in which you reverse course 180 degrees, you should never emerge from this move in the opposite direction, which is easily predictable by the enemy.

Instead, exit the move at 90 or even 45 degrees from your original heading, keeping an eye out for the bandit as you do so: if you begin the maneuver while flying south, you would emerge from it headed west or east rather than north.

DEFEATING THE GERMAN ACES

Manfred von Richtofen

Let's start at the top, with the Red Baron himself. In a head-on pass, Richtofen likes to climb at the last second and blast you. He circles relentlessly and will reverse if you let him get too far in front. His Fokker DR.I is highly maneuverable, but your Sopwith Camel can outmaneuver him in a right turn – the key to success. Use several low yo-yos to the right to catch up with

To defeat an enemy ace, you must know his favorite maneuvers.

him and smaller ones to stay behind him.

Begin by veering left ten degrees at the first pass. Turn right after the pass and make small yo-yos at a speed setting of 5 until you see him. Then convert to a nose-high turn (your plane's nose should be above the horizon, accomplished by leaning on the left rudder in a right turn). Keep turning right until you catch up and can slip in behind him from high and outside of the circle.

If he reverses to the left, follow – but not too sharply or for too long, as your Camel will go into a spin suddenly. (When circling left in a Camel, don't pull back on the stick or apply as much left rudder as you do in other planes.) Your goal in the left turn should be to force him into a right turn. If he climbs, throttle up to 8 or 9 and blast him on the way up. If he does a split-S, follow him through it; stay higher and nail him when he turns at the bottom of his dive.

A hit and run attack is also possible. The trick is to gain enough distance before you start climbing, since he can climb faster. You will have better luck if you can maneuver and dive on him from either side rather than turn around and go head-on with him, since the DR.I can climb swiftly enough for Richtofen to hit you in the last seconds.

Erich Loewenhardt

In the Sopwith Camel again, you now face Loewenhardt's DR.VII. He circles a lot and will try to elude you with a split-S and occasional climbs. The tactics used against the Red Baron are equally effective here. Do not attempt hit and run tactics, for these planes are fairly matched in speed and climb performance.

Lothar von Richtofen

Your Camel can outturn and outclimb Lothar's DV.a, and topspeeds are nearly equal. Lothar flies more radically than Manfred and won't circle as long. He will split-S, climb and scissors. Follow the tactics for Manfred von Richtofen, but turn at a speed setting of 4 because your Camel is slower than Lothar's DV.a and you don't want to overshoot.

If he reverses left, continue turning right and do low yo-yos for two or three turns to reduce your altitude. Then reverse quickly, and you'll often catch him as he turns right to get on your tail: chase him to the right again, and he's yours.

Hermann Goerring

These are the same planes used in the Loewenhardt match, but Goerring flies more predictably and is an easier mark. His main tactics are to scissors and climb. Circling right in your Camel works beautifully against Goerring.

Ernst Udet

You're flying the Spad 13 and Udet is in the DR.VII. He frequently reverses but can be caught in a circle or knocked out in a hit and run attack — just don't climb too soon in the latter, since both planes' climb and turn rates are close.

Werner Voss

Facing the tight-turning, fast-climbing Fokker DR.I again, you'll find your strength in the S.E.5.a is its superior speed. Voss circles like the Red Baron and can turn nearly twice as tightly as you can in the S.E.5.a. But by applying the same tactics used against the Red Baron, you

The Dr.1 is an agile opponent, with great climbing ability.

can get him in a right turn at a speed setting of 6 or 7. It may take a few more turns to catch him, because the S.E.5.a can't turn as tightly as the Camel or DR.I.

Hit and run tactics also work. Climb steeply after the initial pass. Then do a turning climb (nose-high) and catch him from either side.

Oswald Boelke

In his Albatross D.II, Boelke poses a formidable foe for your Airco DH.2. Able to outrun and outturn you, he will scissors, dive and do sudden reverses. Don't try to follow him through his weaving scissors: anticipate the next one and be ready to catch him in it by swinging in right as he scissors left and nailing him when he's in your sights and the wings on both planes are close to level.

In a left or right circle, use your rudder to pull high and outside of his flight path so you can fall back in behind him. Keep your speed up to 9 during the chase, or he'll lose you. Keeping your nose high and outside his flight path prevents an overshoot and makes it easier to reverse if he suddenly scissors. A shot from directly behind and as close as possible is the fastest, surest way to knock down Boelke.

Max Immelman

In your Airco versus his Eindekker, you have the edge in speed, climbing and turning. Check the manual's illustration of the Immelmann Turn maneuver (which differs from what was later called an Immelmann in WW2). Keep your distance when he commences this move and catch him as he slows at the top.

DEFEATING THE ALLIED ACES

Rene Fonck

Fonck loves the circling dogfight: he will circle until someone is smoking, with only an occasional reverse if you let him slip too far away. His Spad 13 is speedier and climbs faster than your D.Va, so don't try to outrun or outclimb him. You can, however, outturn him with a low yo-yo. Keep your speed at 5 in the circle.

William Bishop

His S.E.5.a is faster than your D.Va, so do not try to outrun him or catch him in a dive. His plane turns a hair tighter and climbs nominally better than yours. Your most effective attack is the yo-yo.

Bishop likes to loop, split-S and dive; he has even been known to loop several times in succession. He usually comes out of a dive to the left if you follow closely, to the right if you give him some distance. If you follow him through any of these maneuvers, cut your throttle to 5 on the way down and point your nose ahead of his in the external view. Nail him after he starts turning after the dive, or at the top of a climb. You can also stay above him and circle left when he scissors, to retain altitude advantage and set up another attack.

Edward Rickenbacker

His Spad 13 is faster, so never try to outrun him in your D.VII. Rickenbacker climbs much faster, but you can turn a bit tighter. He tends to keep circling but will climb and split-s, especially if he's smoking. Go for yo-yos, and make the first a sharp one. Catch him on the second pass. Should he climb, throttle up and blast his stern.

Frank Luke

Though these are the same planes in the Rickenbacker duel, your tactics will differ because of Luke's flying style. The easiest kill is to shoot him when he slows down at the top of a climb. Start with a low yo-yo in either direction and your throttle at 5.

As soon as you complete one standard yo-yo or two small ones, throttle up to 9 and shoot at his nose. Stay at a throttle setting of 9 as both planes circle, and be prepared to follow him into a steep climb or scissors. He will climb if you get in close and fire. If he scissors to get away, keep your speed at nine and fly straight and level to catch up.

Edward Mannock

Mannock's S.E.5.a is significantly faster than your D.VII, so don't try to outrun or outclimb him. You can turn tighter and should be able to catch him in one and a half turns after commencing a low yo-yo. Approach with your nose high and from outside the circle, varying your speed setting from 5 to 7 as you track him, and you can get close enough for a deflection shot. If he gets out of range while circling, do small yo-yos to catch up.

Raymond Collishaw

The Sopwith Triplane's superior climb rate and small target area give Collishaw a distinct advantage, but you can outturn him in your Albatross D.III. He reverses frequently when you get close. Pass directly under him and do one low yo-yo, coming out of it with your nose high. He usually circles and climbs, so you can drop back down on him to the left.

Keep your nose high in the turn and match his speed (your throttle should be around 5) as you deliver deflection shots at his nose. The closer you can get, the better: the Sopwith is small and harder to hit than most planes, particularly at expert level.

James McCudden

While his S.E.5.a is faster and turns a notch tighter than your DV.a, McCudden has one weakness that is easily exploited. He likes to climb when you get close in a circle. Be prepared for this, and you can knock him out with a few bursts.

Climb briefly in the first pass, then dive under him and to his right, chop throttle to 5 and do a shallow low yo-yo to the left. You should see him again halfway through the first circle and catch him after the second. If he does a split-S circle overhead instead of following him through it. You'll retain your altitude advantage.

Lanoe Hawker

In your Albatross D.II you can outrun and outturn Hawker's Airco, so he's a relatively easy kill. His tactics include climbs and the split-S. You can set him up for a hit and run by gaining some distance before climbing. Get close before firing, because the Airco is a small target.

Georges Guynemer

Despite the superior climb rate of Guy's Spad 7, your Albatross D.III easily overpowers him with its ability to turn much more tightly. His flying style is reminiscent of Bishop's, with an emphasis on circling, climbs and loops. In a dogfight, dive straight under him at a speed setting of 6, then pull a 90-degree nose-high turn with extra back-stick pressure. Don't yo-yo, or you'll probably cut back in ahead of him. You can catch him in a single circle and can often nail him as he climbs.

Charles Nungesser

Your D.III enjoys a slight speed advantage over his Nieuport 17, but he can turn much faster. Nungesser likes to climb, scissors, split-S and sometimes loop. As with Guynemer, don't try to yo-yo — use a simple 90-degree turn.

Albert Ball

A tough match. Ball's Nieuport 17 can outrun your Eindekker and turn twice as fast. In the initial pass, climb until he disappears below your nose for a few seconds, then dive under him. Do a left small yo-yo. Come out of it nose-high to avoid dropping too low, because Ball likes to go high after his first turn. If you get behind him and chase him at a speed setting of seven to nine, you can catch and nail him in a single circle.

Flaming the Red Baron Aces, copyright Eldritch, LTD, 1992, is excerpted from the Flying & Fighting™ series of tactical guides for air combat simulations such as *Red Baron* and *Aces of the Pacific*. For less than $10 each, Flying & Fighting™ guides tell exactly how to move the joystick to execute genuine combat maneuvers, provide "in the cockpit" advice on how to win all the *Red Baron* and *Aces* Single Missions and Historical Missions, reveal exotic flight maneuvers such as the Half Cuban Eight, and more – everything you need to know in order to become Ace of *Aces* in record time. For more information on the Flying & Fighting™ series, write to Simulations!™, POB 5845, Tucson AZ 85703.

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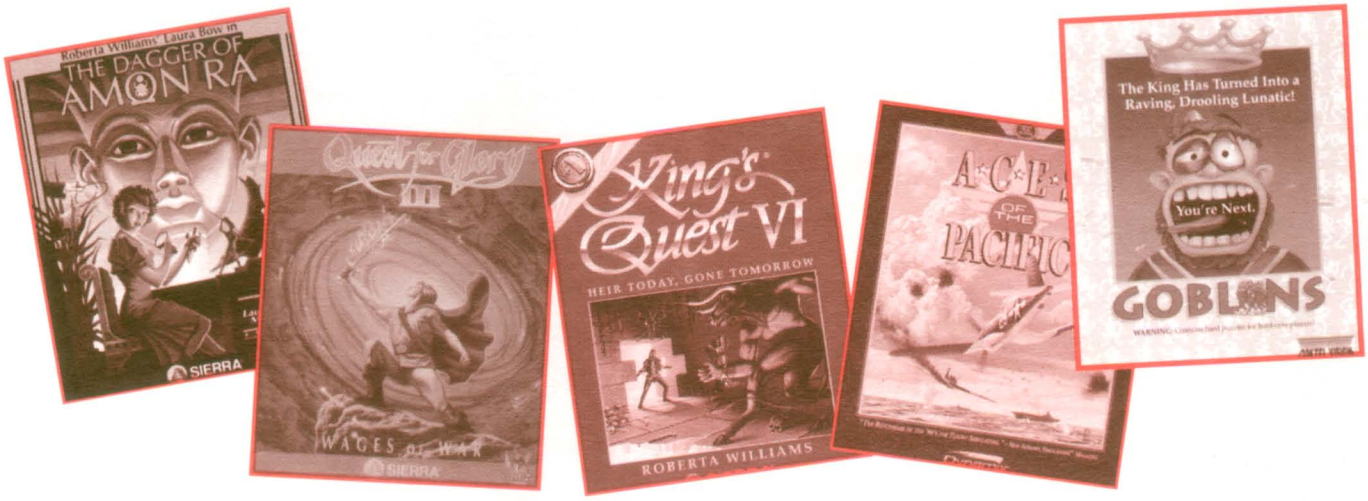

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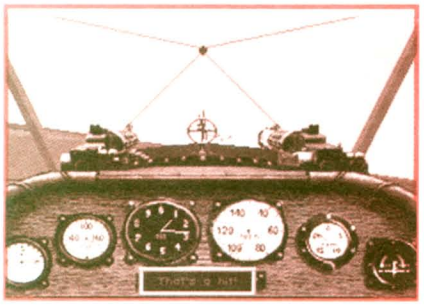

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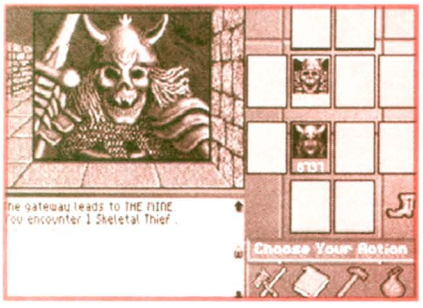

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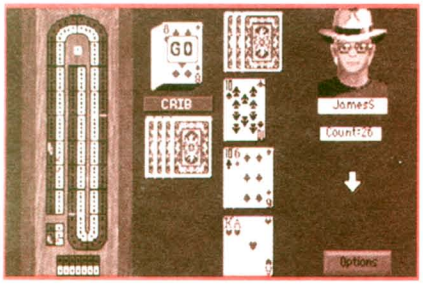

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How a man with a modem and a mission turned his love of games into a real job.

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The secret of success is...a modem. You've already got one, you say? Perfect. You're 99% there. Now all you need are the simple things: diligence, years of sacrifice, top-notch communication skills, and a love of the computer gaming industry.

As an illustrative example, let me tell you how a modem, a trial subscription to CompuServe, and a little hard work turned me from a game hobbyist to a game professional in less time than it takes to learn DOS.

It started in 1986.

I'd gotten my first computer, a Leading Edge Model D with stunning CGA graphics and two floppies (no hard drive for me, no sir, no way was I going to be tied down to one of THOSE troublemakers). It took a year for me to buy a modem; my Dad kept plying me with, "BBSs! Programs for the downloading! We can send each other files! It'll change your life."

"Right," I sneered, "like I really need more programs. Why, I can get all the programs I need at (*INSERT NAME OF SOFTWARE STORE WITH PRICES 25% ABOVE LIST*). What do I need a modem for?"

Modem prices plummeted, leading me to eventually relent. With my speedy new 1200-baud beauty came an introductory package to "CompuServe Information Service" (CIS). Unsure of where to start exploring on CIS, I joined the GAMERS Forum there and discovered the message base — where thousands of fellow game addicts traded hints, strategies, and opinions — and "The Electronic Gamer" (TEG), CIS's online gaming magazine. TEG had, and still has, hundreds of reviews and walkthrus for computer games. They were not only remarkably useful, but were immensely fun to read.

I thought, "Gee whiz, but it'd be fun to write one o' them walkthrus." So I left a message for Nightshift and Ms. Wiz, GAMERS' two preeminent SysOps, to see if anybody had written a walkthru for *Leisure Suit Larry in the Land of the Lounge Lizards*, the adventure game I'd most recently finished. Nobody had, so I went ahead and wrote one and sent it in, wondering and keeping my fingers crossed that success would soon come my way.

They liked it! They really liked it!! I started cranking out reviews and walkthrus for TEG, on my own time, just for the pleasure of seeing them in electronic "print." Nightie would send me a few games, I'd review 'em and get to keep the games. Such a deal!

After a couple years of this crash course in game review, I earned a SysOpship of GAMERS and GAMPUB, GAMERS' sister forum for game publishers. At the same time, I met a character online named Guruka Singh Khalsa. He was a Sierra employee — he'd met Ken Williams online in GAMERS and had been hired on as Producer. Guruka, Ms. Wiz later informed me, was in charge of overseeing the "beta-test" team (the outside testers who play the game and report back on the bugs and flaws they find). He was continuously looking for testers. Good testers are very hard to find, since they're very hardworking volunteers and must have excellent eyes for detail).

Somehow, I got up the nerve to ask Guruka if I might be a beta-tester. He was enthusiastic about the idea and graciously welcomed me onto the team (I suppose all those reviews and walkthrus helped with the credibility issue), and before long, I was getting to play and test games months before their release; truly a gratifying experience for a rabid gamer. I beta-tested *Colonel's Bequest*, *Leisure Suit Larry 3*, *Codename: Iceman*, *Quest for Glory*, *Conquests of Camelot* and others. It was a golden time.

One day the phone rings. Guruka calling. He needs an Assistant Producer, somebody to help him oversee the games and ensure that they contain the qualities that make them uniquely Sierra. I've been a good beta-tester; would I like to be Assistant Producer, move away from downtown Chicago to the Sierra Nevadas? Did he need to ask twice?

Guruka's gone on to other projects in the computer industry, but he and I aren't the only ones here who were "discovered" and hired through CIS...not by a long shot! Virtually our entire beta-test team comes from the ranks of CIS's GAMERS Forum. Rob Koeppel, one of our Customer Service *wunderkind*, met and joined Sierra through CIS, as well as Gano Haine, co-designer of *EcoQuest: The Search for Cetus* and designer of *EcoQuest: The Lost Secret of the Rainforest*. Stuart Moulder, who has wielded the double-edged sword of Producer and Project Manager, was a Section Leader in the GAMERS Forum when I first approached him about being a Producer here.

There you have it. For many of us here at Sierra On-Line, telecommunication and gaming were hobbies that went hand-in-hand. By being active and involved hobbyists, we all ended up with jobs that allowed us the rare pleasure of pursuing our hobbies for a living.

See how easy it is? Shhhh, keep it quiet, or EVERYONE will be a success in the fabulous world of computer games.

by Josh Mandel

I SHOT ELVIS (on TSN)

By Shay Addams

Could not help myself. When Elvis' name appeared in the *Red Baron* waiting room on The Sierra Network(TSN), I knew it was my destiny — and ten minutes later he was smoking all the way to the ground. The secret to my success in this and other on-line duels? Exploiting the key differences between the computer game and the TSN version, and practicing the low yo-yo, hit and run and other maneuvers described elsewhere in this issue.

The most crucial difference between TSN *Red Baron* and the computer game is that a human opponent's moves are less predictable than those of the algorithm-guided pilots in the game. This makes situational awareness — the ability to quickly size up and stay on top of the situation — far more important than in the computer game. As real combat pilots say, it's the one you don't see that gets you.

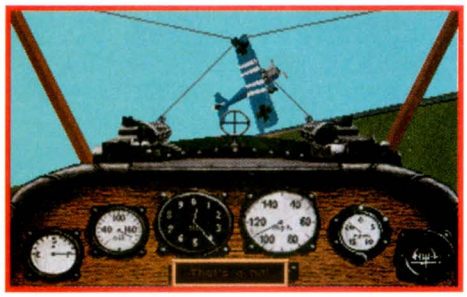
The external view is most effective: hit the top button on your joystick. Learn to identify the landmarks so you can react to "sense an enemy" messages without leaving the external view. (The big mountain is west, the little one east.) Switch back to the cockpit view when you're close enough to start lining up for a shot.

If the enemy disappears, always "check six" first by looking in the rear view, then cycle through the side and overhead views. W.W. II pilots called this "keeping your head on a swivel," sort of like Linda Blair in The Exorcist.

When you "check six," remember that the rear view does not function like the mirror in your car. It's as if you have turned your head and are looking behind your plane: a bogey on the left side of the screen is actually on your right side.And if you're flying sideways, use the left or right view to look for the enemy below.

The head-on pass: which way to turn?

In the computer game, enemy pilots nearly always turn left after a head-on pass. But on TSN you have to look around to see which way they went. The ability to do so rapidly is even more important in the new version that's scheduled for the fall,



The cockpit view is perfect when you are close enough to line up a shot.

because it allows the option of starting at 10,000 feet in a head-on pass as well as on the ground.

When you meet someone flying straight at you and decide to turn and chase him, throttle up, do a shallow dive to pick up more speed, then climb as you approach him to gain an altitude advantage right after the pass. Fly five-ten degrees off to either side (he'll be lined up with your machine-gun).

If planning to circle left, for example, veer off to his right and turn left after the pass. But don't turn until you see which way he turned. Then you can get behind him by turning to the same side you see him turning in the rear view: if he's going left, you should turn left.

Hit and Run

You may prefer to climb higher and keep him in sight until you can dive on him in a hit and run attack. This works best if you're in a DR.I, DR.VII, Snipe or Spad 13. Fly as close to the bandit as possible during the initial pass. Go straight, watching the rear view. If he starts circling, continue climbing and turn around quickly when you see a chance to dive down on him from behind or either side.

After the attack, zoom-climb away and set up for the next go-round. After mastering the hit and run, you can switch between it and the circling dogfight during an engagement — a sure way to throw a human foe off-balance.

Another tactic that works in a fast plane like the Spad 13 or DR.VII is the "Half-roll" described in the *Red Baron* manual. Dive under the oncoming bandit, then climb immediately into a loop. As the plane goes inverted at the top of the loop, move the stick to the upper-left corner to return to straight and level flight and get behind the bandit.

Speed and handling

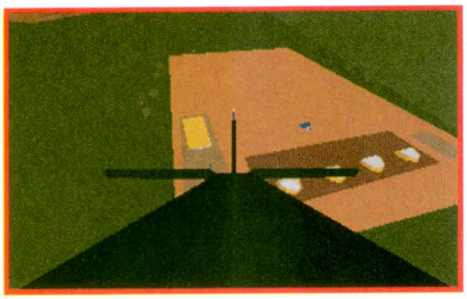
The best cruising speed is a throttle setting of 8. This allows room to slow down or accelerate, so you can maneuver more effectively. Keep a light hand on the joystick. This is particularly important if your frame rate gets jumpy. For a fair match, seek out opponents with computers that run at approximately the same speed.

Abrupt speed changes are far more crucial on TSN than in the computer game. When the enemy is far away, throttle up to 9 and keep it there until you're nearly on him, then cut back to 5 or 6, blast away, and be ready to hit nine again at a moment's notice.

Deflection shooting made easy

Airspeed and tightness of the turn are the key factors in judging how far ahead of the enemy to lead your fire. The tighter your turn and the faster you and the other plane are moving, the farther ahead you should fire. Always fire in short bursts.

When you get so far ahead of the other plane that you can't see him, you're in a



When you "check six" always look in the rear view first then cycle through the side and overhead views.

"blind lead" (a favorite tactic of Stevie Wonder). This is dangerous, because the enemy might reverse and get on your six before you know it. Still, it can pay off if you don't fly blind for too long.

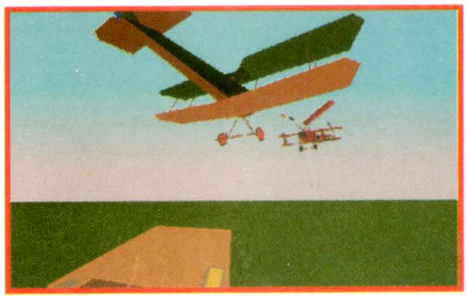
Your main reference point when aiming should be the gunsight crosshairs, not the enemy plane. Keep your wings as level and as closely aligned with his as possible when firing. Use the rudder, not the stick, to fine-tune your aim and flight path corrections when firing.

Even in expert mode, there are no mid-air collisions as there are in the computer game. This means you can get in more shots in a head-on pass and can follow someone closely without crashing into him.

Where to shoot

Aim for the forward part of the plane, which increases the odds of hitting the pilot or engine. When approaching from behind, fire straight through the tail section and into the cockpit. Cut your speed so you can keep blasting as he turns to escape. Do small low yo-yos to stay on his six.

The quick kill, though tricky, is to shoot his belly, which usually triggers the simulated explosion of hitting his fuel tanks. One or two bursts will do the trick. Dive under the bogey from behind, then pull up sharply and blast his belly. Another opportunity for a belly shot presents itself when he climbs steeply: follow and wait for him to descend, then pull up and hit him when his belly's exposed on the way down.



The external view is the most effective for spotting your opponents and eliminating surprises.

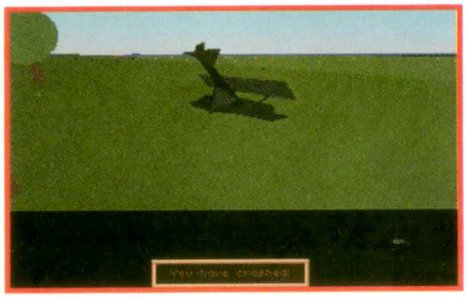
Defensive tactics

If your plane is faster, let him chase you until you've gained some distance, then do an abrupt low yo-yo to reverse and fly into his face. Or cut your throttle and let him overshoot, then nail him from behind.

One trick for eluding a foe that's right on your six — which works on TSN but not in the stand-alone — is a modified aileron roll. With this trick I've never been shot down — no matter how close the bandit was behind me or how good his marksmanship.

First fake a left break by swinging the stick to the left. Most pursuers will follow you left. Immediately move the stick to the upper-left corner and hit 9 — you suddenly start flying straight instead of left, and your plane rolls while the nose remains pointed in the same direction.

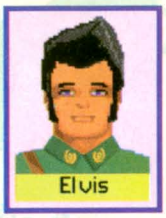
The pursuer will usually keep going left, and after one complete roll, you can often turn left and drop in on him from behind. At the least, you'll be able to shake the most tenacious foe with this trick.



Even the best will buy the farm, but with experience you can keep it to a minimum.

Just in case

Nobody, not even a real ace, wins all the time. So keep a good supply of excuses for what went wrong when you return to the waiting room: "I screwed up my joystick calibration!", "The cat chewed my phone line in half!" and "Lightning struck my motherboard!" have always worked for me.



Flight Briefing

Tips for Allied Pilots

In a Camel, circle right in a dogfight — you can outturn even a Fokker Triplane, and are likely to spin if you circle left. When flying against an Eindekker, you can outrun him in the Morane or Airco and can outturn him the latter.

In an S.E.5.a, the dive is a good way to escape, as you can do so faster than any German plane.

Tips for German Pilots

The Allied planes are generally faster, so concentrate on tight turns. In faster planes like the DR.VII, work the vertical more with Immelmanns and barrel rolls. The DR.I is much more finicky than in the computer game, so keep a light touch on the stick or prepare to go into a spin.

I Shot Elvis! *is reprinted with permission from Simulations!™, a bi-monthly journal with expert reviews and tactical tips and maneuvers for all air combat games. SimCity-type simulations are also featured. Regular rates are $16 a year, but mention Interaction and pay only $14 a year. Write to:*

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If you own an IBM compatible (286 or faster) and a modem, you can become a W.W. I ace (or maybe spot Elvis) on TSN.

To Order Call
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THE SIERRA NETWORK

TSN Finds a New Home in an Old Barn

By Vince Geraci

Cramped for space and expanding rapidly, the staff of The Sierra Network packed up their computers and moved into The Old Barn. It's a rustic building in the Sierra foothills that had previously been home to a well-known steak house.

Folks have been signing up on TSN so fast and in such large numbers, TSN had to add to their staff at an alarming rate. Actually, it was amusing to see the workers scampering about, dodging each other, talking on two phones at a time, and arguing about who took the last cup of coffee.

At the same time, The Sierra Network had been going through a dramatic change. In the coming months, TSN on-line will be expanding quickly and dramatically.

SIERRALAND AND LARRYLAND TAKE OFF

SierraLand has been such a success, TSN has added yet another host computer just to support the demand for *Red Baron*, *Paintball* and *Miniature Golf* (one wonders what will happen when *The Hard Disk Cafe*, *Stellar 7*, *Astro Chicken* and Multi-User Interactive *Sketch Pad* come on-line).

When, *LarryLand* comes on-line (and that's expected to be very soon - see article next page) The Sierra Network will be bursting at the data lines. Fortunately, they now have the room to expand and accommodate all expectations.

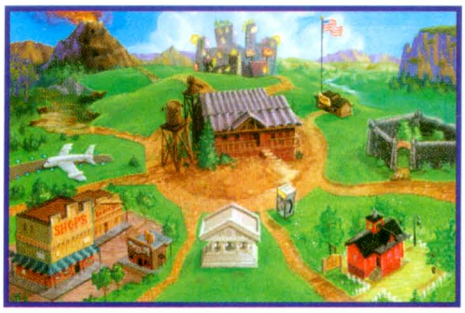
There are more programmers, more customer service personnel, and in general, a much larger staff. It's amazing that this facility which used to be a nationally known restaurant has been converted to a high tech artist colony (now the only cooks they hire are people who can cook up brilliant game programs).

The Sierra Network's new technology complex actually seems to add to the vision of its research and development department. The plans in the works will take TSN far beyond anything ever seen in multi-player interactive technology. Their new mountain environment has provided them with an expanded long range perspective.

Word has it that *SierraLand* is fast becoming its own little town complete with thrilling new amusement parks. Soon TSNer's will be able to enter the town of *SierraLand*, walk around, talk and meet with their neighbors just as if they're chatting on a park bench with an old friend. And then, you can take a trip to an amusement park, an arcade, or the wild and crazy *LarryLand*.

REMEMBERING OLD TIMES... LOOKING FORWARD TO GOOD TIMES

The Old Barn was a great restaurant. Regular visitors to Yosemite National Park still stop in, some even ask TSN's receptionist for a menu. It seems so apropos when you think that this famous mountain hot spot known for its good food, music and dancing entertainment has been converted to a high tech computer network service of great multi-player games, fun and friendly social entertainment for folks coast to coast.



The new SierraLand *is like a town with a map of services and attractions.*

The view from the loft of The Old Barn is spectacular, there's the grand Sierra mountains, the giant Sequoia trees, and the sprawling green countryside. And the view inside The Sierra Network is awesome. It's abuzz with technicians, artists and writers. The offices are modern and custom-designed for state-of-the-art computer operations.

If you're ever in the Yosemite Park area stop in and say hi. But remember, The Old Barn doesn't serve steak anymore, but *SierraLand* does serve up huge portions of interactive computer entertainment.

WHAT IS TSN ANYWAY?

If you have a modem and an IBM compatible computer (286-16MHz or faster) but haven't heard of The Sierra Network, read on.

TSN is an on-line, multi-player game network with high-end graphics and the kind of quality gameplay you'd expect from Sierra. TSN lets people from all over the country get together to play games, chat,. pick up strategies, and make new friends. The basic service allows you to play real-time games with others all over America. Basic service is only $12.95 a month!

For more information and a FREE trial membership kit, call:

1-800-SIERRA-1

Step Out on the Town in LARRYLAND

Enter *LarryLand*. Here is a wild combination of the Leisure Suit Larry style of ribald humor combined with live, real-time human interaction. Sitting at *Lefty's Bar* with friends who come from all four corners of the country, joking around and playing games like *Scruples* and *Liars' Poker* is a romping good time.

As you socialize through the crowds you can give a special friend a kiss, or get lucky and get kissed.

The Casino in *LarryLand* hits the jackpot of fun. You can play *Blackjack* against the house (the host) alone or with your TSN buddies. Spin the *Roulette wheel*, place your bets, watch your friends win big or go broke. If you can't figure out how to place a bet, there's on-line help and an odds board to keep you winning.

Have you ever been in a *Poker* game where people coast to coast all played the same game at the same time? Now you can on TSN. You can bet, bluff, deal, choose a game and chat while you play. About the only thing you can't do playing *Poker* on TSN is cheat.

Then there's the *Slot Machines*. The Sierra Network has truly outdone itself with the *Slots*. Yes, there are the regular types of slot machines where you can chat with a friend while you play, but then there are the *Lucky Larry* and *Super Get Lucky Larry* slots that are quite different.

You know how slot machines have cherries, oranges, and 7s that spin on the wheels, well *Super Larry Slots* have...how should I put it...body parts that spin around. So when you pull the handle and the wheels spin, you win when you match things like women's lips, men in g-strings, women's bikini tops and...I think you get the idea.

Boogie in LarryLand *with a whole new image.*

Try your luck on the slots in LarryLand.

A True Multi-Player FRP! Explore MedievaLand

Imagine how great a Fantasy Role-Playing game could be if everyone in your party was a real live individual who could think, interact, and help you puzzle through a huge fantasy world. Imagine what it would be like to enter a Tavern and meet other adventurers, eager to explore this mythical universe.

MedievaLand is the newest area on TSN, where you create your own character and join other FRP fanatics from across the country to set out on incredible quests.

When you start out in *The Shadow of Yserbius*, the first game in *MedievaLand*, you can create a new persona. The *Facemaker* persona program is wild. You can be a medieval-styled hero, or transform yourself into a menacing beast.

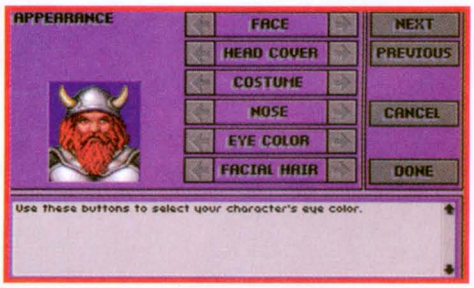
A good place to begin is the Tavern. Here players can meet one another, discuss their various quest experiences and join up with a quest leader to enter *MedievaLand*.

Once you have assembled a group (you can also play alone), you'll journey out to face the bizarre dungeons, mazes and creatures in the quest. As you go along, you will gather objects and make kills or saves that add to your score.

The cool thing about this is that you retain your own personal score and inventory no matter what combination of other players you join. For instance, if you're new to the game and the leader of the quest, you can choose a player who already knows how to defeat the wolves in the dungeon before they get you.

The more you play the higher your score can get and you can add to your individual score or start from scratch each time you play.

This is going to be a multi-player coast to coast interactive adventure like you've never seen before. TSN has another winner with *MedievaLand*.



Create your own character in MedievaLand.

TSN friends band together to battle fierce foes.

Choose from dozens of weapons and armor.

CONTEST

We had a tremendous response to last issue's contest! Thousands of readers wrote to tell us "The Most Important Thing I've Discovered While Playing". Reading the entries was very enlightening. We had no idea our games touched so many of people in so many important ways. Thank you all for sharing your experiences with us.

There were so many excellent letters, it was extremely difficult to select prize winners. We finally awarded the Grand Prize — a Media Vision Multimedia Upgrade, including a Sony CD-ROM drive, a Pro-Audio Spectrum sound card, *Windows™ for Multimedia*, Sierra's *Jones in the Fast Lane*, and *Compton's Multimedia Encyclopedia* – to Michael Warnook of Milwaukee, WI. He has selected Brookfield East High School in Milwaukee to receive the school prize of a 386-SX personal computer with VGA monitor, mouse, and software. Here is his winning letter and excerpts from the runners-up.

Grand Prize

"...MY COMPUTER AND YOUR GAMES IN COMBINATION WERE THE NEXT BEST THING TO A BEST FRIEND..."

Dear *InterAction* :

My father is a chemical engineer and so we have a computer. That is the up side of his profession. The down side is that we move around alot. Sometimes we moved to strange places like Saudi Arabia. You might have guessed by now that I have to say goodbye to a lot of good friends. After my latest move (to Milwaukee) I was playing *King's Quest IV*, currently stuck on the dog in the Ogre's house, when I realized that my computer and your games in combination were the next best thing to a best friend (like the one I had just left behind). In fact I met him by trading games. Now that I've lived here for three years, I think back to my first lonely summer here and I realize that thanks to the life you give to the computer I wasn't lonely after all.

Michael Warnook
Milwaukee, WI

WINNERS

The most important thing I have gotten out of a Sierra game is knowing that I can use my mind, not bombs, guns, or violence to solve a problem, rescue a princess, or save a city. I think that your games are helping children like me to use their heads and think. This is very important because if we get used to thinking now, we can use it in the future. This is a step towards peace, because in some games you get more points if you figure out another way to get rid of something without killing it.

Chris Rakowski
North Arlington, NJ

...it isn't the art or the puzzles, it's my brother. He is three years older than me and until we bought our first computer game, *The Black Cauldron*, I never really knew him. He avoided me in public, and I did the same to him. I never knew how much I missed him. I remember taking it home that first day and ripping it out of the box to look. We just stared at it for a while, but finally we got the hang of it and started to really play...I was no good at the game and neither was my brother, but together we could slowly inch our way through the game, and during that time I got to know my brother and find out who he was. I was surprised at how smart he was and loved his funny jokes he made up. From that day on now we have done much more together.

Wesley J. Johnston
Indianola, IA

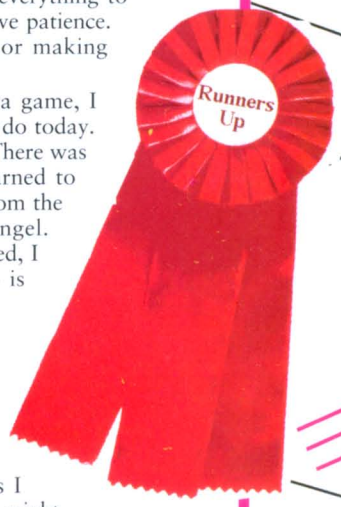
...As a father to four school-aged children, ages 4 to 16 years, it is often difficult to get everybody included in a family event. Since I have to travel quite a bit, it always seemed as though I just never had enough time to fit everyone into my day. Try as I might, my work schedule, fixing those little around the house things, the lawn — everything took up time. And left me with those guilty feelings of not having any quality time for my children.

And then, by sheer chance, after seeing another father and his young son watching a demonstration of it, I picked up a copy of *King's Quest I* at my local software store. As soon as the music started playing on my little PC speaker, one child after another sidled up with an empty chair to see what was going on. Finally, Mom came in, the final hook!

Since that first night some three years ago, twice a week our family gathers into Dad's office for Quest night! During these adventures I really get incredible revelations about my children. I watch and listen intently to see what choices will be made, how difficult situations are analyzed, and, of course, the booming "DAD!!!" when I don't exactly follow the command given or save the game fast enough. Yes, I – no, we – have discovered something: that Cathy-16, Jessica-10, Sean-7, Ryan-4, Mom (she won't let me tell, but she looks 21), and Dad-38, enjoy being together, playing Sierra and Dynamix games and being a family.

Morris W. Ingham
La Grange, KY

...I feel that one of the most important things I've learned is that you can't always expect everything to come to you right away. You have to have patience. No matter if you're battling Brigands or making new friends, you have to be patient.



I think that had I not played a Sierra game, I might not have had as many friends as I do today. I learned to take the good with the bad. There was a time when I had no patience. I've learned to wait...It doesn't matter if I'm running from the Horned King or chasing the Death Angel. When I have had enough and am stumped, I know that the best thing for me to do is stop and wait for tomorrow.

Another thing that is important that I have discovered from playing Sierra games is how to make logical decisions. My parents think that is a wonderful thing. I know when to argue and when to stop and calm down... Without some of these valuable lessons I may have made some bad decisions or I might have lost a good friend because I lost my patience with them. So, thanks...

Donald E. Garverick, Jr.
Middletown, NY

...My father, who is 55 and a heavy smoker for the past 37 years and has been diagnosed as having both high blood pressure and an elevated cholesterol level, was experiencing substantial pain in the base of his head. He was also slurring some of his speech...The doctor said that if he didn't suffer a minor stroke already, he surely would soon. No more smoking, no exertion, no stress. My Dad was quite depressed as he loves to golf and loves to smoke...We dealt with Dad's depression for the first week as best we could. Just when I was really getting worried about his mental well-being, I caught my Dad at my office computer playing *Hoyle Book of Games*. I didn't think much of it, I was just glad he was catching the game bug, especially since he would usually get a little irate when he would catch me playing games. As the days went by, I could rarely use my computer as my Dad was constantly on it playing cards.

That's when I realized that he was exhibiting a far more optimistic attitude. He hadn't touched a cigarette for two weeks and didn't seem to care. His blood pressure was consistently down and, as he stated, the strategy and skill of the game helped him to exercise his thought processes... Dad has continued to play the games and his health is doing great. In fact, Mom is even thinking of buying him a computer for the house...You can talk about skill, wits, or adventures all you want, but the greatest impact I've seen from playing a Sierra game is a better peace of mind.

Mike Mortimore
Thermopolis, WY

WIN A $1,000 SHOPPING SPREE!

Some of the nicest people in the world sell our games, and we'd like to give the best of them the recognition they deserve. For helping us find them, we'll give you the chance to loot your favorite dealer's store in a $1,000 shopping spree!

Just send us a list of the top ten reasons why your Sierra/Dynamix dealer is one of the top ten best in the world. If your list is clever, touching, unusual, thoughtful, impressive, sincere, charming, perceptive, intriguing, and reasonably coherent, you could win more computer games than any one human being can master in a lifetime.

LOOK AT THESE NIFTY PRIZES!

- If you're one of our five third-prize winners, we'll give you any ten games you want from the Sierra/Dynamix product list.
- If you're one of our three second-prize winners, we'll give you any ten games you want from the Sierra/Dynamix product list and a Thunder Board sound card.
- If you're one of our two first-prize winners, we'll give you a $1,000 shopping spree at the dealer described in your entry.
- In addition, we'll give the "winning" dealers a special award and a hearty handshake.

HERE ARE THE RULES

1. Type or print your list legibly on one side of an 8.5"x11" sheet of white paper. On the other side, put your name, address, and phone number and the name, address, and phone number of the Sierra/Dynamix dealer your list describes.
2. Mail your list by January 31, 1993, to: Dealer Contest, Sierra On-Line, PO Box 1103, Oakhurst, CA, 93644.
3. All entries become the property of Sierra On-Line and will be judged on the basis of all the stuff listed above plus originality. Prize will be awarded at the sole discretion of Sierra On-Line.
4. Employees of Sierra On-Line and its subsidiaries are not eligible to win. This offer is void where prohibited by law.

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Explore the depths of Fribbulus Xax in search of your baby sitter!

Journey through dangerous, yet beautiful alien territory!

Discover the secrets of the alien machinery to aid you in your quest!

Battle horrible aliens and elude clever traps on the alien base!

The arcade adventure hit of the year! Aliens Ate My Baby Sitter features breakthrough graphics technology that beats anything you've seen before!

Travel through beautiful, but dangerous alien territory, discovering weird and wonderful new creatures. Can you solve the puzzles and locate the treasure that leads to Molly?

Fantastic animation and breathtaking music make this fun and exciting adventure the best in its class.

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ACES OF THE PACIFIC

Reviews from *Computer Game Review* Magazine

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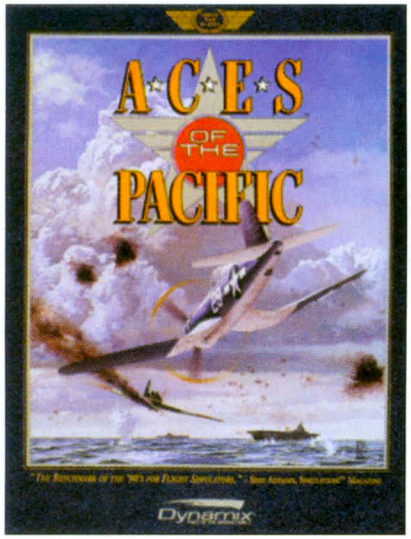
Aces of the Pacific Upgrade



Dynamix has recently made available Version 1.2 of *Aces of the Pacific*. This enhancement includes refinements to aircraft performance, graphics, sound, radio messages, scoring, weapons performance, and several other features. Owners of earlier editions of *Aces of the Pacific* can update their current version by phone, fax or mail. The file(s) available on the BBS are *ACEPATCH.EXE* to update version 1.0 and *ACEPTCH2.EXE* to update version 1.1. Both files will update your current version to version 1.2. If you wish to contact us by fax or mail to receive your update, please be sure to include your name, address, telephone number, and the size of disk you require (5.25" or 3.5").

BBS: (209) 683-4463
To Update Version 1.0: ACEPATCH.EXE
To Update Version 1.1: ACEPTCH2.EXE

Telephone: (209) 683-8989
FAX: (209) 683-3633

Sierra On-Line
Dept. 10
P.O. Box 485
Coarsegold, CA 93614-0485
Attn: Aces of the Pacific

The time has come! Your moment of glory may be here. The long awaited sequel of *Red Baron* is finally here! *Aces of the Pacific* will take you into a new dimension in flight simulator/action games. *Aces of the Pacific* features totally new graphics and sound. It is up to you to defeat the enemy, whether you are the Americans or the Japanese. You can choose to fly at least 29 different aircrafts on both sides of the war. On the left, you can see a couple of the American aircraft that were used by the Navy in the Pacific War. You can also fly the famous Zero! It was the standard Japanese Navy fighter, and it earned a reputation for being one of the most agile aircraft of World War II. Also featured in this game is the ability to create your own missions, including dog fighting an ace and

Set your sights on enemy aircraft, pull the trigger and smoke 'em!

another new feature - mission training. This will allow you to practice shooting down drone planes, dive bombing practice, ground attacks and the dreaded carrier landings! You may also choose to fly a historical mission, dog fight a squadron, combat air patrol, fighter sweep, scramble escort bombers and much, much more. Each plane will handle differently. Some will be very difficult to maneuver, while others will have problems climbing and diving. One other nice feature added in this sequel is the auto pilot. It will take you right into the action, you do not have to take all of your time flying to your target. When you are in a dog fight, watch your back, or you will hear the unpleasant sound of enemy bullets tearing into your fuselage. If you choose to enlist in one of the armed forces, you will be given medals for bravery, purple hearts for being wounded in action, and see animated cinema displays when you are being presented the medals! You will also see newspaper articles reporting your

There are overseas missions from aircraft carriers and land missions with bombing targets.

progress during the war. You now can even bail out of your plane, sometimes requiring hospitalization or resulting in your capture.

For those of you who thought that *Red Baron* was the tops in military flight sims, make sure you check out this new title from Dynamix. It could change the way you see computer flight games.

This has been my long awaited game of the year! As you know, I love flight games and this is the best one of the year to date! I loved Red Baron, *and* Aces of the Pacific *is even better. The improved graphics and sound are outstanding, whether you're using a Roland, SoundBlaster or Ad Lib board. You will not only hear your bullets hitting the targets, but you will hear others as well. One of my favorite parts of the game is getting shot. You will hear the metal tear, and depending on where you get hit, you will see bullet holes in the corresponding places! Even some gauges may get hit. There are also animation sequences throughout the game. In addition, I like the fact that you can play as the Japanese or the Americans. There are plenty of planes to choose from both sides, and each plane handles differently! Another really nice game feature is the sunlight and shading effect. If you point your plane into the sun, you will get a bright yellow hazy effect, but if you are good,*

Soar into battle against the great aces. Get shot down, or become a legendary pilot yourself.

you will still be able to see the enemy! There is no downfall in this game, even playing it on a 386. It is a tad slow, but certainly not bad enough to detract from the game. It is near perfect on a 486! This is the best action flight simulator game on the market!

– Rick Zalud
Computer Game Review

Okay, okay! I know that time and time again I have said that I just do not get into flight games. However, in this case, I think I would have to make a small exception. I still cannot see myself spending as much time playing this as some of my favorites, but this is without a doubt one of the best flight games I have seen. The graphics are some of the smoothest I had ever encountered in a flight sim and the sound is of similar quality. One of the biggest turn offs for me is the fact that I frequently and repeatedly got shot down immediately (and that is more of a personal dissatisfaction than a game flaw). Aces of the Pacific *offers many of the same features as* Red Baron, *another good flight combat game by Dynamix. It also has some nice new features like the autopilot mode which will take you right into the middle of the action, and take my word for it, there is a lot of action. Never has the sky been so crowded nor filled with danger. There are also a lot of missions to take on and all new medals and commendations to achieve. The instruction book offers a lot of history on the World War II era, in which the games is based, and detailed information on 30 different aircraft. If I could fly like Rick, I would probably love this game. Yet, as is, great job Dynamix!*

– Alex Rees
Computer Game Review

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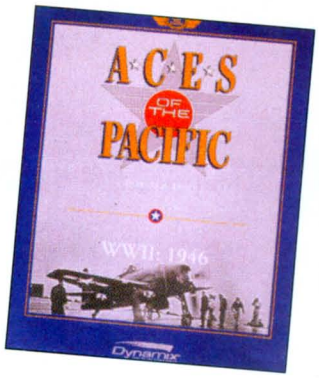
What if – WWII: 1946?

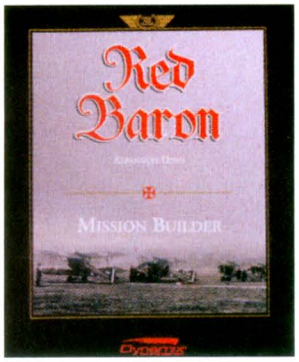


Now you can have even more Great War Planes action with Dynamix's exciting, new expansion disk, *WWII: 1946*. Designed by Damon Slye, this alternate-history module for *Aces of the Pacific* lets you fly missions in a world where the A-bomb was never dropped and World War II continued with a campaign against the Japanese home islands.

WWII: 1946 offers fascinating insights into one of the most interesting periods of aviation history: the transition between propeller-driven and jet aircraft. Among the planes you can now fly are a souped-up, 3,000 hp engine version of the Corsair and two of the finest prop-driven planes ever built, the US Navy's F8f Bearcat and Tigercat. You can also pilot early jets like the Japanese Kikka, a twin-engined craft that probably would've come into service just before the Americans got their P-80.

While these more advanced aircraft put thrilling, new power and speed under your command, you'll have to do more than learn their performance characteristics if you want to survive the skies of the late 1940's. You'll have to adapt to a considerably faster combat environment, where mastery of hit-and-run tactics separates active pilots from late, great ones. With the new generation of fighter aircraft, you've got to come screaming in, get out quickly, and climb to make another pass. In *WWII: 1946*, air combat in the Pacific Theater is a whole new game.

(Aces of the Pacific *required to play*.)



Great News for *Red Baron* Fans!

Now you can experience even greater depth and realism in your tour of the dawn of aerial combat. Damon Slye, the creator of *Red Baron*, has produced a major game upgrade designed to take you to new heights with more scenarios, more planes, and more enemy aces.

The *Red Baron Mission Builder* puts you in the cockpit of such vintage aircraft as the Fokker D.VIII, Nieuport 11 Bebe, Halberstadt D.II, Siemans Schuckert D.III, and Nieuport 28. If you manage to survive flying these canvas-and-plywood coffins, you can test your combat skills in head-to-head dogfights against a whole new roster of deadly opponents, including such knights of the sky as CPT D. M. Maclaren or HPT Berthold.

In addition to expanding your missions with new planes and new pilots, *Red Baron Mission Builder* lets you select the time of day, weather, cloud cover, pilot skill levels, and whether you'll fly solo or in formation with up to four friendly aircraft. It also supports Thrustmaster, Flight Yoke, Rudder Pedals, and Duel Joystick so you can fly through its 3-D graphic skies with even greater precision.

If you're a *Red Baron* veteran ready to take on the complete airwar environment of World War I, *Red Baron Mission Builder* is for you. (Red Baron *required to play*.)

How To Make A Sound Choice

By John Roderick

Beep-beep! Beep-beep!

If you know this sound, you've either been watching Road Runner cartoons or playing computer games without a sound card. Imagine, however, what it would be like to start your Sierra adventure greeted by a fanfare of cascading trumpets and thundering drums. Then, under a lush musical score, the babble of a crowded bazaar rises and exotic characters describe the exciting journey you are about to begin. That's what the right sound card can add to your gaming.

The sound of one computer clapping

When the PC was introduced in 1981, it was meant for business, not entertainment. The sounds the PC made were not entertaining. Ingenious programmers, however, soon developed tools that could create different notes to give us the first, primitive PC music.

With the arrival of the AdLib sound card in the late 1980s, entertainment software companies were finally able to add multiple instrumentation and sound effects to their games. Soon after AdLib's release, Creative Labs came out with the rival Sound Blaster.

Sound Blaster had a major impact on the computer entertainment industry. Fully AdLib compatible, the Sound Blaster introduced the Digital to Audio Converter (DAC), which let game designers add sampled sound effects and true speech to their programs. And today, with the recent advent of *Microsoft Windows™ 3.1*, your PC can produce sound in a variety of formats if you have a sound card with a DAC chip. (Now when your system boots up *Windows 3.1*, you can hear a variety of wave files such as a baseball announcer introducing Orel Hershiser.)

The sound card industry has undergone explosive growth in the past year. At last count, there were over twenty-two different sound cards on the market, and more are coming. This means your choices aren't limited to just AdLib or Sound Blaster any more. It also means you have to do some homework to make an intelligent purchase.

Know what you need before you buy

One of the first things you should do before choosing a sound card is to review the software you'll be running. It's important that the sound card you select is compatible with your software. For example, when you install a Sierra program to be played under MS-DOS, your choices include such cards as AdLib, Sound Blaster, Pro Audio Spectrum, Roland MT/CM-32, Disney Sound Source, and General MIDI. If you try to play a Sierra game with an incompatible card, you might not hear all the music, speech, or sound effects.

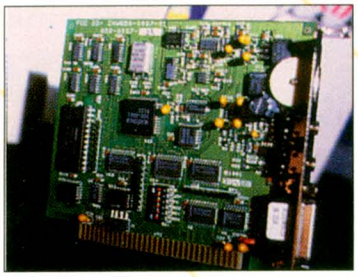
Compatibility with a particular program is not as critical an issue in the Windows environment. Game programs can support a wide variety of sound cards and MIDI devices through *Windows 3.1* due to the fact that Microsoft and music hardware developers supply the needed device drivers. However, you should remember these programs have to be supported as a *Windows* application to use the device drivers.

You should also consider your possible future needs and any changes you plan to make to your system. This is probably the most important factor when selecting a sound card. If you're interested in upgrading to meet MPC specifications, you may want to consider a sound card that's designed to meet current MPC standards (this would exclude such sound boards as the Disney Sound Source or the original AdLib). Although price is important, buying a sound card that you'll eventually have to replace may cost more than if you bought what you really needed in the first place.

Choose from a smorgasbord of sound cards

Although the majority of music support in the past has been for the AdLib and the Sound Blaster, companies like Media Vision, Creative Labs, Roland, and Turtle Beach Systems are quickly setting new sound standards. Media Vision's Pro Audio series (Pro Audio Plus and Pro Audio 16) and Creative Lab's Sound Blaster Pro are the most popular sound cards on the market today ($279-$349). In addition to their backwards compatibility with both AdLib and Sound Blaster, all three sound cards are MPC compatible and are designed with CD-ROM interfaces to complete the MPC connection to a CD-ROM drive. This feature will not only minimize your MPC upgrade cost, but will save a very precious slot in your computer.

Media Sonic, Inc., is also taking aim at the market leaders with two new sound cards for the PC market: the Sound Commander FX ($179) and the Sound Commander Gold ($239). One feature that makes the Gold card unique is an Infra-Red Remote Control



circuit for Multimedia PC. The remote controller emulates some command key and mouse functions. If you have five remotes around the house, Media Sonic also has user-friendly software that lets the Remote PC Controller control all your home appliances.

Media Vision's Pro Audio series and Creative Lab's Sound Blaster Pro deliver excellent sound at a very reasonable price. If you're not concerned with price, however, you might take a look at either the SCC-1 from Roland ($495) or the MultiSound from Turtle Beach Systems ($995). These two popular units deliver the best sound currently available for the PC.

The SCC-1 is the sound card version of Roland's very popular Sound Canvas sound module. In addition to its 317 incredibly realistic acoustic and electronic instrument sounds, the SCC-1 supports the General MIDI (GM) standard endorsed by *Microsoft for Windows* and MPC applications. GM establishes a standard recommended set of patches, locations, channel selections, and drum mappings instruments are free to follow. Instruments adhering to GM will all feature similar sounds in corresponding locations, so that sequences created with one will play back in a reasonable manner on another. The SCC-1 also features an MPU-401 compatible MIDI interface for use with all available MPU-401 compatible software. One feature the SCC-1 doesn't have is a DAC unit. In order to get sampled sound effects or speech, you must use the SCC-1 with another sound card like the Pro Audio Spectrum series or Sound Blaster Pro. This combination of sound cards will produce breathtaking music in addition to providing full DAC and multimedia support.

The MultiSound is a true 16-bit sound card that features an EMU Proteus synthesizer chip with sampled sound generation. The 126 different, compact-disc quality instruments include real drums, strings, horns, and a true stereo recording of a nine-foot concert grand piano! In addition to its fantastic sound, the MultiSound card features a stereo DAC to make it completely MPC compatible. Turtle Beach System's MultiSound takes multimedia to its highest level.

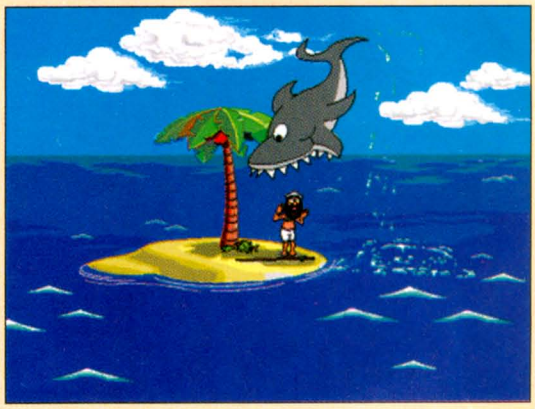
The sound card shopper's checklist

As you can see, there are many fine sound cards on the market. Here are some final words of advice about selecting one that's right for you:

1. Write the various sound card manufacturers for information on the products you're interested in.
2. Read sound card reviews in computer publications. They're an excellent source of information.
3. Examine the software you intend to use and check which sound cards are supported.
4. Let your ears be the final judge. Listen and compare by visiting your local vendor or friends who have sound cards.

While spending $100, $200, or $1,000 for a sound card won't automatically make your PC sing, the importance of having a sound card to realize your PC's full potential has grown exponentially over the past few years. The time for you to make a sound choice is "hear" now.

Add fun to your day and protect your computer with the new *Screen Antics: Johnny Castaway* screen saver.



Screen Antics: Johnny Castaway is the first screen-saver for *Windows*™ users to tell a story while it protects your computer screen. Whenever you leave your monitor idle, *Screen Antics* displays the hilarious misadventures of Johnny Castaway, inhibiting CRT burn-in and lengthening the life of your screen.

You'll laugh out loud at the hundreds of animated, comic vignettes of Johnny's hapless struggle to escape a desert island. He battles a shark, falls for a mermaid, hides from invading Lilliputians, sends notes in a bottle to his love across the sea — there are even special sequences for holidays like Halloween and St. Patrick's Day.

Late in the day, you'll see entirely different scenes when your computer's internal clock triggers Johnny's whimsical nighttime antics. You may even want to join him under the moonlight as he dances around the campfire. (Go ahead. There's no one else in the office.)

Screen Antics is the ultimate screen saver utility for *Windows* users. It features high-res,VGA graphics, a randomized story line that takes weeks to complete, and as much animation as the average adventure game. Packed with visual gags, *Screen Antics* is the most fun you can have with your computer without using it.

**Windows 3.1* recommended, *Windows 3.0* required.

CARTOON CONTEST

We invite you to enter our ***InterAction Cartoon Contest*** *whenever you'd like. We pick a couple winners from our file for each issue of the magazine, and we'll probably continue to do so until we get tired of it.*

If you win, we'll give you the Sierra software product of your choice - if you remember to put your name, address and telephone number on the back of your entry (please note your age if you're under eighteen). We'll also print your winning cartoon in InterAction.

WINNERS!

1. Zack Quarles, Pittsburg, KS, age 13
2. Kevin Lewis, Russellville, KY, age 13
3. Jae Chang, Chicago, IL, age 16
4. Mike Sevast, Magnolia, DE, age 14

Here are some rules:

1. Draw your cartoon in black ink on unlined, white paper (8.5"x11"). You can enter as many cartoons as you would like, but we encourage you to mail them all in a single 9"x12" envelope and save a tree.

2. We recommend you avoid using dialogue bubbles in your cartoons (they are often too hard to read). We suggest you type or neatly print captions on an index card and glue the card to the back of your cartoon.

3. We pick winning cartoons on the basis of humor, originality, and clarity. Sometimes we consider artistic skill as well, but we're not promising anything. If your cartoon isn't funny, if it isn't your own idea, or if it isn't drawn neatly, don't send it.

4. Sorry, but because we receive hundreds of cartoons every month, there's no way we can acknowledge non-winning entries. All entries become the property of Sierra On-Line.

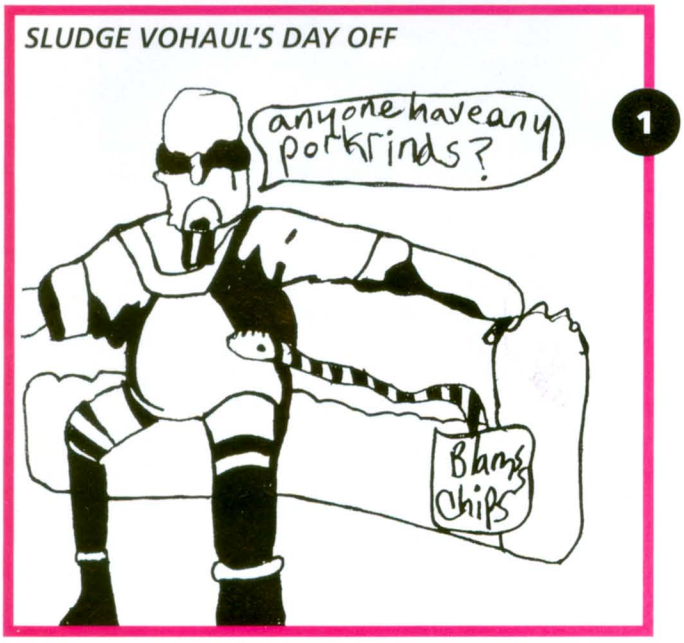
5. Mail your entries to:

Cartoon Contest, Sierra On-Line, P.O. Box 1103, Oakhurst, CA, 93644

6. IMPORTANT! *Please don't* - repeat *don't* - put chain letters, game orders, *Quest* questions, live animals, or any other correspondence in the same envelope as your cartoon entry. You should mail all that kind of stuff separately to:

Sierra On-Line, P.O. Box 485, Coarsegold, CA, 93614

SLUDGE VOHAUL'S DAY OFF



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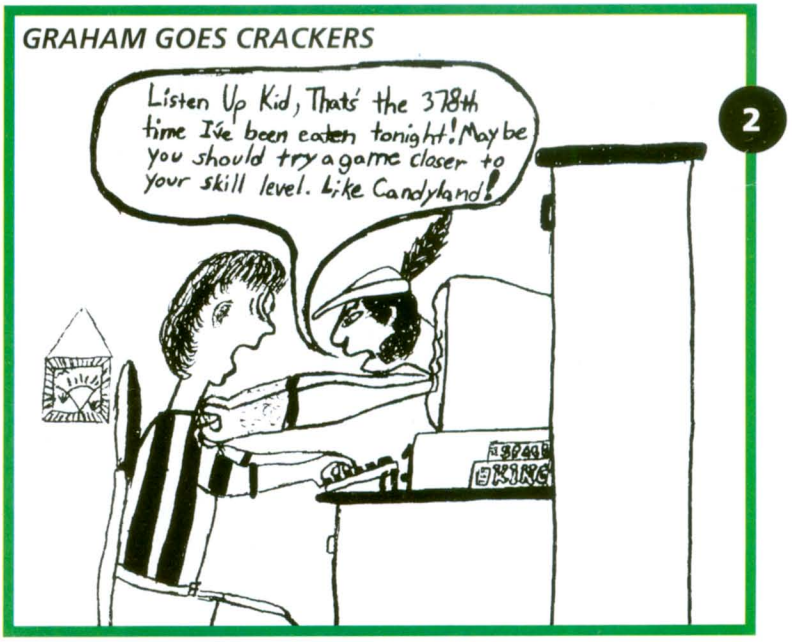
GRAHAM GOES CRACKERS



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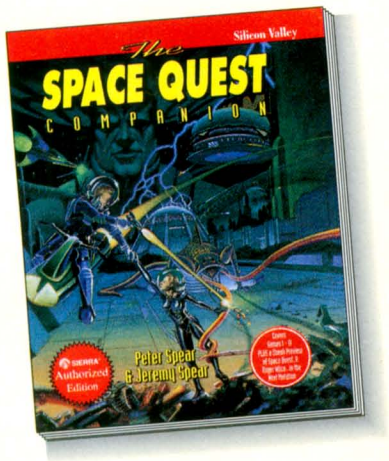

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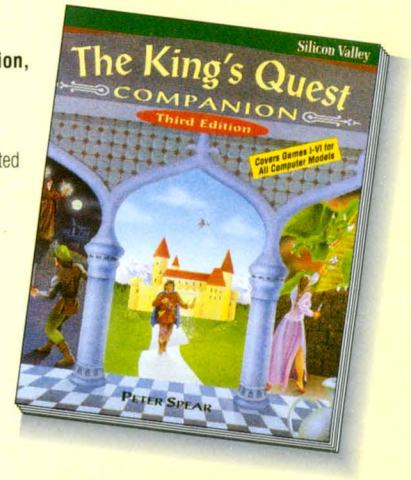

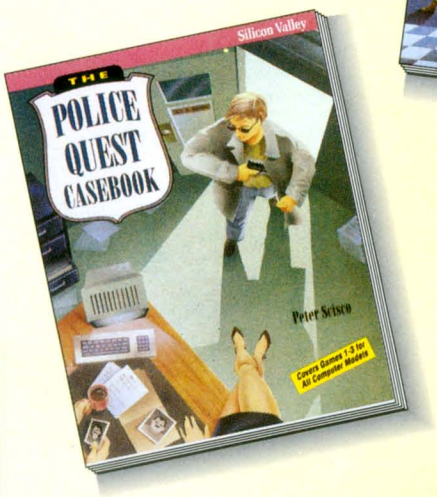

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GAME HINTS

Quest for Glory I:
So You Want To Be A Hero

They're back, they're bad, they're mad, they're rad. They're the really sticky puzzles in the all-new version of the epic Compute *magazine called "a breakthrough in adventure game design".*

The structure of Quest for Glory *games is pretty unique. You explore lands and solve puzzles (much like most Sierra games), but you do so as your choice of hero: Fighter, Magic User, or Thief. Each of these characters has unique skills and attributes which you can modify and which increase with experience.*

The puzzles and encounters with adversaries must be dealt with differently depending on which sort of hero you've created. Quest for Glory I: So You Want to be a Hero *is really three different games in one package. And now that package is really something to see (and hear, and experience...).*

The new version has been reillustrated and reanimated, incorporating digitized clay animation sequences. The interface has been redesigned for a no-typing gameplay that includes a sophisticated conversation system.

And, since Sierra improved the game so much, they naturally improved their ***900 hint line****. If becoming a hero is giving you headaches, check out the all-new hints below. For hints not shown, check out the hint line box below for number to contact.*

Puzzles must be handled in different ways, depending on your character.

If you're a Magic User, acquire spells as quickly as possible.

Magic Users can avoid close combat with a calm spell.

Advice on how to play as the Magic User. As a Magic User, your goal is to get all the spells as soon as possible and practice them whenever practical. You can avoid close combat with tough monsters by casting the Calm Spell at them and then running away. If you don't have the Calm Spell, find it under the rock in Erana's Peace. After defeating bad characters, rest for several minutes to recoup your Health and Stamina.

What to do at the healer's hut. This Healer is your friend. She will buy Spell Components from you, help you make the Dispel Potion, sell you the Undead Unguent, and she will make a great Healing Potion for you. She also makes Vigor and Magic Powder. Notice the nest in front of her hut. If you have magic skills, cast the Fetch Spell or use the Flame Dart to knock the nest down and discover its contents. Or if you have climbing skills, climb the tree to get at that nest. And if you have developed your throwing skills enough, throw some rocks at the nest until it falls out of the tree. You can pick up some rocks right under the tree. When you knock the nest down you will discover her missing ring. Take the ring to her and you'll get a special surprise!

How to get the key from Kobold. The Kobold has a key hanging around his neck and you need it. As a Fighter, use your sword to kill the Kobold then use the Hand cursor to pick up the key from the rock on the right-hand side of the cave. As a Thief, sneak in at night to get the key. As a Magic User, you must have a lot of magic experience to defeat Kobold. With enough magic points, you can just dodge his magic! Use the Flame Dart to fight him, then use your Zap Spell on your knife to kill him.

How to find the Hermit and what to do once you've found him. You can find the Hermit in a cave next to the waterfall containing water "that seems to fly". If you have throwing skills, pick up some rocks from the ground beneath his cave and throw them at his door. After three successful knocks, he'll come out and invite you up. Just climb his invisible ladder to get right up to his door. Then use the Hand cursor to knock on his door again. Finally, you have to walk to the right-hand side of his door to avoid being hit by the door when he opens it. You can also get up to his door by climbing the rocks if your climbing skills are developed enough. And Magic Users can use the Detect Magic Spell and then climb up. The Detect Magic Spell was a gift from the Meeps.

How to get that Sporespitting Spirea seed. This puzzle is not a test for novices. You can get that seed in one of three ways: by using your climbing, throwing, or spellcasting skills. Therefore, you need to increase your skill level in one of three areas. And the only way to do this is to practice often. There's no other way. When your throwing skills are near perfect, you can knock the seed down by throwing rocks at it. With expert climbing skills, you can climb the rocks and catch the seed. With enough magic experience, you can cast the fetch or open the spell to get the seed. Just keep trying. Eventually you will get it.

How to get past the Gargoyle. You must answer three of the Gargoyle's questions correctly. He will try to trick you at least one time. Therefore, before confronting him at the wizard's gate, save your game. Then when he asks you a question you know the answer to, save your game again just before you answer. Just persist and eventually you will beat him.

How to pass the Brigand's gate. As a Fighter, you must be tough to defeat the minotaur. Just use your brute strength to kill him, then use a healing potion on your hero. Next, force the gate open to enter the fortress. As a Magic User, cast the Calm Spell on the minotaur and the Open Spell on the gate. Finally, as a Thief, you can sneak behind the minotaur on the left-hand side of the fortress. But timing is critical. Don't brush up against the bush or you will wake him up! After you sneak past him, climb the wall behind the rock. Once your hero is inside, go around the barrier to the left then across the bridge on the right. Approach the center of the last barricade area and step over the rope.

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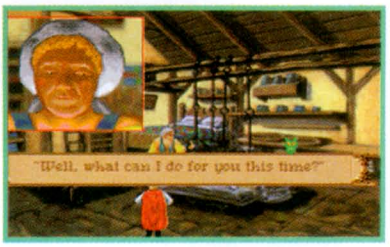
You can find the hermit in the cave next to the waterfall.

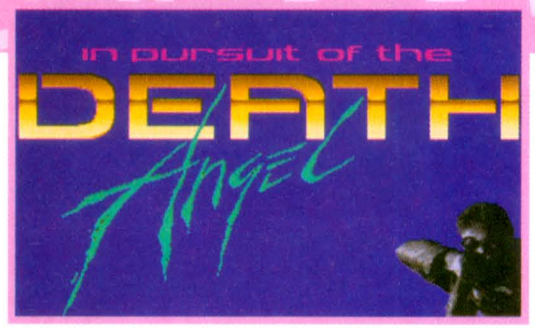
The magic shop is just one place to find spells.

Some ingredients for spells can only be found in dark, scary places.



You can get spell components at the healer's hut.

The Kobold has a key around his neck that you need.



Police Quest 1:
In Pursuit of the Death Angel

Staying Alive in the New Police Quest 1

The all-new *Police Quest 1: In Pursuit of the Death Angel* is here! After a year of production, the latest installment in this popular series has arrived, complete with stunning new VGA or EGA graphics, video-captured actors and animation, and enough new twists and surprises to make this a whole new game experience.

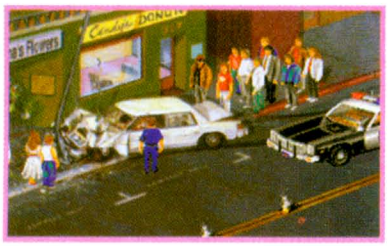
The series, designed by a former police officer, has won praise from law enforcement professionals for its gritty realism and by-the-book attention to actual police procedures. It's so authentic, *Police Quest 1* is used by police departments across the country as a training tool.

If you're having trouble staying alive on the mean streets of Lytton, check into the clues provided below.

Routine traffic work can turn into real danger. Be careful.

The real investigative work won't begin until you've been temporarily transferred to Narcotics. So be sure to fill out a transfer application...on company time, of course.

Once you've arrested the driver of the stolen car, conduct a very painstaking search of the car. You can find several pieces of evidence, one of which will help you discover the thief's true identity.



Even the crowds at an accident can help. Look for witnesses.

The Gazette will come in handy throughout the game: for radio codes, violation codes when arresting suspects, procedures to follow, and even your locker number.

Even the crowds that hang around and gape at disasters can be helpful, especially if any of them have witnessed something important.

If you're on traffic patrol and you don't know where to go, hang loose. Just patrol the city and eventually you'll be contacted by Dispatch.

Pursuing suspects and offenders isn't too tough...IF they know you're a cop. Don't be afraid to use your siren.

Interrogate everybody. You never know where a clue might come from.

Don't expect backup to automatically be there for you. If you need assistance, contact HQ any way you can.

Speaking of contacting HQ, the computer in the Narcotics office, once you have access to it, is invaluable in helping you find crucial phone numbers.

The life of many a police officer has been saved by remembering to search a suspect when you first take him/her into custody.

When you're pursuing a suspect on foot, be prepared to back up your words with force. Never shoot an unarmed suspect, of course, but if your gun is drawn, they'll see you mean business.

Don't forget to call in for backup.

If you can't find *Police Quest 1* at your local retailer, don't Give up. You'll have to look everywhere and leave no stone unturned. Interrogate your software dealer and ask for the game by name. Or check out the great introductory offer on page 43 of this issue.

IMPORTANT: This is a detective game. Take notes on everything. You may need to prove things later on.

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Laura Bow in
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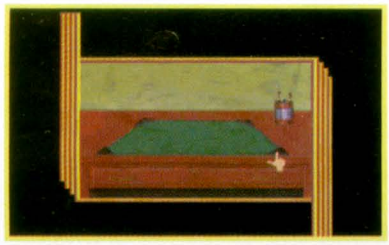
From Laura Bow's notes on the **Dagger of Amon Ra** *burglary and the Leyendecker Museum murder investigation.*

POST-MORTEM ON *"THE DAGGER OF AMON RA"* INVESTIGATION

Looking back on my investigation at the Leyendecker Museum, I realize that I made a number of mistakes that interfered with my progress toward solving the case. Perhaps it wouldn't have mattered if I'd been able to identify the murderer(s) earlier, but I can't help wondering if even one of those poor victims would have survived if my investigative technique had been more polished. I felt as if I were only a pawn in some game, guided by an unseen hand toward my eventual fate. Unfortunately, that unseen hand didn't seem to be very well-informed.

The architect of the Leyendecker Museum was an eccentric fellow who designed several secret passages to be built into the museum. Although these passages were too dangerous to be used in the dark, they were very useful for getting around once I was able to find a portable light source. The existence of these passages also helped to explain the appearance and disappearance of staff members from rooms that otherwise seemed to have no exits.



Check under the blotter if you can't open your desk drawer.

Maybe it's just because I'm new at this, but I assumed that everyone was telling me the truth when I asked them about something. But, almost everyone in the museum lied to me at least once. Someone even planted false clues at the crime scenes to mislead the police...and me. That's something I'll try to remember during my next investigation.

The architect of the Leyendecker built in secret passages.

After I learned to examine things carefully with my naked eye and my magnifying glass, I felt like I was really on to something. My study of the two halves of the Rosetta Stone helped me to decipher the Egyptian hieroglyphics on a blackboard, leading me to some clues that eventually helped save my life. With the aid of the magnifying glass, I was also able to discover numerous pieces of evidence I would have overlooked.

I was quite the social gadfly at the museum's fundraising party, listening in on several informative conversations. During the party, I made a startling discovery on a brief excursion into the museum's gift shop. However, when I returned to the gift shop at a later time, I was shocked to find that something very important was missing. A long search in the museum basement was required to find that object again.

Conversation is crucial, but not everyone tells the truth.

I was surprised to find that there were vicious animals loose in the museum. Without the proper items in my purse, I'm sure my encounters would have been fatal. Considering the animals, the exhibits, and the fact that several people died, I never realized that a museum could be such a dangerous place.

I learned that it was important to study the habits, personalities, and backgrounds of everyone in the museum. To aid the Coroner with his investigation, it was necessary to not only identify the perpetrators of the various crimes and provide supporting evidence, but I also had to support my conclusions by describing the motives of those criminals. Fortunately, by listening to party conversations, by eavesdropping at office doors, and by interrogating the suspects, I was able to draw the proper conclusions.

The bulletin board has some good tips for breaking in to the social scene.

Sure, I made some mistakes, but I guess it was all part of learning to become a top-notch journalist. And I'm sure my experience at the Leyendecker Museum will help me on my next investigation. My Editor seemed impressed with my performance, so I'm expecting a new assignment any day now....

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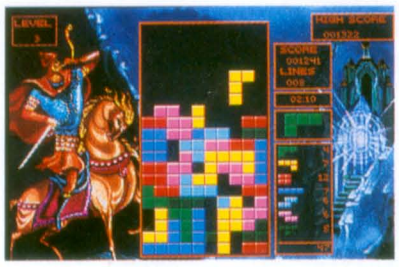

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RUMOR MILL

WARNING: Often right, more often wrong, and occasionally even wildly inaccurate, Johnnie Magpie is *InterAction* Magazine's least controllable and most controversial pseudo-journalist. Management does not endorse, and in fact barely even tolerates, the inclusion of this feature in our publication.

by Johnnie Magpie

(EDITOR'S NOTE: The following memo was found slipped under the door of InterAction's editorial office. We reproduce it here partly to appease our rumor-hungry readers and mainly to publicly pressure our resident rumor-monger, hopefully forcing him out of his funk and into a deadline-conscious schedule.)

TO: Kurt Busch
FROM: Johnnie Magpie
RE: Writer's Block Bigtime

Kurt-

It is with heavy heart and lowered beak that I, Johnnie Magpie, come to you with hat in hand and humbly admit an affliction that strikes terror in the heart of writers everywhere. I have come down with writer's block.

Gone are my words of sarcastic wit and whispered tattletales. I don't seem to be able to construct the words in a playful yet readable form as I have in the past. I'm at a loss for words (LITERALLY)!

In other words, in the world of words I've fallen and I can't get up.

It's not that I'm out of something to write about. It's actually a pretty big season for big news. There is a blistering amount of hot new things to talk about, I just can't figure out a way to tie it all together.

How do you say that TSN is showing a near finished work called "*MedievaLand*" for TSN that comes from hot ex-Electronics Arts producer Joey Ybarra, then also bring up that Mike Jones, who put together the war-gamers classic *Harpoon* for 360, has gone to work on a submarine simulator for Dynamix? Since when has Sierra hired away the biggest designers from other game companies?

(EDITOR'S NOTE: Ybarra was the product leader on the original Bard's Tale *games and also on the widely-respected* "Spellcaster" *FRP game that was recently shipped by Konami. As for when Sierra last hired away a great game designer, ever hear of Bruce Balfour who worked on* Dagger of Amon Ra *with Roberta Williams? He also wrote the award winning* Neuromancer *for* Interplay. *And have you heard about Pat Cook and John Cutter who wrote the award winning games* TV Sports Football *and* Defender of the Crown *for CinemaWare? They work with us now too, and are putting the finishing touches on* Front Page Sports: Football *and* Riftwar: The Betrayal at Krondor. *You're really losing your touch Johnnie.)*

How do I explain that while I accurately predicted that this would probably be Sierra's last year to support the Amiga, I totally missed that Sierra is working to become a major supporter of Tandy's new Microsoft computer, "VIS"?

How did I get the news, months ago, that Game Arts of Japan was making a special version of *Rise of the Dragon* for Sega CD, yet miss out on the opportunity to tip readers off about *Leisure Suit Larry in the Land of the Lounge Lizards* on Sega CD? Can you imagine what kind of controversy "Larry" will stir up now that the product is available for a REAL GAME MACHINE to be sold to Toys 'R' Us?

(EDITOR'S NOTE: Gobliiins, Conquests of the Longbow *and* Nova 9 *will likely be the last three games ever produced by Sierra for the Amiga computer. A multimedia version of* King's Quest V *would be the first release for "VIS" if such a computer existed. Which it doesn't.*

Also, there are actually 7 Sega CD's in development in addition to Rise of the Dragon *from Game Arts. One is* Mixed-Up Mother Goose *for pre-schoolers, and another is* Leisure Suit Larry *for adults. Is it so hard to believe that adults play games? I mean, give us a break!)*

You really think that a Larry game for Sega is a really good idea? Give me a break Mr. Editor.

(EDITOR'S NOTE: Pardon us. That last note represented some sort of massive rationalizing on our part. We KNOW that Larry on Sega CD will cause a little controversy out there, but, to tell you the truth, we haven't quite figured out a great excuse for doing it anyway yet.)

Ahem, moving on to the "Erroneous Reporting by Amateurs Department". For years now, my pride and editorial page have silently suffered the disclaimer that commonly appears at the bottom of this article in past issues. Yes, I may have messed up by NOT reporting a product or two, but even the more reputable and meticulous *InterAction* editorial staff mistakenly reported that the fourth major *Hoyle* product in development was *Hoyle Book of Games Volume 4*, not just a new VGA version of the popular *Hoyle Book of Games Volume 1*.

Only I can report the reason for the confusion was the addition of the games *Bridge* and *Euchre*. Project Manager Robert Holmes added these to the product design on the remake, so retailers wouldn't confuse this new version of the game with a simple VGA remake of an old game product. Rumor is that he called the new version "*Hoyle 4*" on the product release schedules to dodge the attention of Sierra's own "Crazy Nick". Obviously, he did not want to have to deal with him wanting to schedule the mailing on the new product upgrade announcements every other day.

(EDITOR'S NOTE: Mr. Magpie goes overboard here in accusing his InterAction *editorial companions - whom all got their articles in on time - of a serious error in journalistic integrity. The truth is that, after readers caught the article on the* Hoyle 4 *product that was published in the last issue of the magazine, thousands called to see if they would be able to*

upgrade their Hoyle Book of Games: Volume 1 *to the new game that included all their own favorites redone with better graphics. Sierra's market-ing guys decided to rename* Hoyle 4 *to the new* Hoyle I *to avoid continuing confusion.)*

Okay, Okay. Maybe using your power as an editor, you can find a way to make those factoids stick together, Mr. Editor. Probably by using some totally unfair form of cheating like using a bunch of editor's notes and other tricks to tie all that together. So now try to tie this in . . .

I came across a human interest story that is just too good to miss. And I want Mr. Big Guy editor to explain this factoid away in a casual manner.

MedievaLand *is the first multi-player real-time Fantasy Role-Playing game from The Sierra Network.*

Here's the question; what do Coktel Vision, Bright Star, and Sierra author Al Lowe all have in common?

The answer is that Coktel Vision, Bright Star Technologies, and Al Lowe have all been developers of not only high quality educational products, but also acted as developers of less savory products which were not really designed for children at all.

Regular readers will, of course, remember that in addition to Al Lowe's landmark *Leisure Suit Larry* brand of products, Al Lowe used to be a top designer of educational products and even lent his design talents to the award winning educational games *Winnie the Pooh in the Hundred Acre Woods* and *Donald Duck's Playground.*

But it can't escape note that Coktel Vision, the French company that developed the groundbreaking *ADI* educational series also acted as developer for the computer game based on Emmanuelle, a famous semi-hero of French adult cinema. Also, fewer regular readers still know that the professional relationship between Sierra and Bright Star Technologies started with the production of a product called "*Leisure Suit Larry's Date Finder*" starring the infamous lounge lizard Larry Laffer. How do you explain the link between the education market and obviously sleazy software development?

(EDITOR'S NOTE: Educational software development, like teaching in America's schools, is respectable, rewarding, and noble. Unfortunately, it also doesn't pay doodly squat. They needed the money. Besides, the Larry Calendar isn't bad really. I mean, it's no worse than those pictures I saw of you and your date at the recent company picnic.)

Okay, Mr. Editor, enough about my date and the company picnic. (He's just jealous because he had to bring his wife). I'll leave this article with just one more hot rumor for Mr. Editor to explain, and I'm out of here . . .

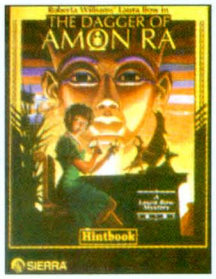
Sierra recently had to redesign *Space Quest I* because the rock group ZZTop threatened to sue Sierra for including a parody of their likenesses in the game. Close to the same time, U.S. Sprint paid Sierra big money to include its company logo inside of *Space Quest V* and Media Vision (makers of sound-cards and CD-ROM hardware) worked a deal to get their logo included in the *Space Quest IV* CD version. Why?

(EDITOR'S NOTE: Easiest answer of all. Because Sprint and Media Vision recognize a class act when they see one. Now can anyone tell me why InterAction *continues to run this column?)*

See you next issue!

J. Magpie

HOT NEW HINT BOOKS



LAURA BOW IN THE DAGGER OFAMON RA

You'll get behind the scenes of the mystery plot, learn investigation techniques, and there is even a crossword puzzle. Also included are object locations and detailed maps, plus, there's an 'after game wrap-up' to see if you have all the evidence to make sure the murderer is prosecuted.

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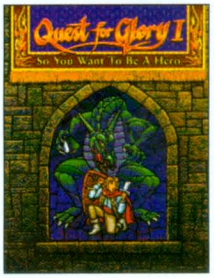

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❑ King's Quest IV
❑ King's Quest V
❑ King's Quest VI
❑ Leisure Suit Larry 1 (Text vers.)
❑ Leisure Suit Larry 1 (Icon vers.)
❑ Leisure Suit Larry 2
❑ Leisure Suit Larry 3
❑ Leisure Suit Larry 5
❑ Manhunter 1
❑ Manhunter 2
❑ Police Quest 1 (Text vers.)
❑ Police Quest 1 (Icon vers.)
❑ Police Quest 2
❑ Police Quest 3
❑ Quest for Glory I (VGA)
❑ Quest for Glory I (Text vers.)
❑ Quest for Glory II
❑ Quest for Glory III
❑ Rise of the Dragon
❑ Space Quest I (Text vers.)
❑ Space Quest I (Icon vers.)
❑ Space Quest II
❑ Space Quest III
❑ Space Quest IV
❑ Willy Beamish

*Include sales tax in the following states: CA 7.75%, MA 5%, TX 6.25%

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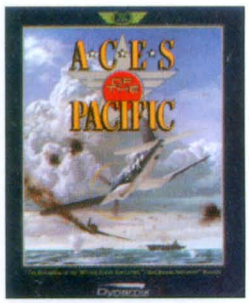
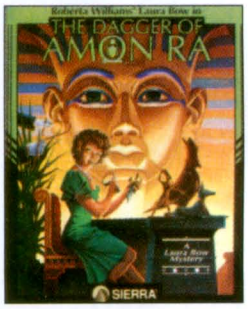
TOP TEN GAMES



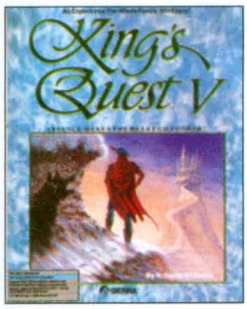
1. *Aces of the Pacific*

Fast action WWII air warfare takes you across the Pacific, over land targets, and into fierce mid-air dogfights. Two nations scream into combat in a new flight simulation war arena. You command flight controls and weaponry that are like the great historic war planes that conquered the skies in WWII. Strap on your goggles, keep your flaps up and your finger on the cannon trigger...the Zero's are coming in at 12 o'clock high!



2. *Laura Bow in the Dagger of Amon Ra*

Plunge into the dizzying social whirl of the Roaring '20s. It's an era of jazz, flappers, champagne madness...and murder. Cub reporter, Laura Bow is on the trail of a stolen Egyptian artifact (curse?). You'll creep through echoing hallways and cavernous rooms in the Egyptian Wing of the New York museum hot on the trail of the criminal. But the enterprising thief (and a cold-blooded murderer) may be right behind you.

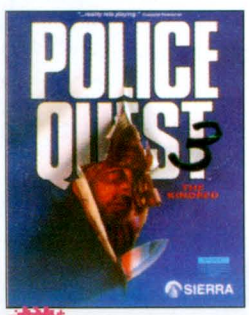


3. *King's Quest V: Absence Makes the Heart Go Yonder*

Sierra's most richly illustrated and animated adventure ever! King Graham is the good-hearted, clever hero of Daventry. Suddenly, his royal family is missing! Aided by an old wizard and a talking owl, you'll face the mysteries of the dark forest, scale precipitous mountains, cross a scorching desert and an ominous ocean as you try to rescue the family. *King's Quest V* is also available in multimedia CD-ROM.

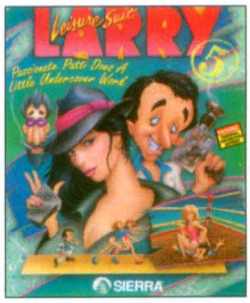
4. *Red Baron*

Soar back to World War I when battle first took to the skies. You'll fly into combat with the wind in your face, the smell of gunpowder around you and the realistic 'seat-of-the-pants' flying style of a WWI plane. You can choose any of 17 classic airplanes. You'll dogfight the great aces, fly reconnaissance missions, hunt zeppelins and more. *Red Baron* was voted *Computer Gaming World* magazine's flight simulation game of 1991-92.



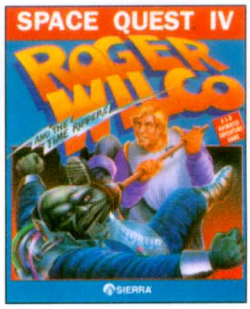
5. *Police Quest 3: The Kindred*

It's 'bad-to-the-bone'! Jesse Bain's brother is out for revenge, and his target is Sonny's wife. Insanity, brutality and bizarre ritual killings are everywhere. Video-captured live actors make this game frighteningly real. As you patrol the mean streets of today's crime headlines, you'll have to master authentic police procedures while directing forensics and crime lab investigations. The stereo sound-track is performed by *Miami Vice's* Jan Hammer.



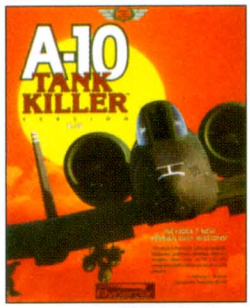
6. *Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work*

You'll play both Larry and Patti in this gender bender love (?) adventure. Passionate Patti is a super secret agent, working "undercover" for the FBI. Larry is working for a porno primetime show. And the Mob is out to get both of them. You'll take on organized crime, the FBI, the music industry and the United States Congress in a spicy serving of sex, thugs, and rock n' roll.



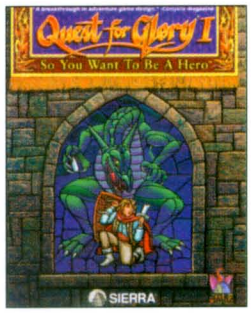
7. *Space Quest IV: Roger Wilco and the Time Rippers*

Join Roger Wilco and the Time Rippers on a sensational 3-D cinemagraphic trip to the future. You'll stumble through time with Roger, trying to stay one step ahead of the Sequel Police. And they're out to make this the last *Space Quest* game ever. With exciting scrolling screens, a terrific rock 'n' roll soundtrack and no-typing interface, you may never want to come back to the present.



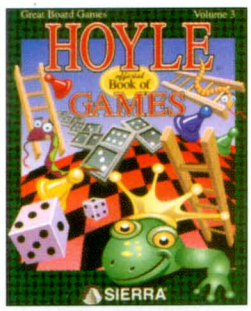
8. *A-10 Tank Killer Version 1.5*

Take command of the most formidable war plane ever built, the 25-ton A-10 Thunderbolt II - so tough it could fly home with one wing blown off. The flight simulation, weaponry and battle sequences are unbelievably realistic. And now, there are 7 new Persian Gulf Missions into Iraq. As you fly your mission you can intercept radio messages, get strategy tips from your co-pilot, and record your progress from 10 different camera angles.



9. *Quest For Glory I: So You Want To Be A Hero*

Now in VGA with fantastic realistic clay-animation action, all new digitized graphics, and a full, rich soundtrack. Your custom-designed character is a graduate of The Famous Adventurer's Correspondence School. Rescue the children of a powerful Baron and defeat the schemes of an evil witch. You'll confront magic spells, weapons, and wicked opponents. But, be careful, the road to glory is full of challenges.



10. *Hoyle Book of Games: Volume 3*

This collection of favorite board and dice games has something for everyone. You can play *Backgammon*, *Checkers*, *Dominoes*, Yacht, *Pachisi*, and *Snakes and Ladders* with your family and friends, or you can play against the heroes and villains from Sierra games. Some of the games have lively animated playing pieces. It's great family computer game entertainment that everyone will enjoy.

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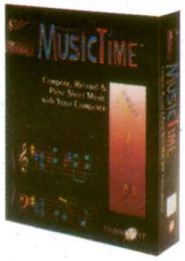

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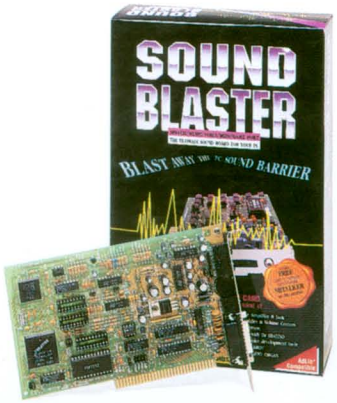

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