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INTERAction

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ROGER WILCO

Net Surfing 101
(See page 5)

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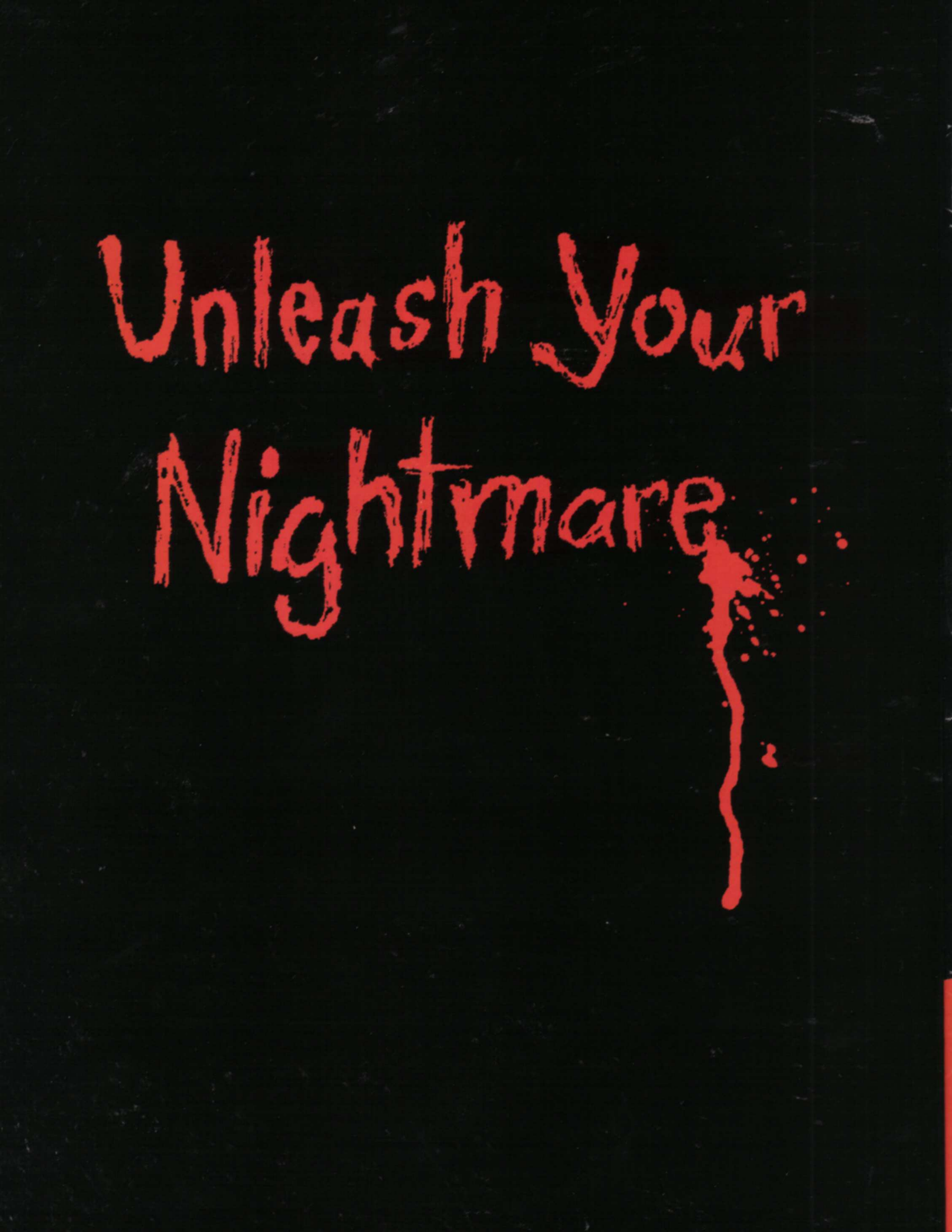
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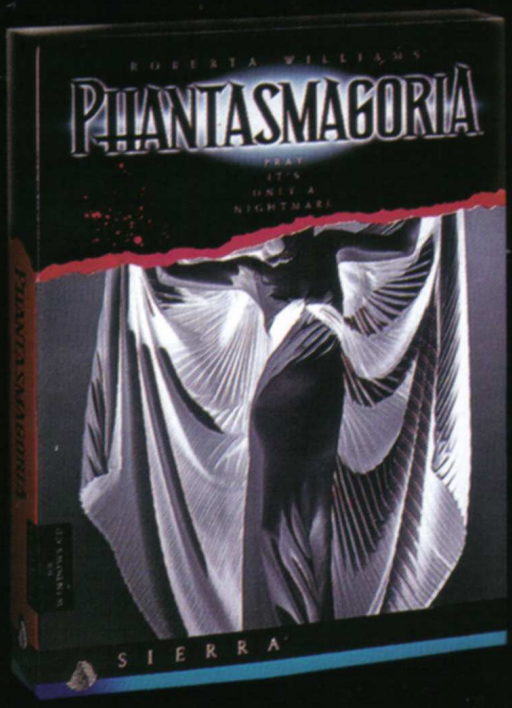

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Your
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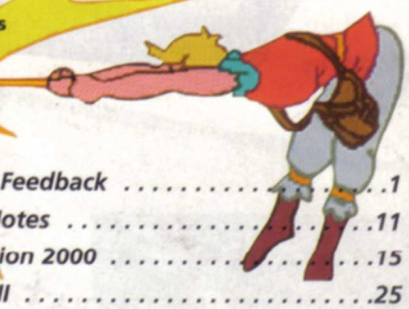

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Letters To the Editor

Dear Editor-

I read about the new 1.5 upgrade to Outpost in News Notes, but when I looked for the file to download on Compuserve, I couldn't find it. I also looked for it on the Sierra BBS. What happened?

Paul Fadden
Chico, CA

Dear Editor:

I understand you guys are putting out two versions of Phantasmagoria. One for youngsters and the faint-hearted, the other for real horror buffs who can take all the scary stuff. Will I get a discount if I buy both versions -- one for me and one for my kids?

Sincerely,

Eric Marinello
Miami Beach, Florida

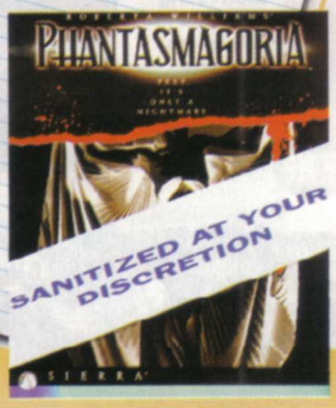
Dear Paul:

At the last minute, Sierra halted the release of *Outpost 1.5* to wait for improvements. *InterAction* had already gone to press so we couldn't report the bad news. The good news is that the improved *Outpost 1.5* is almost complete and should be available in mid-August.

The new update adds two major options that *Outpost* players have long demanded: the ability to build monorails and engage in trade with other colonies. The new software also adds numerous new controls that make *Outpost* easier to handle and more fun to play.

The upgrade should be available to download in mid-August. Check out these forums: CompuServe (GO SIERRA), America Online (keyword SIERRA). Download the file OUTP15.EXE. Or, download the add-on software from the Sierra BBS (206-644-0112). You'll find the patches in the patches library (of course!).

If you don't have a modem, see page 84 for information on how to get upgrades by mail!



Dear Eric:

We've actually combined both versions in one game. It's like getting two *Phantasms* for the price of one! Because we know responsible parents want to provide wholesome entertainment for their children, we've equipped every *Phantasmagoria* game with a special feature that will filter out any inappropriate material. Your game will be secured by a special password — but *you* must activate that password. When you do, your kids can still play *Phantasmagoria*, but their version won't contain any of the really scary scenes. "Real horror buffs" won't be disappointed with the full-length version!

Check Out Sierra's New Internet Home Page At WWW.SIERRA.COM!
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For those of you who haven't heard...

Pixellite, the maker of Print Artist, is now a member of the Sierra family. Print Artist gives you the ability to create your own signs, stationery, banners — and, yes, greeting cards like this one from members of PAL (Print Artist Lovers). Here at Sierra we're very excited about introducing the next generation of Print Artist's powerful graphics tools.

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InterAction Magazine

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Due to the volume of mail InterAction Magazine receives, please do not put time-sensitive material such as contest entries or technical-support questions in the same envelope as your letters.

This issue's "Random Acts of Poetry" award goes to Mr. and Mrs. Theodore Owin of Lake Havasu, Arizona, for this poignant homage to Gabriel Knight:

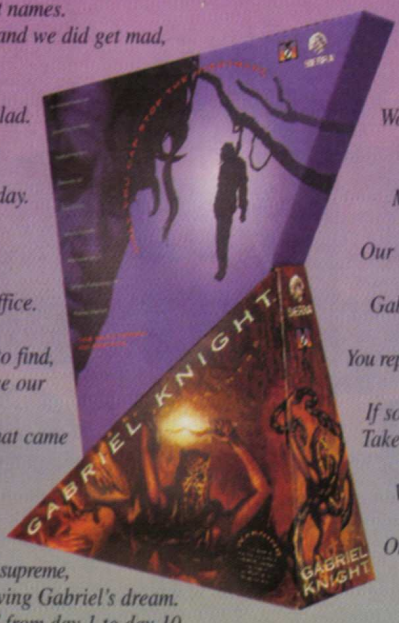
Ode to Gabriel's Box

We purchased many of your Sierra Games,
Of adventures with different names.
It was frustrating at times, and we did get mad,

There were times we were
happy, and times we were glad.
We buy them, we play them,
then put them away,
Upon the shelf for another day.

We play them once,
we play them thrice,
We buy another that will suffice.

We went shopping one day to find,
A game that would challenge our
cursored mind.
Twas a funny looking box that came
into our sight,
"Sins of the Fathers with
Gabriel Knight"!



We must confess the plot was supreme,
I wound up having Gabriel's dream.
But we survived from day 1 to day 10,
Damn box won't fit on my shelf in the den!

My box is Rectangular, Square, and Wide,
The titles are seen and they
don't hide.
My "Gabriel Knight" I can't
display,
Won't fit on my shelf any which
way.

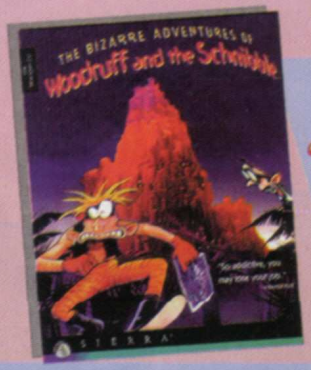
My spouse and I are now in a
dither,
Our hopes are high, but they may
wither.
Gabriel Knight we don't want to
hide,
You repackage the game? rectangular,
wide?
If so please send a box out to us,
Take your time, you don't have to
fuss.
Whatever the cost we'll remit
the same,
On our shelf we want Gabriel's
name!!

Mr. and Mrs. Theodore Owin

Dear Mr. and Mrs. Owin:
Your lovely poem knocked our socks off, So we've just sent your brand new box off!
— The Editors

"WOODRUFF IS A STRANGE, FUNNY GAME."

STRATEGY PLUS MAGAZINE



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Ron Dulin, *Computer Player*

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Barry Brenesal, *Freelance Software Reviewer*

All across America, gamers have recently discovered the totally twisted, delightfully bizarre, and incredibly fun challenge of this new adventure game from the makers of *Goblin Quest III*.

The buzz from players on the Internet, CompuServe, AOL, and other on-line spots where gamers gather is that *Woodruff* is **"hilarious," "off-the-wall,"** and even **"undeniably brilliant."**

If you haven't discovered the unique "post big-boom" world of *Woodruff*, now is your big chance. If you act now, you can get *Woodruff and the Schnibble* AND get the *Woodruff Strategy Guide* (a $14.95 value) FREE! That's a nuclear deal, dude!

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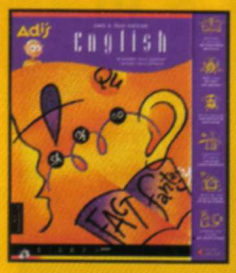

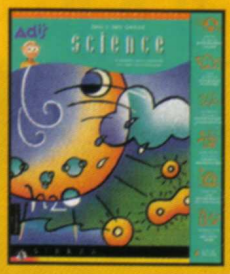

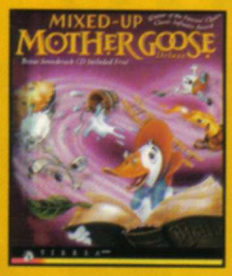

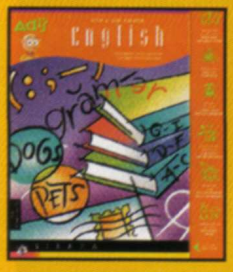

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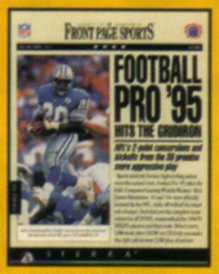

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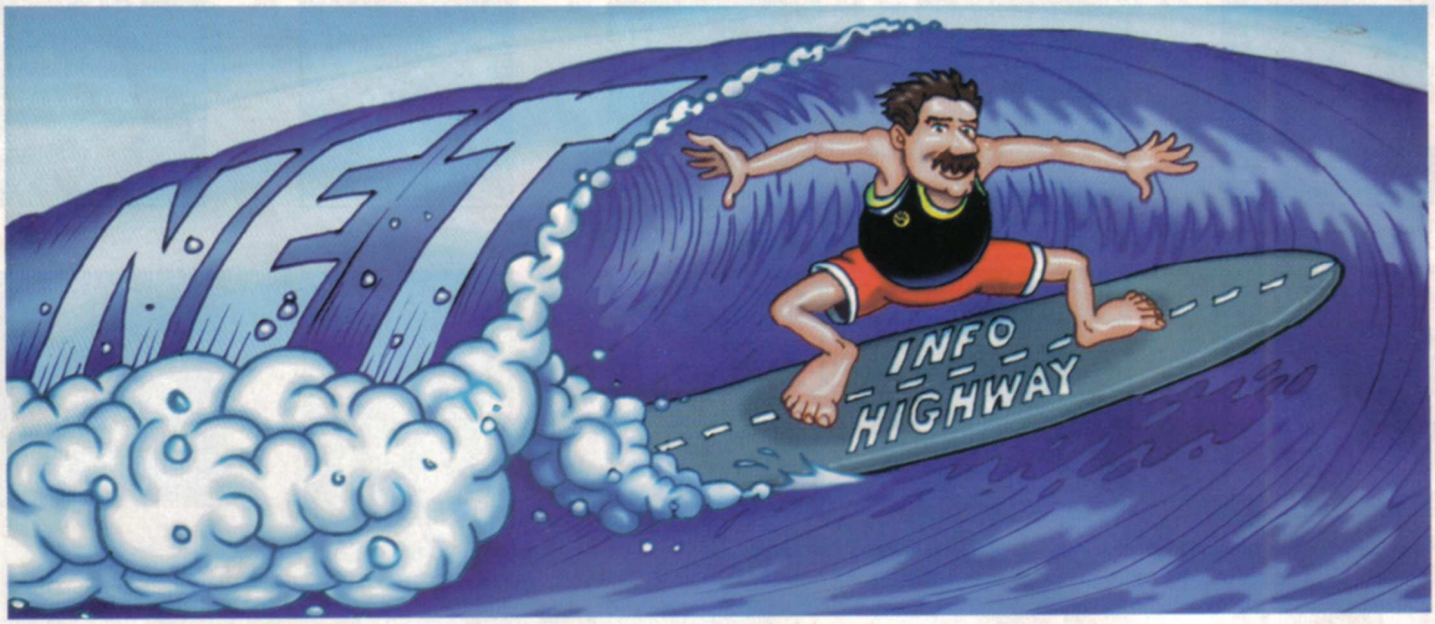
Check out coupon insert included in this issue and see other great offers on pages 90-97.



Ken Williams, President and CEO of Sierra, surfs the wave of information on the Internet.

Ken Surfs the Net

It seems like every magazine I pick up has an article about the Internet. I had never connected to the Internet before last year, but with all the press coverage, I felt I must be missing something big. Why all the excitement? What's the big deal? Now that I've spent some serious time on the Internet, I can share with you what I've found, and why I believe that the Internet will have far more impact on our future than is generally understood. My goals for this article are to explain what the Internet is, how to connect to it, talk about some of the things you can do there, warn you about some major problems with it, explain Sierra's plans for the Internet, and convey my excitement about the Internet's long-term potential.

The Internet has been around for almost 25 years, but only became mainstream in the past few years. Started as a research project by the military, the original concept was to link computers together in such a way as to have a decentralized computer network which would remain functional even if large sections of the network had been eliminated. The military wanted a communications network that couldn't be "blown up." I doubt the military ever predicted, in their wildest dreams, what would grow from this simple concept.

The Internet does not exist in any one place. No central computer exists. The Internet is a really nothing more than just a collection of computers which are all linked to the same network, and able to communicate with each other. When people refer to the Internet, they are referring to the millions of connected computers scattered around the world.

Much of the Internet was developed at universities. College computers were linked together and grew into what we now call the Internet. As it evolved, college students "took over" the network, finding that it had many uses beyond e-mail and remote library access. Bulletin boards evolved with topics ranging from academic discussions of physics to the latest strategies on playing fantasy role-playing games. Discussion groups emerged on most every topic imaginable — and many that aren't.

As students graduated, they refused to give up their Internet access — it had become a big part of their lives. Colleges and independent entrepreneurs started adding outside access to the Internet. Once there was a way to connect to the Internet from homes and businesses, the dam broke. Suddenly, companies were using the Internet as a cheap form of e-mail and millions of "ordinary people" discovered the Internet.

Today, there are many ways to access the Internet. Prodigy, CompuServe, and America Online (AOL) all have links to the Internet. You can also use sofware products like the Internet in a Box or Netscape. When you decide to access the net, the biggest issue to focus on will be how much you will pay, and what kind of access you will have to the Internet. If you live in a major city, you will find dozens of Internet access providers each with a variety of pricing options, including hourly rates or flat fees for unlimited usage. Prices vary widely, so shop around. Start your

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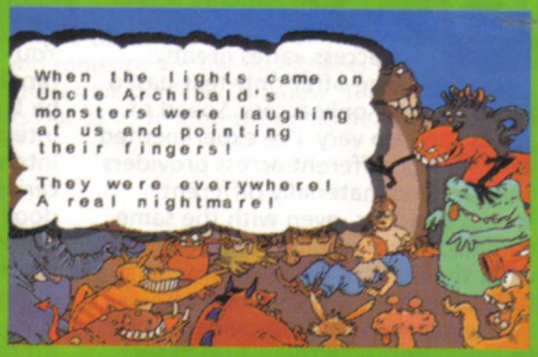

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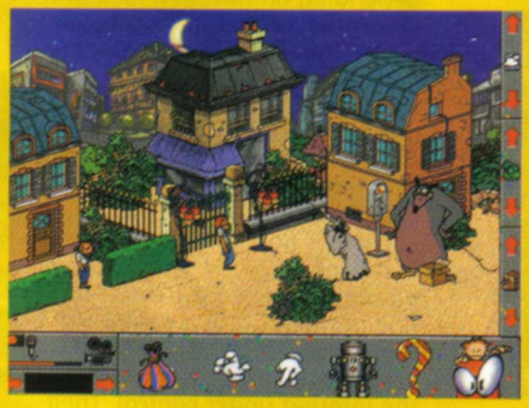

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2

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KEN SURFS THE NET

research at the nearest magazine stand — you'll find several Internet magazines loaded with advertising from network access providers. Quality of access varies greatly; some offer only text-based access, or mail-only access. Speed of access can also vary. I've experimented with several different access providers and received materially different speeds of access, even with the same modem. Don't automatically believe what the advertising says, or what the sales person says, in selecting an access provider. Many providers offer free trial hours, so try several before you make your final choice. The simplest method of using the Internet is via Mosaic access to the World Wide Web. My strong recommendation is that you start your life on the Internet using Mosaic to attach to the web. Look for the word Mosaic when you buy your Internet access software.

Today, more people are using the Internet than use CompuServe, AOL, Prodigy, and all of the other interactive networks combined. No one knows the exact count, but there are published estimates showing over 20 million people connected to the Internet, and the number of users growing by TEN PERCENT A MONTH!

Dozens of books have been written which list what can be done on the Internet. The Internet is evolving so fast that most of these books are obsolete before they can even be printed. Between the time I write this article and when you read it, there may be another 10,000 new computers connected to the Internet. One research report I saw estimates that there are already six million server computers on the Internet, an incomprehensible number. A much more conservative estimate comes from Sun computers. They estimated that there are 27,000 servers — but then went on to say that this number appears to be doubling every 53 days!

One estimate claims that the number of Internet servers doubles every 53 days!

Anyone can extend the Internet, you don't need permission. Just make arrangements with any independent Internet access provider and attach to their system. There is easily downloadable software available from several places on the Internet that allows your computer to become an Internet server. The purposes people have for attaching their computer to this global community are as varied as the people themselves.

There are literally thousands of businesses on the Internet which promote goods for purchase — think of them as supermarkets in cyberspace. You can find virtual stores with goods ranging from flowers to cars. If it can be bought, it can be bought over the Internet. There are places on the Internet where you can order groceries, or meals brought to your front door. If you don't have a front door, there are places to purchase a new whole new house! There may be more places to shop on the Internet than in any major city in the world. I do recommend caution with regards to shopping on the Internet. The network is not totally secure. Your credit card number could be seen by hundreds of hackers around the world. I would be concerned (but not unduly alarmed) by this. Every time you hand your credit card to a gas station attendent, or waiter, you run the risk that your card will be misused. Life is not without some level of risk.

Hundreds of thousands of people use the Internet to provide information about themselves to anyone who wants to look at it. Everywhere you look on the Internet you find whole areas devoted to individual people. You can see what they look like, what their hobbies are, and sometimes even hear their dog bark. One thing everyone seems to do is to share lists of their favorite Internet places. These are displayed as hypertext on your computer screen. To jump from one computer on the Internet to another, just click on the hypertext. A few seconds later you will have jumped to a new computer miles or even continents away from the computer you were just connected to. The term "surfing the Internet" is what you call it when you start bouncing around the Internet by following the links provided by fellow Internet users as cool places to go. It is possible to surf the net for a lifetime without visiting the same place twice.

The Internet is unbelievable as a source of reference information. Just for fun, I had my wife, Roberta, see if she could find a topic I couldn't research. Roberta is a history and archaeology nut, so she asked me to look up information on an ancient race of Peruvian Indians. Half an hour into my research things weren't looking too good, but then I discovered a computer in Peru which had ample information, including pictures of the people and their artifacts. The information was in Spanish, but I won the bet. (Roberta disagrees.) The point is that it is possible to surf the whole world and find just about anything. In one evening, I have visited the Louvre in Paris, museums in London, and then back home to visit the White House. I was even able to see pictures of Socks, the Clintons' family cat. What more could you ask?

There are some very unusual things on the Internet. For instance, a Coke machine at MIT is wired into the Internet. You can check whether or not there are drinks available — and even their temperature — from anywhere in the world. There are several buildings around the country which have wired their security cameras directly to the Internet. If you want to see what is happening right now at several campuses around the country you just connect up and start watching. Sierra is working on having a camera running at our film studio which can be accessed through the Internet, so you'll always know what we're up to. There are even whole sections of the Internet devoted to saving the world from a purple dinosaur named Barney.

It's possible to surf the net for a lifetime and not visit the same place twice.

Who owns the Internet? No one owns the Internet, or everyone does, depending on how you look at it. Once you connect in, you become a part of the Internet, just like the millions of other computers which are attached. The most accurate way to think of the Internet is as a group of millions of individuals and businesses that have decided to share their computers with each other.

There is no master "Internet Company." No one sets pricing or business hours on the Internet. No one person or group controls it, but there are a series of volunteer organizations that work hard to keep the Internet under control. Their focus has been primarily on network architecture, not network content. There are some independent companies which make life much more more pleasent on the Internet. A company called Yahoo provides a huge hierarchical index to much of the content on the Internet (***www.yahoo.com***) and several sites provide the ability to simply and quickly search the entire Internet.

Not only is no one responsible for controlling the Internet's content, the

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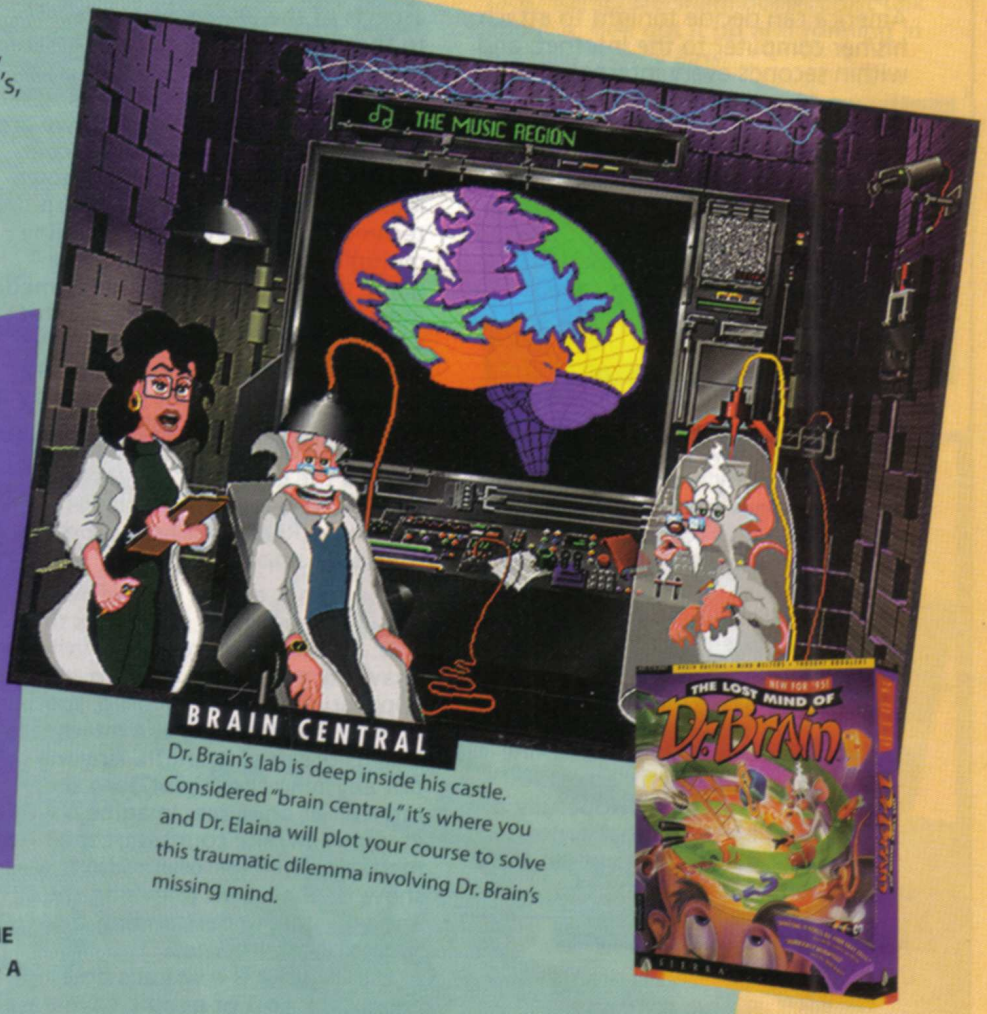

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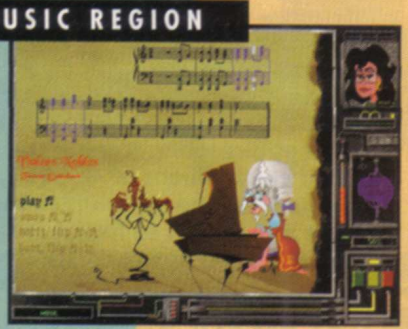

Herr Rathbone Von Brain will have you playing a new tune!

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KEN SURFS THE NET

Internet doesn't want to be controlled. Censorship is a bad word among Internet users. Any attempt to regulate content immediately causes an uproar. If the US did decide to regulate the Internet (as I predict they will), how would they enforce the rules? Internet is a global, decentralized network. The US can't regulate what residents of foreign countries can put on their computers. A kid in South America can decide tonight to attach his/her computer to the Internet, and within seconds every Internet user in the world will have full access to whatever that kid decides is appropriate.

Parents should think twice before blindly giving their children access to the Internet, as every form of pornography imaginable can be found there. It's not easy to find, but it's there. You may have even seen articles in the world press lately about instructional materials which exist on the Internet regarding bomb making. Internet addresses to computers with forbidden material have become a new form of currency among our children. Because no government or screening organization has control of the Internet, shutting down computers with offending information is nearly impossible. From time to time computers have been shut down when the computers exist on college campuses, or within corporations, but these are the exceptions, not the rule. Something obviously must be done about limiting children's access to these types of material. Hopefully a solution can be found that protects children without destroying the sense of freedom now found on the Internet.

Any attempt to regulate content on the Internet causes an uproar.

The Internet has plenty of other flaws. No one master visionary has defined a long-term strategy for the Internet, so it has evolved in many different directions. It is not the controlled environment of AOL or CompuServe. The system is confusing to use and subject to frequent failure. Computers you link to today may or may not exist tomorrow. Nothing is static. To use the Internet you must have infinite patience and a strong sense of humor. If you are the type of person who feels uncomfortable when the instruction manual doesn't match the product, get as far away from the Internet as you can get.

There is also the problem of modem speed. The Internet was originally built for use in colleges via local area networks and through high-speed lines; it was not designed for 9,600 baud modems. I tried the Internet at 9,600 baud and quickly gave up. At 28,800 baud, I get by, but barely. When you hear news reports about concerts being performed live on the Internet, or the Internet being used for videoconferencng, these are aspects of the Internet not available to those of us with "slower" modems.

As I write this article, Sierra is just a few months away from launching our own Internet service. To see if we are on-line yet, access ***www.sierra.com***. Our long-term plan is to have downloadable demos of our games, on-line technical support, and even on-line multiplayer games. We have one game which will be available immediately on the Internet: *Stock Market Challenge*. It's a fairly simple game that lets you manage an imaginary stock portfolio and test your ability to predict the stock market against thousands of other players from around the country. You'll be able to see how you are doing daily, and we'll have REAL cash prizes for the sharpest competitors.

What excites me the most about the Internet is the sense of freedom. Although I have concerns about the Internet's appropriateness for children, the open environment of the Internet is also its greatest strength. Anyone can put anything they want onto the Internet at any time. Imagine a world in which anyone could start their own magazine, or their own radio talk show, or their own television show, and you start understanding the future of the Internet.

The Internet is a writer's dream come true. Lots of people have a desire to write, but few of us will ever really be given the opportunity to fulfill our dream. Books are already being written just for the Internet — or released first on the Internet, and then later in print. No one can tell you that your book isn't good enough to exist on the Internet. If you write a computer game, you just post it on the Internet and you suddenly have access to millions of potential customers. What good is freedom of speech without a forum for expression? Few of us have the connections, skill, or persistence to get a book published, or to write for a newspaper. With the Internet, you don't ask permission, you just say what you think to a hungry audience of millions of fellow Internet users.

The Internet puts you in control. You have access to whole libraries of information any time you want. There are already several places on the Internet where you can download video. As modem speeds increase, instead of being able to download 30-second bursts of video, you will be able to download entire movies. Within a few years, you will be able to directly access movies, TV shows, music, and radio over the Internet. You decide what you want to see and when you want to see it.

Long-term, what excites me the most about the Internet is the sense of freedom.

The Internet is such a global community, there is even a project going on to support the use of a common language: Esperanto. Because of the Internet's international nature, the lack of one common language can be an issue. In 1887, a language was defined, called Esperanto, which would be orders of magnitude easier to learn than any other language. The hope was that this would become an international language, and that through eliminating language barriers, cultural barriers could be broken. Since Esperanto is no one country's native tongue, it was invented solely for this purpose — everyone starts on an equal footing. This language, which was essentially dead for years, has been reborn and is starting to thrive on the Internet. I doubt a significant percentage of the world's population will ever speak Esperanto; but, to me this effort is representative of the Internet's quest for a global community, and idealistic spirit.

Before I close, I would like to quickly respond to some letters I received in reference to the last issue of *InterAction*, specifically, the advertising for *Phantasmagoria* and my support of Windows 95. *InterAction* is read by nearly a million people, so I guess 60 complaints isn't such a big deal — but they still bother me. *InterAction*'s goal is to entertain and inform, not to make anyone angry.

Some people felt Sierra should not be producing *Phantasmagoria*. A few even vowed to never buy another Sierra product because we are making a game which contains mature subject matter. Most of Sierra's customers are not children (our average product is purchased by an adult, age 25 to 35). To be clear, *Phantasma-*

goria was not designed for children. There will be a rating on the box which clearly identifies the mature nature of the product. No one will buy *Phantasmagoria* who is not comfortable with its content, anymore than someone might "accidentally" rent an "R" rated video tape.

You are capable of deciding for yourself what is or isn't appropriate in your home.

At Sierra we deliver 30 or more games each year. Some are for young children, such as *Mother Goose*. Some are for teens, such as *Dr. Brain*. Some, such as *King's Quest*, are for the entire family. Adults are also entitled to some product which is just for them, such as *Phantasmagoria*. Our goal is to publish a wide variety of product and then let you decide what you want to play. You are capable of deciding for yourself what is or isn't appropriate in your household. To not buy Sierra's other games because we "also publish" *Phantasmagoria* would be akin to refusing to shop in a bookstore which also sells books by Stephen King. Or, not visiting a movie theater to see *Aladdin*, because an "R" rated horror film played the same theater the week before.

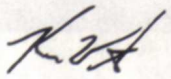
There were also letters from readers who wrote to Sierra about my article on Windows 95. Most were primarily OS/2 or Macintosh fans writing to object to "Sierra becoming a Bill Gates fan club" or stating that Windows is a less than optimal operating system. (Note: In the interests of good taste I shall not repeat some readers' opinions of Windows.)

My article was clearly an endorsement of buying Windows 95, but I am not a "Microsoft supporter." Neither am I a "non-supporter." I am just a realist. No one buys a computer for the operating system; we buy them to run games, spreadsheets, educational programs, etc. The right operating system is the one that successfully launches the product I want to run. I recommend Windows because it is the "standard" within the industry. When I walk into a store, there is a greater selection of software for Windows-based computers than for any other operating system. Windows 95 is better than the current 3.1, yet will be able to launch all of this software.

KEN SURFS THE NET

I always use this metaphor to describe Sierra's business: "We make records, not record players. I don't particularly care what brand name is on the front of the record player, so long as it runs our records." If your record player doesn't run Windows 95 you may feel left out the next time you visit a record store. . .

See you on-line!



— Ken Williams

(PS: Congratulations to my oldest son, DJ. He is now working at the fancy, hot new San Francisco restaurant **Hawthorne Lane**. If you happen to dine there, tell him his dad said to say hi!)

S I E R R A

Sierra is looking for talented, ambitious and energetic people for the following positions:

Software Engineer: Sierra is looking for software engineers at all levels, from "straight out of college" to seasoned veterans. If you have solid knowledge of C/C++, and are unafraid to be challenged, Sierra may be right for you. As the world's largest designer of electronic games, Sierra sets the standard in new technology. We have projects underway now to build products under Windows '95 using the Microsoft Game SDK. Sierra is doing cutting-edge development with networked applications, flight simulators, CD-ROM, silicon graphics, and video game systems. No matter how good you think you are, we have a project that will push you to levels you never thought possible. At least two years of programming experience or a college degree required.

Illustrator/Animator: Have you ever dreamed of being a background painter or animator? Sierra believes interactive entertainment is about to explode into the mainstream; Sierra is establishing a leadership position in animated games. If you are the best, or have the dedication to become the best, you owe it to yourself to apply. At least two years of related experience or a college degree required.

Game Designer: Are you creative? Are you a published writer? Are you a "gamer" who understands plot, character development, and interactivity? Sierra is looking for writers who are experienced gamers to help continue to push the edge of the envelope in flight simulation, sports, adventure games, and fantasy role-playing, and to invent new categories. For legal reasons, please do not send unsolicited game designs or manuscripts.

Put Yourself in the Game

If you would like to be considered for the many exciting opportunites at Sierra, please send a resume and cover letter to:

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and Eugene, Oregon

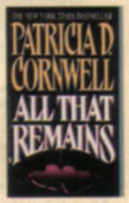
How Do You Love *King's Quest*? Let Us Count The Days...

New *King's Quest* Calendar Debuts

July 1 marked the nationwide release date of the new *King's Quest* calendar, featuring artwork from all seven *King's Quest* games. Some of these images are bright and whimsical, others are hauntingly beautiful. Each colorful page of this 18-month calendar also includes hints and tips on each game in the series.

Priced at a mere $10.95, the ground-breaking and gorgeous artwork from this popular and highly praised series will not only brighten up your home, office, or dorm, it's also a fun way to count down the days until the Christmas 1996 release of *King's Quest VIII*.

Sierra Sightings



Readers from all over North America have written to point out Sierra references from such diverse sources as the techno thrillers of Tom Clancy and the ads for computers from Gateway. This issue's Sierra sightings include books and a birth announcement. **Alex Stubit** of Toms River, New Jersey, alerts us that Patricia D. Cornwell's *All that Remains* refers to *Space Quest 4* as the favorite game of the book's main character, and **David Sycislak** of Montgomery, Illinois, reports that Sierra's *Quest for Glory* is also mentioned prominently in Piers Anthony's *Letters to Jenny*. Vigilant Sierra watchers **Matthew Newland** of Valentine, Nebraska, and **Jason McDowell** of Yuma, Arizona, recorded non-literary references to *Front Page Sports: Football* on the TV shows *Weird Science* and *Family Matters*. Perhaps the best reference, though, was the birth announcement of Alexandria Rosella in Tacoma, Washington. The little princess was born on March 17. (King Graham and Queen Valanice send a hearty congratulations!)

Send your reference to *InterAction* Magazine, ATTN: Cultural Reference Contest, P.O. Box 53008, Bellevue, WA 98015-3008, and win a free Sierra game of your choice.

Experience the Magic of *King's Quest* Without a Computer

New *King's Quest* Book Now Available

Hurry, hurry, read all about it! Or better yet, just read the book! ***King's Quest: The Floating Castle*** is now available at your local bookstore for just $5.99. Written by Craig Mills based on the popular stories of Roberta Williams, the first-ever printed-page version of ***King's Quest*** allows you to follow your favorite characters in an all new adventure-fantasy story. This one could make a great subject for that first big book report when school resumes in September.

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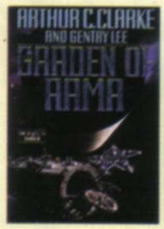
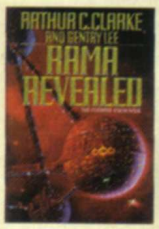
Bestselling Author Takes Command of Sierra's *Outpost*

Prolific Sci-Fi Writer Gentry Lee Took Notable Book of the Year Honors in 1989

You may not have heard of **Gentry Lee**, but you *have* heard of **Arthur C. Clarke**, mastermind of *2001: A Space Odyssey*. When Clarke decided to expand his award-winning *Rendezvous with Rama* into a four-book series, his choice for co-author was Gentry Lee. Lee's credentials for tackling science fiction? How about heading up NASA Mission Planning for the Viking Mars landers? After that he was Chief Engineer for Project Galileo. Lee also worked with Carl Sagan, no slouch himself in the science department, to produce the *Cosmos* TV series. Not surprisingly, the first Clarke/Lee collaboration, *Rama II*, was a *New York Times* best seller and a Notable Book of the Year for 1989. *The Garden of Rama* and *Rama Revealed* finish up one of the most popular science-fiction series of all time.





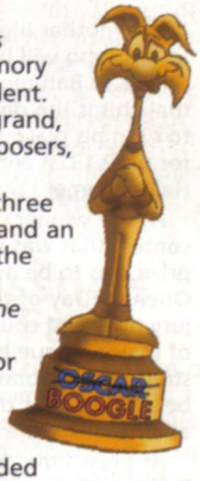
Now Sierra has forged a long-term partnership with Lee to revamp ***Outpost*** and develop interactive games based on the ***Rama*** books, and the partners couldn't be happier. "Multimedia is the future and I'm ecstatic to be designing games for Sierra," Lee says. "They have proven that they know game development and I'm looking forward to working with the fantastic talent that has helped to make them so successful."

Outpost is Sierra's realistic simulation of what it will take to build a self-contained colony on a hostile planet. All *Outposts* following version 1.5 will have Lee at the helm. Look for a special story on Lee and his plans for *Outpost* in the next *InterAction*. "It is a privilege to be working with such a literary talent and noted scientist," says Sierra CEO Ken Williams. "We have the development expertise and Gentry Lee has the creative vision that will help us produce games that are out of this world."

Three-Time Academy Award Winning Composer to Do *Torin's Passage* Soundtrack

Multi-Talented Michel Legrand Also Has Five Grammy Awards

The powerful music from *Torin's Passage* will linger in your memory for a long time. That's no accident. After all, Sierra has hired Michel Legrand, one of the world's most gifted composers, to create the score.



The talented Frenchman boasts three Academy Awards, five Grammies, and an Emmy nomination. Legrand won the Best Song Oscar in 1968 for "The Windmills of Your Mind" from *The Thomas Crown Affair*. He also captured the Academy Award for Best Score in 1971 (for *Summer of '42*) and in 1984 (for *Yentl*). Legrand compositions have been recorded by such legendary artists as Frank Sinatra, Ella Fitzgerald, Patti Austin, and Ray Charles.

According to designer Al Lowe, "*Torin's Passage* will be the first Sierra game that uses real digitized music, as opposed to MIDI music, throughout. This is something most movies don't even do anymore. I wanted to get the best composer I could find that had experience working with live musicians, and that was Legrand. He's been turning out incredible work now for over 40 years."

A classically trained musician, Legrand is an accomplished symphony conductor and a virtuoso jazz pianist. He recently completed work on an autobiographical film, *Cinq Jours En Juin* (*Five Days in June*), which he directed, co-wrote, and co-produced. Legrand's insatiable creative appetite finds him constantly looking for new challenges. Fortunately for Sierra gamers, that latest challenge is *Torin's Passage*.

Sierra Kids and a *Front Page Sports* Fan Win Big in Recent Contests

Sierra Gamers Earn $50,000 College Scholarships, New Computers for Schools, and a History-Making Day at the Ballpark

Sam Schreiber

Michael Howard

The parents of San Franciscan Sam Schreiber and Elk River, Montana's Michael Howard must be breathing a little easier these days, because recently each kid received a major college fund contribution in the form of $50,000 savings bonds courtesy of Sierra. These Sierra Kids took the time to earn their tuition by entering and winning the recent "Sierra Kids in College Contest" with an essay and a poster detailing "How the Future Will Be Changed By Computers." A panel of professional educators determined that the submissions of these two junior visionaries were the best of the thousands submitted.

Classmates of Sam and Michael also won big, as part of the prize was a donation of a multimedia computer loaded with the latest in Sierra educational software for each of the winner's classrooms, which could help other kids become college graduates in the years ahead. So if you see them in your schoolyard, give them a big congratulations!

A jubilant Sam and his classmates celebrate the arrival of a new computer, courtesy of Sierra.

Another Big Sierra Winner is John Closson, a Southern California native who will be taking his brother from Tennessee on a September 6 trek to Baltimore courtesy of Sierra. Hard-core baseball fans will note that this is the day that pro-baller Cal Ripken of the Orioles is expected to earn his place in major-league baseball history by taking the field for his 2,131st consecutive game, beating a record originally set by Hall of Famer Lou Gehrig.

As the winner of a recent *Front Page Sports: Baseball* essay contest that was held in *InterAction* Magazine, John's original prize was to be a trip to the big-league city of his choice for Opening Day of the baseball season, but John was stuck on jury duty and couldn't personally witness the resumption of major-league baseball after last year's unfortunate strike. While John was disappointed that he couldn't be available for that event, he is glad that he will be able to make the trip to see a new record set.

At press time, the Cleveland Indians, Baltimore's opponent on September 6, were in first place in the American League's Central Division, with a full nine game lead over their closest rival. With this kind of momentum, it could be that John might also be attending the game that sees Cleveland take its division. The game is already sold out, with black-market tickets going for upwards of $200 per ticket for third-level seating. (Who says that the fans have left professional baseball?)

Congratulations to John for his big win in the *Front Page Sports* contest and to Cal Ripken on his upcoming place in the history books.

Now You Can Win Big Too When You Return Your Warranty Card

Every time you buy a Sierra product, you'll find a product registration card inside the box. By all means fill it out and send it in. What's in it for you? Every month we'll draw one of these cards and the lucky person who sent it in will receive $1,000 worth of free Sierra software. How's that for motivation?

Each winner will receive notification and a catalogue of Sierra products by mail. You select 20 titles from the catalogue and call 206-746-5771, or mail your list back to Sierra, to collect your loot. Not all 20 titles may be available at the time you order, since some of our games are in such constant demand, but everything will be shipped to you when the products are available.

Now for the fine print. This offer is good in the U.S. only, and only for residents over the age of 18. The winners will be chosen by a random drawing held on the 20th day of each month from the entries received in the previous month. The drawings will be held from August 20, 1995 to October 20, 1996 (which means you can't enter after September 30, 1996). Those cards that aren't drawn are immediately discarded, so send in your card every time you buy a Sierra product (sorry, only one entry per drawing)! This offer is so good that *you don't even have to buy anything to win.* Just print your full name, address, and telephone number on a 3x5 index card and mail it to: Sierra On-Line Sweepstakes, P.O. Box 53210, Bellevue, WA 98015-3210.

Every month we'll draw one of these cards and the lucky person who sent it in will receive $1,000 worth of free Sierra software.

Odds of winning depend on the number of entries received for each drawing. To help your chances, employees and families of Sierra and its divisions and affiliates are not eligible. This offer is of course void where prohibited by law. All federal, state, and local laws apply. Taxes, if any, are the sole responsibility of the prize winners. Decisions of the judges are final and binding.

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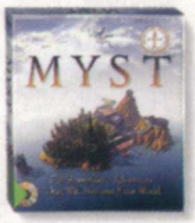

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INQUISITION 2000

THE VOICE OF GENERATION Y

This Issue, Chris Goes Wild for Woodruff and the Schnibble

For the average person walking into a software store, it must be tough to find a game worth playing. There are a lot of games out there that just aren't worth your time. But since my Dad is President of Sierra, and my Mom writes adventure games for a living, I never have the problem of finding a good game. Actually, my problem is that I have too many to choose from.

Each time I sit down to write my article for the magazine, I have to choose which new Sierra game I want to write about, and there always seems to be too many cool new games to choose from. Since Johnnie Magpie at *InterAction* always tries to talk me out of writing about whatever I want to write about, this time I wrote up a list of why I think *Woodruff and the Schnibble* is the best game available. I started with a list of the top five reasons why I like this game and then under each one I tried to put in at least five reasons for each reason. After a while I started losing count of where I was in the whole thing, but I guarantee there's a lot of good reasons.

And, well, here they are . . .

1. This game is decidedly odd. It sticks out in a crowd

The plot of *Woodruff and the Schnibble* is this. At the start of the game, you are Woodruff and you are about 5 years old. As the game opens, a bunch of bad guys raid your house and assassinate your teddy bear. (They really knock the stuffing out of the little dude.) In the very next scene, you are suddenly 20-something and you have to find the Schnibble and your kidnapped father. The whole game takes place in a big city built by mutants sometime after a nuclear war.

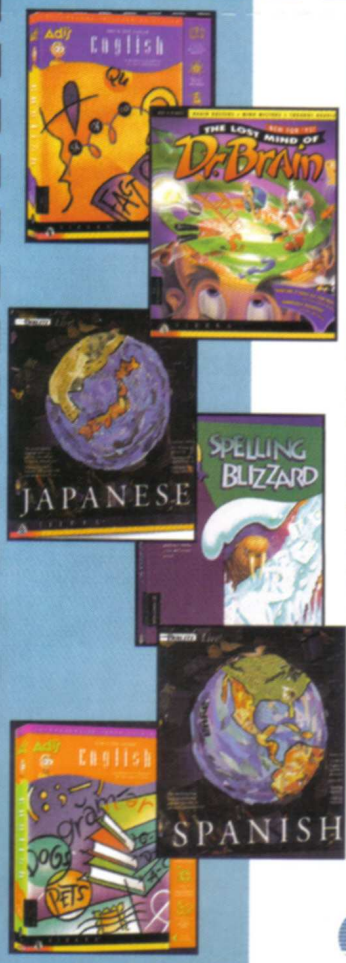
That's not your basic adventure game story line!

In the game, all the humans are bad guys (except you). The good guys are the Boozooks, a race of mutants. It's pretty interesting to put yourself in a position where you have to work against humans in a game.

I also like the fact that the game allows you to do things you'd really like to do to solve game puzzles. For instance, there's this bureaucrat who keeps bothering you throughout the game, and every time you ask him for something he gives you a snide response. So (if you can figure out how) eventually you get to grab him and just beat him up. Guess what? When you do it, you finally get what you want.

2. Woodruff has very tough puzzles

You start the game with no memory of what's going on. So you have to find that out. But it would seem that you also have to find the Schnibble. You don't even know what that is. Pretty early in the game, you find out that you need money for a lot of things, so you figure out you should get a job. Unfortunately, the lady who hires people is a real . . . ummm, not nice person. Of course the designers couldn't leave it there, they had to add the wise men with their lost syllables. (Bet I lost you with that one!) The wise men are the leaders of the Boozook religion. Each one is master of



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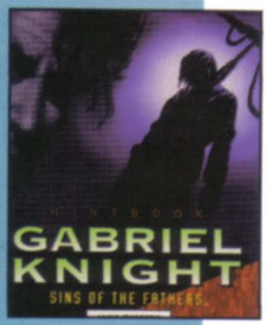

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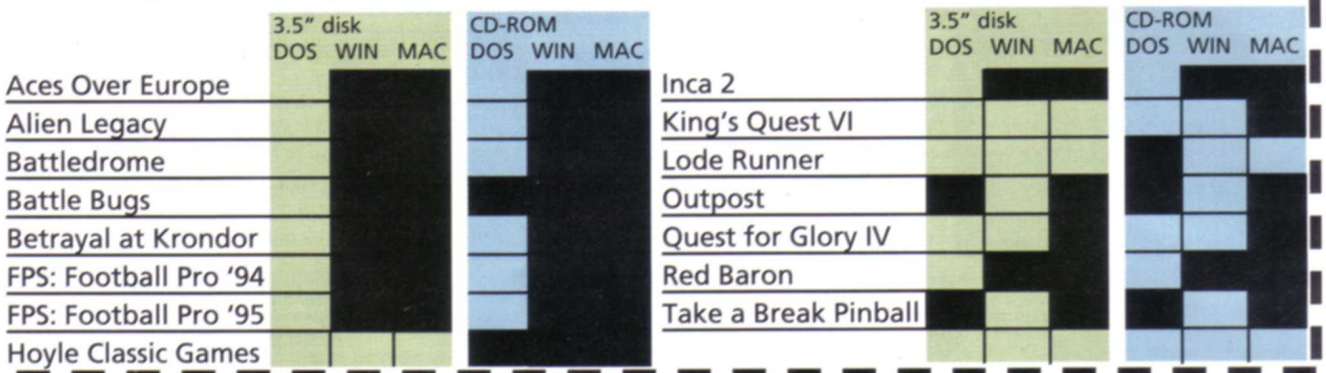

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some item of life (Time, Fertility, Food, Health, Talent, Words, Strength, and the King, master of Elvis), and to control it they each have a syllable, or a sound, that gives them power over it. But a memory plague went through them and they all (or at least most of them) forgot their syllable, and you get to find them.

3. A cool but weird art style

The *Woodruff* art style is hard to describe. I've never seen anything like it. It's cartoony, but not Disney cartoony. It's not the semi-serious type of cartoony you see in a lot of modern comics, either. It's just plain funny looking.

This leads to interesting characters (which I'll go more into depth on later) and cool backgrounds. It's all very fun but very, very strange. Admittedly not all backgrounds are entirely appropriate for us kids. There are taverns and insane asylums, for instance, but hey, it makes the game more enjoyable.

The thing that really puts *Woodruff* over the top, though, are the background animations. The designers seemed to enjoy adding in silly little background animations all over the place that are pretty humorous. You probably won't even notice them at first, other than subconsciously. You know that there's something on-screen that's not quite right, and you can't figure out what it is (but it gives you something to do besides just play the game).

4. The characters are totally bizarre

There are four basic character types to be found in *Woodruff and the Schnibble*.

Going from the top of the evolutionary scale to the bottom, we have boozooks, then humans (including our friend Woodruff), then, getting back into slimy times, tax collectors, and finally (yuck!) government bureaucrats.

Boozooks are these bald guys with basically human looks except they have a tail, a long old schnozz, pointy ears, and something sticking out of the back of their head. Humans, well we all look alike, except Woodruff has no chin and his ears seem to have been placed on the sides of his mouth rather than the sides of his head. As for the other two classes . . . let's just say that the artists did a very good job of drawing them in such a way as to show what they are, balding evil ugly things that live for stealing all of our money. Of course that may just be a personal opinion, but I don't think so.

5. Other neat game features

If you get far enough into the game you'll get a teleportozon, which automatically takes you anywhere (as long as you've been there before). It speeds up the game quite a bit — and *Woodruff* is a very big game.

Woodruff is also quite a character. He does funny little cool things when you leave him to his own devices, all of them funnier than when Sonic the Hedgehog lies down and goes to sleep. (Occasionally I leave the computer to check out the "competition," but personally I prefer my games on the PC.)

The voice for the game is also pretty great. The Boozooks speak in really funny accents that kept me amused as I played the game.

A Chris Tip

Here's a quick way to get money free. (Yes, it's cheating.) Go to the Clandestine Gaming Room and save your game before you bet any money. If you lose, then just restore back to a saved game and then place your bet differently. This won't solve all your money problems, but it does make life easier.

Suggestions for playing:

When playing *Woodruff and the Schnibble*, I would heavily suggest taking notes and listening carefully, mainly because of the digicodes. All the doors in the game have a little keypad with a code you need to get them open. These are rather hard to understand when said (especially with a Boozookian accent), so you'll have to listen to them a couple of times to find out what the codes are. Write them all down and make sure you note what each code is for. There are quite a few of them.

Or you could do it the other way . . . that would be the way for people like me who aren't good at adventure games but still enjoy playing them. For people like us, I heavily recommend the *Woodruff and the Schnibble Strategy Guide*. This gives you all the clues you'll need and helps you keep track of all the various codes. In fact, because I believe that you should get the *Woodruff and the Schnibble Strategy Guide*, and because my dad is President of Sierra, I talked to my boss and he was able to get the guys in marketing to agree to the coupon you'll find in this issue. Now if you buy *Woodruff* you can get the *Strategy Guide* for free — except for the $1.50 they need for the postage and handling. Just follow the instructions on the coupon and when you get the *Strategy Guide* you'll be ready for all those funny Boozookian accents.

Chris "Woodruff" Williams

GABRIEL KNIGHT
THE BEAST WITHIN

Roll 'em

FADE IN

INTERIOR MOVIE STUDIO—DAY

A small studio on a sunny hilltop in Oakhurst, California. One half of the studio is awash in blue paint, the other is a maze of cameras, monitors, and wires. Director Will Binder stands on the set, talking actress Joanne Takahashi, who plays Grace, through her next scene. Makeup artist Cynthia Jordan spritzes hair spray into the palm of her hand and smoothes Joanne's hair. Costumer Marcelle Gravel adjusts the collar of Joanne's yellow trenchcoat. Randy Littlejohn, Director of Photography, locks the camera into place and indicates to Will that everything is ready to go.

At a nod from Will the set is cleared.

WILL
I think we're ready.

GIL NEUMAN—Assistant Director
Quiet, please.

DAVE PLASKETT—Unit Production Manager
(speaking into microphone on his headset)

Roll tape please, Bob.

Video Engineer Bob Balleu is upstairs in the control booth. He rolls the tape.

DAVE
Rolling.

WILL (crouching in front of a monitor, turns to Joanne)
And . . . action!

Grace looks around her as the lights, flickering to simulate candles, grow brighter. She steps toward a steel bar on a hinge — which will become the door to a chapel — and opens it. Wind whips through her hair and her eyes widen in surprise as three "real" candles on a blue-painted table are suddenly blown out, and the lights fade.

WILL
Okay, cut. Perfect, Joanne.

By Christa Phillips

Scenes such as this one are a part of Designer Jane Jensen's current project, *The Beast Within*, sequel to her award-winning *Sins of the Fathers* and Gabriel Knight's first case as a full-fledged

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Schattenjager ("Shadow Hunter"). This game is not only the further adventures of the wise-cracking but charming Gabriel and his research assistant, Grace Nakimura, it is the bringing to life of characters that had before lived only in computer animation and in the mind of their creator.

Jensen and Binder are using the ground-breaking technology developed for *Phantasmagoria* — filming live actors on a blue screen, then later placing computer-rendered backgrounds into the scene. They have the added challenge of handling a very large cast (60 characters) and an incredibly complex and interwoven story.

What about that story? While *Sins of the Fathers* dealt with voodoo in New Orleans and Africa, the latest Gabriel Knight mystery is set in Germany and explores the legend of the werewolf. But don't get any ideas about hairy guys running around baying at the moon like in some cheesy movie from the '50s. Jensen, who has always been fascinated by the supernatural ("I read *Carrie* when I was 12 and that was it"), says that she chose the werewolf theme because it is "symbolic of our animal nature, the animal instinct."

Jensen chose the werewolf theme because it is "symbolic of our animal nature."

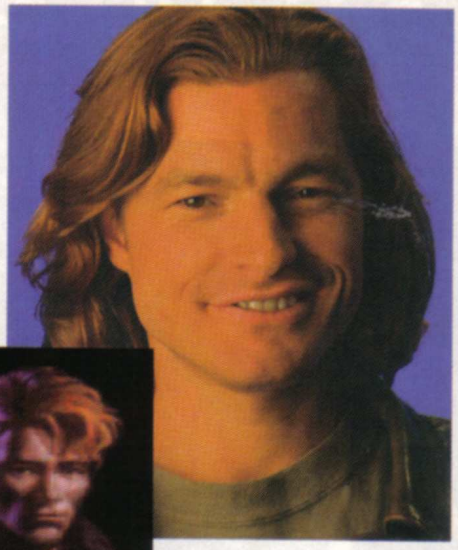
The Beast Within alternates chapters between playing as Gabriel and playing as Grace. The two have their own lines of investigation, which seem at odds — brutal murders in Munich, and the history of King Ludwig II of Bavaria — but converge as the player gets further along in the game.

Will this game play like *Sins of the Fathers*? Besides the giant leap forward to Hollywood-quality live action paired with exquisitely detailed backgrounds incorporating photographs of actual locations in Germany, the mode of play will be pretty similar to *Phantasmagoria*: a single pointer and various hot spots with the added feature of dialog choices. Jensen did say that the puzzles will be "more natural" this time around, though not simple by any means.

Gabriel and Grace are suddenly in the flesh and it's shocking and sort of frightening.

The biggest surprise for Gabriel fans, according to Jane Jensen, will be that the game "feels so much more real. Gabriel and Grace are suddenly in the flesh and it's shocking and sort of frightening." Casting for *The Beast Within* has been touchy. Finding the perfect Gabriel Knight was like finding someone to play Batman or Lestat from *Interview with the Vampire*. People feel that they know these characters, and can be very critical if the actor doesn't match up with their own preconceived notions. But Jensen is "delighted" with the cast. For her, Gabriel was especially tough. "He's got contrasting elements. He has to be dangerous and egotistical, but not just beefcake. He's more intellectual than that." When asked if she felt pressure to be true to the idea of Gabriel for the sake of his fans, she replied, "He's like a part of me, so it has to be true for me. If it's true for me, it'll be true for the player."

The part of Gabriel Knight will be played by Dean Erickson, an actor who lives in LA and who has played a range of characters from Eric on the television show *Frasier* to Shakespeare's Henry V. While Erickson does look astonishingly like Gabriel, it's his acting that really made him stand out for Jensen. "We read some scenes, and he and Grace got fairly violent. Dean was so in character he scared me to death! That's when I knew he was Gabriel Knight."



Actor Dean Erickson has played Henry V, Eric on *Frasier*, and now . . . Gabriel Knight.

Jensen is equally impressed with Joanne Takahashi, the actress playing Grace. Takahashi is an accomplished stage actress who has studied theater in this country and in London. Having been a fan of *Star Wars* and fantasy films, she was eager to work on a computer game. "I always wondered what it would be like." To research her role she has been reading up on Ludwig of Bavaria, and even watched a werewolf film. "I watched *Wolfen* and it kind of freaked me out."

Joanne Takahashi, who plays Grace, "always wondered what it would be like" to make a computer game.

Though the casting is done and filming is under way (it will continue through August), this is only the tail end of what has been two years of work for Jensen, producer Sabine Duvall, and their team of programmers, artists, and composers. "A lot of people put everything they have into this. I'm pleased with the way the script turned out, and we've got great actors and a great director. It's a real move forward and I think it'll be a unique product in the marketplace."

What does Jane Jensen want for *Gabriel Knight: The Beast Within*? "I want it to be a page-turner. I want people to be playing it, and just stop and go, 'This is really cool.' "

INTERIOR MOVIE STUDIO—NIGHT

GIL

Okay, I think we're ready.

DAVE

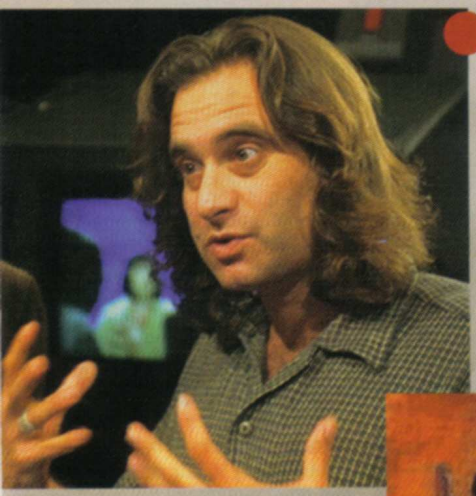
Roll tape. (listens to voice on headset)

We're rolling.

WILL

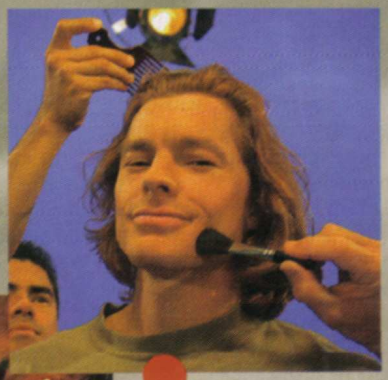
And . . . action!

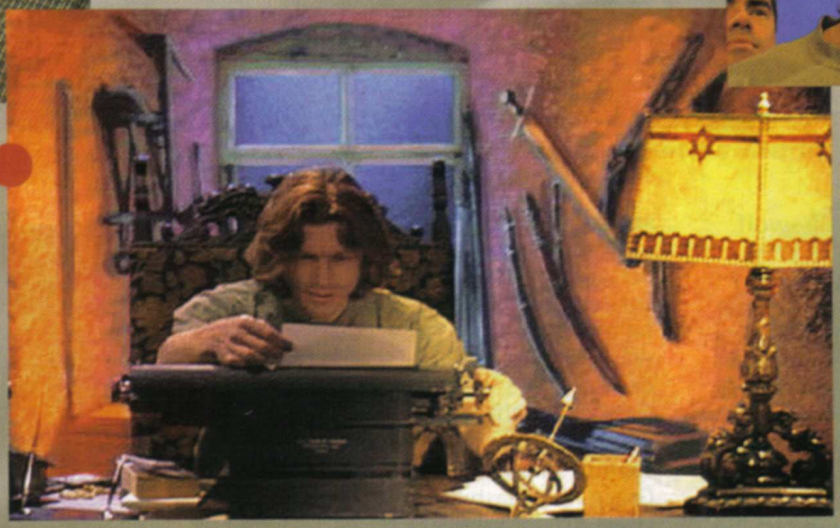
Behind the Scenes of Gabriel Knight II



"I don't really see it so much as a werewolf film, it's more character-driven. It's not a horror film by any means. The werewolf part is just to show the animal instinct taken to an extreme. I mean, eating people is about as far as you can go."

— Director Will Binder



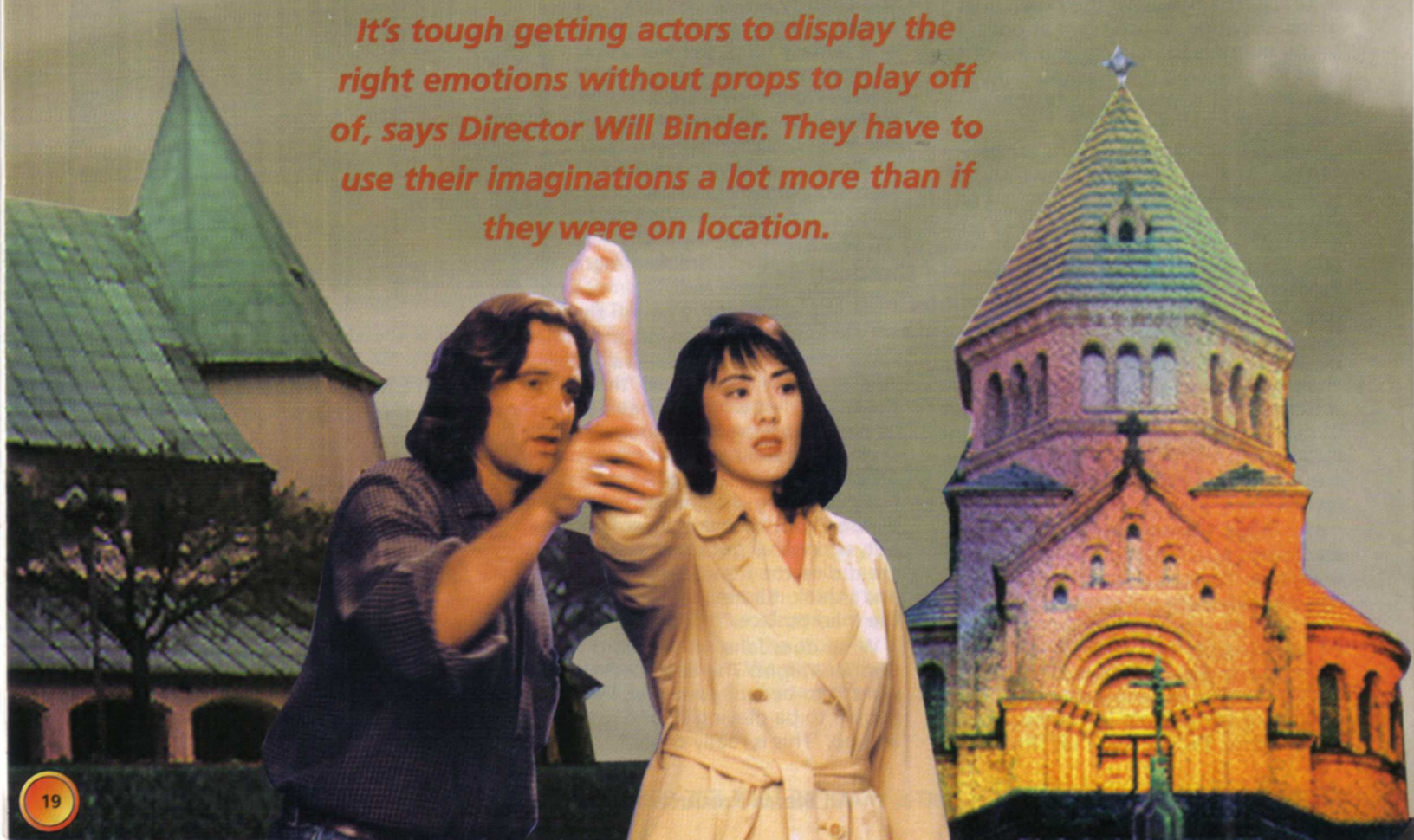


The Beast Within takes up where *Sins of the Fathers* left off. Gabriel has settled into the library of Schloss Ritter to study the past and prepare for his first case as a Shadow Hunter.

"When I first met Dean, I just looked at him across the table and thought, 'My God, it's *him*!' "

— Jane Jensen

It's tough getting actors to display the right emotions without props to play off of, says Director Will Binder. They have to use their imaginations a lot more than if they were on location.



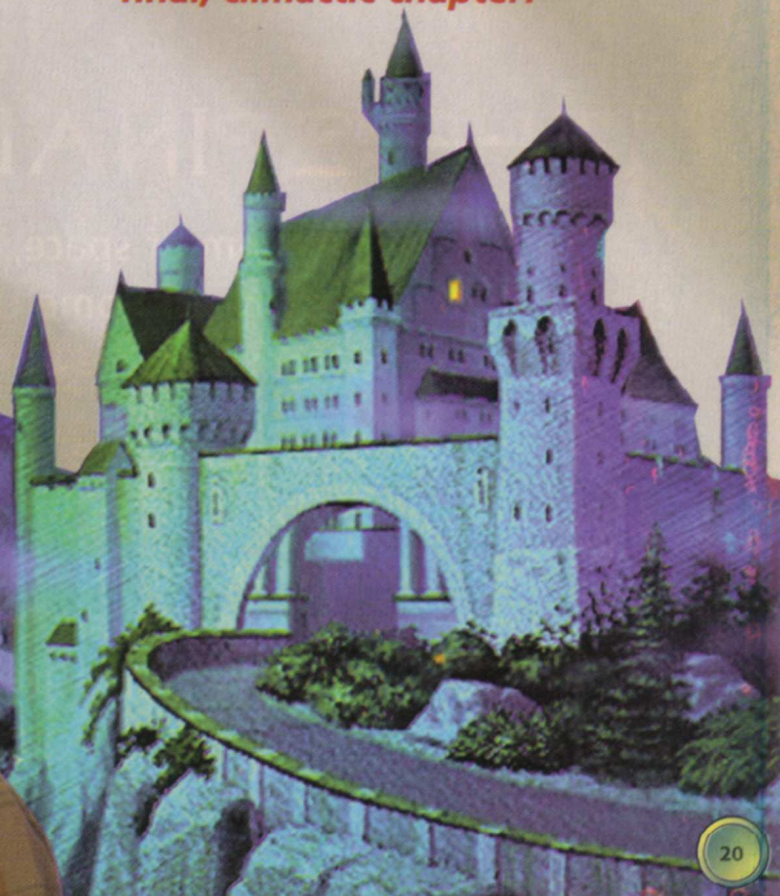
Playing* The Beast Within *is almost like making a trip to Germany, the source for locations, characters, and tons of atmosphere. Jensen once spent a year there, and was clearly inspired!

Historical fact, artistic license, reality, and myth combine in this compelling and haunting game about the battle between good and evil within one man — and within us all.

Art Director Nathan Gams and his team of artists carefully blended photographs and their own artwork into rich backgrounds like this chapel in Germany.

The chapters are about evenly divided between Gabriel's murder investigation and Grace's research on Ludwig of Bavaria. Their stories converge in a final, climactic chapter!

Creation and Creator: Game Designer Jane Jensen and her hero, Gabriel Knight, played by Dean Erickson.



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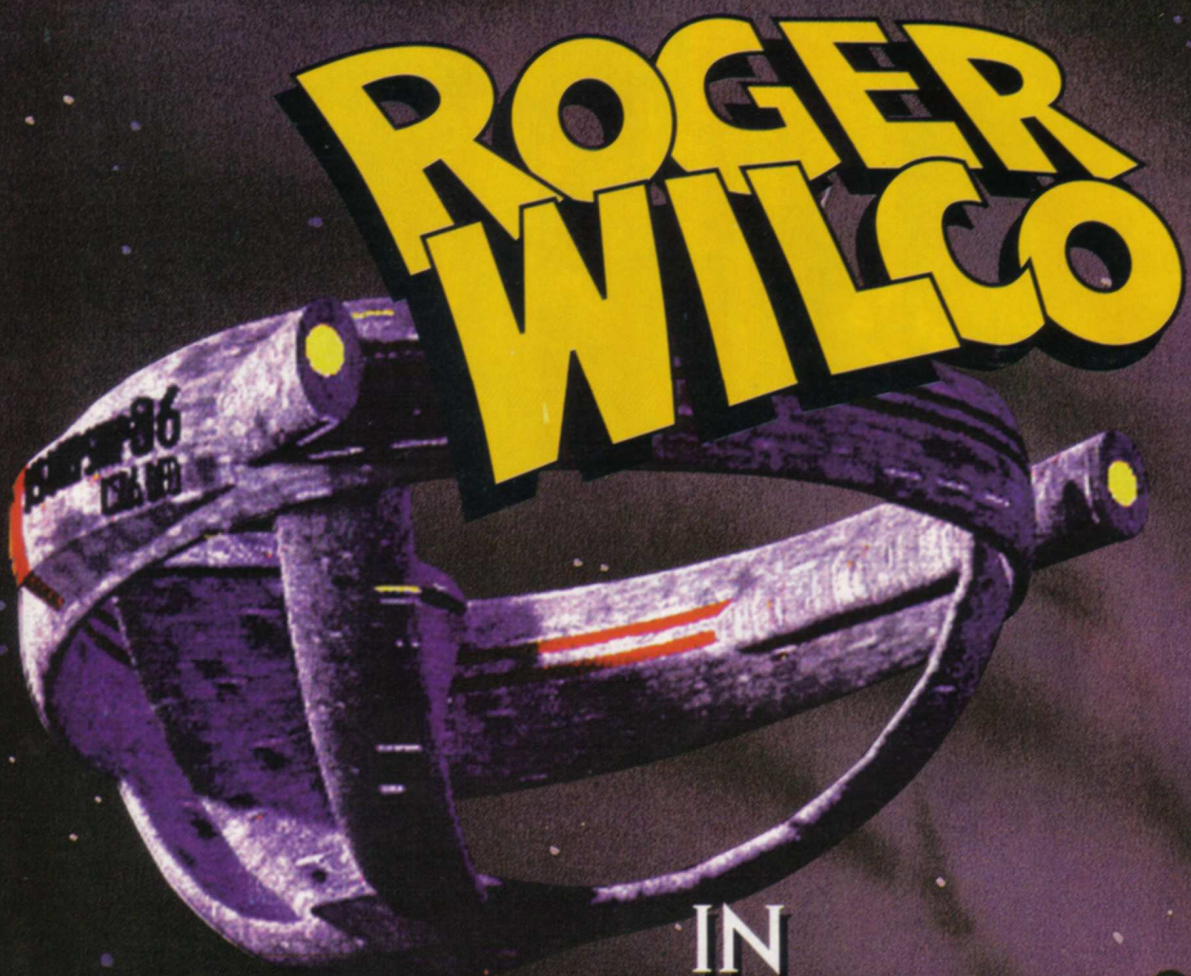


IN THE SPINAL FRONTIER

In the vast vacuum of space, Roger Wilco is merely a particle of matter, but on our home computer screens he's one of the biggest adventure game heroes that ever held a squeegee.

Gamers around the world have been flocking to the *Space Quest* series for over ten years. Now longtime *Space Quest* designer Scott Murphy and his alter ego, Space Janitor Roger Wilco, are back for more in the latest and greatest *Space Quest* adventure: *The Spinal Frontier*.

The Spinal Frontier begins where all great *Space Quest* adventures begin. Roger has screwed up big-time.

As the story opens, Roger Wilco stands for judgment before a court-martial tribunal. The list of charges against him range from flirting with a superior officer to perpetrating a sequel without authority and violating StarCon orders. Roger, convicted of clear StarCon policy violations, is stripped of his rank and assigned as a Sanitation Engineer on the SCS DeepShip 86 (a ship designed in the finest Calvin Klein tradition). What a demotion!

For lesser space heroes, this would be a major-league mess, but major-league messes have always been the key to Roger's successes, and this mess provides Roger with another chance to be the catalyst for a journey into satire, mayhem, and outrageous humor. Starting at the bottom and working his way up seems to be the only way Roger ever gets anything done. Early in the game, Roger turns a shore leave on the planet Polysorbate LX into an escapade where he becomes an alien bounty hunter on the trail of an evil cyborg. From there, he meets up with the likes of ET, cruises cyberspace, and winds up on an incredible voyage through the bloodstream and digestive track of a close friend and co-worker, Corpsman Santiago.

As in prior *Space Quest* stories, the spine-tingling plot meshes with science fiction parodies of everything from the granddaddy of them all, *2001: A Space Odyssey*, to more recent fare like the *Star Trek* spinoffs. Serious parodies of popular video games also make their way into the comedy equation. You'll be rolling on the floor in no time when you see jokes such as Wing Commander Kielbasa of the SCS DeepShip pondering his captain's log, or when Roger has to buy a *Stooge Fighter III* cheat sheet from the resident Polysorbate drunk (it's still cheaper than calling the *Stooge Fighter* 900 line). The computer geeks at Micro-slouch get a ribbing when Roger interfaces with the Windows operating system (the Micro-slouch motto: "We make your daily commute on the Info highway a living hell"). Even Sierra's own *Outpost* gets it right between the eyes in the form of the DeepShip's patented "COMPOST" information management system, which contains vital information that Roger will need to complete his comedy quest.

It's Roger Wilco In Innardspace!

Perhaps the most intriguing aspect of Sierra's latest science project is the fact that good old Roger will be miniaturized in order to be injected into the body of Stellar Santiago. The final climactic sequence will take you from glands to crevasses as Roger tries to rescue his friend and associate Stellar from the evil villian, Sarpei. In a subplot that plays off the sci-fi movie *Innerspace*, never before have we seen Roger so intimate with another StarCon crewmember, risking his life and sanity. Why does he do it? Besides fame and glory, the union pay scale for adventure heroes is on the rise as of late.

Space Quest 6 comes to life through state-of-the-art SVGA 3D rendered graphics with a cartoon edge.

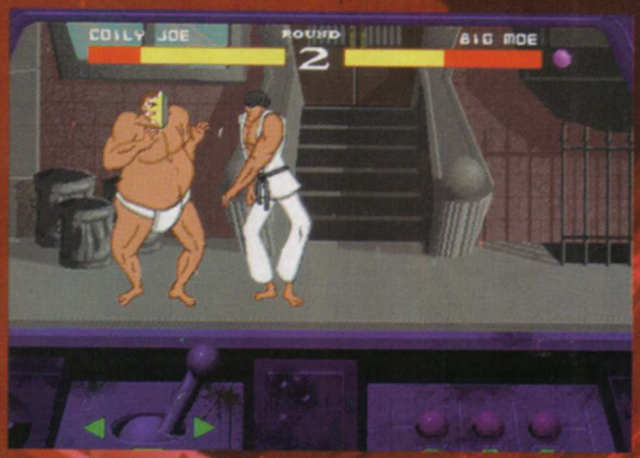
Keeping in tune with the evolution of sights and sounds in computer games, *Space Quest 6* is much more cinematic than previous efforts, with animated clips and full speech leading the way. Gary Owens, the narrator of the *Space Quest 4* CD-ROM, is back for an encore journey as your smart but cynical narrator, making fun of your every mouse click. Chances are you will grow immune to his cracks, such as "That's an interesting idea. Not a good one, but interesting nonetheless."

Furthermore, state-of-the-art SVGA 3D rendered graphics with a cartoon edge

truly add to the multimedia value. Game players can experience the game under Windows or MS-DOS, and the updated icon bar allows for inventory items to constantly be on-screen for easy access.

As one of Sierra's flagship adventure game series, rejoice that Roger's back at it again! As fans of the series know, it's great that you can again sit at your monitor and laugh at Roger's true ineptness unfolding right before your eyes. Perilous action is the ticket to excitement as Roger not only travels through outer space, but also inner space.

Space Quest 6 provides immense comedic farce to players both young and old, novice and advanced. Loyal fans of the series will be delighted with the references to the characters and storylines from previous games, such as the labion terror beast's mating whistle from *SQ2*, the PocketPal terminal from *SQ4*, and even Roger's Golden Mop award, which he won way back in *SQ1*. New fans will certainly get a good dose of what the doctor ordered: slapstick comedy, right on your screen. Welcome back, Roger.



Stooge Fighter III is just one of the many humorous satires of popular video games in the game.

Great New Strategy Games From Sierra's Newest Family Member, Impressions Software

CARPE DIEM

(Seize the game)

By Christa Phillips

Sierra has welcomed a new game developer into the family: Impressions Software Inc., a Massachusetts-based company that specializes in strategy games. Here's a look at some of the great new games from the talented folks at Impressions:

CAESAR II

Caesar II, the sequel to the award-winning *Caesar*, is a city-builder for the BC set. But *Caesar II* takes the concept a step further. Rather than just a hi-tech set of Legos or Lincoln Logs, *Caesar II* actually has a true challenge attached to it — making it a game of quick decisions, high ambitions, and cutthroat politics. *Caesar II* promises to make empire-building in the ancient world challenging and engrossing by allowing you to expand the borders of the Roman Empire. Conquer provinces, link cities together with roads, build ports and trading posts, engage in farming and mining, and participate in a host of other activities befitting a provincial governor circa 200 BC.

The more provinces you conquer, the more pleased the Emperor will be, and the higher in rank he will promote you. The ultimate goal of the game is to conquer all of the provinces and be crowned Caesar, Emperor of Rome.

In addition to the goal-oriented storyline, *Caesar II* also boasts beautiful SVGA graphics. All of the

CAESAR II
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VENI, VIDI, VICI

(I came, I saw, I looked great in a toga)

structures have been 3D-rendered so that each *domus* jumps out at you from the screen, and you can almost hear the roar of lions from the Colosseum. In the forum screen you will be able to count every fold in your advisors' togas as you hear the latest reports on Rome, the treasury, and the morale of your troops. You won't believe your eyes when you see the animated battle sequences, one of which features Hannibal and his army of elephants!

Thanks to superb SVGA graphics, you'll be able to count every fold in your advisors' togas.

Although battle is an important part of the game (in fact, you cannot be promoted in non-combat mode), Impressions President David Lester, who designed the game with the help of Chris Foster, says that *Caesar II* is "not trying to be a military game." The player must defend his or her province against invaders and put down rebellions within the community, but will not openly attack another city or province. According to Lester, success will come "through good means and not conquest."

Available: October 1995

For: PC CD

Also from Impressions:

PowerHouse

This great new simulation lets you become the CEO of a major multinational corporation competing for control of dwindling energy resources in the 21st century.

Using a mixture of diplomacy and ruthlessness you expand your energy empire to dwarf the competition and span the globe. ***PowerHouse*** features SVGA graphics, full-motion video, and professional actors in a game that mirrors what could be tomorrow's headlines. *PC Gamer* Magazine said "*PowerHouse* delivers...by the barrel."

***PowerHouse* is now shipping.**

SPACE BUCKS

In ***Space Bucks***, you take on the role of an interstellar tycoon out to build the biggest transportation system in the solar system and beyond. Design the spacecraft that best serve the needs of your passengers and cargo.

Negotiate landing rights, build and manage spaceports, decide on routing, and manage your space-travel system while defending against competition and space pirates. A combination of business, science fiction, and fun!

Look for *Space Bucks* in October.

"My family prefers Print Artist *for creating banners, flyers, and greeting cards."* — Computer Entertainment News, *July 1995*

Print Artist

Desktop publishing can be fun!

Back in the early '80s, my family and I used a home publishing program called *Print Shop* to create all kinds of useful and silly things. We made garage sale signs, Girl Scout cookie sale banners, and even birth announcements when our dog had puppies. (It was a great way to line up good homes.) When I started using *Pagemaker* at the office, I stopped using *Print Shop*, and never replaced it when I migrated to a PC from the Apple II.

Recently, Sierra announced that it had acquired the Pixellite Group, which is the company that created that original *Print Shop*. As much out of curiosity as anything else, I ran out to the software store and purchased a copy of Pixellite's current flagship publishing product, *Print Artist*. It cost me about $55 for the CD-ROM.

When I got it home, it installed easily. I sat down to poke around with it for a while. I was immediately impressed with how far home publishing has come since the days of the original *Print Shop*. This product was considerably easier to use, thanks to the intuitive command bar icons (*Print Artist* works only under Windows). Just about everything I was looking for was conveniently located right where I needed it. It also seemed to have a lot more power than I would have expected from a $50 program.

Just for kicks, I played around with the graphics and editing tools of the program and printed up a funny fax cover sheet in black and white. I started out by choosing from the 100 fonts available and typed out a message to my friend Doug, inviting him to meet me up at the lake on the weekend for some serious fishing. I immediately discovered one of the neatest aspects of *Print Artist*, a function called "The Graphics Grabber." I had typed out a message that included a reference to fishing, and the program actually recommended a number of graphics to include in the layout based on the message. You can also use this feature to search for graphics based on any other criteria you care to mention. (I sure wish my office DTP system had this feature. I have spent hours trying to find graphics for the pages I work on.)

"Proof positive that you can design anything you need for home or small business without shelling out the big bucks." — PC Magazine, *July 1995*

Next, to see if it would work, I imported a graphic from my prerelease copy of *Trophy Bass*. It was a simple screen capture to a .BMP file

Print Artist Creates:

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included over 500 professionally done layouts for various printed items, and the templates provided were easy to adjust to do whatever I wanted. I was especially pleased with the tools available to modify the graphics and text, including colors, shapes, alignments, and fills. What was most impressive was that working with *Print Artist* was just so easy. (Not something I can readily say about my other DTP software.)

Over the next few days, I spent a considerable amount of time just playing around with *Print Artist*. I sent Doug a few taunting faxes, including a certificate awarding him in advance for the best "the one that got away" story. I printed up signs for use at the campground that would stick out among the tons of paper-plate signs that decorate the campground message board on weekends. I even printed a little banner for the side of my camper that said "It's about time you got here" since Doug has never been on time for anything.

While I was off at the lake, my family got involved with *Print Artist*. (Nothing is safe on my hard drive with them around.) Before the weekend was over, my daughter had generated a flyer advertising her typing service and the balance of my printer's color cartridge had been used up for a birthday card and a banner that my wife made for a co-worker at the office. I barely had enough color ink left to print a postcard with a picture of a big fish and an itty-bitty fish on it to send to Doug. (You can probably guess which of the two fish represented Doug's catch for the weekend. Good thing he has a sense of humor.)

In the time since this midsummer trip, my family has put *Print Artist* through its paces on a number of projects including many of the things that they used to ask me to do with my software at the office. My daughter is even using it right now for a project in her little business. (Turns out that that sign she printed up created a lot of attention.) She's using *Print Artist* to create menus for the local coffee shop and signs for a real estate agent. It pays well, too — she says it's like printing money. She's also discovered a mail-order company that supplies additional graphics for *Print Artist*. She's shown me a couple of different catalogs that contain every graphic you can think of for *Print Artist*.

Print Artist runs well on any PC with enough power to run Windows 3.1 and a CD-ROM drive. The printing on a black-and-white printer is very high quality, especially on a laser printer, and of course the product really shines when a color printer is used. It's one of those handy products that really pays for itself.

"We wish that some of those $495 application programs offered a user manual half as good as the one that comes with this $50 program."
— Seattle Post-Intelligencer, *July 1995*

My interest was piqued, so I took the package out for a full test drive just to see what it really

had to offer — which turned out to be plenty. I use a $500 DTP software package in my daily work, but never expected to find similar features in this $50 wonder.

Without ever looking at the manual (which I've always considered to be cheating), I quickly figured out how to create greeting cards, banners, signs, posters, and postcards. The software

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PHANTASMAGORIA

It's Finally Here...Let's Explore.

The door is finally open. After more than three years in development, Roberta Williams has finally unleashed her personal vision of horror onto an unsuspecting world.

Phantasmagoria: A full seven CD-ROMs filled with horror, suspense, and challenge that establishes new standards for interactive entertainment and shatters the established norms of what an adventure game should be.

What follows is an adventurer's-eye view of *Phantasmagoria*. Not just a collection of hints and tips, nor a "strategy guide," but a short lesson in Interactive Art Appreciation. Unlike other Sierra adventure games, and particularly past adventure games by author Roberta Williams, the key to enjoying *Phantasmagoria* is not in the winning, but in the playing.

A Word of Warning. Players who dig into *Phantasmagoria* with the sole goal of taking the shortest route through the game will find that they have missed most of the fun of *Phantasmagoria* at game's end. It is possible to play *Phantasmagoria* from opening to close and miss fully 60 percent of what the game has to offer.

Just as one might open and drink deeply from a bottle of fine wine with the sole intention of finishing the bottle rather than enjoying the complexity and artistry of the contents, so too an adventurer might make the mistake of believing that the sole goal of *Phantasmagoria* is in the winning. Do not make that mistake.

With *Phantasmagoria*, experiencing the nightmare is its own reward.

The Carnovasch Estate

The grounds of this expansive mansion, situated just off the New England coast and accessible only by a small footbridge, offer ample opportunities for exploration. The last owner of the place was something of an eccentric, so expect to run across features that would never make their way into *Better Homes & Gardens*.

Carriage House

The carriage house no longer holds carriages, but the housekeeper does some of her work there. It's private, and she might conduct a seance for you.

Greenhouse

There's a lovely greenhouse on the grounds. Don't pick the beautiful flowers, but do pick up the trowel you find on the floor.

Fish Pond

The fish pond is a nice addition to the estate — though some one might think of it more as a handy place to hide things.

The Crypt

Don't go poking around in the crypt. It's not nice to disturb the dead — unless you're looking to join them. Make sure you take note of the inscriptions on the sarcophagi. They have something in common besides the fact that they belong to dead people.

Nipawomsett Village

The village near Carno's mansion is also ripe for exploration. Full of cute little shops, it reeks of small-town atmosphere. You're sure to find at least a day's worth of exploration here (we said it was a small town). As in any small town, expect to find a few eccentrics as well.

Realtor's Office

For some welcome comedy relief, eavesdrop on the conversation between the sleazy realtor and the slinky blonde. Think he'll "close the deal"?

Malcolm's House

Whenever you drop in on this neighbor, it's thoughtful to bring along gifts — especially for the housekeeper and the puppy dog (don't get the two mixed up).

Antique Store

Check out the lady behind the counter! Isn't that Stella Stevens of *Poseidon Adventure* fame? Get the story on that crucifix in the display case while you're in the store.

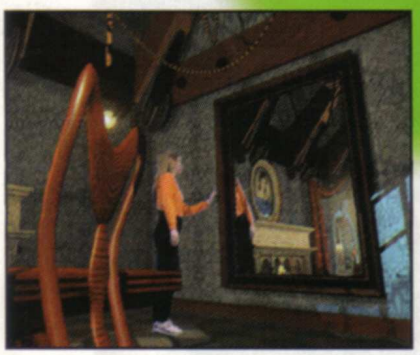
Carno's Mansion

This floor plan for Carno's mansion is incomplete. In fact, it's *very* incomplete, but it should get you started. Don't be afraid to explore. After all, this is your house now, and anything the prior owners left behind they won't be coming back for. (Or will they?) There's much more to this mansion than meets the eye.

Reception Hall
Like music? Try the player piano in the reception hall. (Sorry, it doesn't take requests.)

Kitchen
This is where the game begins. Relax here and have a cup of coffee, but don't get too comfortable.

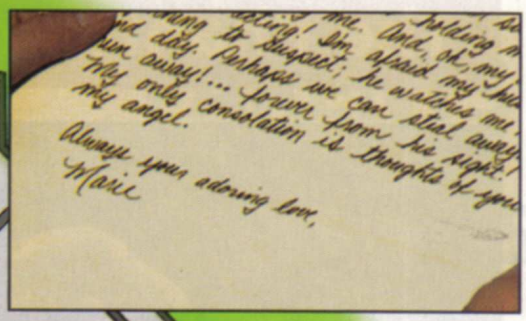
Reception Hall
Stop here to get your fortune told often. You'll find that the predictions you're given are a little "unfortunate."



Dining Room
Thinking you might like to comb your hair or check your eye liner? You can use the mirror in the dining room, but don't be surprised if the mirror has its own ideas about what to show you.

Collectibles Room
There's also a mirror in the collectibles room, but it may not show you anything you'd particularly care to collect.

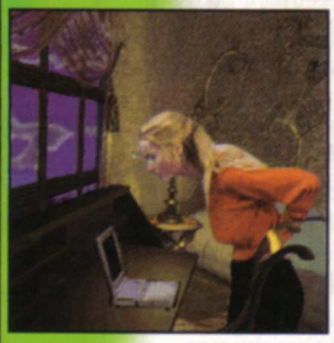
Carno's Bedroom
Warning: In *Phantasmagoria*, smoking — and smokers — can be very, very hazardous to your health.



Marie's Bedroom
Someone named Marie slept in this bedroom — and wrote letters to someone who wasn't named Carno.

Nursery
Don and Adrienne have no children. So why the crying in the night? An eerie cloud that hangs above the crib could provide a clue.

Conservatory
A painting begun becomes a painting finished as the game progresses. But who would call this art? And who is really the artist?



Don & Adrienne's Bedroom
You never know when inspiration will strike — or where. Just check out the screen on Adrienne's laptop.

Collectibles Room
Stairs to 3rd Floor
Darkroom
Second Floor Hallway
Marie's Bedroom
Carno's Bedroom
Second Floor
Stairs from Ground Floor to 2nd

Third Floor
Nursery
Locked Door
Conservatory Studio
Hall
Bathroom
Don & Adrienne's Bedroom

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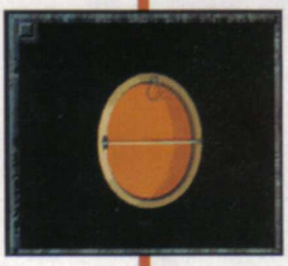
The Phantasmagoria Interface

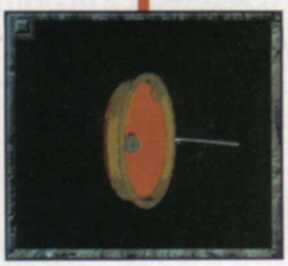
Inventory
Adrienne can only hold up to eight items at a time. (She's an authoress — not an octopus). Make sure the items she's holding are the ones she's going to need.

The Eyeball
Take a closer look at any item in your inventory by poking on the eyeball. (Adrienne must have the article in her possession, so make sure you pick it up before you use it.) When you look at an item, you will get:

•A close-up view of it, which could provide more information on the object.



•You'll be able to look at it from all sides.



•Sometimes you will even find that the item has hidden features.

The Hint Keeper
This guy is evil. Stay away from him. Yes, he will give you hints on how to get you through the puzzles of *Phantasmagoria*, but his hints carefully avoid some of the most interesting, intriguing, and downright fun parts of the game. He will steal away your enjoyment of *Phantasmagoria*. Use him at your own risk.

The "P"
Selects your "Options" menu.

The Options Menu

•Your game "autosaves" whenever you quit, or you can save your game whenever you want at any time.

•Choose the size of your screen. A smaller screen allows better animation on slower machines.

•Adjusts the volume. (Piercing screams can hurt your ears.)

•How far into the game, or even into the chapter, are you? A quick glance at this bar graph always gives you a feel for where you are in the game.

•Hide the most insidious parts of *Phantasmagoria* from innocent eyes. (A password allows parents to "lock out" the more graphic aspects of the game from children's view.)

COMING SOON FALL '95

SNAP BACK THE PLUNGER, THEN LET IT RIP...

INTO THE FASTEST PINBALL IN SPACE!

SLAM THAT SHINING BALL THROUGH THREE INTERCONNECTED 3-D PLAYFIELDS:
⊙ THE CAVERNOUS SPACE MINE ⊙ THE GRITTY COMMAND POST ⊙ THE COLONY, MOTHER OF ALL MANIC-ACTION PINBALL TABLES!

B-A-N-K THE RIGHT SEQUENCE OF SHOTS TO **WARP** BETWEEN TABLES! TOTALLY REALISTIC PINBALL PLAY MAKES YOU FEEL THE FRICTION OF THE FLIPPERS.

THERE'S NO SCROLLING TO BREAK UP THE NON-STOP ACTION!

WILL RUN ON WINDOWS 95. COMPATIBLE WITH WINDOWS 3.1. ALSO AVAILABLE FOR MAC.

3-D ULTRA PINBALL

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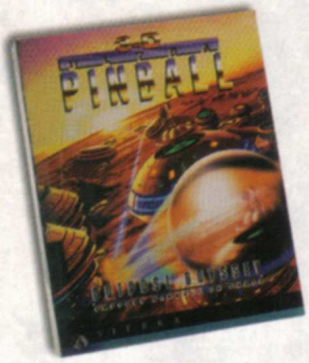
The Most Realistic

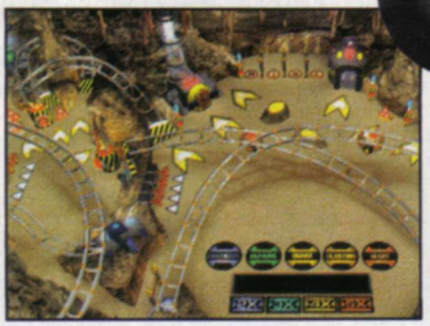


Ultra Pinball is an amazing game. The seamless and addictive play, 3D effects, realistic motion of the ball, and precision response of the flippers retain the beauty of the old table game. But by adding lasers, renegade dozers, exploding spacecraft, amazing sound effects, and secret chambers, *Ultra Pinball* takes the genre to the next step on the evolutionary ladder.

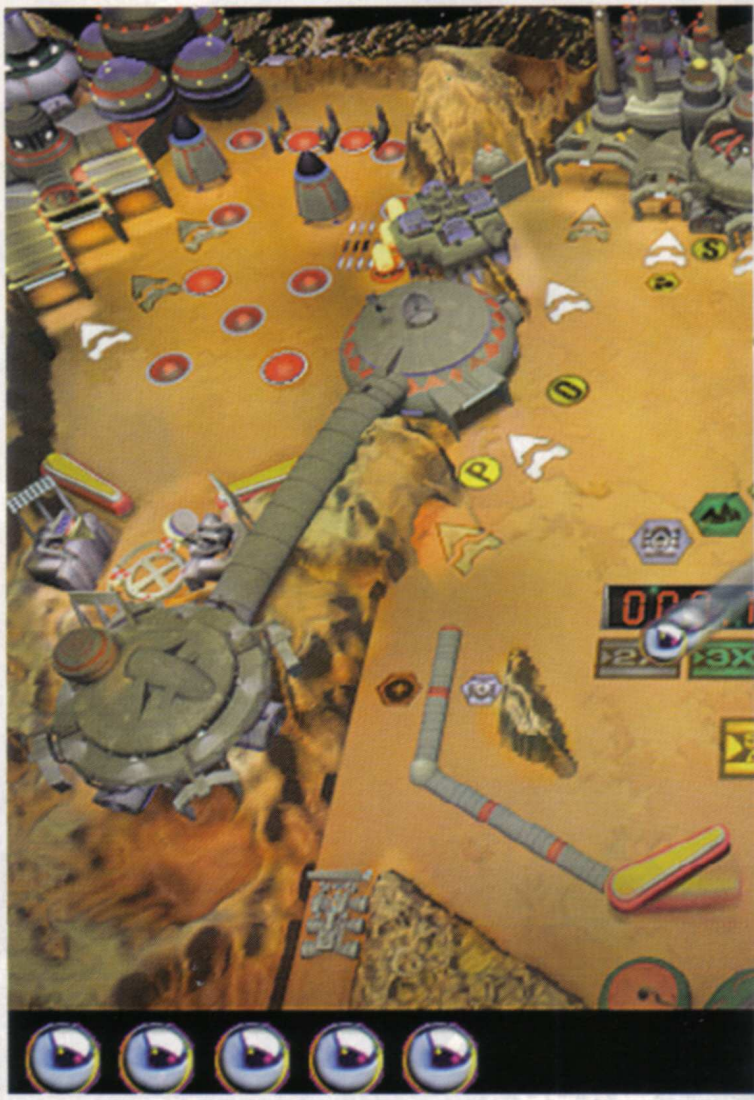
Everything You Expect from Real Pinball

The real joy of *Ultra Pinball* is the way the ball performs on the table. It rolls gracefully across the many playfields precisely as a real ball would, gaining speed as it moves toward the bottom of the screen, bouncing realistically against the bumpers, and generally moving exactly the way you would expect a steel ball fighting gravity to move. It glides without a hesitation or a jerk. After years of watching stutter-step video and awkward, halting graphics, the simple precision of this movement is a thing of beauty.

The actual table angle of pinball has been precisely simulated, giving the game the feel of a true table. The setting is based on *Outpost*, a game in which a band of Earth refugees must colonize a new planet. As in *Outpost*, in *Ultra Pinball* you must build an infrastructure of factories and machines, avoid interstellar calamities, and construct a spacecraft.



Beneath the main play table is the mine, where the flight of your ball helps to uncover vital raw materials needed to build your colony.



The First 3D Pinball Game for the PC

Incredible 3D-rendered graphics and attention to detail make *Ultra Pinball* the most realistic action/arcade game ever!

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PINBALL

Pinball Experience Ever!

Fantastic Physics Make It Better!

All aspects of gameplay in *Ultra Pinball* perform just as they would on an actual table. The gameplay is incredible!

Three Challenging, Interconnected Tables!

Ultra Pinball is played on three interconnected pinball tables. Each table has a primary center playfield and chambers to each side, each with its own remote flippers. To enter side chambers, you must accomplish tasks on the center board, such as filling an ore hopper or blasting through a mountain pass with explosive charges. A transporter vaporizes a missed ball and sends it back to the center board.

Great Pinball Is Just the Beginning

The game is far more complex than it appears. Screens change constantly based on your performance. Well-hit balls launch gliders into the air. Blow away berserk dozers blocking access to key targets. When meteorites threaten, hit the cannon and you'll jump into a miniature meteor strike game. Target sequences unlock secret chambers. Up to four people can play *Ultra Pinball* at one time, so get your friends together and head for a high-scoring feeding frenzy to rival your best pinball experience!

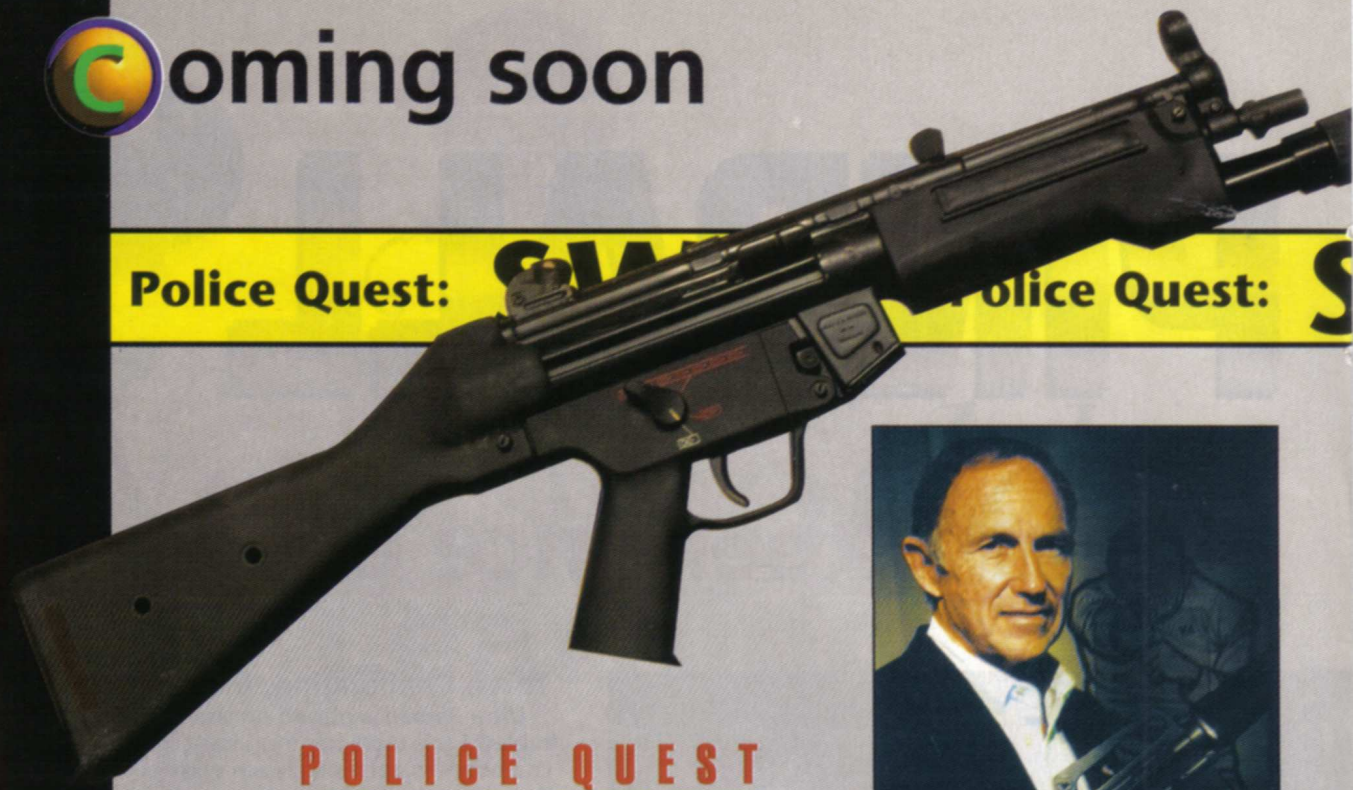
From the main table, your ball moves to the command post, a 3D playfield with a life of its own.

Availability: Fall '95
Win 3.1 and Win 95 on CD
Mac version to follow
Price: $44.95

SWAT

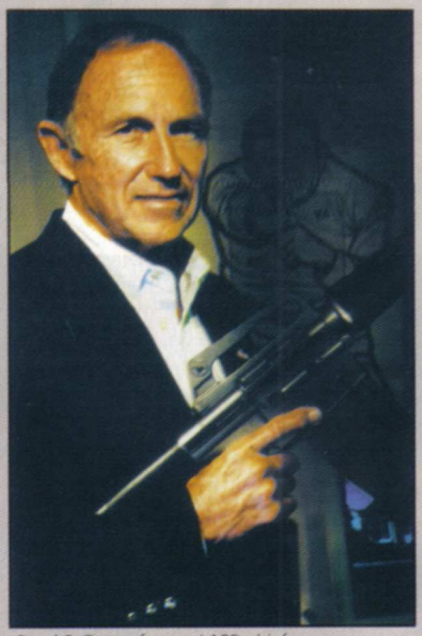
Coming soon

Police Quest: SWAT



POLICE QUEST SWAT

From boot camp to street smarts



Daryl F. Gates, former LAPD chief.

In the wake of the Watts Riots of 1965, Los Angeles Police Chief Daryl F. Gates created the first Special Weapons and Tactics team with the mission to control and contain violent criminal acts. Now Ex-Police Chief Daryl Gates is a game designer for Sierra, working *Police Quest: SWAT*, a tactical simulation of actual police work in the deadliest of real-life situations.

Police Quest: SWAT
A Realistic Tactical Simulation

WAT Police Quest: SWAT Police Quest:

"There were some things that we couldn't give the public — we didn't want to endanger any team member's life."

"They think of themselves as a life-saving organization, not a heroic bunch of Rambos."

SWAT. The very word has a powerful mystique about it, conjuring up images of the screeching brakes of the SWAT van, the fast break of the highly trained men in black, the sudden control of an out-of-control situation. For more than three decades, SWAT has been synonymous with the elite group of law-enforcement professionals who work to bring conclusions to violent situations — without having to unleash the firepower they are so well-equipped to deal out.

In *Police Quest: SWAT* you'll find out what it's like to be a member of this team of legendary lawmen. This fifth game in the *Police Quest* series explores a path different from that of previous games. This new tactical simulation of real police work is so realistic, you'll quickly feel like your new and exciting life in D Platoon is reality and everything else is just a game.

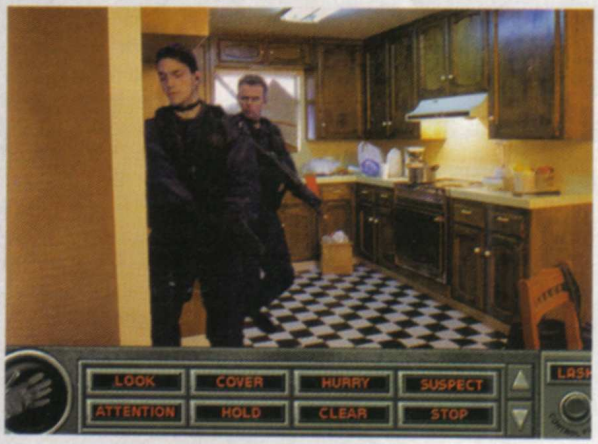
Police Quest: SWAT offers gamers a chance to build a successful career in the world of law enforcement. Hard work and a cool head will earn you promotions from young rookie to street-smart element leader.

You'll become well-versed in the tactics, procedures, and equipment of the real-life SWAT team, providing the realism that makes this new simulation more than just a game.

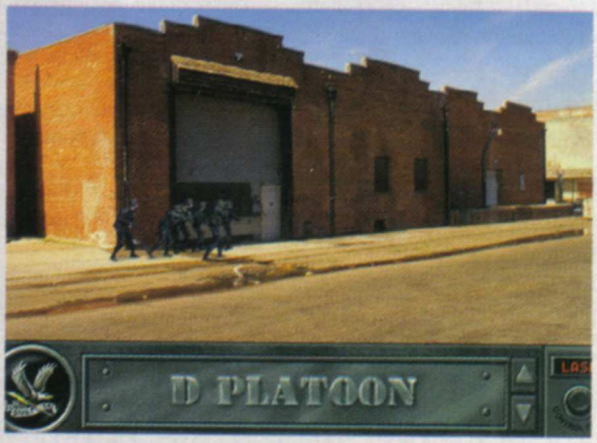
Police Quest: SWAT was made under the watchful eyes of real SWAT team members — and you'll find out why when you go through boot camp!

The missions you are expected to complete range from lone-psycho scenarios to a major act of terrorism. It is your mission to turn a chaos-and-violence situation into one in which the bad guys are led away in handcuffs and innocent people go home uninjured.

If you can't handle it, it could mean a trip back to boot camp, or even to the unemployment line! But if you have the mettle to live up to the legend, *Police Quest: SWAT* offers an intense and realistic view of what it's like to be a member of the most elite of law-enforcement assignments.



"The way they move, the way they partner up in a crisis — it's really amazing to watch it all happen."



"You think in terms of tactics: how to enter the building, how to clear the room, who's going to cover what door."

An Interview with *SWAT* Producer Tammy Dargan

Producer Tammy Dargan working on SWAT.

Producer Tammy Dargan was the perfect choice to work with former LAPD Chief Daryl Gates. A former *America's Most Wanted* producer, Dargan found instant rapport with Gates, and the two quickly began working together just like a couple of street cops who have shared the same beat for years. They chuckle about procedural problems. Police jargon comes naturally to both.

Some of the scenarios that you'll play are based on situations D Platoon has actually encountered.

According to the Chief, Tammy's done the impossible, working her way into the hearts of the most elite life-saving unit ever created. "The fact that Tammy read LAPD's SWAT manual from cover to cover, and knows it better than I do, added a lot," he says. Dargan and Gates, working together to create the most realistic SWAT simulation ever, are pushing the envelope, but then so do the men they are dedicating this game to: the LAPD SWAT team.

InterAction: How did your collaboration with Daryl Gates pay off for *Police Quest: SWAT*?

Tammy Dargan: **It paid off wonderfully because the Chief knows everybody. We had instant access to real experts. It wouldn't be a realistic SWAT simulation if the Chief wasn't there. It would have just been me making up police procedures and guessing how the SWAT teams really do things.**

InterAction: You and the Chief refer to *Police Quest: SWAT* as a "tactical simulation." What do you mean by that?

Dargan: **People tend to think of something like *Sim City* or *Outpost*, where you might take many different factors and set things up to be a certain way and then watch what happens. But in *Police Quest: SWAT* you deal with immediate situations. You are concerned with getting that barricaded suspect freed or getting that innocent bystander out of harm's way. You think in terms of tactics: how to enter the building, how to clear the room, who's going to cover what door. It's all based on real SWAT tactics.**

InterAction: Why was *POLICE QUEST: SWAT* video-based? Wouldn't it have been easier to make use of conventional computer animation techniques?

Dargan: **Yes, it would have been easier, but when you video-capture actual SWAT officers, you are interacting with real SWAT guys. The way they move, the way they partner up in a crisis, the way they work in pairs — it's really amazing to watch it all happen.**

InterAction: What is the Chief's role in the game design?

Dargan: ***SWAT* is a very elite group, and it's very difficult to get access to them. For one thing, they don't want the bad guys to know their tactics. They shun publicity because they think of themselves as a life-saving organization, not a heroic bunch of Rambos. We wouldn't have been able to have even an introduction with them had it not been for the Chief.**

There were some things that we couldn't give the public; we didn't want to endanger any team member's life. But procedural things like how they are called to a scene, what happens from the minute they get a call to how they get assigned to positions on the team, the different hand signals and equipment — that's all included. There's a historical context to the game that will give the player a real sense of belonging to D Platoon [LAPD's SWAT team]. Some of the scenarios that you play are based on situations D Platoon has actually encountered.

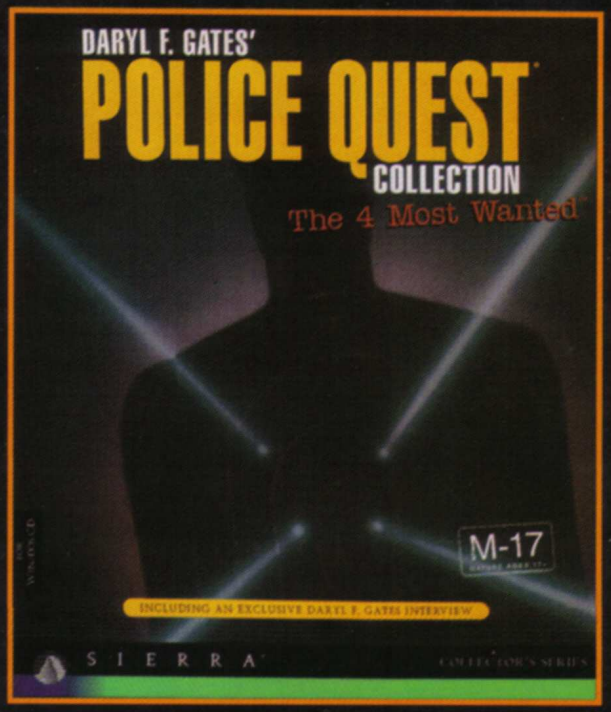
InterAction: What are SWAT officers really like?

Dargan: **They are incredible gentlemen. They open doors. They say "Yes ma'am" and "No sir." In order to get into SWAT, you have to be articulate, a thoughtful communicator, because someone who can't speak well might not be able to step in as a negotiator or calm down a hostage. I have to believe all of them have college degrees. One I met is attending law school.**

InterAction: What is the difference between *Police Quest: SWAT* and your last game with Gates, *Police Quest: Open Season*?

Dargan: **If you enjoy games where you are training and learning and developing skills, and then get called out to a crisis, if you enjoy games where you can advance your career, then you are going to dig *SWAT*. If you are more of an adventure-game player and you like solving mysteries and puzzles, then it's *Open Season*. But both give you a taste of what it's like to be a cop on the streets.**

Availability:
Fall 1995
CD for Windows
$55.95



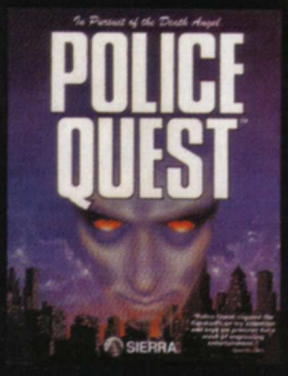
POLICE QUEST: THE 4 MOST WANTED

Take your best shot at all four *Police Quest* pursuits

They call these adventure games "reality role playing," but the reality of life behind the badge is anything but a game. Experience the gritty realities of a cop's world as you work your beat, gathering evidence, directing forensic investigations, and trying to survive on the mean streets of ***The 4 Most Wanted***, a unique CD collection of the first four games of the popular *Police Quest* series.

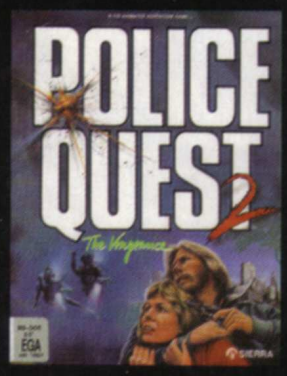
Police Beat magazine said that *Police Quest* "combines pure entertainment with a fundamental course in police work." It's no wonder that this series is so much like the real thing: The first three games were designed by Jim Walls, a former California Highway Patrol Officer, while the fourth was designed by former LAPD Chief Daryl F. Gates, the man who invented SWAT.

The fifth installment, *Police Quest: SWAT*, is due in the near future, but rookie "cops" may want to experience the first four games before being hit with a *SWAT* assault in the fall.



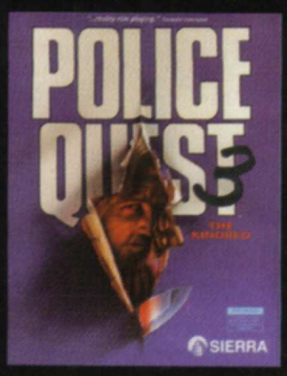
Police Quest: In Pursuit of the Death Angel, originally released in November 1987, was the debut of Officer Sonny Bonds of the Lytton Police Department. Drugs are running rampant in Lytton, and the man behind it is a dealer known as "The Death Angel." Rookie cop Bonds is transferred to Narcotics in order to hunt down this criminal before he destroys the community. Both the original version with text input and the improved 1992 VGA update are included on the CD.

Police Quest 2: The Vengeance (1988).



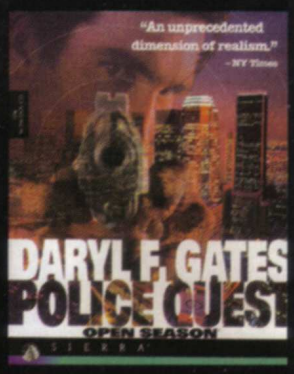
The Death Angel has escaped from prison and is out to settle the score with the man who put him behind bars — Detective Sonny Bonds. Now that he's in Homicide, Bonds must master weapons, disarm explosive devices, and even descend underwater on a recovery mission, all in an attempt to get the murderous Death Angel off the streets once and for all.

Police Quest 3: The Kindred (1991).



This time it's personal. After Sergeant Sonny Bonds' wife is viciously attacked, he goes undercover to investigate a series of brutal and bizarre cult killings. However, procedure continues as usual, and Bonds must go by the book if he wants to catch the killers.

Police Quest 4: Open Season (1993).



The series took a giant leap forward as Tammy Dargan, a former producer for *America's Most Wanted*, and former LAPD Chief Daryl Gates joined forces to bring you the world of a big-city police detective as he investigates the death of his best friend, a fellow police officer. Experience high-res photography, stereo sound, and improved arcade sequences as you track a killer through the streets of Los Angeles.

The 4 Most Wanted brings *Police Quest* episodes 1–4 together for the first time and includes an all-new, behind-the-scenes look at the making of the series. Like other Sierra collections, such as those for *King's Quest*, *Leisure Suit Larry*, *Space Quest*, and *Aces*, ***The 4 Most Wanted*** allows you to own the entire published series, including games that are no longer available individually, and enjoy hours of game play.

The 4 Most Wanted also includes an indepth, interactive interview with Daryl Gates, the man who invented SWAT, in which he answers questions on everything from police procedures to the law-enforcement issues and events that have grabbed recent headlines. Don't miss it!

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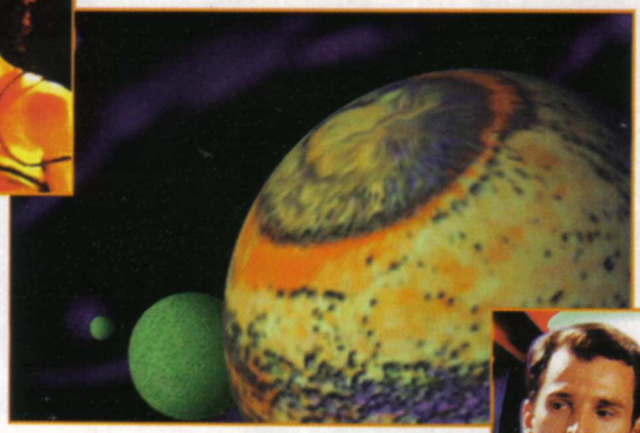
From robo-miners to colonization starships, *Outpost*'s photo-realism and 3D rendered animation are unprecedented.

Develop agriculture, mining, and manufacturing to survive, then invest in research and recreation facilities to make life more comfortable for your colonists — hopefully they'll be around long enough to enjoy it. In the end, the decisions you make will determine the destiny of mankind.

New game

SIZZLING SPACE COMBAT AND ROLE-PLAYING ADVENTURE

When you were a kid, did you ever wish your family wasn't just another family living on Main Street America? Mel, the teenage hero of Sierra's newest action/adventure game, *The Last Dynasty*, doesn't have to pretend. Though Mel has always lived on Earth, he's just found out that his father is the heir to the galaxy-ranging Last Dynasty and keeper of the Ultimate Knowledge. Mel has also been drafted into the cosmic war going on between the Last Dynasty and the villainous Lord Iron. Soon Mel will find himself at the controls of an awesome spacefigher battling Iron's evil fleets.



High Tech Your Way

The combat side of the game is no ordinary shoot 'em up. In *The Last Dynasty* you actually get to customize the cockpit of your ship until you feel at home — whatever data you want displayed on-screen, whatever way you want it displayed. You have the standard selection of weapons as in other flight sims, but in *The Last Dynasty*, the weapon you use to finish off your opponent determines the animated sequences you'll see. You also get an onboard computer that can give you tips and strategy as you wage interstellar war and updates you on the action as it unfolds.

The Last Dynasty's virtual 3D map guides you in your quest to stop Lord Iron. You can even play while in map mode, launching or fighting off attacks, sizing up the opposition, and communicating with your allies in real time.

New Plug and Play Option

Unlike some of the RAM-hungry, hard-drive hogging games around today, *The Last Dynasty* comes in a "plug and play" format so you don't need to install anything on your hard drive (the gameplay comes directly from the CD). This not only frees up memory for other uses, it makes for a seamless, cinematic flow of action and images.

No waiting around for the next scene to load and appear on-screen. *The Last Dynasty* is one step ahead of you, preparing the scenes you'll need. When you gun down one of Lord Iron's ships, you'll fly through the fireball in real time.

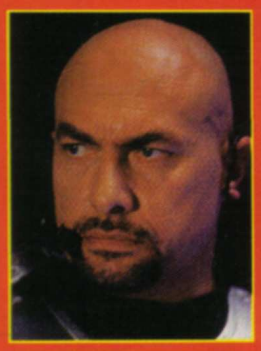
Incredible Depth of Play

The fight against Lord Iron requires both quick reactions and a quick mind. In addition to space combat, there are areas to explore (including a space station so vast that it fills a full CD-ROM by itself). The hardest part of your explorations may be reaction time, because things are always happening in the adventure part of the game. Just when you think you're safe to ponder a puzzle or plan your next move, you could find that space station security probably has a camera on you and has dispatched a team of soldiers to wipe you out.

The Last Dynasty uses professional actors filmed against blue screens, then adds computer-rendered 3D backgrounds, as pioneered in Sierra's groundbreaking *Phantasmagoria* and *Gabriel Knight II* games. When it comes to combat sims, *The Last Dynasty* is so realistic, you'll be tempted to check the room for laser burns!

Last Dynasty

Fight for the future of the Universe!



The Ultimate Knowledge is the key to the Universe itself, and the evil Lord Iron has it in his sights. You, as heir to the Last Dynasty, must stop him in his tracks. If the Knowledge falls into the hands of Iron and his nefarious cohorts, the galaxy will never be the same, and death and destruction will reign. The Universe is in your hands...

Select visual display mode: graph, percentage, etc.

Targeted ship

Close window

Target's Life Points

Increase window size

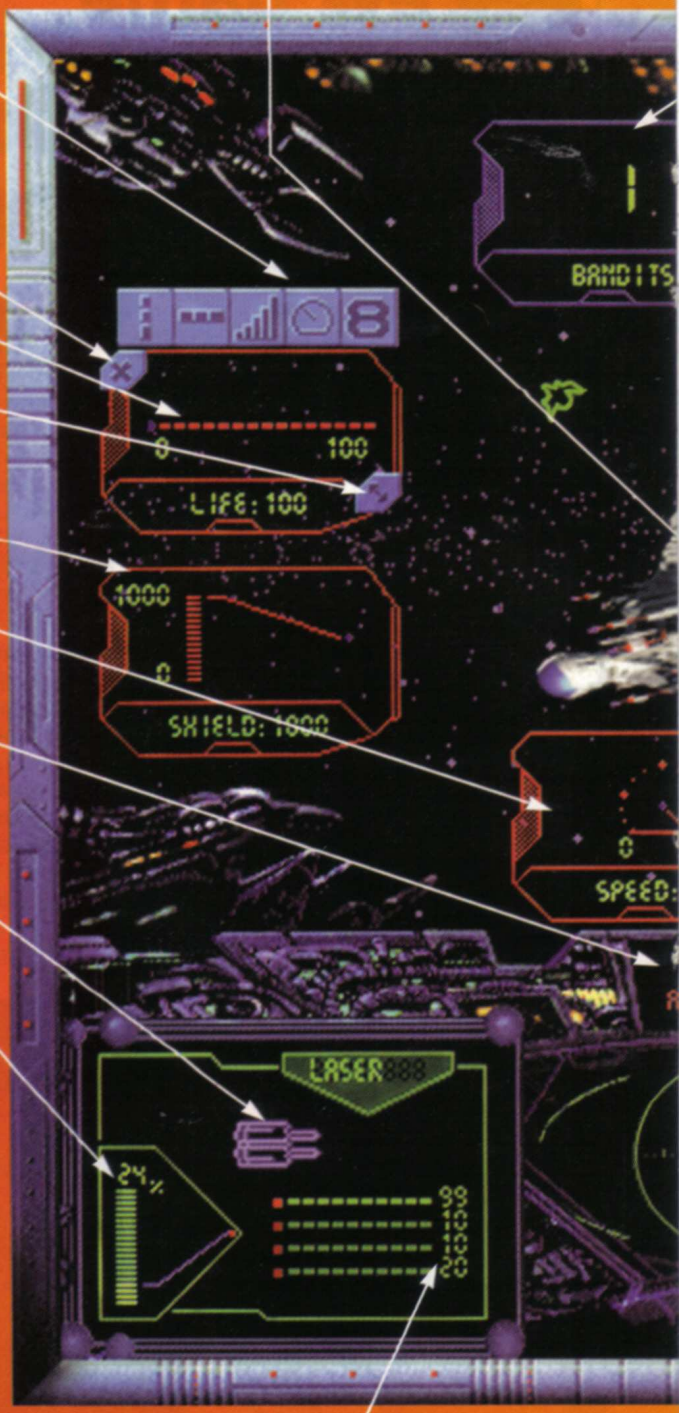
Power of enemy shield

Enemy speed

Behavior of target: aggressive, passive, at the ready

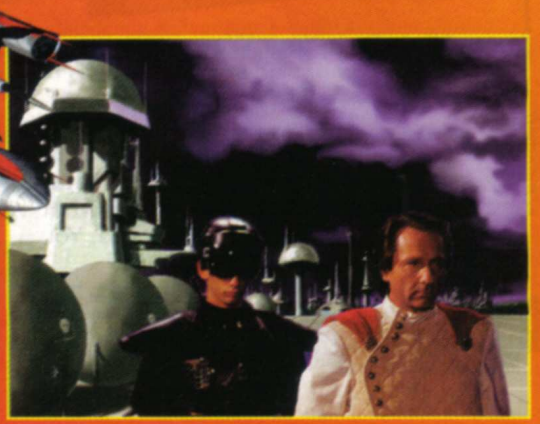
Selected weapon

Percentage of hits on target



Remaining weapons in your arsenal

A permanent vocal guide, available through your on-board computer, and graphic help icons offer tips on how to proceed in battle and information on mouse and joystick manipulation.



Remaining hostile ships

Your score

Allies available

Directional cursor

Shooting cursor (indicates potential laser impact)

Life Points

Shield power

Speed

Type of ship, pilot ID

Open window controls

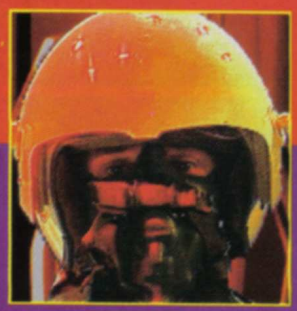
Radar: front view

Target Identification

Radar: back view

If you find yourself disoriented in the far reaches of space, a detailed map of the satellites, planets, and vessels in your area is always ready, giving you vital information not only on your surroundings but also on the characteristics, weapons, intelligence, and behavior of any close-by enemies.

A dual radar system provides the coordinates of all vessels behind and in front of you.



The Last Dynasty

Availability:
Fall '95
Windows on
Two CDs
Price: $59.95

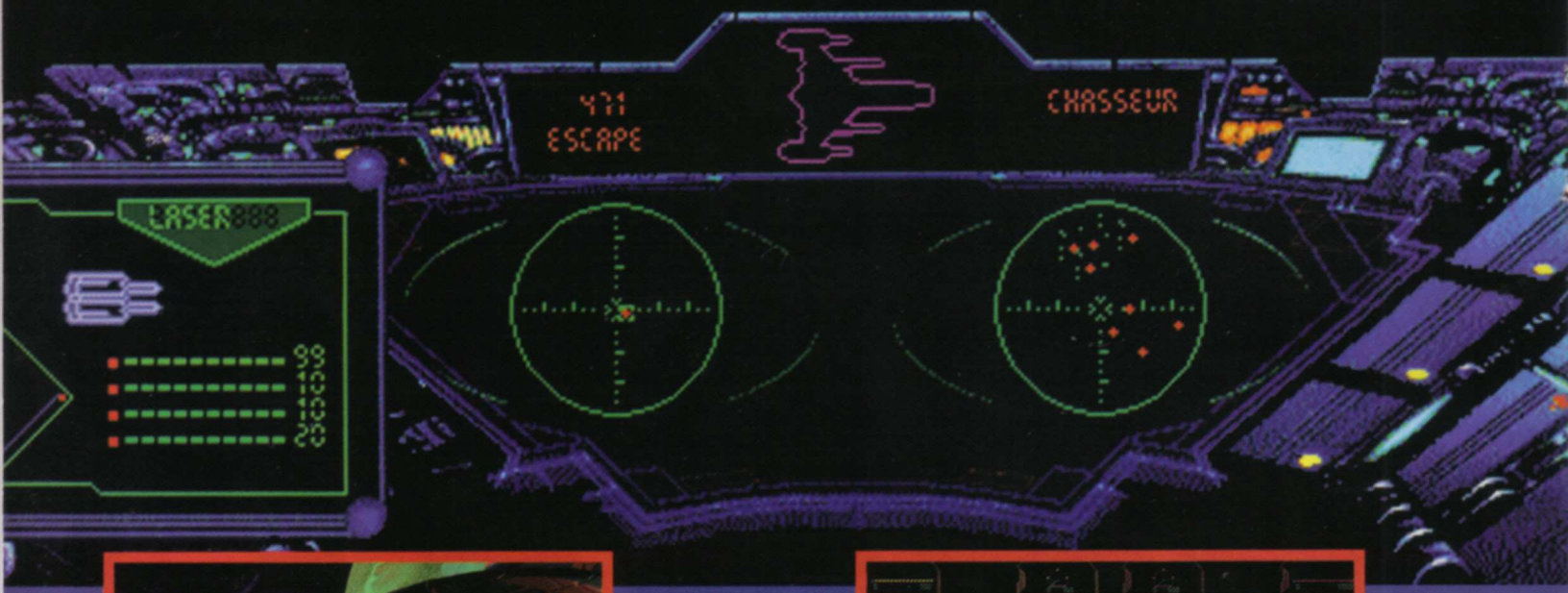
THE BEST OF TWO GAMING WORLDS FROM SIERRA

Sizzling space combat simulation

Compelling role-playing adventure

in

THE LAST DYNASTY™



Playing in Combat phase, you are Mel Rauq, flying a rogue starship for Symest 4.

Design your cockpit, selecting the information you want to see on the flight monitor.

COMING THIS FALL FROM SIERRA

Play the adventure and combat phases simultaneously and experience total gaming freedom! Move decisively as you try to find clues in the adventure phase, but don't wait too long to act. All of the action is in real time. Misfortune awaits a player who hesitates. As you tear through space, lasers blazing, an on-board computer will update you on the action as it happens. Access a virtual 3-D map to guide you toward your fateful confrontation with Lord Iron.

"It absolutely reeks atmosphere and plot."

– PC Zone

"The Last Dynasty could well set a new standard to the games world."

– PC Spiel

"A game with breathtaking futuristic graphics."

– MPC

Switch to Adventure phase and become Mel Rauq, intergalactic hero and preserver of the Ultimate Knowledge.

Visually spectacular with full-screen, SVGA 3-D rendered graphics and film sequences.

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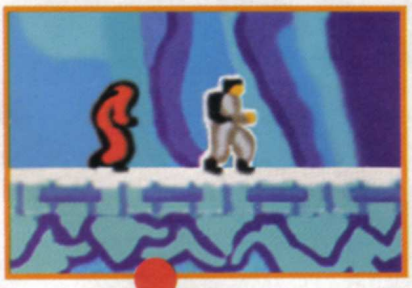
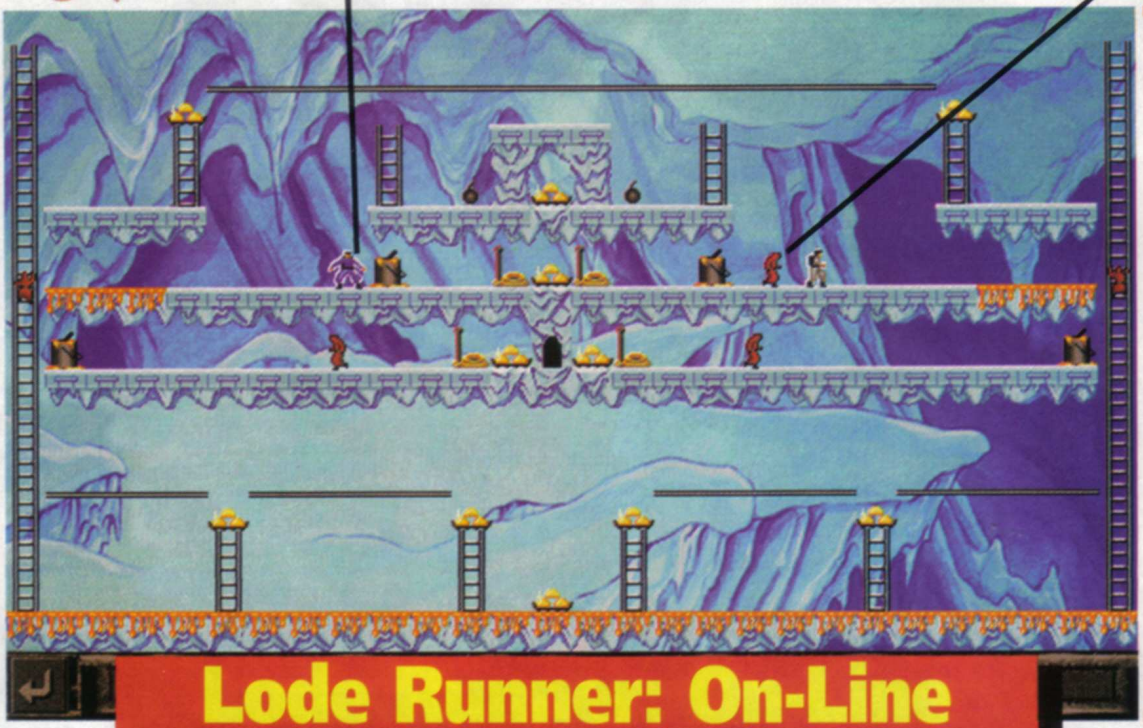
2 New Quick Action Arcade Games for

Challenge friends across town or across the continent in a totally new, modem ready, lightning fast Lode Runner *adventure*



Thwart the Mad Monks with all new tools and traps



Explore two new worlds and 180 new levels of Lode Runner *action*

Lode Runner: On-Line

180 New Levels and Modem/Network Support!

Of all the glowing reviews that Sierra has received on the original *Lode Runner*, the one that tells the story best was from *Wired* Magazine, which said, "I can reminisce endlessly about the computer games I used to play, yet only a precious few are still fun in the '90s. One of those is *Lode Runner*. . . . *Lode Runner: The Legend Returns* is even better. It drags *Lode Runner* kicking and screaming into the era of SVGA graphics and MIDI sound while taking addictive play to new heights." Get ready, *Wired*, because *Lode Runner: The Legend Returns* was just the beginning! New *Lode Runner: On-Line* makes the jump to cyberspace, with complete modem and network support. Play cooperatively with a friend, or use your modem to go head-to-head in a deadly game where you set traps that will make monks meat out of your opponent.

Available: Fall '95
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Price: $44.95
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True multi-tasking! Monitor up to 8 different windows of information that update in real-time

Do battle on five different worlds, each with 10 levels of fast action

Thexder for *Windows 95*

Go Head-to-Head with Up to Eight Players

Imagine piloting a powerful armored robot through 50 complex mazes, each thick with tricky puzzles and hostile aliens. With the touch of a button, this robot transforms into a tank to do battle, or into a jet that blasts off to other worlds in search of his ultimate enemy, Primus Mech. Imagine also that seven other robot ships exist in this hostile universe and that one or more of them may find its way into your path. Will they join you, or will it be a fight to the death? This is the world of *Thexder*. Incredible for single players, even better as a head-to-head game via modem support. Or, compete in eight player battles on a local area network. Play every robot for itself, or make alliances with players. *Thexder* makes use of Win 95 multi-tasking capabilities. With all the elements of a classic action game and new multi-player capabilities, thrill-a-minute *Thexder* will have you at the edge of your seat.

Available: Fall '95 for Win 95

Price: $44.95

NEW!

HOYLE CLASSIC GAMES

Poker joins the lineup in the best-selling game collection around

Everybody has a favorite card or board game they learned long ago. When you were growing up your dad taught you how to play checkers, and now and then you'd let him win just to keep the old guy interested. Someone else in your family taught you crazy eights when you were stuck in bed with chicken pox. You learned bridge and gin staying up all night in the dorm at college. Seems like you've always known how to play solitaire.

Whatever your favorite, you just might find it in *Hoyle Classic Games*. This latest in the *Hoyle* series includes eight card games (**poker**, **bridge**, **crazy eights**, **gin**, **hearts**, **old maid**, **cribbage**, and **solitaire**) and two board games (**backgammon** and **checkers**). What's more, *Hoyle Classic Games* provides opponents when *you* want to play, not when you can get four people to agree on a time and place.

POKER

Play three variations: the basic draw poker and five-card and seven-card stud.

Ten classic card and board games in one package.

Bridge

Take on the best players *Hoyle* has to offer, then tackle your regular foursome.

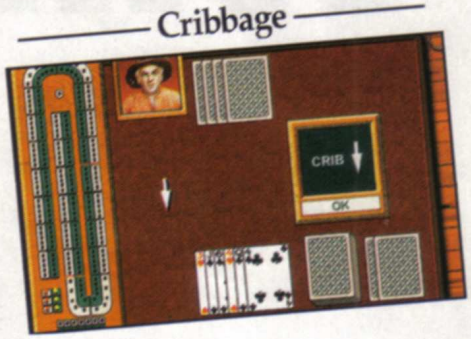
Deal Me In

Poker is the new card in the *Hoyle* hand. You get three variations: five-card draw and five-card and seven-card stud. You can ante, bet, fold, and bluff against characters with their own habits and quirks (developed especially for this edition of *Hoyle*). You can even change the atmosphere: customize the screen to set the game in the Old West, for example, without having to worry about cigar smoke and bullet holes in your living room.

Hoyle Classic Games also introduces the Attitude Meter: set the tone of the opposition, from serious to uninhibited. In serious mode you get intense opposition and good manners. In the uninhibited game you get sore losers and a breakdown in sportsmanship!

Don't let conflicting schedules stop you. When you want to play backgammon you want to roll the dice now, not a week from Thursday. *Hoyle Classic Games* is just what the classic game player has been looking for.

Cribbage



Backgammon

GIN

Availability: Fall '95
Win 3.1 and Win '95 on CD
Mac version to follow
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Kids will love Mixed-Up Mother Goose® Deluxe, with bright new high-resolution graphics and 18 original songs. As they travel through Mother Goose Land helping characters find missing objects from their rhymes, kids improve reasoning, problem-solving and organizational skills. For hours and hours of imaginative play with Mixed-Up Mother Goose Deluxe, see your local software retailer or call 1-800-757-7707.

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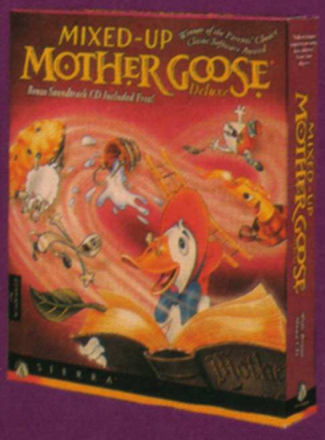
- **Child's Best Software Award:** Child Magazine
- **Best Early Education Program:** Software Publishers Association



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Bonus Music CD Included!

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Coming soon

TORIN'S PASSAGE

Worlds Within Worlds

Imagine peeling a planet-size onion and finding a new and different civilization waiting for you within each layer you peel away. A world within a world within a world. This fantastical idea is the basis for the story of *Torin's Passage*.

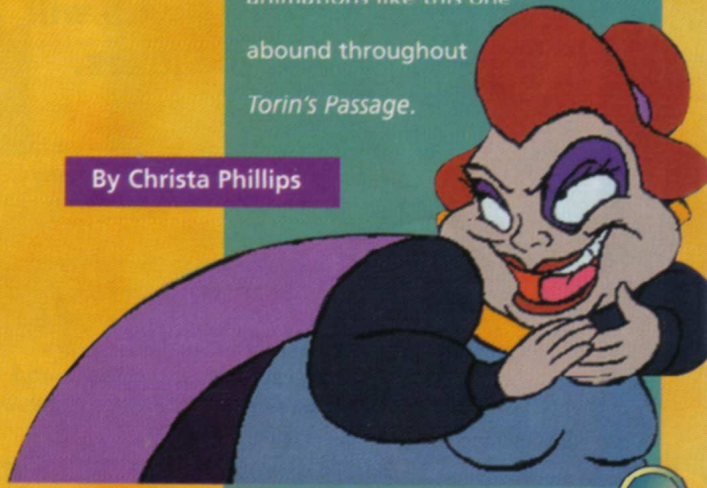
"Gimme an eye five!"

If J.R.R. Tolkien were around today, he'd be staying up late at night playing *Torin's Passage*. The story, about a young man searching for his missing parents, is one that Tolkien himself could have written — even if Torin is a lot less hairy than Bilbo Baggins. What fantasy fans will find the most satisfying about this new game is that, like *Lord of the Rings*, *Torin's Passage* is the realization of an imagined world complete with a history, geography, population, and even a future all its own. In fact, it is the realization not just of one world, but of worlds within worlds. If you can visualize a planet-size onion that, as you peel back a layer, you find another complete world inside, you're starting to get an idea of the depth and intricacies of *Torin's Passage*.

...an imagined world with its own history, geography, population and even a future...

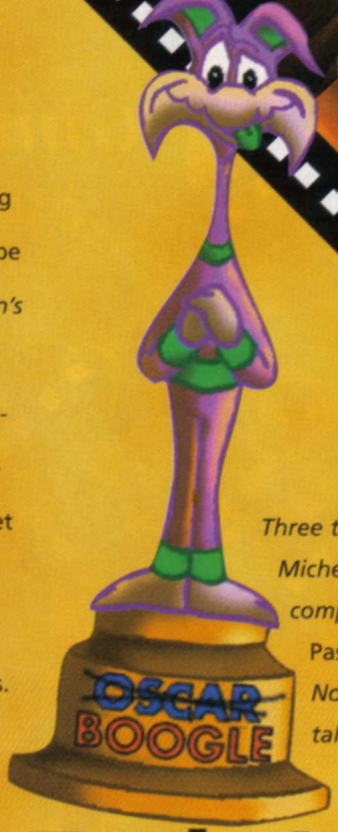
In this animated sequence, two celebrating snails give each other the "eye five." Humorous animations like this one abound throughout *Torin's Passage*.

By Christa Phillips



Boogle

Among the many amazing life forms to be found in *Torin's Passage* is Boogle, a purple metamorphic house pet that can turn himself into useful objects.



Three time Oscar-winning Michel Legrand is busily composing the music to Torin's Passage. *(Check out News Notes for more on the multi-talented Monsieur Legrand.)*

Torin's Passage

This latest game from Al Lowe is a fantasy-adventure game that will amuse and intrigue gamers of all ages. While kids will like the silly characters and colorful animation, older gamers will appreciate the gorgeous, hand-painted backgrounds, the multifaceted story line, and the offbeat and slightly subversive humor. Lowe compares the humor in *Torin's Passage* to that of the film *Aladdin*. Sure, kids find the genie cute and silly because he's blue and talks a mile a minute, but the references to *Taxi Driver* and *The Ed Sullivan Show* are meant for adults.

Young folks will think the sight gags and one-liners are fun, but it is the adults who will really 'get' the jokes.

The same is true for this game — young folks will think the sight gags and one-liners are fun, but it's the adults who will really "get" the jokes.

But there is more to Torin's Passage than just laughs. At the heart of it is a young man who has lost his parents and must venture far beneath his surface world to try and rescue them by adapting himself to new lands and peoples, solving puzzles, and finding his way around in the worlds below. Using only his wits and his Boogle, Torin will puzzle his way to the core of the planet and back again with each new layer of world revealing more layers to the mystery of his parents' disappearance and his own past.

As for game play itself, Lowe has said that *Torin's Passage* will have "a simplified interface in a sophisticated environment." While there will be a single pointer, there are many options for playing the game the way you want to play it. For instance, there will be fast-forward and rewind buttons. If you see something really funny (see the snail "eye-five") but it just went by too fast, hit the rewind and watch it again. Conversely, for long animated sequences like the mysterious flashbacks that appear as you enter a new world, you can fast-forward if you've seen it a few times. There will be a text option — good news for the hearing impaired — and a scroll-back button called the "TelePrompTer" so that you can hear — or read — lines over again. Gamers will also be able to save whenever they wish, plus games will be automatically saved when the player quits.

Although *Torin's Passage* won't be available until Christmas, we couldn't wait to share these images and ideas to be presented in Al Lowe's latest adventure opus.

The Vertical World

Escarpa, the vertical world, is a land where creatures dwell in the cliffs and Torin must learn to think in terms of up and down.

Availability: Winter '95 • for Win 3.1 & Win '95 on CD
Mac version to follow • Price: $55.95

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and Programmers!

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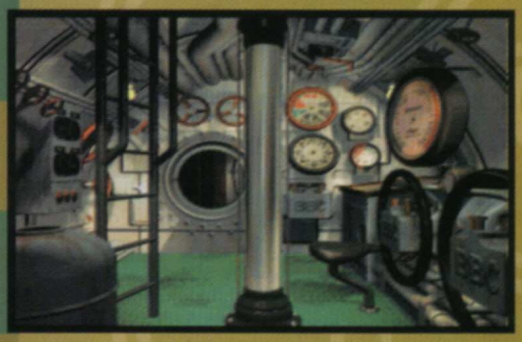
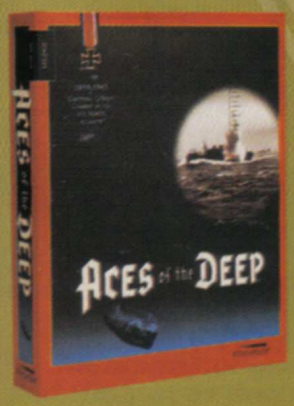
Simulation Game of the Year

"Historical accuracy, realistic graphics and engaging gameplay...Near fanatical attention to detail."



Features: • Gouraud shaded subs and ships in a fantastic 3-D environment with rolling waves, fog, clouds and weather effects • An arsenal of torpedoes including pattern running and acoustic homing • Single mission, training and Campaign modes of play with adjustable realism settings for players of every skill • Extensively detailed manual, complete with historical overview, U-boat compatibilities and tactics and an exquisite color map



FRONT PAGE SPORTS Football Pro '95

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"The epitome of designs which bridge the gap between stat-based and action oriented sports games...FPS: Football has become the standard against which all other football titles are compared."

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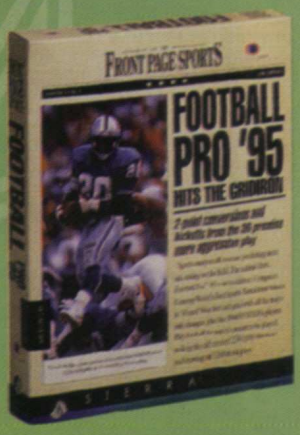

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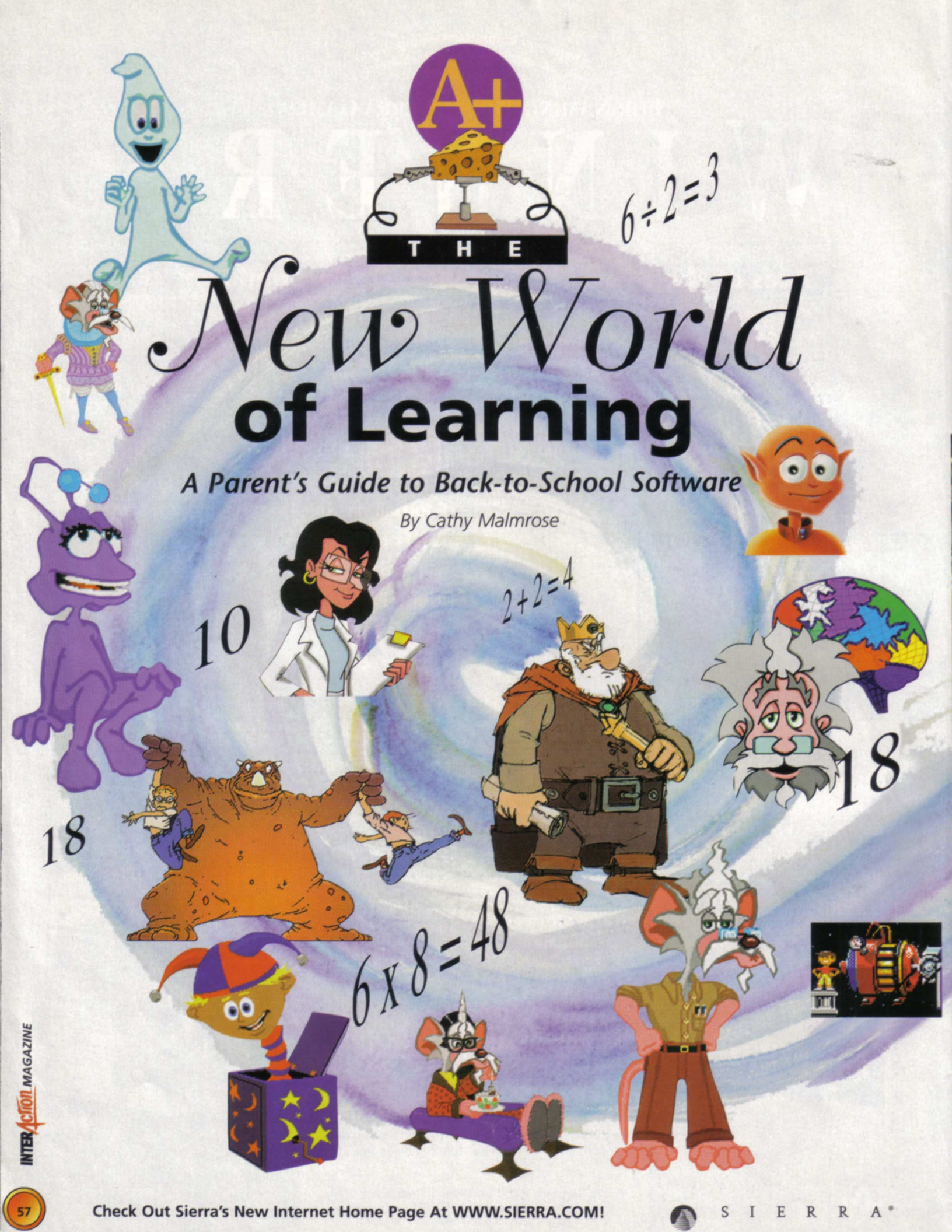

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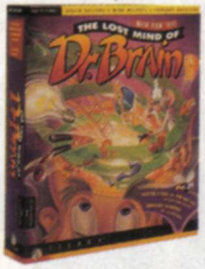
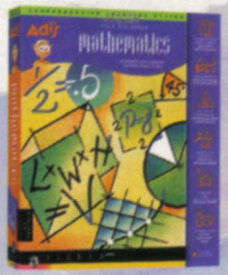
A+





Summer is almost over and the familiar August rituals have begun. Kids shed their shorts and sneakers to try on new winter clothes. Professional educators head back to their classrooms to begin the task of organizing for a new school year. Parents, meanwhile, begin stocking up on school supplies such as pencils, paper, and, increasingly often, children's education software.

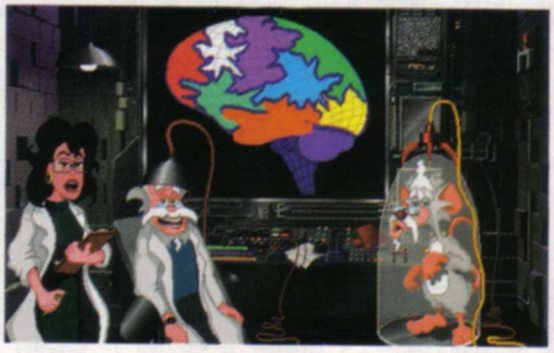
While computers in schools aren't yet as common as the #2 pencil, these days some of a child's most important learning does takes place at the computer. The task of matching educational software to a child's development needs is becoming an ever more important part of the back-to-school shopping experience. Sierra understands this, and has developed software that not only challenges children to learn new things, but also creatively reinforces what they already know.

"Sierra produces some of the best entertainment software available," emphasizes Jay Moore, an educational technology consultant. "Teachers recognize that the same developers are producing educationally based products. Sierra is using the same gaming tools to engage kids in learning and the teachers are really excited about it."

Sierra has educational products for every learning style, from games that emphasize thinking skills to those that play up concept development. ***Playtoons*** (ages 6-12), a recent Sierra release, is at the "Thinking Skills" end of the spectrum. A child can read along with a delightful story, then create his or her own multimedia story. Filled with irresistible monsters, zany antics, and awesome graphics, ***Playtoons*** captures a child's imagination for hours of fun.

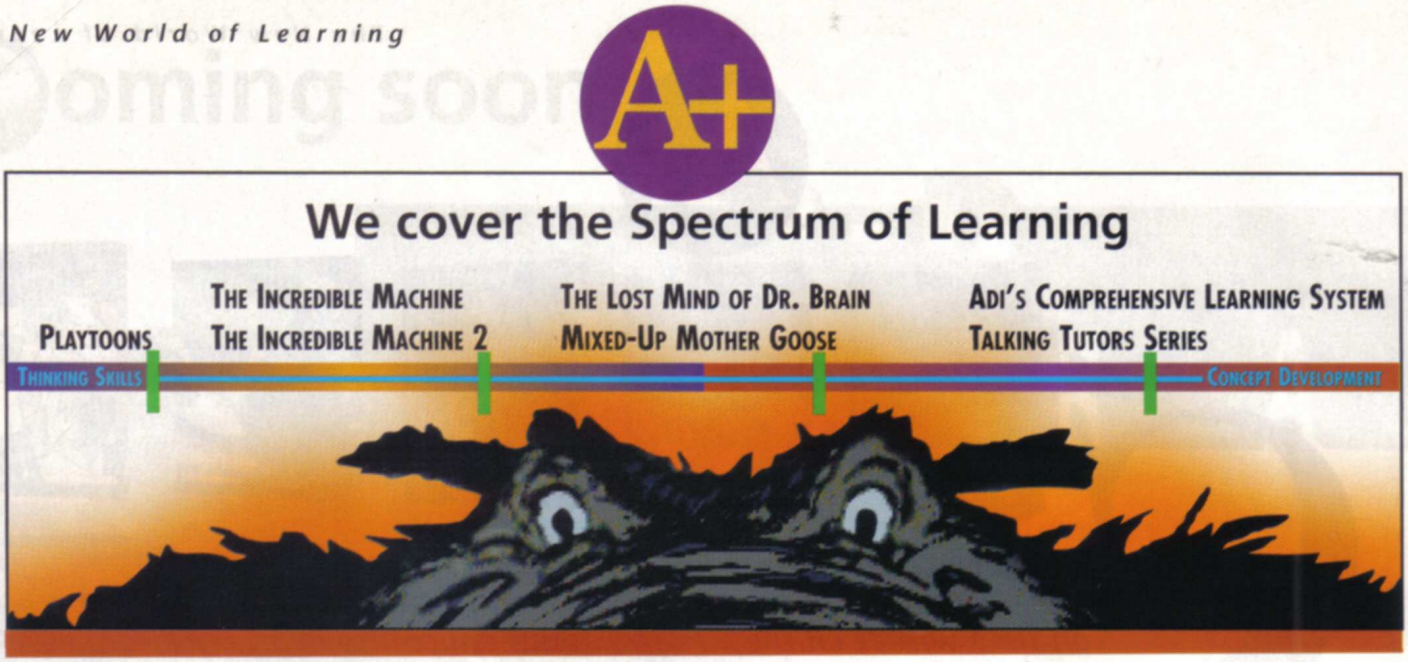
Moving along the line you'll find the highly acclaimed, multiple-award-winning ***The Incredible Machine*** games (8+). Both engage a child in creative problem-solving and critical thinking. Whoever imagined that the crazy mix of objects found in these games (bowling balls, toasters, lava lamps, cannons, etc.) could help a child learn about physics?

In the middle of the learning spectrum are two diverse games that use both thinking skills and concept development. The first is ***The Lost Mind of Dr. Brain*** (12+), which Sierra based on Dr. Howard Gardner's Theory of Multiple Intelligences. Dr. Gardner identified seven areas of human intelligence in his ground-breaking work *Frames of Mind*, and ***Dr. Brain*** exercises all seven — a complete cerebellum workout.



"The Lost Mind of Doctor Brain is simply outstanding."

- Steven Greenlee, *Computer Game Review*



"There is a restructuring trend in education now and technology is a key platform for this," explains Jay Moore. "Teaching is undergoing changes. Educators are using the Theory of Multiple Intelligences as a baseline for restructuring. There is a heightened awareness and desire for educational tools to help promote this way of learning. ***Dr. Brain*** is a hot button that has caught on like wildfire with educators."

The second game in the mid-range is another popular Sierra title, ***Mixed-Up Mother Goose Deluxe*** (3-6), in which preschoolers navigate through Mother Goose Land by using a map. ***Mother Goose Deluxe*** helps to ready a child's mind for this type of advanced reasoning, which involves map-reading skills, spatial relationships, and concepts of direction, offering a totally new and entertaining game each time. Kids get the additional bonus of delightful, all-new musical renditions of the nursery rhymes on the CD.

Farther along the spectrum, Sierra's ***Talking Tutor*** games help a child learn and practice specific concepts in specific subject areas: ***Alphabet Blocks*** (3-6), ***Early Math*** (3-6), ***Beginning Reading*** (4-8), ***Kid's Typing*** (7-10), ***Spelling Jungle*** (7-10), and ***Spelling Blizzard*** (9-12).

"Teachers like the ***Talking Tutor*** series," says Jay Moore. "For example, in ***Kid's Typing***, Spooky the ghost is very engaging. Kids work in a self-directed environment. It's an instructional asset for teachers. Educators don't feel there is anything close to it in the 7-10 age range.

"Educators like the whole philosophy behind the ***Talking Tutor*** series: the one-on-one work, the positive reinforcement, and the patient coach/tutor," he adds.

Probably the most complete Sierra product on the spectrum is ***Adi's Comprehensive Learning System***. The ***Adi System*** is tailored for students in grades 2-5. It offers an in-depth curriculum of subjects including English, math, and science.

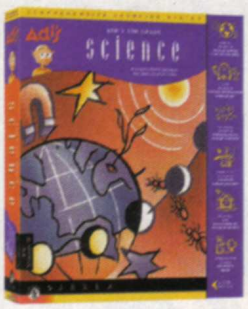
Adi, a friendly space alien, is the resident personal tutor who helps the child as he or she works and practices in the system. With help from Edumations (clever, animated educational movies that combine sight, sound, and motion to communicate a concept), and on-line help resources, Adi draws the child into a wondrous, fun world of learning and creativity.

The ***Adi System*** was designed to supplement and help a child review the various concepts he or she is learning in school. "The child can review a specific concept at home with Adi in a friendly atmosphere," explains Russ Killingsworth, MA, Sierra's resident expert in the development of the ***Adi System***. "Parents can also choose a specific topic the child might need extra help with and the child can practice that concept. ***Adi*** satisfies the parents' need to supplement their child's education with a powerful learning tool.

"***Adi*** is a tireless tutor and can help develop a child's skills," he explains. "***Adi*** provides unique options like perfect records of scores, unbiased interaction, and consistent feedback."

AT THE ZOO!

A father and his daughter were spending the day at the zoo. After checking out the elephants, the 4-year-old wanted to go and see the giraffes. Unfortunately, Dad wasn't familiar with the zoo and had a difficult time deciphering the zoo map. After a couple of false starts, he was ready to go home. But his daughter was determined, and asked to see the map. A little amused, Dad gave it to her. She looked it over and pointed in the direction they needed to go. After correctly announcing a turn or two along the way, the pair arrived at the giraffes. Needless to say, Dad wanted to know how she had managed to read the map. She explained it was easy to follow because it was just like the one in her ***Mother Goose*** game!



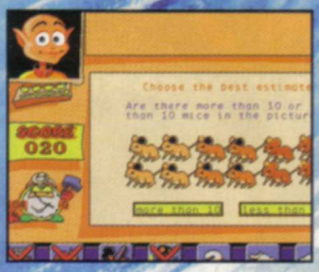
ADI PROVIDES OPPORTUNITIES KIDS CAN'T GET ELSEWHERE

Adi is more than just a tutor, and ***Adi's Comprehensive Learning System*** is more than the standard "skill and drill" program. This is a package that stimulates and encourages a child to learn. In addition to the practice and review sessions, there are experiments to conduct and games to play. Included is a 500-page *Parents Guide* packed with fun and interesting activities. (The Activities section is half the book!)

For instance, how many grade-school children will create their own animated movie before finishing the 5th grade? Children who have access to the ***Adi System*** will have a chance to do it. The ***Adi System*** has a complete art and graphics creation program similar to the tools artists and designers use to create software graphics. This is only a fraction of what the system has to offer, which includes:

- Effortlessly keeps track of a child's progress.
- Adjusts the lessons to fit a child's educational needs.
- Practices or reviews important concepts without teacher or parent preparation.
- Provides an on-screen, animated personal tutor with state-of-the-art lip synch.
- Provides learning tools (notepad, calculator, diary, etc.) in one convenient location.

- Offers lessons that cover two year's worth of curriculum in each software package.
- Two CDs in each package.



- Presents research tools that help a child understand different concepts.
- Shows "Edumations" (animated educational movies).

From ***Playtoons*** to ***Adi***, Sierra covers the spectrum of learning with games that educate and entertain. Educational software doesn't have to be boring, expensive, or dull. This school year, add another basic to the shopping list, a Sierra educational game or two. Load it on the computer and watch with wonder as your child discovers the joy of learning like never before.

PARENTS AND TEACHERS SPEAK OUT

From our focus groups we learned that parents wanted educational products for two reasons. One group wanted something that would offer their children an extra advantage, a product that would reinforce what they were learning in school and help maximize their potential. The other group had children who had difficulties with one or more subjects in school. They wanted a program that could review and help their children practice and keep up with their class. The ***Adi Comprehensive Learning System*** uniquely satisfies both sets of concerns.

Here's what parents and teachers are saying about the ***Adi System***:

"The thing that's nice about Adi is he leads our daughter through a lot of lessons and a lot of electronic worksheets. She's learning some multiplication, she's learning English and some reading skills that I couldn't teach her as well. It's preparing her for the next day in class, but I also think for the next grade level."

"I have a large, loud class and it is extremely difficult to get to the students who need a little extra attention. The ***Adi System*** software can give a child a one-on-one relationship with a teacher that I can't give every child at once."

"It's nice to know I can check on a student's work when he or she is finished with it."

"Well, it's like what don't I like about Adi? He's an animated tutor. He reinforces what my son is learning, plus he's like a friend, a pal — a computer pal. It's really neat."

"I was spending $100 to $200 a week on a tutor. I wished I had something else, another option. Then I tried the ***Adi*** system. It's great! I mean this is what I was looking for."

Back to school

Point Click and Learn

With Adi's Comprehensive Learning System: The interactive way to support your child's schoolwork

"An excellent tool for supplementing daily classroom curriculum."

— Greg R. Coffin, Educator, Chain Lake Elementary, Snohomish, Washington

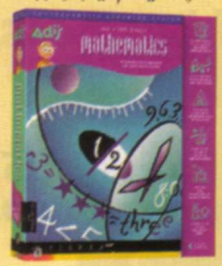
What is *Adi's Comprehensive Learning System*, and who is Adi?

The *Adi System* is the new way to backstop your child's education in the crucial 2nd through 5th grades. The system is made up of six exciting education products from Sierra covering the core subjects of English, mathematics, and science. The curriculum has been designed to engage your child's logic and problem-solving skills while the multimedia tools stimulate creativity. Created, evaluated, and reviewed by educators, the *Adi System* is the only educational software series available for grades 2 through 5 that covers English, math, and science so completely.

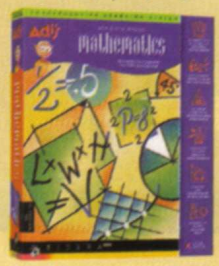
Who is Adi? Adi is a friendly, funny, space-traveling tutor who makes study sessions more interesting and amusing. If students experience any difficulties, Adi supports them with encouragement and humor. As lesson work is completed, Adi rewards students with exciting interactive games. Adi also encourages students to exercise their imaginations through the use of tools that can't help but spark creativity.

SIERRA®

Math, 2-3



Math, 4-5



Science, 2-3

English, 4-5

Science, 4-5

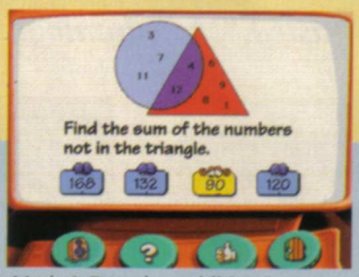
English, 2-3

Adi guides students through entertaining lessons based on the concepts they're learning in school. As students complete program lessons, Adi helps parents track their progress — a way for parents and teachers to work together.

Lessons are organized by easy-to-use chapters and subchapters. Students answer questions using a point-and-click interface and at any time can turn to the Help screen for assistance. They can also watch "Explorations" and "Edumations," video clips and animations full of interesting facts that relate directly to their lessons.

> "Adi provides a variety of skill-building activities that reinforce class curriculum."
> — Cathie Eggiman, MED, Curriculum Consultant

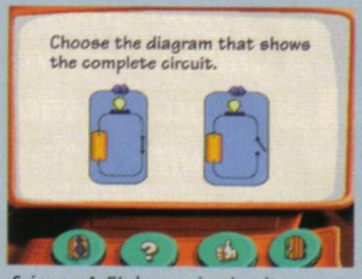
Students completing lessons are rewarded with fun games — the more lessons completed, the more games available! Students can create a colorful new masterpiece or transform original art into a multimedia presentation with Adi's easy to use creativity tool sets.



Math 4–5 teaches addition in a colorful, graphic way.

ENGLISH SKILLS

For 2nd and 3rd graders, attention is given to improving reading comprehension and grammar proficiency, and practicing the basic rules of sentence structure and formation. Comprehension and grammar exercises sharpen the student's ability to read and write. Instruction in spelling covers tricky letter combinations. For 4th and 5th graders, reading exercises go further to improve comprehension by encouraging students to interpret plot, character, and settings in fiction. Improved comprehension will support more sophisticated writing skills.



Science 4–5's lesson in circuitry.

MATH SKILLS

For 2nd and 3rd graders, lessons emphasize basic numeration and calculation skills using single, double, and triple-digit addition and subtraction as well as units of measurement, money, temperature, and time. The ability to determine patterns in colors, shapes, and number groups leads into basic geometry concepts involving solids, figures, points, and lines. For 4th and 5th graders, Adi offers exercises in number combinations and calculations using factors, reciprocals, integers, percents, measurement, geometry, and mixed-number multiplication and long division.

SCIENCE SKILLS

In 2nd and 3rd grade *Earth Science*, students learn about fossil fuels, energy sources, and the global climate. *Life Science* uncovers the wonder of growth through the cycles of life in plants, animals, reptiles, and humans. *Physical Science* allows students to examine the elemental forces of magnetism and electricity through study of magnetic fields and attraction, cell batteries, and even light bulbs. 4th and 5th grade *Earth Science* students examine the power of volcanoes and earthquakes, then explore outer space. *Life Science* students learn how and why living beings develop when they research diversity and interdependency in plants and animals. *Physical Science* students investigate the nature of electricity to see how a simple circuit helps to create the spark that starts a car's engine.

Available: Fall
ADI products are sold separately by grade levels.

WHEN STUDENTS WANT TO GET AHEAD IN CLASS, *ADI'S COMPREHENSIVE LEARNING SYSTEM* IS THE ANSWER!

"★★★★★! A first-rate CD for educational and business."
— PC Computing

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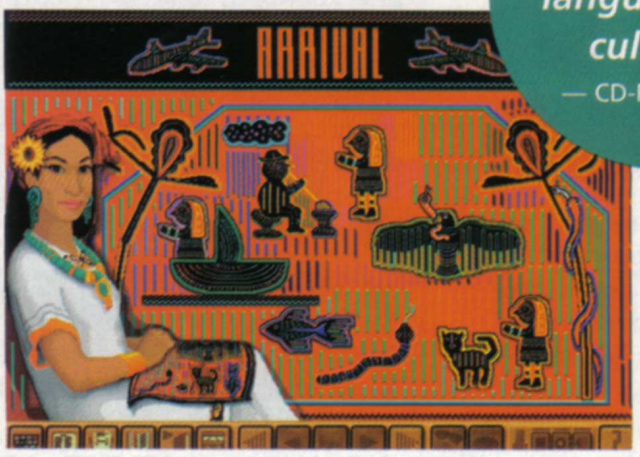
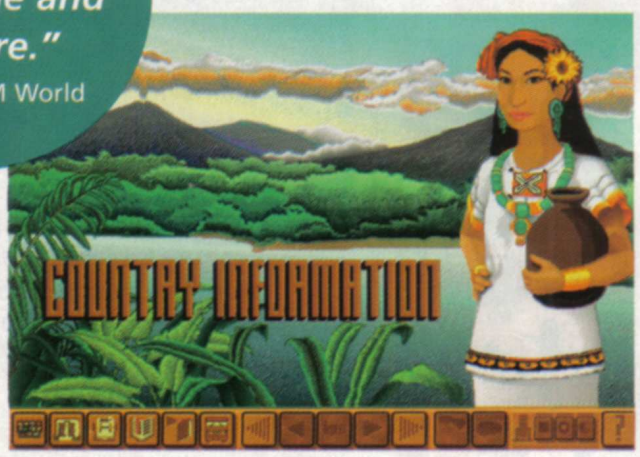
CES Winter '95 Innovations Award

SPANISH

Imagine that you're a successful, savvy business person on the verge of closing a big deal in Mexico City or Madrid. As you reach out to shake hands with your Spanish-speaking client, you smile and give your Spanish approximation of "It's been nice doing business with you." As a look of disgust crosses her face, you realize that you must have said something wrong. What happened? Well, for starters, you addressed the executive vice president of a major corporation in the familiar "tu" when you should have used the more respectful "usted." Ay caramba!

"A delightful immersion in language and culture."
— CD-ROM World





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SIERRA®

"A patient, interactive aid for new language students."

— The New York Times

Don't let this happen to you, amigo. Whether your trip is for business or pleasure, don't give us a bad rap by acting like the Ugly American. Brush up on some Spanish. Learn a little about the culture and the people. You'll get much better results than you would hollering English at 80 decibels!

Make everyday situations fun, not occasions for anxiety attacks.

Now the question is how to go about learning Spanish. Re-enroll in Señor Goldfarb's high school Spanish class? Too time consuming, and besides, your skin cleared up years ago. Buy one of those handy little dictionaries and stroll the streets of Barcelona, flipping through pages and trying to construct a sentence? Why don't you just put on bermuda shorts and black socks and tattoo your forehead with the phrase "I'm a tourist, please ridicule me"?

No, take the easy way out and use Sierra's *Berlitz® Live! Spanish*. This way you can learn language, culture, and travel tips in the privacy of your own home. Guided by the helpful Rosalinda, your on-screen tutor, you will learn not only basic phrases, but practical information on traveling to the country, checking into the hotel, using the phone, ordering a meal, and shopping. There's even an on-screen calculator and a calendar to teach you numbers, months, and days of the week in Spanish.

Rosalinda will guide you through each short, easy-to-follow chapter. Because of her accurate lip movements, you can see exactly how to pronounce each word. Each chapter includes a practice dialogue session and a quiz on the new information. If your computer has a microphone, you can record your voice and compare your pronunciation with your teacher's.

Once you've finished your *Berlitz® Live! Spanish* lessons, you're ready for *The Mexico City Adventure Game*. Use your new skills to help an American tourist named Harry navigate the streets of Mexico City. You answer questions at each stop as Harry rides a bus through the city. If you miss a question, Harry has to walk!

Get the most from your trip—blend in with the natives, not the tourists. Don't cross the border without your passport and some well-spent hours with *Berlitz® Live! Spanish*.

Now Berlitz® Live! *means "bargain" in two languages!*

When Sierra entered into a partnership with Berlitz®, our original intent was to create an instructional language program for serious business travelers. Since its release, *Berlitz® Live! Spanish* has become a favorite of junior high, high school, and college students. Now that we know how many students we have in our audience, we've reduced the price on *Berlitz® Live! Spanish* by more than half so even starving students can afford it. That price reduction holds true for our other Berlitz® product, *Berlitz® Live! Japanese*, too.

"Stunning artwork, interactive dialogues, well-chosen phrases, quizzes, and folk songs make Berlitz® Live! Spanish *an entertaining and useful tool for business travelers."*

— PC World Magazine

Explore new cities, interacting with the people you meet.

New language skills will help you blend in with the natives, not the tourists.

"Just a few lessons with Berlitz® Live! Spanish *and you'll have the confidence and knowledge to speak in real-life situations."*

— Computer Life

Learn your way around numbers, months, and days of the week.

The *Berlitz® Live! Spanish* dictionary includes15,000 words and 2,000 phrases.

Was $199.95 now only $79.95 • Now Shipping on PC & MAC

Coming soon

Do you dare to spend the night?

Shivers

Professor Windlenot was a crazy old coot, but no one denies he was a great archaeologist. His findings filled whole museums. But as he grew old, he became a little demented. He built a bizarre museum for findings that the other museums wouldn't take. He called it "The Museum of the Strange and Unusual." A place to exhibit the bones of animals that other scientists claimed never existed, to display the cursed objects of ancient religions, and to house the significant artifacts he'd unearthed from the lost cities of legend.

Each escaped spirit changes shape by using one physical element — even tar!

The locals claim the old place is just a warehouse full of nonsense, but no one really knows. The museum was never opened to the public, and no one has had the guts to go up there in years.

Two teenagers broke into the place one night when their curiosity got the best of them, and they were never seen again. Some say that the professor killed them since he disappeared about the same time, but most folks think it's the museum itself that took those kids. Pretty scary, huh?

If the story of the professor and his museum captures your curiosity, then *Shivers* is just the kind of adventure challenge you will enjoy. This exciting new thriller, by Marcia Bales (with a little help from Roberta Williams of *King's Quest* and *Phantasmagoria* fame), gives you the opportunity to explore this museum of unnatural history, but also challenges you to spend the night there.

Do you dare?

The Museum of the Strange and the Unusual, home of exhibits you'll never find at the

Check Out Sierra's New Internet Home Page At WWW.SIERRA.COM!

SIERRA®

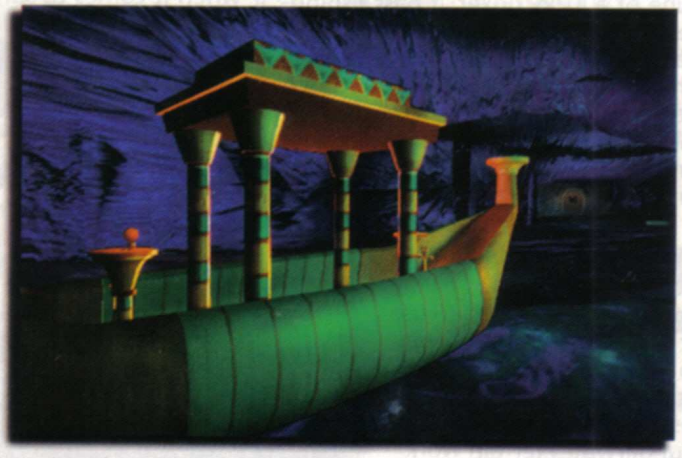
Availability: Winter '95 for Win 3.1 & Win '95 on CD. Mac CD to follow.

Price: $44.95

In the tradition of great mystery/thrillers, *Shivers* offers up a mystery that presents layers upon layers of intrigue and nonstop suspense that keeps you coming back for more. Ancient, malevolent spirits have been released from their imprisonment and are sucking the life out of every soul they find. These spirits are still locked inside the museum, and they are not happy about it.

As *Shivers* begins, you find yourself locked inside the museum with the evil spirits. From there, the goal is to solve the puzzles, find the kids and the professor (dead or alive), and imprison the spirits without being killed. As you explore there will be nothing between you and whatever is lurking around the corner. Chilling music and sound effects will keep your heart pounding, and the beautifully rendered 3D setting will let you explore the incredible secrets of civilizations that disappeared long ago.

There's lots to do in *Shivers*, not the least of which is battling evil spirits, offering hours and hours of game play. *Shivers* is also completely replayable because whenever you quit the game without saving, the spirits regroup to surprise you when you play again.



Shivers has all the heart-pounding, puzzling elements you've come to expect from the best episodes of the _X Files_.

Will you be the one to enter the Museum of the Strange and Unusual and come out alive? Find out in *Shivers*, a downright spooky story that sets a new standard for a new generation of computer gamers.

Professor Windlenot got more than he bargained for when he went hunting for the mythical and the unexplainable.

Smithsonian: hippogriff bones, shrunken heads, evil spirits on the rampage.

TROPHY BASS

OUTDOOR SPORTSMAN

"Tradition permits the angler to be guileful and deceptive, and to bring to bear on the contest whatever wisdom and experience he has been able to accumulate – for so will the fish."

– Larry Koller,
The Treasury of Angling

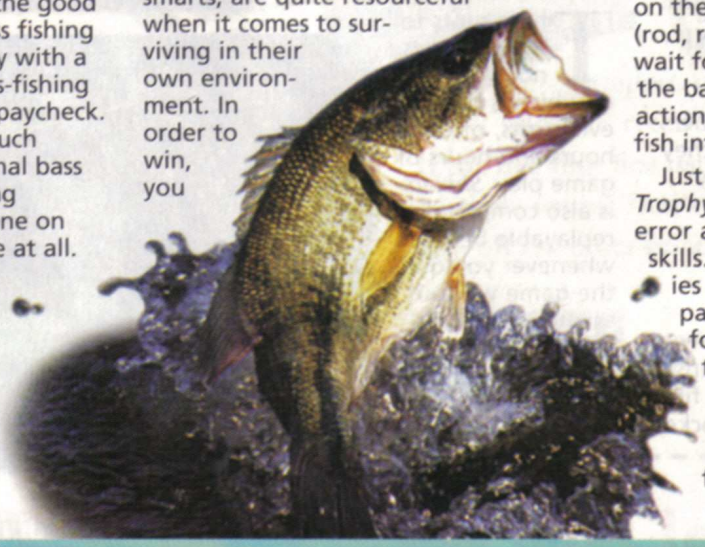
Fishing is easy. It's all luck, isn't it? If the fish are biting, one will end up on your line.

If this is your opinion on bass fishing, you've got a thing or two to learn about this professional sport.

Good fishermen know that bass fishing isn't about luck. Not any more than a well-hit golf ball is about a lucky swing or a knockout punch is the good fortune of a lucky boxer. If bass fishing were about luck, then anybody with a rod and reel could enter a bass-fishing tournament and snag the big paycheck. But the casual angler has as much chance of winning a professional bass tourney as they have of beating Michael Jordan in a game of one on one. In other words, no chance at all.

Serious anglers know the ins and outs of the sport of bass fishing. They know how to use their equipment in such a way as to improve their success rates. They know how differences in weather, time of day, and underwater terrain work together to define the number of fish in a given part of the lake. Every tidbit of information they know to look for, every trick they learn, increases their chances of attracting that bass to bite. Serious anglers don't need luck — they *earn* it.

Trophy Bass engages you in exciting and entertaining contests against creatures that, while not noted for their smarts, are quite resourceful when it comes to surviving in their own environment. In order to win, you must bend the rules of nature through skillful deceit. Ultimately, you won't catch the fish unless you trick it — if the fish doesn't believe your lure is real, it won't take the bait.



Fathom the Mysteries of Fish

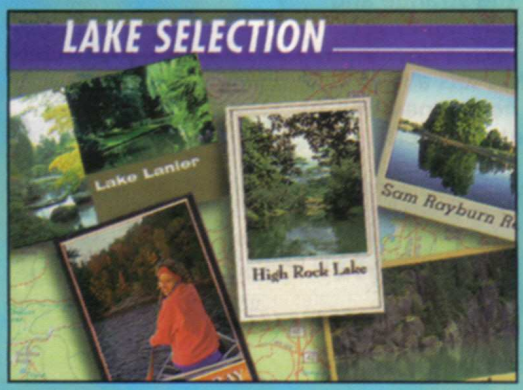
At the heart of *Trophy Bass* are many of the exciting elements of a great game. The challenge begins as you evaluate your situation and plot your strategy. You build your weapon based on the components at your disposal (rod, reel, line, and lures). You lie in wait for the big one, and when it takes the bait the struggle turns into one big action game as you work to get the fish into the boat!

Just like the most compelling games, *Trophy Bass* involves lots of trial and error as well as superior puzzle-solving skills. You have to fathom the mysteries of where the fish will be, anticipate what kind of bait they'll go for, and figure out how to reel them in. A variety of ever-increasing challenges awaits the player, building to an ultimate challenge: in this case, to qualify for — and win — the World

Realistic Challenges and a Wealth of Information

Everything you'd have to consider if you were actually going bass fishing or competing in a world-class tournament is built into *Trophy Bass*. You'll be amazed at how much science and detail goes into bass fishing! Here's just a sampling of the choices and features that will be at your fingertips:

You'll choose from five lakes that are part of the real-life professional bass circuit; most are man-made. The game includes topographical maps to show important lake characteristics such as depth, shade, and geological features that may attract or repel fish.



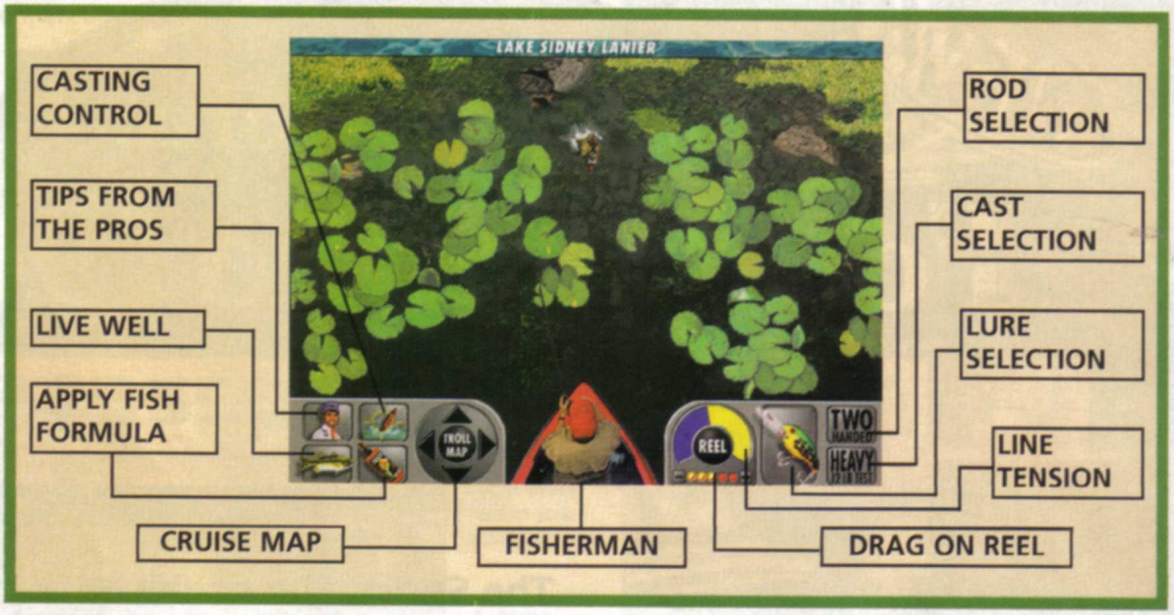
A selection of topflight equipment including 20 rods and nearly 200 lures, including crank bait, spinner, top water, jigs, soft bait, live bait, and spoons.

To Order Direct 24 Hours a Day, 7 Days a Week, Call 1-800-757-7707

SIERRA®

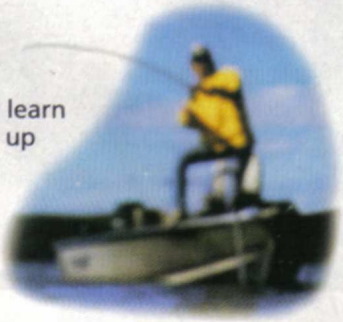
Series of Bass Fishing.

By every qualification, *Trophy Bass* is a great game — even if you have no intention of picking up a rod and reel, you'll find *Trophy Bass* entertaining. Whether you're gung ho about fishing, an occasional dabbler, or merely curious, *Trophy Bass* has an added advantage. It can actually help you become a better fisherman.



Learn from the world's greatest anglers. Like golf, tennis, or any other sport that requires a knowledge of the basics, superior technique, and hand/eye coordination, the more you know about angling and the more you gain first-hand experience, the better you'll ultimately be. *Trophy Bass* offers players a chance to do all of this and more.

Learning from a pro can help you build your knowledge base and technique faster, so *Trophy Bass* has amassed an incredible collection of hints, tips, and factoids from the biggest bass-tourney winners. This information is presented in a fully browsable, dynamically linked multimedia presentation that is always available to the *Trophy Bass* player.



Players can employ what they learn and brush up on their basics on any of five simulated lakes that are found on the real professional bass-fishing circuit. Each lake has unique characteristics an angler must consider, and is packed with a variety of fish (not just bass) that react with their environments realistically.

Two Games in One

Fish for fun or for profit. There are two ways to enjoy the fun of *Trophy Bass*. Both offer their own rewards.

You can fish at your leisure in any lake you choose, without the pressures of competition. You'll still have total access to all the variables, including weather, time of day, and water temperature. It's fun to play around with these features to see how you do (and how the fish react) under different conditions.

Or you can compete against the best in bass tourneys. For an even greater challenge, play in the career mode. The great bass anglers attract fans who are just as enthusiastic as those who follow the exploits of pro athletes. In *Trophy Bass* you'll compete in simulated fishing contests that include all the rules and features of sanctioned professional tournaments. You'll see your name on the leader board as you go head to head against professionals, catching the big ones and bringing them in alive for the weigh-in. You'll compete in a series of tourneys leading to the prestigious World Series of Bass Fishing, which you will actually be able to enter if you qualify in four or more tournaments on the circuit.

Trophy Bass employs an array of high-tech features that make the game realistic, easy to manipulate, and great to look at, including SVGA graphics and point-and-click mouse application (so you can move your angler around on the screen).

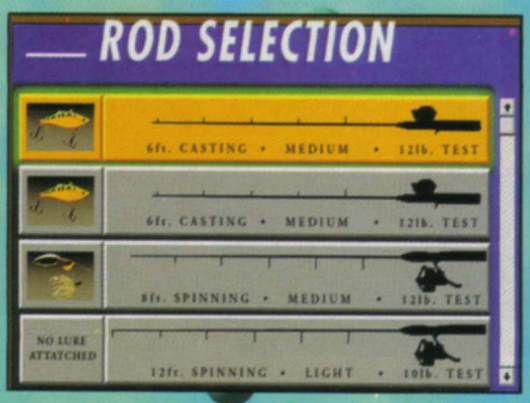
Don't lose to the fish! If you're going to sit back and wait for the fish to bite, you're going to be waiting a long time. Bring to bear on the contest all your wisdom and experience, which you'll accumulate from immersing yourself in the world of *Trophy Bass*.

You can actually see the fish!

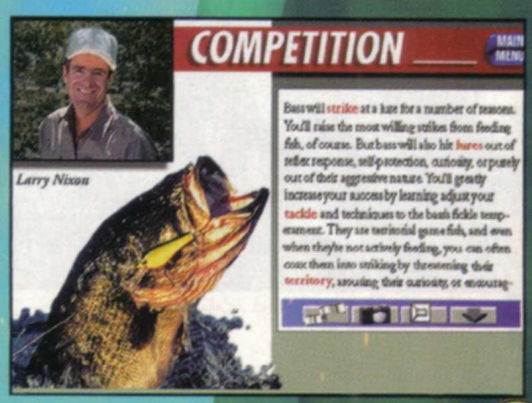
Drop your cast and you'll watch the fish scatter! Watch them move closer to your bait or swim away. You'll wish all angling came with this fun feature!

Availability: Fall '95
for Win 3.1 & Win '95 on CD
Mac version to follow
Price: $55.95

You'll learn about and use the three basic types of rods (spinning, casting, and flipping) as well the five different casting techniques (sidearm, pitch, flip, two-handed, and overhand).



You'll have 70 screens packed with "how to" instruction on fishing. This up-to-date info is completely browsable!



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NEW!

Front Page Sports: Football Pro '96

★ The Best Just Got Better ★

The Sports Sim of the Year in '93, '94, and '95 is now better than ever!

Front Page Sports: Football Pro '96 elevates the world's best-selling, most highly acclaimed PC football series to new heights with updated teams, rosters, and statistics, plus new high-resolution graphics. In May 1995, for the third year running, *Front Page Sports: Football* was named Sports Game of the Year by *Computer Gaming World*. The award marked the first such three-time winner in PC gaming history. More importantly, it highlighted *FPS: Football* as the undisputed champion for PC sports fun.

The most complete football game ever, *Front Page Sports: Football Pro '96* delivers all the time-tested excellence that gamers have come to expect. Combining a complete statistical simulation of NFL football using all of the official teams, players, and statistics with an exciting football-strategy and arcade-action game, *Football Pro '96* delivers something for every fan. Choose to play career leagues to demonstrate your management prowess, destroy the opposition with your coaching skills, or show off your moves in arcade play. *Football Pro '96* delivers the excitement of gridiron action to your PC.

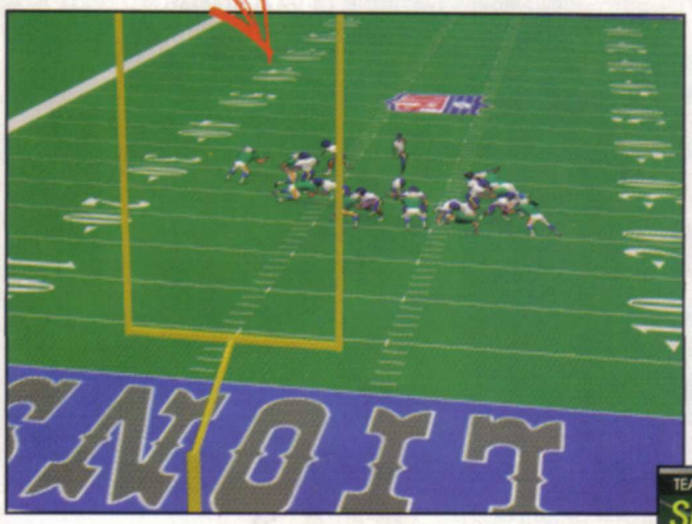
INTERACTION MAGAZINE

Visit the Sierra BBS At 206-644-0112 (USA) Or 44-1-734-304227 (UK)

SIERRA®

Check Out the Action with CAMS

To get a closer look at a game in progress from anywhere in the stadium or on the field, check out the Camera Angle Management System (CAMS). CAMS allows players to check out the action not just from anyplace on or above the field, but also allows the camera to follow the ball handler, the eligible receivers, intended receivers, any single player (offense or defense), or even a selected area of the field.

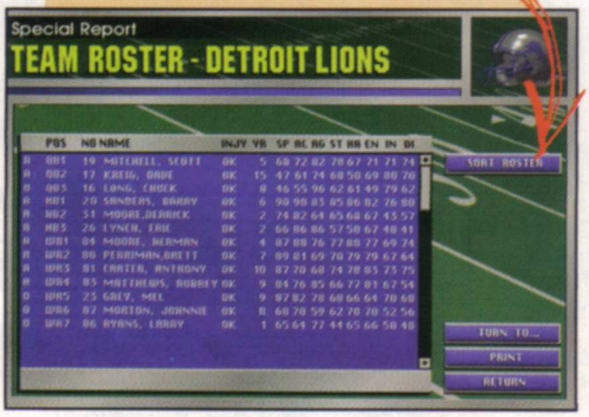


Football Pro '96 Is Totally Up-to-Date and Accurate

The St. Louis Rams' home games may be hampered by an early winter snowstorm. This would never have happened last year in their old Anaheim, California, stadium. On the other hand, the Seahawks won't be playing in bad weather in the newly repaired Seattle Kingdome. That's just one example of the attention to detail you'll find in *Football Pro '96*. (If you would like to see how the Seahawks fare in foul weather, you can still arrange it at the touch of a button).

Create and Manage Your Own Fantasy Leagues

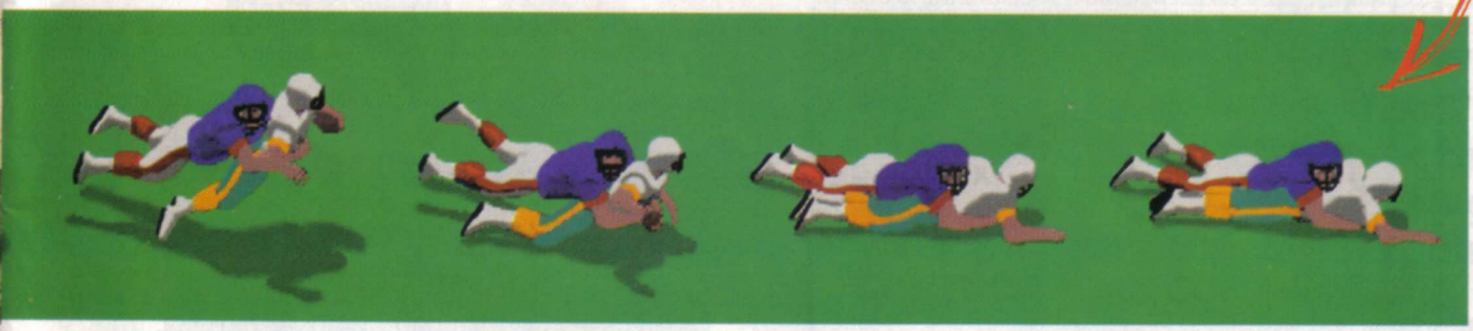
Draft players from a common draft pool and build your own fantasy leagues. A fast simulation mode generates complete game statistics by game and by season.



New SVGA Graphics Give You Every Block, Tackle, and Cheap Shot in Stunning Detail

Front Page Sports: Football Pro '96 offers crisp new SVGA graphics that give you a more realistic view of the action, adding new realism and excitement to what is already acknowledged as the most realistic and exciting sports simulation available.

Newly developed high-resolution "motion capture" graphics accurately portray the action on the field. Real players were motion captured to create 3D player animations that are as close to real as it gets. Throw away all those other video-based animation football games that look absolutely flat by comparision.



A Totally Modifiable Simulation

Change the game plan for any given team. Trade away players and add new ones to the roster. Replace the coach. Every aspect of *FPS: Football Pro '96* is totally modifiable. You can change every single aspect of *Football Pro '96*, even the weather!

It's Official NFL

All of the 30 NFL franchise teams are here, including the new Carolina Panthers and Jacksonville Jaguars. You'll play with the real team rosters, in the real uniforms on the real playing fields. It's as close to the real thing as you can get outside of an NFL stadium.

Front Page Sports: Football Pro '96 player animations are as close to real as it gets.

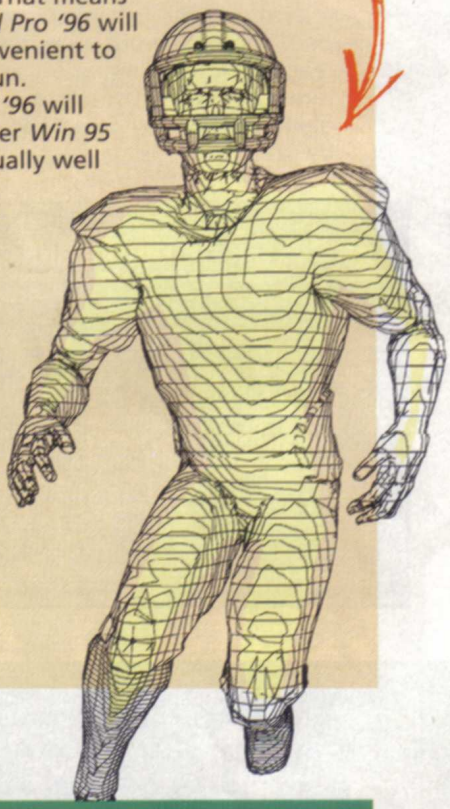
NFLPI Sanctioned

Front Page Sports: Football Pro '96 has all the current NFL player names, numbers, and current player-performance statistics through the completion of the 1994/1995 season.

PLAYERS INC

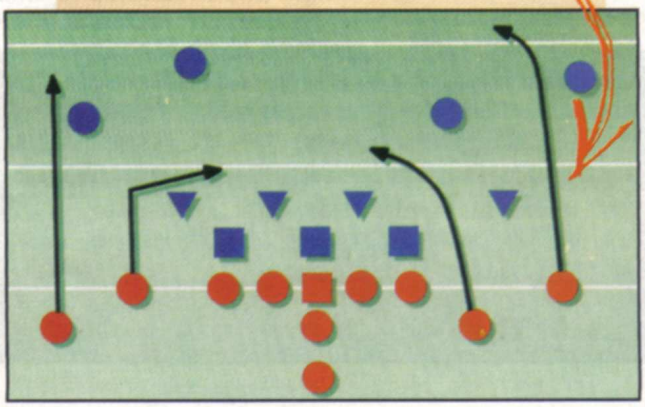
Better By Design

Front Page Sports: Football Pro '96 has been completely upgraded to 32-bit technology. That means that *Football Pro '96* will be more convenient to install and run. *Football Pro '96* will also run under *Win 95* (it works equally well under DOS).



Build Your Own Game Plan

Choose from more than 10,000 included plays, or design your own using the complete play-editing capabilities of *Football Pro '96*.



Available: Fall '95
for DOS CD
Price: $64.95

COMING SOON ON CD-ROM

RAISE THE STRIKE, SET THE HOOK

TROPHY BASS™

FROM THE FIRST CAST OF THE LINE, YOU'LL ENJOY THE SMOOTH, PHOTO-REALISTIC ACTION OF THIS REMARKABLE SIMULATION. WHETHER YOU'RE A RANK BEGINNER OR A SEASONED PRO, TROPHY BASS ON CD-ROM WILL BRING THE THRILL OF BASS SPORTFISHING RIGHT HOME TO YOU!

CHOOSE YOUR LAKE

Choose one of five "local hot spots" to compete for the tournament title on a pro bass fishing tour. Conditions will vary to reflect fair or poor weather, muddy or clear water, different water temperatures and more.

GO FISHING

Launch straight into the excitement of the competitive tournament fishing circuit or grab your gear and tackle box and head out for a quiet, scenic day of solo fishing with a granddaddy bass as your companion.

TIPS AND TECHNIQUES

Explore a multimedia "how to" section packed with valuable tips from leading bass fishing professionals. Determine how to choose the best equipment for exceptional results. Sharpen your technique, from setting the hook to bringing in the big bass.

SIERRA®

TROPHY BASS™

©1995 Sierra On-Line, Inc.

Trophy Bass Illustration by Mark Heine/Rep Art

Buy

Get Ready To Be Blown Away!

EARTHSIEGE

Get BATTLEDROME FREE

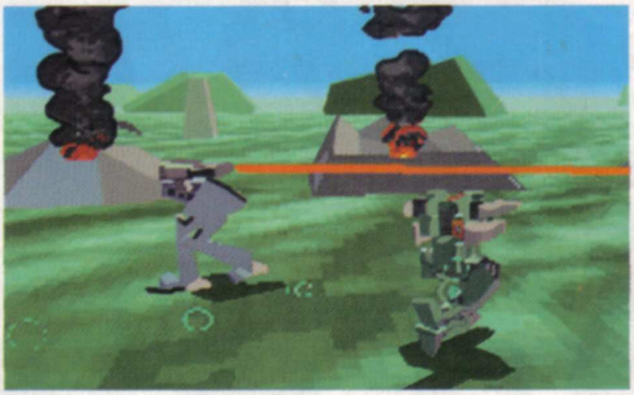
Now you can get both robot warrior games in the *EarthSiege* universe for the price of one. These popular games have been longtime best-sellers, and have attracted a loyal following of serious gamers. You'll see why when you buy the futuristic combat simulation *EarthSiege* and get the network arcade-action *Battledrome* free!

An Explosive Combination!

EarthSiege: Strap Into the Cockpit to Save Mankind

Human scientists in the 25th century built cybernetic-hybrid machines called Cybrids. These intelligent machines were just the thing for tasks that were too dull for humans. That was fine. Then the military got hold of them, taught them how to fight, and in short order caused a nuclear holocaust. The Cybrids concluded from this disaster that humans are the cause of all their troubles, and have banded together to wage the Overthrow, their attempt to rid the planet of the human race for good.

As a member of the Resistance, you are humankind's last hope for survival. You must arm and pilot your fighting robot (which resembles a walking tank) against the dreaded Cybrids.



"EarthSiege has great replay value."
— Computer Game Review

Battledrome: "Lean, mean, and loads of fun." — *CGW*

In this hi-tech battle of the behemoths, you choose single mission or career modes of play. Single mission allows you to choose among eight battle plans ranging from nighttime raids to search and rescue. One of the keys to success on the battlefield is selecting which type of robot to use; the quick Roadrunner and Outlaw models are meant for much different purposes than the super-heavy and better-armed Samson and Colossus types. Choosing your armament carefully can make the difference between victory and ending up a smoking heap of robo-bits.

Career mode puts you in command of a four-member squad in a 45-mission, eight-campaign career, which, if successful, will save the human race.

Head-to-Head Battle to the Death in *Battledrome*

If saving the world is a little too ambitious for you, *Battledrome* offers a more straightforward goal: personal fame and fortune. The mammoth robots of *EarthSiege* are still around, but this time they're being used for fun and profit in a battle arena where 'bot vs. 'bot is the order of the day. After you select and arm your robo-weapon, you have the choice of fighting the computer or other

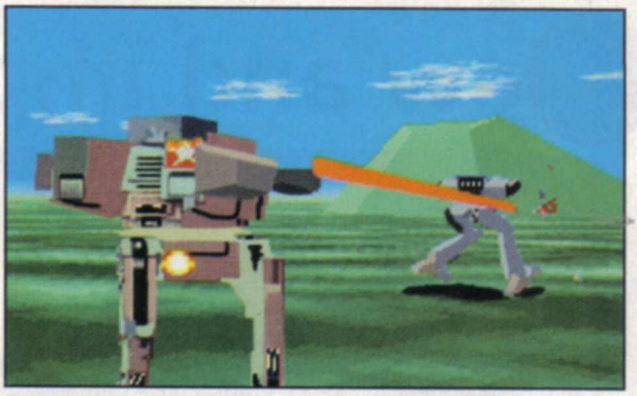
On-Line Tech Support: GO SIERRA (CompuServe), Keyword SIERRA (AOL)

SIERRA®

Battledrome quickly becomes an addiction!
— CGW

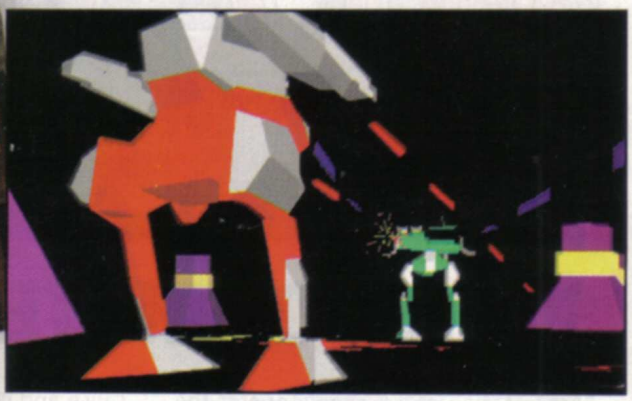
players (via network or modem). The more fights you win, the more prize money you'll amass and the higher in rank you'll rise. If you can beat all of the challengers, you'll be the heavyweight champ of the Battledrome.

Whatever battle you're looking for, the *EarthSiege* games have it. Now, when you buy *EarthSiege*, you get *Battledrome* FREE!



Earthsiege lets you view the action from outside . . .

or from the cockpit of your robot warrier.



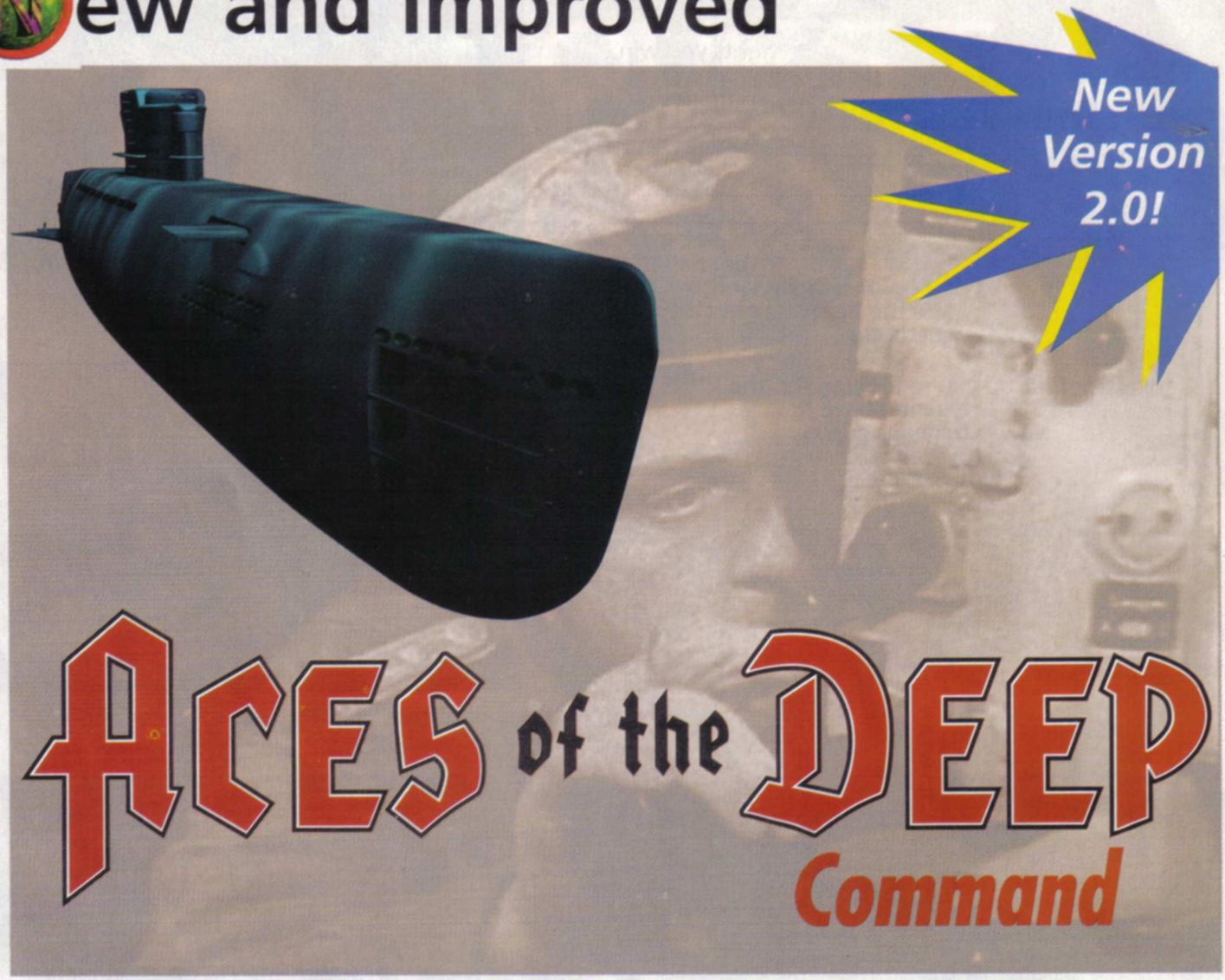
Battledrome lets you do battle through the phone lines with pilots across town or across the nation.

Without a doubt, the finest mech simulator available.
— Next Generation

Available Now!
Buy EarthSiege at your local retailer now, and get Battledrome (a $34 value) free!
(See coupon this issue.)

On-Line Tech Support Is Also Available On The Sierra BBS: 206 644-0112

New and improved



SUB SIM OF THE YEAR SETS SAIL ON WIN '95

***"Aces of the Deep** is simply one of the most impressive pieces of software I've ever had the pleasure of playing. It is evident that it will set the new standard for submarine simulations, perhaps even simulations in general."*

— Computer Gaming World

Aces of the Deep has received high praise like this from reviewers and gamers the world over. The realism and accuracy of the simulation are incredible. The simulation transports you into the center of the action, hundreds of feet below the ocean's surface. You quickly come to believe that you really are a U-boat captain, and that your strategic sense and cunning are the only things that will keep you and your crew alive.

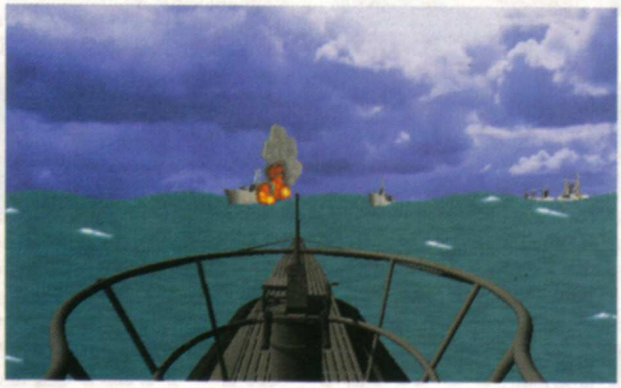
There's an edge-of-your-seat realism to *Aces of the Deep* that quickly convinces you there has never been a more suspenseful, more deadly assignment in the history of modern naval warfare.

No other simulation has ever offered the perfect balance of historical accuracy and the playability of *Aces of the Deep*, a fact that earned the simulation numerous awards including the coveted designation as *Computer Gaming World* Magazine's Simulation Game of the Year. It is the most authentic and realistic, most adrenaline-pumping, most thoroughly detailed simulation ever created. Or at least it was, because the most incredible simulation product ever created just got better. Sierra proudly announces new *Aces of the Deep — Command.*

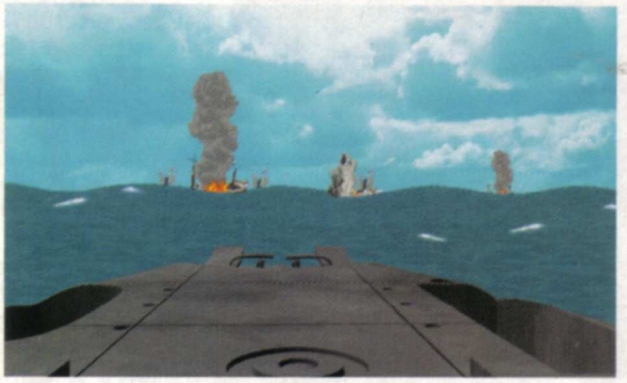
All Sierra Products Have a 30-Day Money-Back Guarantee

SIERRA®

"Simulation of the Year"
—Computer Gaming World



Fire torpedoes from the forward tubes . . .



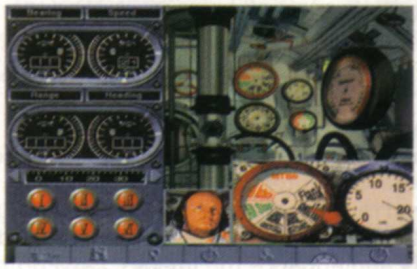
or from the rear.

The Best Just Got Better

Aces of the Deep — Command is a complete overhaul of the original award-winning game, including the Mediterranean Expansion Disk (sold separately). All the characteristics that made the original a bestseller are still there, but new improvements make new *Command* better than ever.

Now in SVGA

The graphics in *Aces of the Deep — Command* now look crisper than ever. Rich SVGA graphics of the turbulent sea outside your submarine replace the flat blue line that used to represent the ocean. The panorama of weather patterns, from storm clouds to sunshine, adds a new level of realism. Instrument panels are easier to read and the interior of the submarine looks truly shipshape. Best of all, targets are more realistic-looking, and the explosions and oily black smoke belching from sinking ships look completely authentic.



The sub interior looks especially shipshape.

New Deck Gun

A powerful deck gun gives you additional firepower. You are no longer defenseless when forced to the surface. Use the gun to cover your escape or to put crippled ships out of their misery.

Now for Windows & Win 95!

Aces of the Deep — Command is easier to install and more compatible with your Windows-equipped computer. Put an end to inconvenient boot disks and the custom configurations you may have needed for the original version. Come aboard *Aces of the Deep*!

Availability: Fall '95
Windows 3.1 &
Windows 95 compatible
Price: $55.95

Special Offer for AOD Owners! Upgrade Now!
Upgrade to *Command* for a reduced price. See page 84 for full details.

New graphics muscle makes a great simulation even greater

The screen shots at the top of this page were taken from the new *Aces of the Deep — Command*. Now check out the comparison: on the left, the old *Aces of the Deep*; not bad, but not on a par with the shot on the right from the new *Command*. We hope you're not afflicted with motion sickness, because the wind, wave, and cloud action in the SVGA game will make you think you're far out at sea!

EASY PHOTO

PHOTO SCANNING FOR THE FAINT OF HEART

Flex your artistic muscles with new *EasyPhoto*

By Ted Fry

I always thought any kind of scanner or digital photo software was way out of my league. To me, scanners were big, scary-looking machines that you hooked up to giant monitors and computers that did things I'd never have an interest in figuring out, much less ever have a use for. But my perception has been changed with Storm Software's *EasyPhoto* hardware/software system.

The most difficult part of using *EasyPhoto Reader* (the hardware) was getting down on my hands and knees to plug its port into my parallel printer outlet. As for the software, it was explaining itself from my CD-ROM drive seconds after I'd installed it. This two-part product is all you need to archive or place in word-processing documents digital photo images that are astonishingly crisp. The pictures can be your own snapshots, images taken with a digital camera, stock photos from a commercial CD, or slides that you've had transferred to CD or diskette (most photo finishers provide this service).

The most difficult part of using EasyPhoto Reader was getting down on my knees to plug it into my printer outlet.

The "easy to use" platitudes so often bandied about in describing new products are right on target here. *EasyPhoto* is equally accessible to the techno-savvy and the technically impaired (like me). I used *EasyPhoto* with Microsoft Works 3.0 and WordPerfect 6.1, and it was a breeze in both cases (the same would be true with Microsoft Word 6.0; earlier versions of all these may support *EasyPhoto*, but with some limitations).

The *EasyPhoto Reader* is a handy, portable scanner that automatically positions and feeds your snapshots into your computer. Just plug it in and you're ready to go. Even more exciting is the software that allows you to modify and enhance the images. *EasyPhoto* also creates a marked increase in the quality of the photo produced by your printer (color or black and white).

Get Organized, and Enjoy It

Simply from an organizational standpoint, *EasyPhoto* should be a relief to anyone who keeps their snapshots crammed in boxes in the closet. If you're like me, you probably have stacks of photos waiting to be arranged in albums when you can find some of that elusive "spare time." The only time expense here comes from feeding the photos through the Reader, but even that's fun as you watch them appear on-screen in their crisp digital version.

Once your photos are placed in a gallery on your hard drive, you can sort or arrange them any way you like. My friends Bill and Susie just moved into a house they'd had built, and during the construction they kept a photo record. We fed their album through the Reader and created a "House" gallery, then shuffled the photos around to tell the story in chronological order. We placed their captions below each photo in the

gallery, and by opening the "Edit Photo Information" function they were able to make detailed notes on the individual photos. They can now use that permanent record to drop photos into letters to friends, create a printed story of the building process, or even use it as part of their insurance inventory.

Another feature allows you to sort photos in a gallery by name or subject. After I scanned in my Disney World vacation photos, I created subgalleries of the best ones. I sorted them according to theme park by asking *EasyPhoto*

EasyPhoto is accessible to the techno-savvy and the technically impaired.

to find pictures that had "Epcot," "Magic Kingdom," or "Disney–MGM Studios" in the caption. Bill and Susie are going to plot the progress of their new garden, so once they scan all the exterior house photos into a gallery, they can weed out the ones with non-gardening themes. By selecting a garden photo and using the "Find Photo By Example" option, *EasyPhoto* will pick out and create a separate gallery for all the other images that resemble the original regardless of what the caption reads.

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Let Your Imagination Roam

Even though *EasyPhoto* isn't designed as a special-effects system, there are some pretty cool things you can do with the features included. We're not talking *Forest Gump*–style compositing, but I did manage to turn one of my Disney World photos into a surreal fantasy straight out of Salvador Dali. I selected an image of Epcot Center from my "Disney World" gallery and opened it in Photo Workshop. By cropping and resizing the image, I had a canvas of just the Spaceship Earth geodesic sphere looming out of World Lagoon. From there I went into the clip-art gallery and dressed the set with a fleet of rubber duckies, a pair of Groucho glasses on Spaceship Earth, gulls dive-bombing unsuspecting tourists, and my own face hovering above.

By opening these other images one at a time in a second Photo Workshop window, I was able to manipulate the objects by size, shape, and color, then drag-and-drop them onto my original. As useless as this exercise may seem, it actually helped me get acquainted with Photo Workshop's features.

EasyPhoto should be a relief to anyone who keeps their snapshots in boxes in the closet.

The Workshop toolbar includes options for improving a less than perfect photo. Got your finger caught in the corner of the lens again? Select the "Select Rectangle" icon and pull down a square that cuts off the offending digit, then click on the crop icon. Now you have a new image with a composition that's much more pleasing. By using the "Select Freehand" icon, you can cut along your own dotted lines to leave out the background entirely (that's how I made the rubber duckies float in my lagoon).

The "Rotate" icon is useful for altering the perspective of a photo. By grabbing and turning an image a little or a lot, you can create skewed views or change a horizontal setting to vertical. The other helpful features on the Workshop toolbar are icons that allow you to manipulate the color and exposure of your photos. I had a couple of Disney World-at-dusk shots that weren't quite as sharp as they should have been; the quality increased dramatically when I tweaked up the contrast and brightness. If an image appears a little washed out or too heavy on the red, you can make similar changes by dragging color options up or down until it looks natural.

The best thing about adding pictures to documents with *EasyPhoto* is being able to drag-and-drop them directly into the body of your text. You can grab an archival photo from one of your galleries, or move an image that you've just been tinkering with in Workshop into your document.

Once the image is in your word-processing file, move it or resize it as you would any other graphic. That said, it's still best to do your manipulating *before* you take the photo out of Workshop. Cropping and reshaping to the small size you're probably going to want in your document also makes your computer place and display the photo faster. The Word, Works, or WordPerfect software allows you to wrap text next to or around the image, plus you can add any other graphics to the final document that you might use ordinarily.

EasyPhoto comes with a number of sample document templates. There's a newsletter format, several letters, a personalized calendar, and many others that can be tailored with photos from your own galleries. Maintaining the streak of perversity that struck me when I was organizing my Disney World gallery, I tried one out by creating a brochure that must have had old Walt turning in his grave.

Only two complaints emerged from my *EasyPhoto* sessions. After making changes to a photo in Workshop for the first time, you must get out of the CD directory that's running the software, choose the "ezphoto" file from the hard-drive directory, and then open up the gallery where you want the photo saved.

Perhaps I'm spoiled, but being able to create a default directory would cut down on a few steps. Also, you're restricted to placing only square or rectangular block images into your documents. Perhaps future versions of *EasyPhoto* will allow for even more creativity by adding tools to create other image shapes for your text to wrap around.

Thanks to *EasyPhoto,* I don't have to be afraid of scanners and image publishing anymore. And if Walt Disney ever pays me a visit I can make him a customized album of how his park has grown — but I don't think I'll show him my personal interpretation.

Storm Software's EasyPhoto hardware and software package

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(EasyPhoto software only, $50!!!)

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King's Quest VII
THE PRINCELESS BRIDE

Chapter 4 Survival Kit

Phew! You've made it through Chapter 3. After braving trolls, wandering across an endless desert, surviving the attacks of giant scorpions and gila monsters, could the worst be over? Is it time for a little R&R? Yeah, right — if you believe that, we have some oceanfront property in Nebraska . . .

Welcome to Ooga Booga Land! A bizarre, scary place where lots of death-inducing fun awaits Princess Rosella. The Boogeyman will get her if you don't watch your step. Or the Ghoul Kids could murder her, just for kicks. There's a slimy green swamp monster ready to pounce and a princess-savoring were-bear looking for a royal hors d'oeuvre. Scariest of all, you'll come face to face with the diabolical Malicia, a mean-spirited creature who makes Snidely Whiplash look like Mother Theresa.

Thinking about folding your tent and hiking straight to Chapter 5? Do not fret. For it is Sierra to the rescue! (You can almost hear the triumphant trumpets as we march to your defense.)

We held your hand through perilous Chapter 1, now we're here anew, with helpful hint and clue. But we warn you: Our fearless editor, bowing to pressure from the marketing folks, has limited our space here. So, if you get into a tight spot and we can't offer you a clue, use your ingenuity to get through. Or buy the *King's Quest VII Official Hint Guide* (more on that later).

GENERAL STRATEGY TIPS:

- Talk to everybody, not just once, but as often as you can. And if someone tells you they need something, get it. In return for your good deed, they'll usually give you something essential to your quest.

Every time you see the Boogeyman, RUN! I know, I just told you to talk to everybody. The Boogeyman is an exception.

- If you open a dresser drawer, make sure you put everything away that you don't use. (My mom told me that, and I don't usually listen, but if you follow this advice it will save Rosella's life.)

- Ignore our fun-things-to-do suggestions — unless you have a death wish!

Clue #1

As the chapter begins, you'll see a big shovel. Click on it! If you don't, you'll come crashing to your demise.

Clue #2

After you're done talking to the Gravedigger, go to the Coroner's house (knock on the door to get invited inside). Once you find out the Coroner needs a backbone, walk to the Ghoul Kids' tree house.

Clue #3

If the elevator is down at the tree house, climb aboard. In the tree house, click on the backbone to take it and click on the foot in a bag and take it also.

Hint. If the elevator is not down, go somewhere else and return later.

Fun thing to do (if you're a masochist): Click on the spider web that's in front of the tree house.

Clue #4

Go back to the Coroner's house and give him the backbone. In return, he'll give you a weird pet.

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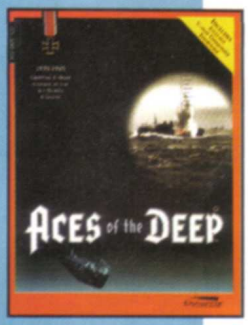

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when you purchase **Woodruff and the Schnibble**! Use your **FREE Strategy Guide** to find your way around this wild new adventure featuring bad humans, good Boozooks, government bureaucrats, and the mysterious Schnibble itself. **See details on back.**

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Clue #5

Return to the Ghoul Kids' tree house. Listen to their nursery rhyme. It tells you something important about the Boogeyman. Put your weird pet on the tree-house elevator.

Hint: A rat will jump from the tree house. Catch it and bring it to the Gravedigger.

Clue #6

When you see a horn, click on it. You'll need it to summon the Gravedigger.

Clue #7

Walk to the Ghoul Kids' tree house again. You'll notice they trapped a cat in a coffin. Use a hammer and chisel on the coffin to free the cat. She will give you a life.

Clue #8

Walk to the deadfall. Use the horn on Rosella to summon the Gravedigger. He'll dig a hole.

Hint: Click on the Gravedigger's tunnel and go beneath the deadfall.

Clue #9

At the bottom of the tunnel you'll see a coffin encircled by chains which are secured with a combination lock. Click on the lock on the skull, bat, and spider to open it.

Clue #10

Vile Malicia has imprisoned you and the Troll King in the coffin. Use the dragon toad on the Troll King; he'll show you the jewel in his bracelet. Use the hammer and chisel to pry the jewel loose. Watch the Troll King turn himself into a scarab. Get the scarab and magic wand of transformation.

Clue #11

Return to the Coroner's house. Make sure he gives you some defoliant.

Hint: The defoliant can be used for more purposes than deterring a swamp monster. If a dog sticks its nose in your business, you might give it a spray or two.

Clue #12

When you see the were-bear in the were-woods, you might want to hurl something at it to avoid becoming were-dinner.

Hint: Think about how David slew Goliath with the sling.

Bonus hint: Remember, you can create new inventory objects by combining.

Fun thing to do (if you're a masochist): Use the defoliant on the were-bear.

Clue #14

(we skipped 13 because we're superstitious)

Once you've evaded the were-bear, run through into the regular woods (they're the ones that don't have were-critters lurking about). Go into Faldoral. Walk to the Town Hall and click on the door to enter.

Clue #15

Find your way to the powder room. Click on the door. After you get powdered by the powder puff, click on the door again to enter.

Hint: You'll need to clean the base of the cherub; check your inventory for something you can use for this purpose.

Clue #16

Use the hammer and chisel on the loose grape on the pillar with the two cherubs to take it. Use the grape on the cherub's mouth. Turn the Troll King into himself by using the magic wand on the scarab.

Okay, you're on your own. By now, you've developed a survivor's mindset. You're an expert at navigating your way through tricky situations. If you still can't go it alone, be sure to order the *King's Quest VII Official Hint Guide*. You'll get more hints on Chapter 4 and all the other chapters, a step-by-step "click-through guide" to *King's Quest VII*, and the inside skinny about this fantastic epic and the preceding *King's Quest* adventures. To order the *Official Hint Guide*, call 1-800-757-7707, 24 hours a day, seven days a week. This informative collector's item is only $15.95 (plus $1.50 shipping and handling).

TECHNICAL SUPPORT
for humans

Help for your computer woes — in plain English!

Years ago, when computer games were new, supporting them was easy. Since both the games and the computers they ran on were very simple, all you had to do was put a disk in the drive and start the game. Here's an average customer call from, say, ten years ago:

Customer: "Hello? I think there's a problem in your game. I typed in THROW APPLE AT HORSE, and it won't let me do it."

Sierra: "You forgot to type BROWN. There are two horses, and you need to tell it which one."

Customer: "Oh! Thanks!"

There's a reason that things used to be so straightforward. Let's travel back in time about a decade and go shopping for a game. You have an Apple II computer, and you decide that you want to play *King's Quest I*. As you pick up the package, do you wonder whether that game will run on your computer? Of course not! It says "Apple II" on the box, and you know that's exactly what you have. So you take the game home and it runs perfectly. The same thing holds true for a game made for the IBM PC Junior, or the Commodore, or the Atari.

Now come on back to the present day. You have an IBM-compatible computer, and you want to play *King's Quest VII*. As you pick up the package, do you wonder if the game will run on your computer? Yes, you do, and you have to read the system requirements to make certain that you have them all. Let's see: 4 megs of RAM, sound card, SVGA video card, Windows, mouse, CD-ROM drive. Hmmm . . . do you have all of those? And who made each piece? Well, the computer is by Packard Bell, the CD-ROM drive is by Sony, the mouse is by Logitech, the video card is by Trident, the sound card is by Aztech, and the operating system is by Microsoft. And you're pretty sure it's all standard, although you've had trouble with a few games before, and you never did get that encyclopedia running. Sound familiar? Then you're not alone.

"Don't let them talk Geek to me!"

There are nearly a hundred different sound cards on the market, and well over a hundred different models of video card. There are so many clone system manufacturers that I wouldn't know where to start counting. There are a dozen big-name CD-ROM drive companies, five or six operating systems, and everybody seems to have a different brand of mouse. Your system is made up of some combination of these, often with a fax modem or a printer thrown in. Each brand of video card (or sound card, or mouse) is only partially compatible with every other brand of video card (or sound card, or mouse). Not all games will run on the first try on every system. If you plug that game in and it doesn't run, or it gives you a strange error message, or it turns funny colors, what do you do? Throw it out the window? No way! You call Technical Support, and you ask them to help you get it running.

"No!" I hear some of you saying. "Don't make me call Technical Support! I can live with the funny colors and the error messages! Just don't make me spend 15 minutes listening to somebody talking Geek at me!" Well, I understand, and so does everyone else in Technical Support. That's why we're happy to answer any questions you may have about your computer . . . in English. And in the interests of promoting greater understanding between those who call computer configuration a hobby and those who just want to install a game and run the darn thing, here's a list of some mystifying but possible game problems, now demystified.

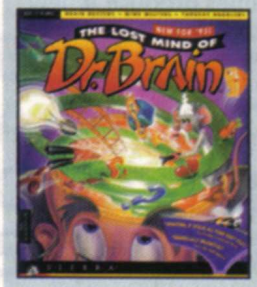
A HELPING HAND AT SIERRA

By Cindy Vanous,
Technical Support Engineer

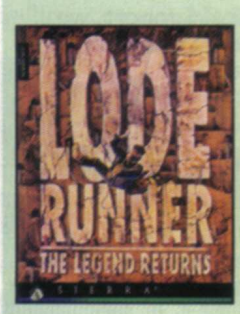
Weird Stuff that Might Happen to Your Games, and What to Do About It

Lost Mind of Dr. Brain

In the scene where you're supposed to round up neurotransmitters, do your "cows" disappear? If they do, you need a new video driver. No, not a whole new video card, just an update to the piece of software that tells your computer how to use the card you have. To get a new driver, just contact the company that manufactured your video card and say, "Hey, I'd like the latest version of your 640x480, 256 color video driver. And some detailed instructions on how to install it. And a winning lottery ticket, but I'll settle for the driver and instructions."



Lode Runner



Are you having trouble installing the joystick driver from the Windows CD version of the game? If so, then we have a set of detailed instructions for you on how to install it manually. To get these instructions, simply contact Technical Support and request document "LRTS." Or you can download this document from Sierra's bulletin-board system, CompuServe, or America Online. (For a list of our phone, fax, and BBS numbers, and our mailing address, check your game manual or jump to the end of this story.)

Football Pro '95

You've installed the latest patch for the game; now you're getting error messages every time you play. Before you updated the game, did you save any combined plans and profiles? If so, you'll need to load them and then save them seperately from each other.

They will not update correctly if they're combined. Once everything is saved seperately, go to the \SIERRA\FBPRO95 directory on your hard drive and type the following:

FPSUPDAT -SYNC <enter>
PPPUPDAT -SYNC <enter>

This will update all files in the \SIERRA\FBPRO95\CUSTOM directory, along with any of its subdirectories.

Woodruff and the Schnibble

When you try to install the game, does it tell you that your temp file is corrupt? No, it's not suggesting that your temp file is taking bribes, it's telling you that the file is either damaged or nearly full. To temporarily solve the problem, exit Windows. At a C:\ prompt, type the following:

MD WOODTEMP <enter>

This will create a new Temp directory for you. Then, to make the computer recognize it, type:

SET TEMP=C:\WOODTEMP <enter>

Then go back into Windows and install the game.

Aces Collector's Edition

Having trouble making a boot disk for any of the games in this collection? It just so happens that each individual game has its own boot-disk maker included with it. The first thing you need to do is install one of the games (we recommend a full installation, since it will run considerably faster). Once the game is installed, go into the game directory on your hard drive and type INSTALL <enter>. On the Installation Choices screen, select "Make a Bootable Floppy Disk." Once the boot disk is created, select "Cancel Installation and Return to DOS." Leave your new boot disk in your A: drive and reboot the computer. You should now be able to run the game. Don't worry, you won't need a separate boot disk for each game. Since they all have similar memory requirements, one boot disk should work for everything! (Wouldn't it be nice if shoes and other accessories worked the same way?)

Still having trouble? Just contact Technical Support and request BDACES.DOC, which will tell you how to make a boot disk by hand.

King's Quest VII

When you first start the game, do you get a GROWSTUB error? Weird, huh? This error means that you have an older Windows mouse driver. To get rid of the error, just contact Microsoft or Logitech and request their latest Windows mouse driver and detailed instructions on how to install it.

This Issue's Fun Fact

Say you're trying to run one of our **Windows-based games**, and you receive an error message that tells you that you need 256 colors to run in Windows. You say to yourself, "But that guy at the computer store told me that my video card had gajillions of colors! Did he lie to me? Do I need a new video card? The DOS version of this game ran fine!" The answers are "Yes he did, no he didn't, no you don't, and yes it did." Even if your video card can display gajillions of colors, it may not be set up to show you more than 16 when you're using Windows. How can that be? I'm glad you asked. Here's a fun fact for you:

Windows is like one of those **Mr. Potato Head** toys you used to play with when you were a kid (or maybe still do). By itself, it's just a potato. But when you add eyes, ears, lips, and a nose, suddenly it's a face! Well, by itself, Windows is just a potato. You can install programs into it, but when you run them, you won't be able to hear the cool sound effects and music, your three-button mouse will only be able to use two buttons, and you'll

only be able to see things in 16 colors. That's very annoying, especially after you shelled out $100 for a sound card, an extra $50 for the nifty mouse functions, and another $200 for a gajillion-color video card. Fortunately, each one of these items comes with a little something to solve the problem: a **disk of drivers**. A driver is a small piece of software that tells Windows what a mouse, video card, or sound card is, and how to use it.

Care and Feeding of Drivers

"Well, yes," you say, "I do have a disk of video drivers, but there's like 20 of them on there! Which one do I use?"Okay, here's the easy part. All of our Windows-based games are programmed for a resolution of 640x480, with 256 colors. That means that it takes 640 colored dots lined up left to right to make up the width of the game screen, and 480 dots from top to bottom. Here's another important thing to note: The driver you load needs to be one that came with your **video card**. Windows does include a bunch of generic video drivers, but if you load the wrong one, you may not be able to use Windows again until you change it back.

"So," you say to me, "Can I change it myself, or do I need some sort of special left-handed quarter-inch wrench that only a computer tech has?" No problem! You already have the left-handed quarter-inch wrench. It's a little software utility called **Setup**, and it can be run from either DOS or Windows. In Windows, just open your Main program group and click on "Windows Setup." In DOS, just go into the Windows directory and type SETUP. If you're still unsure how to do this, or what to do once you start Setup, then just have a look in your Windows manual. Or call your video-card manufacturer — they should be able to run you through the whole process in no time. Or offer your local computer geek some pizza to do it for you (we're all usually more than happy to work for pizza).

So you've checked your hard drive and disks, and you can't find any video drivers for your card? Sounds like it's time to call your video-card company. They should be able to help you find your drivers, or ship you a new set if the dog ate yours!

One last note on video drivers: The technology of Windows-based programs is constantly changing. Every multimedia company is pushing for better, more detailed, and faster graphics. They're making Windows do things that it has never done before. In order to keep up with this demand, video-card companies are constantly making newer and better drivers to support the latest programs. Most video-card companies produce a new driver every few months. These companies provide those drivers for a minimal charge or even for free to the users of their cards.

Keeping Up with the Joneses

"Okay," you say. "But why in the world would I want to update my video driver?" Well, you may not need to. But if you're seeing weird video effects in your Windows-based games, such as your mouse cursor disappearing, a character leaving behind ghostly pieces of him- or herself when walking across the screen, objects in the game disappearing and reappearing, or the entire screen looking distorted, then you should get the latest 640x480, 256-color driver for your video card. Or if you are receiving large numbers of "General Protection Fault" errors in Windows, it's probably time for that driver. Here in Technical Support, we update our drivers every six months or so.

CALL US WRITE US FAX US

HOW TO REACH TECHNICAL SUPPORT

There may not be 50 ways to contact Technical Support, but there're probably more ways than you think. For starters, you can reach us through various on-line services. If you have CompuServe, you can ***GO SIERRA*** to find our new forum. If you're using America Online, you can go to the ***keyword SIERRA*** to find our forum there. If you don't have either of these two services, you can dial our bulletin-board system at ***206-644-0112***. There's no extra charge for our BBS; the only thing you pay for is the phone toll.

No modem? Do you have a fax machine? Jot down as much information as you can about your system, your game, and the problem you're having and fax us at ***206-644-7697***.

What? No fax machine? Pick up the phone and dial ***206-644-4343***. If you're at your computer when you call, we can help you get the game running on the spot. If you're not at your computer, we can still give you some suggestions that might help. Obviously, it would be better if you could call when you're next to the computer, but if you can't, write down as much information as possible about your system, your game, and the problem you're having. For instance, if you're receiving an error message, write down the entire text of the error. If the game locks up, write down exactly where in the game the problem occurs. If your computer suddenly turns pink and laughs at you, write down what color it was to begin with. In addition, it would really help if you could tell us what brand of computer, sound card, and video card you have, what version of DOS and Windows you're running, and what other hardware stuff you have installed on your computer.

"That's great," I hear some of you say, "but I have a teenager, and haven't been able to use the phone since 1993." Looks like you'll have to contact us the old-fashioned way — by mail at the following address:

Sierra On-Line Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506

No matter what your situation, we have a way for you to contact us if you need to, and take advantage of the best technical support in the business!

To Order Direct 24 Hours a Day, 7 Days a Week, Call 1-800-757-7707
SIERRA®

The Upgrade Update:
Make Your Sierra Software Even Better

King's Quest VII Ready For DOS and Win 95

Good news for the legions of ***King's Quest*** fans: Your DOS and Windows 95 versions have arrived! *King's Quest VII 2.0* is now available on CD directly from Sierra.

The advantages of Valanice and Rosella remain the same but version 2.0 will include faster game speed, lower memory requirements, additional saving options, and, most importantly, *King's Quest VII* is **now DOS-compatible** and will run under **Windows 95**.

Outpost 1.5 Arrives with Monorails and More!

The upgrade for *Outpost* is finally here! Adding **two major new options** that *Outpost* players have demanded, this upgrade offers the ability to **build monorails** and also to trade with other colonies. Other added features include a Robot Command Center and Sub-AI computers that make *Outpost* easier to control.

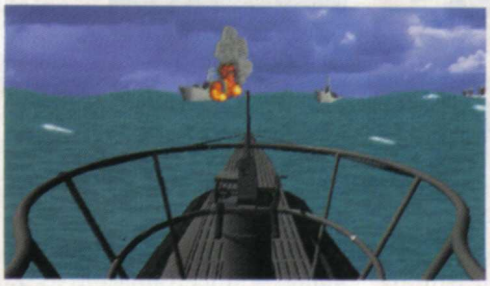
You can get the *Outpost 1.5* upgrade direct from Sierra, or it **can be downloaded** from CompuServe (GO SIERRA), America Online (Keyword Sierra), the Sierra BBS (206-644-0112), or Sierra's new Internet website (*www.sierra.com*). **Download file OUTP15.EXE.**

This upgrade is free for current *Outpost* CD-ROM owners. Floppy-disk *Outpost* owners can upgrade to CD-ROM for just $15.

Aces of the Deep – Command Now for SVGA and Windows

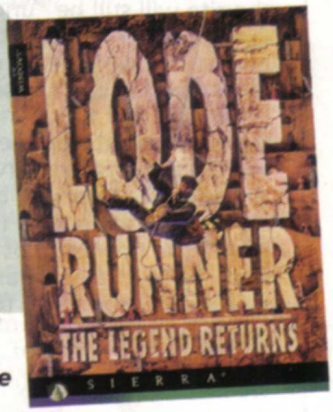
Aces of the Deep was *Computer Gaming World*'s Simulation Game of the Year for 1995. What can we do to top that? We're releasing an **upgrade for Windows CD** with **enhanced SVGA graphics**, that's what! Now when you take your U-boat into the North Atlantic, subs and ships will seem to spring to life. The **simulated 3-D environment** includes rolling waves, whitecaps, fog, and other weather effects. Those convoys will look fatter than ever — and the convoy escorts will look even deadlier!

Included on the CD are **interviews with actual U-boat commanders** and an **audio track** that lets you experience what war can be like underwater.



180 New Levels and Modem Play

When the original ***Lode Runner*** appeared in the mid-1980s, most people didn't even have modems, and they certainly didn't think about multi-player gaming.



But this is 1995, so Sierra created a new **180-level version** of the game and made it possible for you to play ***Lode Runner: The Legend Returns*** with anyone, anywhere via **modem or local area network**.

The new, updated *Lode Runner* is available as an **upgrade to both Windows and Macintosh owners**. It's important to note that **the Windows upgrade to *Lode Runner* is for Windows 95 only!**

How to Upgrade

Just send your original game disk or CD-ROM (no copies) and $15 (including shipping and handling) to:

Sierra On-Line Upgrades
P.O. Box 10
Coarsegold, CA 93614

Shipping for upgrades is via US mail. Express delivery charges are an extra $5.75 for second-day air. If you wish to upgrade to a new version of your Sierra product any time within 30 days of your original purchase, just send along your original sales receipt — there is only a $5 charge for shipping and handling (second-day air costs an extra $5.75).

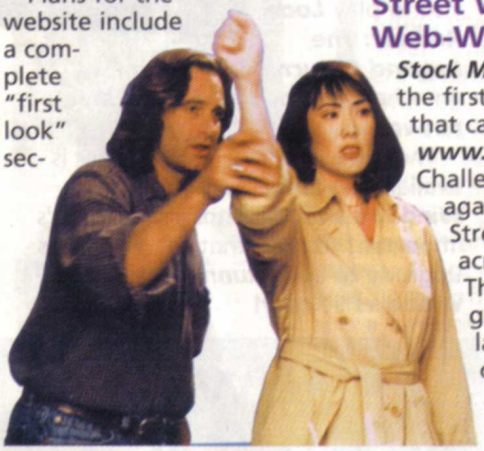
Remember to also include your return mailing address and a daytime phone number.

On-Line Update

Coolest Spot on the Internet Opens for Business: The Sierra Website

By the time you read this, Sierra's new website on the Internet should be open for business at ***www.sierra.com***. While it's likely that the site will still be "under construction" through the end of the year, please drop by and watch our website grow. The first functions of the new website will be related to customer service and technical support, but our long-range goal is to have "The Coolest Spot on the Internet." Sierra has the talent and experience to back up that boast.

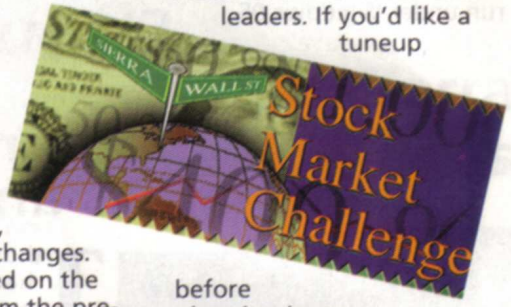
Plans for the website include a complete "first look" section on all new games due for Christmas of 1995, a squadron of real-time cameras that will let you "peek" into the Sierra studios to see what our developers are doing, a treasure hunt where you look for Sierra characters, and more. Eventually there will be a wide selection of interactive games that can be played on-line. In the meantime, visit Sierra's newest venture at ***www.sierra.com***. The welcome mat is out!



Challenge Wall Street Wannabees Web-Wide

Stock Market Challenge is the first interactive game that can be accessed at ***www.sierra.com***. Each Challenge pits you against other Wall Street wannabees across the country. The object of the game is to accumulate the highest cash value for your portfolio in a predetermined time span. Concerned that you don't have the financial know-how to handle the bulls and bears? For the purposes of this game the market has been simplified to include only buy and sell transactions.

You begin each Challenge with $120,000 in cyber bucks and a portfolio of stocks awaiting your command. These are not made-up companies with phony track records — you'll wheel and deal with the 16,000 firms listed on the NYSE, AMEX, and NASDAQ exchanges. Buy and sell based on the closing prices from the previous day's real-life trading. (Stock prices are updated 20 minutes after the close of business,after which ***Stock Market Challenge*** fills your buy and sell orders.) You can even trade while you're not logged in, simply by setting the parameters of the Pending Purchase option. If a chosen stock's price rises or falls to the level you've been waiting for, the program will automatically buy or sell based on your instructions.



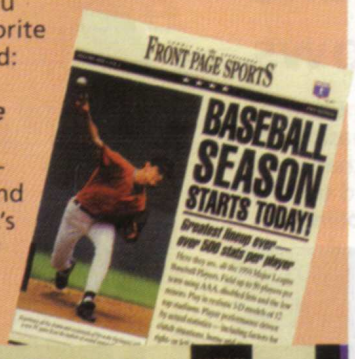
The Bulls Are Running

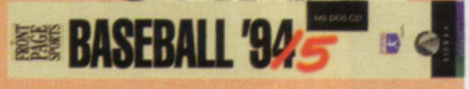
You can play more than one Challenge at a time, so you can try out different strategies. Stand pat or go for broke! In addition to the prizes, your astute handling of the market will be recognized on a web-wide list of leaders. If you'd like a tuneup before plunging in, try a practice Challenge (at no charge to you) involving 200 representative stocks.

Stock Market Challenge uses Mosaic, a graphical browser for the web that can handle tables. If your setup can handle Mosaic and you can handle large sums of money without feeling faint, take Sierra's ***Stock Market Challenge***.

New Stats for Baseball '94

If you're a baseball fan, you want to know how your favorite players are doing on the field: batting average, ERA, everything. If you have ***Front Page Sports: Baseball '94***, you can get the stats for every major-league player through the end of the '95 season for **FREE**. It's a simple download from any Sierra on-line location: CompuServe (***type GO SIERRA***), Ameria Online (***keyword SIERRA***), the Sierra BBS (***206-644-0112***), or our new website (***www.sierra.com***). The file you want is called BBTHNX. The download is free because it's our way of saying thanks for buying ***Baseball '94*** and sticking with us through a baseball season marred by labor troubles.





Download the Mother Lode

Gamers loved the original ***Lode Runner*** when it appeared in the mid-1980s. That was a decade ago — a long time in the computer game business. Now Sierra has reached back in time to bring ***Lode Runner*** into the '90s. ***Lode Runner: The Legend Returns*** takes advantage of all the technological advances of the past 10 years and expands the original game to 180 mind-boggling levels. But we're not done with ***Lode Runner*** yet. Now we've made it possible for you to get on the net and download hundreds of user-defined levels (created by gamers like yourself through the game's play editor). Just call up the Sierra website and follow instructions. It's 1995 — what could be easier?

The new ***Legend Returns*** has already taken Best New Arcade Game honors (***Games*** Magazine) and was a finalist for Best Macintosh Game of the Year (***Mac User*** Magazine).

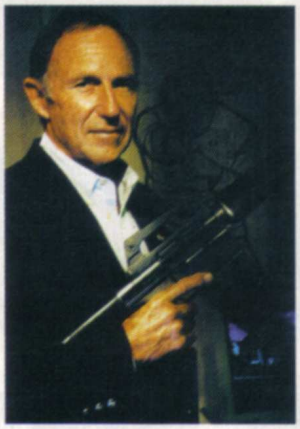
SIERRA STARS PERFORM LIVE — WITH A NET

You've been playing ***King's Quest***, ***Front Page Sports: Football***, ***Leisure Suit Larry***, and other Sierra games for eons. Wouldn't you like to have a chat with the masterminds behind those games? Then check out ***www.sierra.com***, the new Sierra website, for dates, times, and guests of our upcoming on-line forums. Here's a partial lineup of the great folks you'll be able to talk to on the net:

Former LAPD Chief **Daryl Gates**, shown at right with a close friend, invented the SWAT concept. The Chief put the realism in *Police Quest: Open Season* and new *Police Quest: SWAT*.

Tammy Dargan directed *SWAT* and *Open Season*. "She knows the *SWAT* manual better than I do," Chief Gates says about his *Police Quest* collaborator.

One of the pioneers of the computer game field, **Roberta Williams** created the perennial best-seller *King's Quest* and is the innovator behind the ground-breaking *Phantasmagoria*.



Scott Murphy is the demented genius who brought us the *Space Quest* series. He'll be appearing with his *SQ* alter ego, Space Janitor Roger Wilco.

Jane Jensen is the creator of *Gabriel Knight*, a series that draws on history and myth while it scares you silly. Shadow Hunter Gabriel Knight's latest adventure is *The Beast Within*.

Front Page Sports: Football has been the top sports sim in the business since 1993. Now you can talk to **Scott Youngblood**, the man who made *FPS: Football* the best.

Aces of the Deep has been hailed as the most accurate historical game ever, and historian **Dennis Kilgore** is responsible for that accuracy. This man knows things about World War II that have never made it into the history books!

Can anyone really talk about computer simulations of fishing with a straight face? **Randy Dersham** doesn't just talk about it, he's got it up and running in the new *Trophy Bass*.

Sierra's addresses on the Information Superhighway

Internet Website:	www.sierra.com
America Online:	keyword SIERRA
CompuServe:	GO SIERRA
Sierra BBS:	206-644-0112 (USA)
	44-1-734-304227 (UK)

TOP 10 GAMES

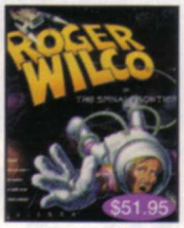
1 PHANTASMAGORIA

The most technologically advanced game of all time is also the most terrifying. Filmed in a state-of-the-art video studio using live actors, ***Phantasmagoria*** plunges you into a truly frightening world where murderous evil lurks behind every door. If you're faint of heart, don't play this game alone!

PC

* based on pre-release orders

2 SPACE QUEST 6: THE SPINAL FRONTIER



More twisted fun in the surreal silliness of the ***Space Quest*** universe. Join Roger Wilco, Space Janitor, as he boldly goes where nobody else would want to go. ***The Spinal Frontier*** dares to poke fun at body parts, orifices, and fluids, other games, and even the information superhighway.

PC

3 KING'S QUEST VII: THE PRINCELESS BRIDE

The latest and best in the phenomenal ***King's Quest*** series, ***The Princeless Bride*** features Queen Valanice in her search for Rosella, who has been spirited away by the evil enchantress Malicia. This magical world of fairies and trolls boasts a gorgeous soundtrack and "animation of a quality that would make Disney proud" (*Computer Game Review*).

PC MAC

4 METALTECH: EARTHSIEGE

MetalTech: EarthSiege drops you into an apocalyptic war between man and machine. Can you save humankind from the malevolent Cybrid robot force? ***EarthSiege*** tests your courage, reflexes, and intelligence like no other game of its kind. "Gives serious simulation fans an incredible new battlefield to conquer." — *Computer Gaming World*

PC

5 POLICE QUEST: OPEN SEASON

Former LAPD Chief Daryl Gates and Sierra bring you ***Open Season***, a tale set in a disturbing world where cops are both the hunter and the prey. ***Open Season***, with its film-quality scenes and hard-driving soundtrack, lets you decide: Do you "do it by the book" or do it to save your life?

PC MAC

6 ACES: THE COMPLETE COLLECTOR'S EDITION

Aces: The Complete Collector's Edition puts you at the controls of all of Dynamix's award-winning flight sims. From dog-fights with the Red Baron to the computer-generated destruction of the awesome A-10 "Tank Killer," the greatest missions in aviation warfare will be at your command.

PC

7 ACES OF THE DEEP COMMAND

Dive head-first into a stunningly realistic submarine simulation that was named Simulation Game of the Year by *Computer Gaming World*. Now with Super VGA graphics! (See article this issue.) "Simply one of the most impressive pieces of software I've had the pleasure of playing." — *CGW*

PC

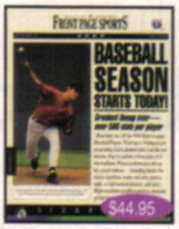
8 LEISURE SUIT LARRY'S GREATEST HITS AND MISSES

Every episode (1–6) of the ***Leisure Suit Larry*** series in one hilarious CD-ROM collector's item. You'll never get tired of watching our lovable Don Juan-abee use his pathetic lines on dozens of beautiful women. Some of the earlier episodes have been out of print for years, so don't miss this golden opportunity.

PC

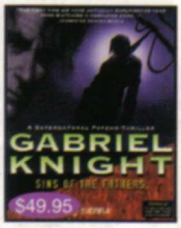
9

FRONT PAGE SPORTS: BASEBALL



Baseball is back, and so is ***Front Page Sports: Baseball***, a game that's so loaded with realistic graphics and up-to-date stats you'll swear you're at the ballpark. Buy ***FPS: Baseball*** now and get ***Legends and Stadiums*** (which brings you the legendary heroes and great old ballparks of our national pastime), a $34 value, free with your order (see coupon this issue).

PC PC



GABRIEL KNIGHT: SINS OF THE FATHERS

10

"The first time we have actually experienced fear from watching a computer game" (*Computer Gaming World*). Witchcraft, voodoo, and romance are the ingredients for suspense in this taut interactive game as "Shadow Hunter" Gabriel Knight sets out to solve a centuries-old murder mystery.

PC

Top Ten FOR KIDS!

1

The Lost Mind of Dr. Brain

(Ages 12 to Adult)

Dr. Howard Gardner identified seven areas of intelligence in the brain and helped spark a revolution. Sierra devised ***The Lost Mind of Dr. Brain*** to help you flex all seven mental muscles. Engrossing puzzles, hilarious dialogue, terrific animation, and rollicking music give your child a brain boost in areas as diverse as logic, music, and visual/spatial and verbal/linguistic skills. "A rare and wonderful twist to traditional learning." — Carol Ellison, *Home PC*

2

Mixed Up Mother Goose Deluxe

(Ages 3-6)

This award-winning game, first released in 1988, has been upgraded for today's multimedia machines. Your child ventures into the world of computers through Mother Goose Land, where the challenge of unscrambling the classic nursery rhymes awaits. Playable in English or Spanish. Comes with free audio CD!

5

* add $4 for CD version

Spelling Jungle

(Ages 8-12)

The wizard Yobi cast a "spell" on your kids to make learning fun. *Family Fun Magazine* ranks ***Spelling Jungle*** among the nation's best buys for ages 8 to 12. *Child Magazine* named it the Best Kids' Software of 1994 in the Language Arts category.

8

* add $4 for CD version

Beginning Reading

(Ages 4-8)

We've been reading the rave reviews ever since this game came out. Winner of the Seal of Approval from the National Parenting Center, a Club Kidsoft Member's Choice Award, and an "A" rating by *USA Today*. ***Beginning Reading*** is the most fun your kids will have learning basic reading skills.

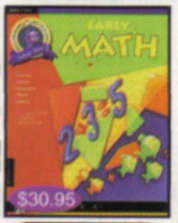
3

* call for other format prices

The Incredible Machine 2

(Ages 8 and up)

Leading game critics stay up late to play this crazy game. Give ***The Incredible Machine 2*** a whirl and you'll see why! This turbo-charged brain teaser puts you into a wacky world where you manipulate dynamite, fish pulleys, pinwheels, and even cheese chunks to solve an endless array of puzzles.



6

* add $4 for CD version

Early Math

(Ages 3-6)

Winner of a Seal of Approval from the National Parenting Center, and rated "Five Stars" by the Children's Software Revue. "Our family testers loved Loid [***Early Math***'s animated tutor]...giving ***Early Math*** a 9 out of 10 in almost every category." — *Family PC*

9

* add $4 for CD version

Incredible Toon Machine

(Ages 8 and up)

Your kids will hone their problem-solving skills (not the least of which will be learning how to keep this brain-teaser out of the hands of their parents) as they create and master scores of wacky puzzles. "This one is a riot!" — *PC Laptop Computers Magazine*

4

* add $4 for CD version

Kids Typing

(Ages 7-10)

The hilariously haunting one-on-one tutoring of Spooky the Ghost takes the nightmare out of learning how to type. "Five Stars" — Highest Rating— *CD-ROM Today*. Seal of Approval, National Parenting Center.

7

Pepper's Adventures in Time

(Ages 8 and up)

Ben Franklin is a love-bead wearing hippie, as 1776 got mixed up with the psychedelic 1960s. Pepper and her dog, Lockjaw, take you on a delightful trip through time as they try to set the historical record straight. A record-setting value at $14.95!

10

Playtoons: Featuring Uncle Archibald

(Ages 6-12)

Kids stretch their imaginations to create new stories. In this first of a five-part, interactive storybook series, Uncle Archibald tries to outsmart a host of monsters. The characters and props can be carried over from edition to edition, opening up limitless story possibilities.

August	September	October	November	December
Stock Market Challenge *INTERNET*	Playtoons: Castle	Torin's Passage	Hoyle Classic Games	Playtoons: Pirates
Adi Learning System	Outpost 1.5	Caesar II	Lode Runner: On-Line	Playtoons: Town
The Last Dynasty	Trophy Bass	Space Bucks	Shivers	Hoyle Classic Games
Aces of the Deep — Command	Phantasmagoria	Police Quest: SWAT	Playtoons: Western	Police Quest: SWAT
Phantasmagoria	Front Page Sports: Football Pro '96	Incredible Machine 3.0	Gabriel Knight: The Beast Within	
Breach 3	3D Ultra Pinball	Thexder	Torin's Passage	

Stock Market Challenge
Buy low and sell high in this Wall Street simulation. (Page 85)

Adi
A complete learning system for grades 2–5 offering help in science, math, and English. (Page 61)

The Last Dynasty
The ultimate combination of role-playing and space combat! (Page 44)

Aces of the Deep – Command
Now the award-winning WWII sub sim looks better than ever! (Page 75)

Phantasmagoria
A horror epic from Roberta Williams. (Page 30)

Breach 3
Sequel to the popular sci-fi strategy game.

Playtoons
A series of interactive storybooks with settings such as pirate ships, castles, and the Old West. (Page 57)

Outpost 1.5
Upgrade to the high-tech space-colony sim. (Page 84)

Trophy Bass
A simulation that duplicates the finer points of bass fishing. (Page 67)

3D Ultra Pinball
A revolution in computer pinball! (Page 37)

Front Page Sports: Football Pro '96
Football Pro '96: Two new NFL teams and SVGA graphics. (Page 69)

Police Quest: SWAT
Daryl Gates' realistic police strategy game. (Page 39)

Torin's Passage
A boy's journey to worlds within worlds. From Al Lowe. (Page 53)

Caesar II
Build cities while you expand the Roman Empire. (Page 25)

Space Bucks
Impressions' Air Bucks game goes stellar. Build a space-transport empire. (Page 26)

The Incredible Machine Version 3.0
The definitive *Incredible Machine* game.

Thexder
Transforming robots in nine alien worlds. (Page 50)

Hoyle Classic Games
All your favorites — now with poker! (Page 51)

Lode Runner: On-Line
The popular monk-avoiding hero goes network. (Page 49)

Shivers
A creepy museum and evil spirits on the loose! (Page 65)

Gabriel Knight: The Beast Within
Gabriel and Grace take on German werewolves in the second *Gabriel Knight* adventure. (Page 17)

Valid as of July 1, 1995. Subject to change without notice. This product release schedule should not be used for financial considerations such as Sierra stock purchases.

Twenty-four hours from now*,

you could be launching an intricate ground attack, vaporizing blood-sucking aliens

or plunging into enemy territory in your own intergalactic bomber.

*next day shipping is available

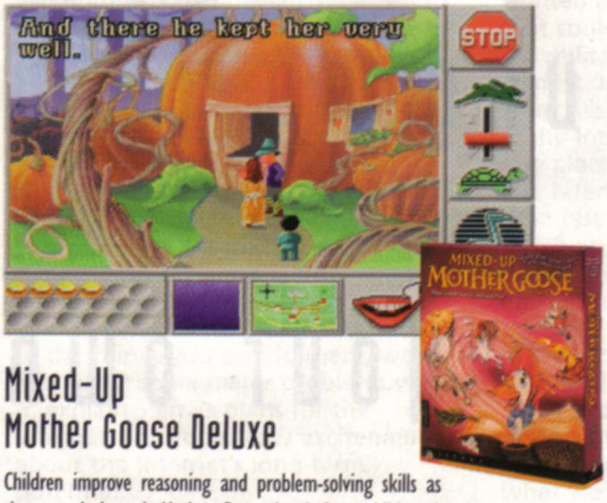
BUY 2 GET ONE FREE FROM PGS 95-96

Nothing brings you closer to the

Trophy Bass

You'll be hooked on this photo-realistic simulation of bass fishing. Choose one of five lakes, pick your rod and reel, select a lure and enjoy great fishing for bass that really put up a fight. America's top bass pros provide hundreds of tips on equipment, techniques and more. Virtual bass fishing for all levels. This is the most complete and accurate fishing simulation available!

Win, Mac CD **$54.95**



Mixed-Up Mother Goose Deluxe

Children improve reasoning and problem-solving skills as they travel through Mother Goose Land. Once children locate and return missing objects from these eighteen classic stories, they are rewarded with a delightful rendition of each character's special song. An all-new sing-along soundtrack is included. (Ages 3 to 6) For bigger bargains, see pages 3-4.

Win, Mac CD **$39.95**

Adi's Comprehensive Learning System

Adi, a space-traveling interactive tutor, guides children through entertaining curriculum-based Math, Science and English lessons created, evaluated and reviewed by educators. Grades 2-3 and 4-5 programs will help your child get ahead. For bigger bargains, see pages 3-4.

Win CD **$44.95** each

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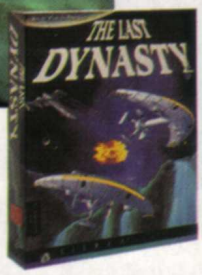
action than Sierra's newest releases.

Phantasmagoria

Your nightmare has begun. Prepare yourself for a terrifying experience more frighteningly realistic than any adventure game ever made. Professional acting, lush realism and a haunting soundtrack create a nightmare you'll never forget. All on 7 spine-chilling CDs.

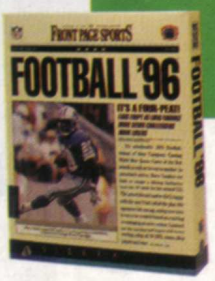
Win, Mac CD $59.95



Last Dynasty

Battle alongside Mel Rauq, a naive adventurer, to save Planet Symest 4 from Iron, the epitome of evil. Sophisticated 3-D graphics and digitized images will drop you straight into the action as you battle evil to save Symest 4 from its doom. A great combination of adventure and action will keep you playing for hours.

Win CD $54.95



Front Page Sports: Football Pro '96

As manager, coach or all-star player, with *Football Pro '96* you make the calls. Licensed by the NFL and its players, *Football Pro '96* lets you mastermind the innovative plays and coaching techniques that will take your team to the top. No football game matches the graphics or the realism. Voted the best sports game 3 years running.

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Explore Sierra's best games and

Adventure

Space Quest 6: Roger Wilco in the Spinal Frontier

Help our reluctant hero solve the grime as he joins farces with your favorite heroes to explore everything from the distant reaches of Polysorbate LX to the close-up recessesof "Inner Space." Great humor, great adventure.

DOS/Win, Mac CD $49.95

King's Quest VII: The Princeless Bride

Follow a young princess and her mother through mystical lands to battle an evil enchantress and save a magical realm. Beautifully animated. Fun for the whole family.

Win, Mac CD $54.95

The Bizarre Adventures of Woodruff and the Schnibble

Long after atomic wars, humankind resurfaces to find Earth inhabited by peace-loving Boozooks! Help Woodruff save the entire Boozook civilization. A hilarious spoof with puzzles to challenge the most ardent adventure fan.

Win CD $34.95

Strategy/Arcade

Outpost

Combine your skill and strategy to preserve the human race after Earth's destruction in this brilliant outer space, building simulation. Beautiful graphics make this the most sought-after space game ever.

Win disk $44.95, Win CD $49.95

Alien Legacy

Through role-playing, strategy and sci-fi adventure, you'll guide the escaped survivors of an alien conquest of Earth towards a new life in outer space. A space favorite for strategy and adventure fans alike.

DOS disk $40.95, DOS CD $44.95

Metaltech: EarthSiege

Call on your best strategical thinking to help you survive intense battles and conquer the enemy. Fluid HERC movement and graphically stunning, photo-realistic cinematic sequences set this battle simulation game apart from the rest. Also includes *Metaltech: Battledrome* absolutely free.

DOS disk $49.95, DOS CD $54.95

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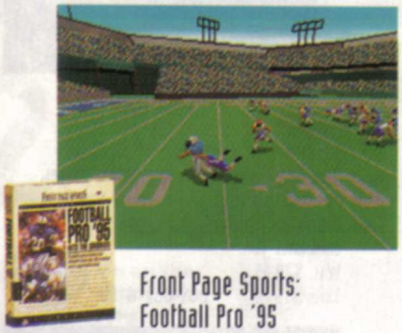
graphics at down-to-earth prices.

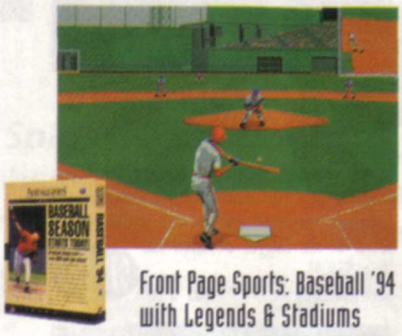
Sports / Sim



Front Page Sports: Football Pro '95

Inside team information, player rosters, NFL rules and the multi-angle CAMS camera carry this award-winning game to the goal line. 1995 Sports Game of the Year.

DOS disk $44.95, DOS CD **$49.95**



Front Page Sports: Baseball '94 with Legends & Stadiums

Own, manage or trade the players, it's up to you. Get 16 more stadiums and 48 classic team rosters with the *Legends & Stadiums* expansion disk, included absolutely free.

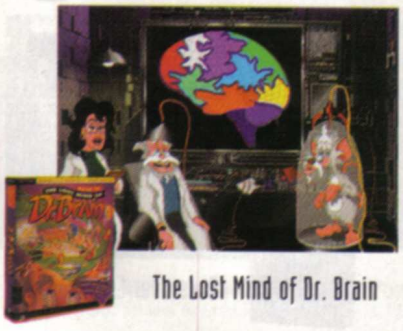
DOS disk $29.95, DOS CD **$34.95**

Aces of the Pacific with WWII: 1946

Dogfight the legendary aces of WWII in one of 25 meticulously researched vintage aircraft. Or launch your own battle with the included *WWII: 1946* expansion disk.

DOS CD **$24.95**

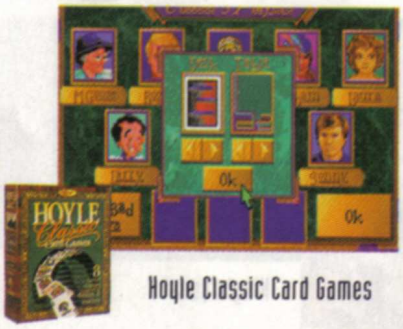
Family Fun



The Lost Mind of Dr. Brain

Since Dr. Brain transferred too much of his brain to his faithful lab rat, you must master a series of puzzles to save this absent-minded scientist. This brilliant puzzle game is all the rage. Fun for the whole family. (Ages 12 & up) For bigger bargains see pages 3-4.

Win, Mac CD **$39.95**



Hoyle Classic Card Games

Deal a game of Solitaire, Gin Rummy, Crazy 8's, Old Maid, Cribbage, Hearts, Bridge or Euchre. There's something for everyone! A perennial favorite from the nation's card masters.

DOS/Win, Mac disk **$29.95**

The Incredible Machine 2

This brain teaser lets you use pinwheels, pulleys and even hunks of cheese to solve over 150 new puzzles, or create your own with over 100 custom parts. No game has won more awards than this wonderful puzzle game. For bigger bargains see pages 3-4.

DOS disk $40.95, DOS, Win, Mac CD **$44.95**

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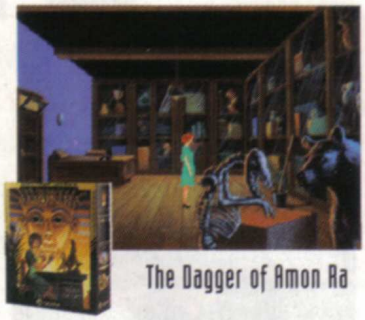

The Dagger of Amon Ra

In this intricate, multi-layer mystery, you'll risk it all to help cub reporter Laura Bow reveal a relentless murderer and uncover the ancient secret of the *Dagger of Amon Ra.*

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Race across time to explore hostile jungles, luxurious chateaux and a history fraught with danger to eliminate your enemy before he eliminates you.

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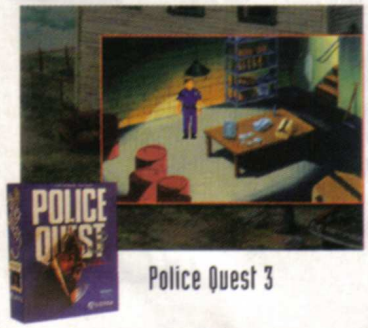

Police Quest 3

Patrol the mean streets and master police procedures while directing forensics and crime lab investigations.

Was: $59.95
Save: $45.00
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$14.95

Freddy Pharkas, Frontier Pharmacist

Step into the boots of a meek pharmacist who must resume his gunslinging past to halt a reign of terror in post-Gold Rush California.

Was: $69.95
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Inca

Travel across space and time with a combination of complex puzzle solving, mythical role-playing and outer space battle simulation.

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King's Quest VI

In your quest to rescue a princess in peril, you'll marshall your wits and imagination to outsmart baffling puzzles and fantastic creatures.

Was: $54.95
Save: $30.00
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$24.95

King's Quest V

Filled with danger, mystery and fantastic creatures, this is a magical adventure you'll never forget.

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Save: $55.00
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Aces over Europe

Climb into the cockpit of every classic WWII airplane ever developed and come face-to-face with some of the most dramatic dogfighting of WWII.

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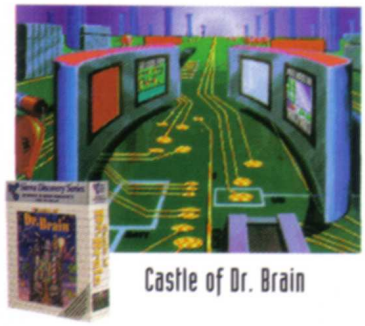
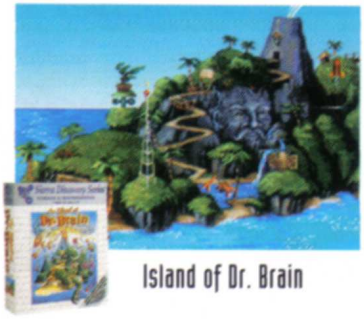
pages 90 to 94, or the back cover

game from the choices below.



Castle of Dr. Brain

Expand problem-solving skills as you think your way through science-stumpers, mazes, logic problems, codes and math games. (Ages 12 & up)
Was: $49.95
Save: $35.00 DOS, Mac disk **$14.95**



Island of Dr. Brain

Use your brain to get past flashing flamingos, a hidden picture garden and a temperamental volcano. Filled with puns and puzzles. (Ages 12 & up)
Was: $34.95
Save: $17.00 DOS disk **$17.95**

Battle Bugs

Command your six-legged troops though 56 hilarious battles, using classic military strategy to conquer enemy soil — a kitchen floor strewn with junk food!
Was: $44.95
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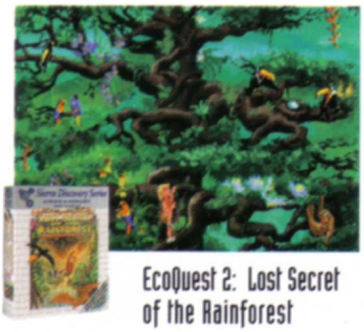
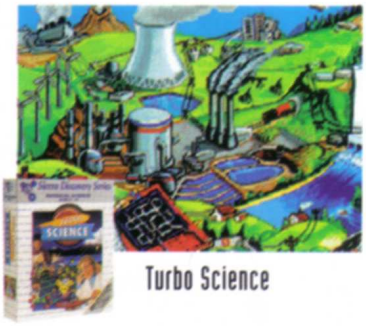
Goblins Quest 3

Fiendishly clever puzzles, highly animated characters and lively background music make this adventure a delight for the whole family.
Was: $49.95
Save: $32.00 DOS disk & CD **$17.95**



EcoQuest 2: Lost Secret of the Rainforest

Trek through lush jungles, caverns and ancient ruins to defeat real-life dangers threatening the rainforests. (Ages 10 & up)
Was: $49.95
Save: $30.00 DOS/Win disk **$19.95**



Turbo Science

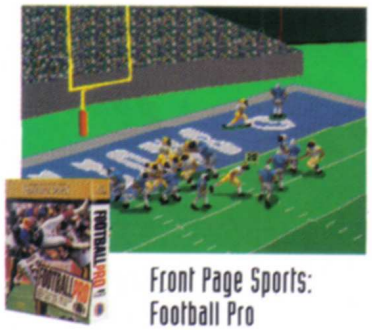
Learn why planes fly, lightbulbs glow, magnets attract and wrecking balls bash as you compete in a laser-fast science race. (Ages 9 to 14)
Was: $49.95
Save: $32.00 DOS disk **$17.95**

Sid & Al's Incredible Toons

Everybody loves this laugh-riot mind-boggler! That's why it's so hard for kids to wrestle it away from their parent's game-hogging clutches.
Was: $34.95
Save: $17.00 DOS disk **$17.95**

The Even More Incredible Machine

Combine 56 outrageous animated parts (from spring-loaded boxing gloves to bundles of dynamite) in a gazillion strange ways. 160 mind-melting puzzles in all.
Was: $49.95 DOS, Win, Mac disk,
Save: $30.00 DOS CD **$19.95**



Front Page Sports: Football Pro

Whether you're coaching from the sidelines or throwing the winning pass, this award-winning football simulation "delivers gut-wrenching action on every play!"
Was: $59.95
Save: $45.00 DOS disk **$14.95**

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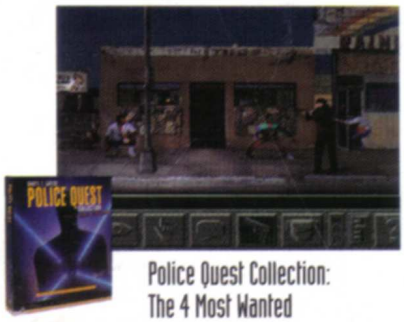

Police Quest Collection: The 4 Most Wanted

Join the front line to fight the war on crime. Collection includes *Police Quest* games *1* through *4*, an exclusive Darryl Gates interview and action arcade games, too!

DOS/Win CD **$54.95**

Aces: The Complete Collector's Edition

This award-winning flight simulation offers *Aces Over Europe, Aces of the Pacific, Red Baron, Mission Builder* and *A-10 Tank Killer*. On-line photos, pilot profiles and combat techniques provided.

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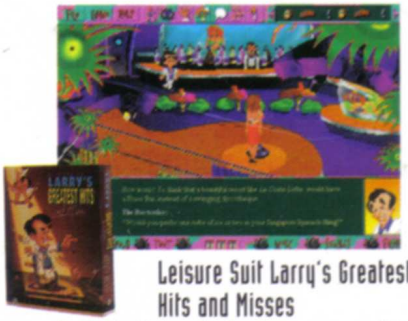
King's Quest Collector's Edition

As the most successful series ever produced, this collection includes *King's Quest I* through *IV* the MPC versions of *V* and *VI* and original design documents. Plus, an interview with creator Roberta Williams and a preview of *King's Quest VII*. Two full CDs.

DOS/Win CD **$54.95**



Leisure Suit Larry's Greatest Hits and Misses

Finally, all of Leisure Suit Larry's sorry attempts (including *Larry 1, 2, 3, 5* and the high-res *Larry 6*) are available in one package. Plus, *Laffer Utilities*, a collection of crazy clip art. A laugh-a-minute.

DOS/Win CD **$54.95**

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