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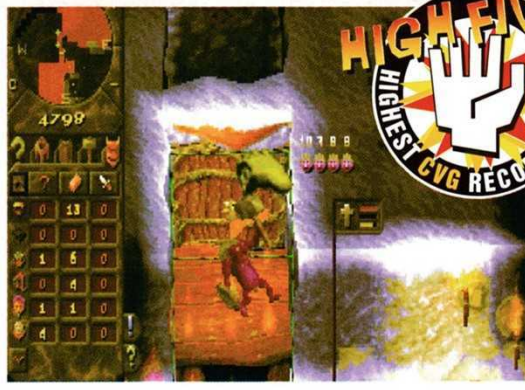
GOD GAME

BY BULLFROG

JUNE RELEASE

1-4 PLAYERS

PRICE £39.99
NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED
STORAGE 1 CD
RELEASED BY EA
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It's actually here! We can't believe it, but *Dungeon Keeper* is finally finished! And the result is the very zenith of gaming brilliance!

DUNGEON KEEPER

The wait for this game has been almost unbearable! The ultimate power-fix for control-fiends, headed up by the guru of god games – Peter Molyneux. Indeed, the wait has taken its toll on the CVG team. Paul has vented his frustration on the staffwriters, slapping them furiously with the back of his hand. Huddling in fear, these underlings have been attempting to please their master by working faster. However, their frantic efforts have only sought to amuse the designers, who pull the writers from their cages daily, to give them a few turns on the rack. During their ensuing agony, Tom often grabs one by the scruff of the neck to throw them in 'the pit' – an offering to please the Dark Gods! But mercifully *Dungeon Keeper* is here! Now we can harmlessly live out our crazed power-lust with mastery over virtual serfs. Even the staffwriters have adopted demented leers as they maltreat their own snivelling minions. The chance for everyone to be Ming the Merciless has arrived!



THE LURE OF EVIL!

That's what *Dungeon Keeper* is all about. The intoxicating appeal of being a cruel master of a dark labyrinth. A labyrinth that you've constructed, home to creatures that are your servants! And if any meddling heroes want to try their luck, let them! Destroying the good guys is where the fun lies! See that lovely realm to the left. Want to know how to turn it into the blackened wasteland to the right? Then read on young apprentice...

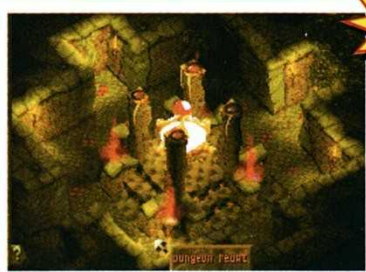


WICKED FUN NO.1
THE COMMANDING HAND!

DUNGEON KEEPER

A FIVE-POINTED GUIDE TO STARTING YOUR OWN UNDERWORLD!

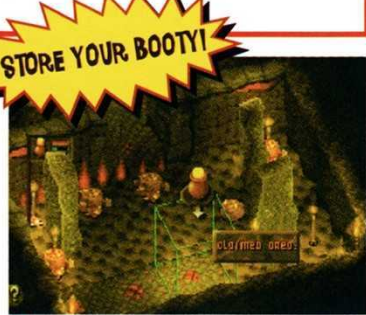
Even the vilest catacomb of unspeakable pestilence has to start somewhere. Here we show you the first steps in growing your own Hive of Horror!



1 Your Dungeon Heart. Together with a couple of imps, this is your DIY Dungeon starter pack!



2 Get your imps to start mining out gold. You need cash to pay for your pad after all!



3 Once they've carved out a cavern, turn it into a Treasury to store your gold supply.



4 Now create a lair for your imps to live. With your new-found cash you can conjure up new imps too!

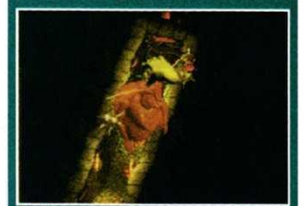


5 The next step is a hatchery. Eggs soon appear, hatching into chickens – the food of the damned!



6 With your domain now up and running, dig out the entrance and wait for new acquisitions to arrive!

The mouse pointer in *Dungeon Keeper* is an amusing humanoid talon. And it's more than mere decoration, this is your presence over your striplings!



7 Grabbing your minions by the scruff of their necks, you can drag them anywhere you want!



8 Think your servants are getting slack? Slap 'em around. Very effective, providing you don't overdo it and kill 'em!

REVIEW



WAX ON! WAX OFF!

A Training Room is essential for building up the experience levels and toughness of your beasts. And in some cases, training can have even greater effects. Level Three vampires for instance, become immortal! And demon spawn eventually turn into dragons. So keep your minions healthy!



Dragons hard at work in the training room. Exceelleent!



CALLING THE LEGIONS OF DARKNESS - A NEW HOME AWAITS YOU!

Dungeon Keeper isn't primarily a wargame. As the programming team realised when they took it back into development in December '95, the focus lies in the creation of a working eco-system. A living environment where all manner of monster races live side-by-side. Keeping them

well-fed, busy, happy and safe (from each other), THAT is the game. After all, what is a master without minions? So when you open the doors to your dungeon, let's see just some of the beasts that comes slithering in...

SPIDERS AND FLIES



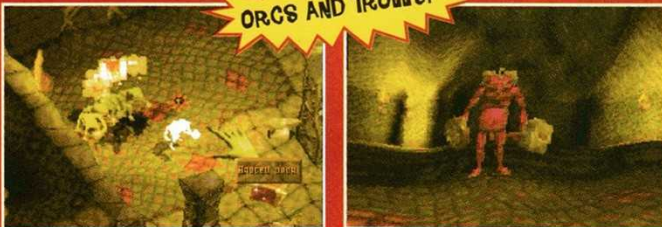
A classic example of the fragile dungeon eco-system. Attracted to you dungeon early on, these creatures despise each other and will fight. As such you need to slap 'em apart and keep them in different lairs!

WARLOCKS



You need a library to lure these magical creatures in. Once they appear, they research new spells and rooms for you. Get them started early on, to expand the range of your dungeon building blocks and your own mystic abilities.

ORCS AND TROLLS!



The meat and potatoes of your armies. These hardy creatures are good for placing at guard posts or sending as a group into battle!

BILE DEMONS



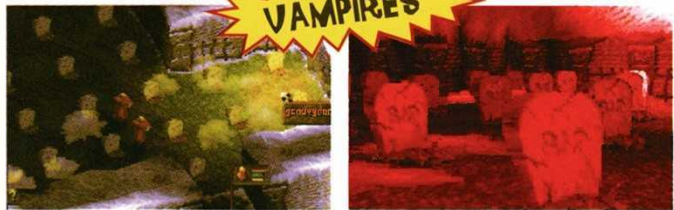
Gigantic blubber-monsters. You need a big lair to lure these in, where they immediately set up their bile-pool homes. Slow but strong, bile demons are surprisingly eager to research new machinery in your workshop!

DARK MISTRESS



These kinky ladies only appear when you've built a torture chamber, which they actually enjoy visiting for a damn good thrashing! Mistresses use impressive martial arts in combat!

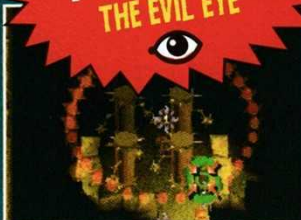
VAMPIRES



A coveted creature to adopt! First you need to build a graveyard. Then, after a rough battle, your imps will drag corpses back to it. Soon, Nosferatus start popping up. Very useful for researching, and also for scavenging new beasts for your dungeon!

WICKED FUN NO.1 THE EVIL EYE

Watching over your dungeon isn't always enough, especially when you know there are dangerous opponents lurking in the outer darkness. That's when the Evil Eye comes in useful, a spell that you gain through continued research. With an eerie echo, the Eye clears the darkness allowing you to see your hidden foes, and even strike at them! Very scary when an enemy casts their view over your dungeon, as you see the warping effect and hear the sound!



DRAGONS



Awesomely powerful creatures to lure into your labyrinth. To appeal to them, you need to have a large treasure room. Get them to lay their lair next to lava and they grow even more powerful!

YEH, HE DOESN'T
LOOK LIKE MUCH, BUT
HE'S GOT A GREAT
PERSONALTY. HAVEN'T
YOU JAIME?

WICKED
FUN NO.3
PURE TORTURE!

Ever wondered why major villains always toy with their foes before killing them? Because being evil without anyone to be evil on is boring. Fortunately, there's plenty of cruel fun to be had in *Dungeon Keeper*, once you've researched enough rooms!



PRISON

↑ Instead of killing the enemy, you can imprison them. There to starve unless you feed them. Or perhaps to serve your dark amusement...

TORTURE CHAMBER!

↑ You may scream, zere iz no shame! Not only fun, but weaker creatures may be converted, reveal secrets about the enemy dungeons, or just die!



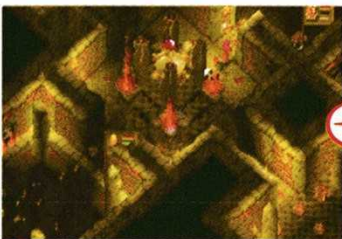
TEMPLE!

↑ Drop creatures in the pool to please the Dark Gods. Good sacrifices can be awarded. Thrifty offerings though, are punished!



NOW FACE MY DARK DOMAIN IF THOU DOST DARE!

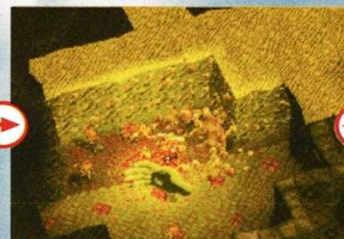
Your dungeon is thriving, your beast population brimming over, your gold coffers overflowing. You are the Dungeon Daddio! And yet something is lacking. Is there no-one who would challenge this underworld domain? Ah, I hear the sound of tunnelling in the darkness. We have company! Come boy, and see the how evil should truly be wielded!



↑ Your subterranean citadel – lair, hatchery, treasury, library and portal all constructed!



↑ Ah, warlocks have entered! Toss them into the library to research for you. Bring me results, fools.



↑ Meanwhile your imps are mining a gold seam. Speed them up with some hefty clouts.



↑ Workshop technology has been researched! Build one and your bile demons eagerly bundle in.



↑ What's this? Dead imps? Your loyal subjects have uncovered a new area filled with enemy fairies!



↑ Dropping a few tougher monsters in this troublesome area should soon sort them out!



↑ Research has yielded a guard post, and your workshop has built an iron door. After that attack it would be wise to set them up!



↑ You have now researched a prison and torture chamber. Set these up to lure in Mistresses. Then, thrash them!



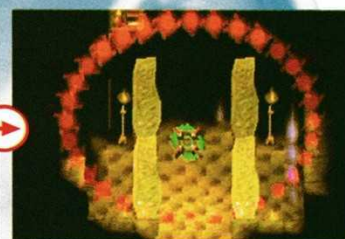
↑ SO! Enemy heroes are attacking your guard door! Time to send in your legions!



↑ Yeeesss! A hapless barbarian has been captured. Send him to the torture chamber.



↑ He has talked, revealing the location of the enemy dungeon! North of yours, separated by lava.



↑ And here it is! A glimpse with the Evil Eye to see how tough it is. Now let's have some real fun...

MULTIPLAYER THERE CAN BE ONLY ONE!

The very nature of *Dungeon Keeper* makes it an essential multiplayer game! And when playing other Keepers it takes on a whole new feel. Suddenly, you're racing for gold seams and taking many more defensive precautions. The Evil Eye also becomes spookily threatening! Imprisoning, torturing and converting enemy minions plays a greater role. Best of all, when you win you can torture the loser in a special torture room. This is possible in single-player too, but is far more fun with real players, as each opponent can hear the screams. And you can prolong the suffering as long as you want!

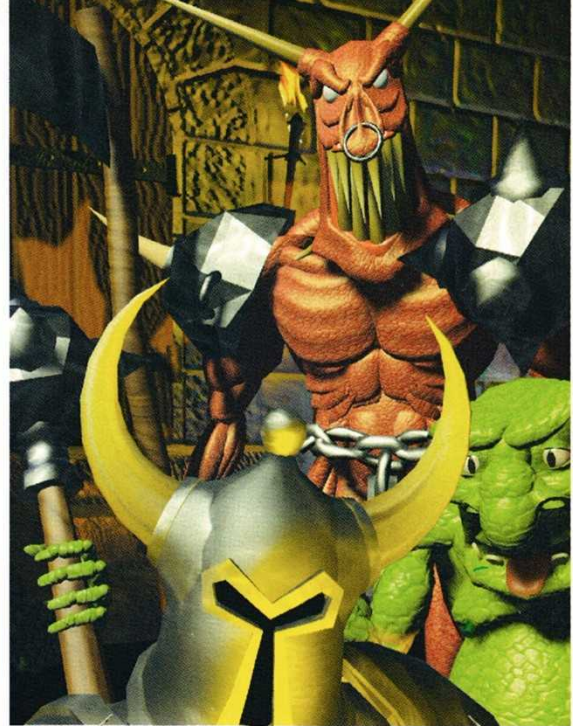
The programmers have mentioned working on an on-line specific version now. We hope this means a *Quakeworld* format of servers, allowing other to players to enter as heroes. However, after the exhaustion of completing this version, we'll have to wait and see.



↑ You can select any realm. Some are for three to four players, in which case the computer joins in.



↑ The hand is a light-source, illuminating dark tunnels!



SATAN'S VOICE!

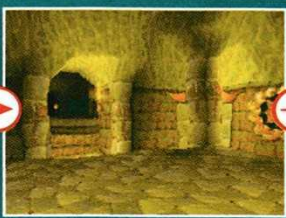
What you can't hear while reading this, is the awesome voice of your advisor. It IS how Beelzebub would speak! He continually gives you tips - "You need a bigger lair!" Your minions are fighting amongst themselves! "Payday!". This together with individual sounds for each character and room, adds greatly to whole masterly atmosphere!

What separates *Dungeon Keeper* from any game of this type (*Populous*, *Theme Park*, *C&C*) is that you can discreetly visit your domain - by possessing a minion! Once inside them you can do any of their tasks. As an imp you can dig, as a warlock you can fire bolts. Let's 'enter' an orc and lead them through the above game on a final assault on the enemy dungeon!

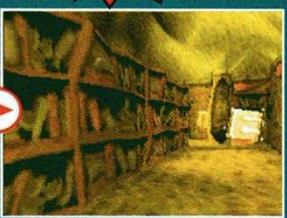
WICKED FUN NO.4 DEMONIC POSSESSION!



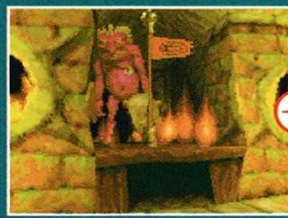
↑ There's our host body, waiting in the barracks with his squad.



↑ Inside! Initial quite disorienting, but it controls like any *Doom* game!



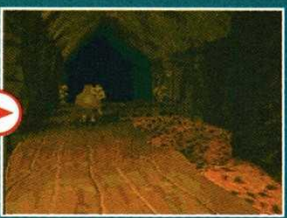
↑ It's amazing seeing your dungeon from the view of your minions! The library!



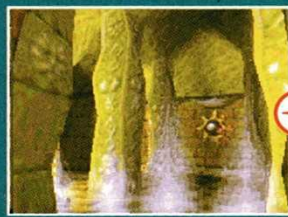
↑ And here's the guard at the gate! Heh heh, little does he know who I am!



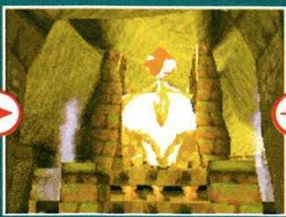
↑ Into the outer catacombs now. My little imps are hard at work. Gooood.



↑ There! The enemy entrance! And with foresight, I constructed a bridge to it!



↑ Bah, let my underlings do the fighting. I shall explore this rival labyrinth!



↑ Their dungeon heart, I have found it! This host body has served its purpose!



↑ Now I need only call my minions to destroy the heart! This realm is mine!

REVIEWER

This game is totally awesome! Its appeal lies in its sheer flexibility. You feel like you can do anything, and that anything can happen! Creating the whole dungeon eco-system is a fascinating experience. While it might look complicated here, it really isn't. The creature AI is so advanced, they do everything themselves when provided for. And watching each one doing its own thing, really makes you appreciate the game logic. Of course, this is a game about being 'The Master' and that's what it does perfectly. Slapping the beasties into action, dragging them about, punishing them. It's total ego-satisfaction. And actually going into the dungeon and roaming around, just rounds off the 100% convincing sensation that this is a living world you're watching. Some people have knocked the graphics, saying they're too blocky. But these are casual observers who don't realise the scale of it. Tons of creatures, each animating individually, in a full 3D light-sourced environment, with irregular cavern-style walls. Wait until you see the glint of your spells on the water, the light-sensitive shadows, the glow of the lava on the walls. Trying to explain the impressive elements of this game is impossible, it's too staggeringly detailed! All I will say is that this game rivals *Quake* for best game ever, and perhaps beats it for technical ingenuity. It is a total reason to buy a £1000+ PC.

POM WALSH

RATING



The very highest example of a CVG High Five! One of the most impressive, awe-inspiring, atmospheric and, most importantly, enjoyable games EVER!