

# General Information

All Ratings are based on 's

- The best
- Very good
- Average
- Poor
- Terrible

graphics - Rates the graphics of the game. Use your own judgement.

music - Does the game's music suit it? Will it put you to sleep?

sound effects - How do the sound effects match up? Short and sweet or plain and dull?

challenge - Is the game a breeze or impossible?

addictiveness - A one stand trash-a-thon or will you find yourself coming back for more?

fun factor - Maybe the most important category... is the game down right fun?

concept - Is the game one-of-a-kind or simply a copy from another?

game play - Is the game easy to understand or will you find yourself loading up the Read Me more than

the game? Are the controls well thought up or are they lacking something?

story line - Does the game have a hard-core plot that evolves as time goes by or does it have... nothing?

overall - How does the game add up in the end?

percentage - For you weenies that want to be exact, this will tell you game's overall percentage. What is it based on? All of the above.

90-100 = five apples

80-89 = four apples

65-79 = three apples

50-64 = two apples

<49 = one apple

### GameRate's small but significant staff:

Editor-in-Chief:

[Misha Sakellaropoulo](#); the guy that takes responsibility for everything printed. Also the guy that puts everything together, writes a good deal of the reviews, creates most of the graphics, uploads GameRate to AOL, created GameRate's homepage, edits all the articles, chooses the format for the magazine, and begs for money (to name a few of the things).

Reachable at: GRMisha@aol.com, GameRate@aol.com

All letters should be sent directly to the editor-in-chief. All letters regarding a particular review should be sent to the reviewer and the editor-in chief.

Contributors:

[Brandon Miquel](#); the guy who writes some exceptional reviews and put together the Un-official Escape Velocity Upgrades Guide (published by GameRate). Reachable at:

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[Brett Howard](#); the guy that writes reviews. Yep, that's all... :-)

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[Chris Malven](#); the guy that created the cover graphics. Also the editor of WarCraft Magazine, a great magazine devoted solely to Blizzard's hit WarCraft (and soon-to-be-released-on-the-Mac-damn-those-PC-users-for-getting-most-things-first WarCraft II). See his ad in this issue. Reachable at: StelthFire@aol.com

### GameRate's pledge.

GameRate will continue to be published each and every month (or every other month) but we need your help. Contrary to what most may think, putting together a magazine like GameRate takes a tremendous amount of time. I can personally say that I've spent more than 25 hours this month downloading, reviewing, creating graphics and webpages, and simply getting this issue going and out. While you are not obligated to send any money - GameRate is now a free of charge publication - I urge you to send something. Be it a registration code if you're a shareware author or one dollar. Anything will help.

Remember, GameRate is non-profit, it is only here to aid you, the user, in choosing which games to download and which not to. Thank you.

Cash (bills and checks only, please!) or on-disk products can be sent to:

GameRate

48 Independence Dr.

Princeton, New Jersey 08540

### Back Issues:

Four issues of GameRate have been previously published. These are available in the same place you found this edition (except from GameRate's homepage). Though they don't have as great a quality as this issue does, these previous issues still rank up there as some of the best shareware reviewing magazines out there. Check it out.

### Navigating through this document:

Use the left and right scroll bars to move from review to review (or column). Use the up and down scroll bars as you normally would.

