

## Required Reading for Gamers

Sometimes you need more than just on-line help to get you flying, fighting, or solving. Here are a few good reads that are also good helpers.

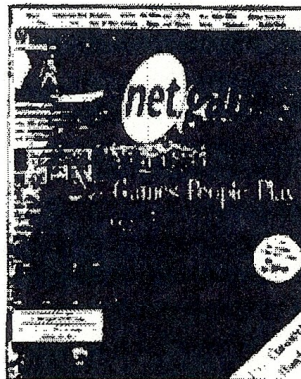
Whether you're a flying ace or just trying out your wings in Microsoft Flight Simulator, you'll find both *Adventures in Flight Simulator* by Timothy Trimble (\$22.95, Microsoft Press) and *Taking Flight* by Christopher D. Watkins and Stephan R. Maronka (\$29.95, M&T Books) excellent flight attendants.

*Adventures* takes you through the basics—from preflight to takeoff, maneuvering, and landing—in step-by-step instructions. Once you get the hang of flying, try one of the six guided adventures. More seasoned flyers who are ready to begin building their own sims will appreciate the flight-simulation source code included with *Taking Flight*. The book also recaps the history of flight simulation.

For those who belong to the



Turn to *Taking Flight*, the history of flight simulation.



*Net Games* explains where to find games on-line.

cult that surrounds DOOM, nothing will be more welcome than

Jonathan Mendoza's *The Official DOOM Survivor's Strategies & Secrets* (\$19.99, Sybex). This guide tells you everything you need to know to get you through the first three episodes of the original game with your sanity intact. There's also a section that briefly explains how to use the different on-line DOOM add-ons.

Know someone who's still mystified by the world of Myst? Tuck a copy of Rick Barba and Russel DeMaria's *Myst: The Official Strategy Guide* (\$19.95, Prima Publishing) into her stocking. This sanity saver includes a complete walk-through of the game, as well as detailed examinations of the puzzles.

How about a game of chess with someone across the country? Just grab Michael Wolff's *Net Games* (\$19.00, Random House Electronic Publishing) and log on. The book is packed with information on where you can find any game that you may want to try out against on-line friends.

—Tim Aldano

