

# ACE

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**THE  
ULTIMATE  
GAMES  
MAGAZINE**

ADVANCED COMPUTER ENTERTAINMENT

## SAHARAN EMPIRE ATTACKS!

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- Full Exclusive Review Inside!



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Software Scans Mown Wide  
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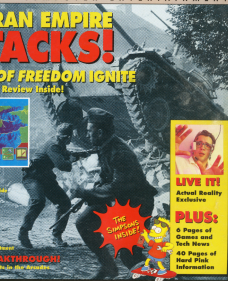


Get the Thunderbox Treatment

### COIN-OP BREAKTHROUGH!

Steering Developments in the Arcade

25-PAGE REVIEWS AND PREVIEWS SPECIAL INCLUDING: CHUCK ROCK, NAVY SEALS, SECRET WEAPONS OF THE LUFTWAFFE, COLBITZ, WARLOCK, SUPER MONACO GP, MUDS, TURRICAN 2, MICKY MOUSE, EXILE, + MANY MORE



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Exclusive

### PLUS:

6 Pages of  
Games and  
Tech News

40 Pages of  
Hard Pink  
Information



# SPARKS ON

WARC

Two missions to seek out and destroy the drug king of the RR 200 CORPORATION. You'll have to subvert

his enormous army of body guards... gangs of electro-hydraulic parasites to breach

code, the killer brain with the world of a doctorate and the breath of a drug lord, parts of various satellite systems, the psychotic files with an evil sense of humor - you'll die, but not looking! Then there's the gas turbine cardiac pack - a cool operator, always hanging on the floor mat... a serious looking piece in his hand and ready to blow you away as he rolls down main street blowing gas crumpling lead. It's not all bad! - You've got a chopper to back you up, a mean, dirty street machine, some heavy metal hardware and some pretty cool music. And what about the king pin...

did I say he was the King? No, he's a MR 200!



Midway Game

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

MORE THAN A GAME. ROBOCOP 2 IS THE PRIME DIRECTIVE.

ROBOCOP 2 IS A TRADE REGISTERED TRADE MARK OF MIDWAY GAMES

TOTAL E



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THE STREET MACHINE IS THE PRODUCT OF MIDWAY





# OF GENIUS

## ALRECALL

... long build-up period to find to  
... your year the identity... your  
... able to see a journey of our  
... ing action, through instant  
... onic vehicles and a countless  
... up of weaponry all contained in  
... able network traffic and a  
... and play that encompasses the  
... of the year's top movie,  
... the world... a nightmare journey  
... to the the ending.

**DRIVER**  
RECALL



**CHASE HQ II - Special Criminal Investigation** - continuing where  
**CHASE HQ** left off, this mission is to  
track down, chase and apprehend  
dangerous criminals. It's **CHASE**  
explosive power sends you  
bolting through various terrains - hold the  
line or plough the fields! It's **CHASE** - the criminals  
will come heavy hardware - but so do you! You can  
shoot but you must dodge their flak... heavy  
gunfire, trucks unloading their cargo into  
your basket... it's the nearest pursuit  
game to hit the video screen. The extra  
features will have you paying for extended  
play - weather changes, budgetary updates, graphics  
loading files, you-choppers... just play it... we dare



DRIVER



CHASE HQ II



It's time for ballistics' around!... no time to  
shoot the brasses!... in fact  
you've hardly set your feet  
down in the mighty U.S.S.R.  
and it's all action. You slip up  
your latest and most formidable ballistics' piece... but now that America bomb has just  
multiplied!!! You the world is the most addictive  
arcade game of the year from Mitchell Corp. A quick  
eye and super fast reflexes will give you just a  
half-chance of a win... the other half will come if  
the bounce past your way!



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Tel: 061 275 2300



Remember the days before the 3D-based digital era with classic video adventures? Featuring graphics, localization profiles, and handy character sheets, see *Myst* and *Age of Mists* on page 88.

## ACES HIGH!

Various elements of the ACE Team have been darting around all over the country this month in order to report on the latest gaming events. We've interrogated three of the top ceiling houses in Britain to bring exclusive details of their new games. We've also interviewed top flight industry heavyweights on the fiscal side of the games business. The Tricks 'n' Tactics section makes a welcome return this month. And of course, we've got all the games reviews you could possibly wish for. *Midwinter 2*, *Lemmings*, *Super Monaco*, *Navy Seal*, *Secret Weapons of the Luftwaffe*. And many more! We've also got a brand new *Games News* section, a beginners guide to CD-jargon and a report from Apollo Communications on their amazing Actual Reality machine. And all on brand new high-quality paper!



### NEW NEWS

Throughout the issue we'll see how games and what we can do for our best programs with various gadgets, updates, and information on various other titles while the latest news will cover the software scene. It all starts on page 7.

Exclusives: A first look through an original game on a lot of early development, and the most massive thing you'll see the month on page 16.

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Data East, producer of coin-ops greats such as *Robotica*, *Bad Dudes* to *Dragon Ninja* and *Kung Fu Master* have signed a deal with super-chip manufacturers Intel. With DVI technology being the most advanced image-handling gear around, the future of coin-ops is exhilarating.
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Bargain, bargain bargain! Play the *Blackmarket*, Public domain and hardware directory. No PP, no comment.

# ACE

APRIL 1991



### COVER STORY

Magazine's GAMERS are introduced to an incredible game. It features many of the different modes of transport, potentially infinitely variable character personalities and situations, fully-geared drive '88, brutal, guerrilla-style and military strategy on a grand scale. Read all about this epic from the man behind *Midwinter* and *Lord of Midnight* on page 88.





## Entertain Your Brain

Socrates Educational Video Systems from Tritech Electronics turns your TV into a "learning and fun center" for children aged five and up.

Over 300 activities are built into the main unit including math, spelling, art, word games and music. The Socrates (locust) guides children through 80 programs including six levels of math, five levels of word problems, four musical activities and three word games. Socrates also incorporates the Superpointer drawing utility.

The basic locust set costs \$99.99 and can be expanded with extra cartridges such as Facts 'n' Figures (an introduction to fractions, natural numbers and decimals), Around the World (an adventure in world geography), Super Science and History (Hydros, Voice Cartridge and Mouse System).

## Wristwatch Video

• One of the first color wristwatch cameras has been dropped to \$99 for a standard model. If you're in the California Games bundle, that has also enhanced the value of some fine color sports lighter power video (SRP \$99, now \$69.99), \$200 color (\$199.99) and \$250 (\$249.99) packs.

In a few years you could be wearing a wristwatch videophone like the fictional detective Dick Tracy thanks to two researchers at the University of Edinburgh in Scotland. Professor Peter Dwyer and Dr. David Forsyth have constructed a video camera on a chip with lenses no bigger than a match head.

"The possibilities of this kind of chip are beyond unimaginative bound girls... vision toys, 425 video cameras, "micro" camcorders, miniature night-vision goggles, forensic security devices (alarm verification, human recognition, "smear" movement detection, event recording, bio-entry), baby-monitors, biometric verification systems (fingerprints), faces, signature, electronic vision, desktop-publishing, robotics, videophones, etc."

"This new technology promises to revolutionize existing video applications and enables a range of new products to consumers and commercial markets that have been previously unapproachable," says PSU/Vision Limited (PVL), the company setup to manage the development and commercialization of this remarkable game. Hence, the Brits can still cut off



This shows "transmission writing" currently incorporated in a 100MHz video array with a 4000 pixel resolution. Some 1000 of the recording depth (color) program (Matrix to 100)

## Rocket Sales Soar

Interest in toy rockets has, apparently soared since the recent Iraq SCUD attacks on Israel and Saudi Arabia and the subsequent exploits of America's Patriot SCUD-buster" air-defense missile.

"Model rocketry has become one of America's fastest growing educational, scientific and fun activities," says a sales spokesman, a principal model missile manufacturer.

"The basic model rocket, which may vary in length from about four inches to over six feet, consists of a nose cone, body tube, fins, launch lug, recovery system and engine. The rocketeer uses a pre-manufactured solid propellant engine which is electrically ignited. Over 250 million model launches are proof enough of the health-safety features of model rocketry."

Rockets range from state-of-the-art to the sublime. Estes Comanche-II, a three-stage model, reaches altitudes of over 2000 feet and

speeds of up to 400mph. The Eggonette carries an egg for 300 feet and back again, while the Atomer photographs Earth during its flight. The Atomer 130 aerial camera with beta II launch vehicle shoots one full-color 110 photo per flight. A 1/500th second shutter is activated at sunset just prior to parachute deployment. Regulations limit the weight of the rockets to 450 grams at lift-off.

"The use of live specimens such as flies, grasshoppers or earthworms, presents an opportunity for studying the effects of acceleration," says a sales spokesman. "Please do not launch mice, gerbils and other rodents as the tremendous acceleration and g forces of model rocket flight could be very frightening and harmful to them."

Write to Estes Industries, Phoenix, Colorado 81240, USA for more info.





A Japanese video game company Sega has followed Mattel's "opener" idea and logic from its racing game the Super Monaco GP after complaints from the Federal Drug Commission in America. The company has now worried about the advertisement effect caused by teenage players in each advert in video games. Sega apparently didn't have official permission to use the Mattel logo.



## Take Away TV

Look out couch potatoes. Soon there will be no escape from watching the television or video. Not even in the toilet. Matsushita launched the world's first multi-system portable TV and VCR.

The Lapwatch combines a 5-inch colour LCD screen, television tuner allowing you to select up to 26 channels, and hybrid multi-system VCR that plays VHS cassettes of any format. The machine is compatible with PAL, NTSC and SECAM European, American and Far Eastern television systems. It even includes special magnetic shielding for clearer reception.

Matsushita describes the device as a "creative fusion of advanced technologies". The Japanese electronics giant is also working on HDTV, megamemory TV chips, super-computers and levitating cars. All these are 21st century toys. The Lapwatch can be yours today for only £1299.99.

"This newcomer will make you fellow commuters envious when you watch TV on your train journey to and from the office. You can really go places together. In the ends of the Earth, if you wish," asserts Pfaffen. The company is less loud about the battery life of this monster machine. Nevertheless, Lapwatch certainly beats a portable phone in portability.

## Singa-Longa-Silicon

Karaoke, the entertaining amateur singing craze from Japan, is about to invade British homes thanks to The Singing Machine Company in Middlesex. Karaoke addicts can now practice My Way in the comfort of their very own bedrooms before doing a gig at their local wine bar. The Video Karaoke-Mixer quickly and simply converts home hi-fi, television and video recorder equipment into a fully fledged video karaoke system.

The "Karaoke-Conversion Kit" costs £320 and comes with video cassette, microphones, video karaoke mixer, software card connector. A number of companies are already showing an interest in video karaoke software including Thorn EMI producing one-hour long tapes for £9.99 each.

The Singing Machine Company hopes to sell the deck through multiple electronic retailers.



"Just pop a video tape into your video cassette recorder and you'll create hours of fun and laughter for all the family. A sure way of making your party a roaring success," sings the karaoke firm, "simply by linking the Video Karaoke Mixer to your existing home stereo/video/cassette equipment. Select one the specially recorded tapes (all the lead vocals have been omitted) and place it in your video cassette recorder. Within seconds your entire family or party can immerse in a great night's entertainment, singing along to a video with super-impover lyrics which change colour as the song progresses."

For further details phone The Singing Machine Company on 081 569 8096. Don't forget to tell them you found it in ACE, first.

## BattleTechnology

In an update to the exclusive ACE feature back in late 1989, we can reveal that over 50,000 customers have visited the Chicago BattleTech Centre since it opened in August last year.

"The idea behind the BattleTech Centre is to bring the sort of movie-magic made popular by Star Wars to a place where customers will actively participate in a futuristic world," says the centre's CEO Innesher Entertainment.

For 30-lookalike or 60-lookalike players (up a 25-minute gaming experience) plus an unlimited stay in the observation area.

The hands-on experience is split between a 10-minute "Get Ready" section for training and strategy, then a 15-minute ga in the cockpit. Here you'll take control of a 20-foot robot and battle against other people while three 100MHz proprietary computers with 32MB of memory feed you with 200 colour three-dimensional re-traced objects, 10-million colour pixels and spatial sound effects.

Jordan Watson, designer of the BattleTech Centre told ACE that he expects another four to five sites to open across America this year, plus a further ten in 1992. A London-based BattleTech Centre is also on the cards and three Japanese companies are interested in bringing the idea over to the Far East. The first Japanese BattleTech Centre will probably open in Tokyo during the winter.

Watson and his colleagues are now developing new hardware and software for use in future BattleTech Centres. These state of the art systems will have five times the speed and four times the resolution of the current version. ESP is also devising new games to play in them. Shadow Run will be the first, followed by Renegade. "It will take six months to program graphics and gameplays," explains Newman. First account, ACE will keep you in the picture.

## Come Together

Two of the world's biggest electronic entertainment companies have joined forces to work on a new audiovisual device. Sony is supplying Nintendo with an add-on CD-ROM drive for the Super Famicom console.

The official word is a new Sony-Nintendo CD format, but insiders believe this to be a little more than a clever sales-pitch for a standard 500Mb CD-ROM drive without any extra frills. Still, this can't be scoffed at. ACE just wishes Sony and Nintendo will put out the stops and plaster the device with built-in RAM to act as a buffer for pulling graphics off a compact disc. Unless they add a significant amount of extra RAM, the CD-drive will add high-quality audio to games but will not enable the system to fully use CD technology. Over to you, gaffer!

In the meantime, rumours suggest the price of the CD-ROM drive will be just under ¥150,000 (£400). Nintendo says the new deck will attract both serious software titles and bigger budget games. Before you get too excited, don't forget the original Super Famicom console isn't even officially available in this country yet.



Over the years you can find just about anything. At the top right is a new piece of electronic technology that was there too.



# Playpower 1991

These are toys of man's desiring...or so the British Toy Fair would have us believe. But Steve Cooke came away from the playpen distinctly unimpressed...



What with all the revolutions going on in the digital world, you'd expect a few surprises from today's toy manufacturers. After all, it's years since Parker Bros (Dorland) and Hasbro (Dorland) found Fractal - a range of interactive games that use ROM-driven mechanics to mimic the behaviour of some very dumb animals, or since Mattel (Lectra) took over the Hasbro empire to show off their latest range of home robots. In these heady days, we were promised the earth and a host of electronic, computer-controlled wonders that would go forth and multiply therein.

Heaven... Back to reality: there in 1991, the secret of Intel's real success is still a source of excited mutterings in dark corners. British of Wonders' talking Teddy Ruxpin has undergone a redesign from its excessive reliance that effectively removed all interactivity, and the classic Barbie Doll has got to a new age of entertainment as to have her clothes designed by the same team of designers that designed the Mattel Powerline.

In fact, the 1991 Toy Fair was a wildly disappointing event for anyone interested in new technology. Sure, there were more electronic gizmos than at shows than ever before, but these were almost all either Nintendo consoles, Sega consoles, or small plastic boxes with even smaller LCD screens, infrequent assets of gameplay, and the biggest name the manufacturers could find to slap all over the case.

Yes, consoles and LCD games are in. Originality, invention, risk, excitement - these are all totally out. For as long as the recession lasts, toys, it seems, are going to remain strictly for kids - who haven't been educated enough to know what they're missing. The only good news is that when we tried to visit Mattel in the States to do a companion feature on their development, they refused us permission to visit due to "secret projects" which will be ready around 1992.

Of course, we'll all be far too old for the sort of thing by then, won't we?

Chess machines have been developing rapidly in the last few years and are now proving tough competitors for humans, especially in the field of 3D chess where you have limited time for each move. Hasbro's games are mostly programmed by a club from "Chesham" by the name of Richard Long. The Hasbro's Lyon recently smashed world 3D Chess Champion Michael Tal 4-2, 5-1, 6-2. Their latest models use plug-in modules so you can upgrade from an old touch of a button. Has pictured here is Chessie, whose tactic is to run your computer fan by engaging you in idle banter about the best move in a tedious, sophisticated way...



## HEADSTART



Headstart is interesting not least of a reason being, right? Wrong. Better to start for it - a musical alphabet, head pieces, your pieces are all numbered, names, and the light starts to blink when it's your turn. You can even change the name of the "headstart" and it will then sound something like "Headstart".

Back at the Toy Fair, there's a lot of... (text is partially obscured)



My Pet Dog is a... (text is partially obscured)

... (text is partially obscured)



## Cyberspace

• **ACE** is games and you know, this isn't another computer-clone based but a former first-hand chain. Similarly Paul Chikara is planning to choose its name to initiate and change its name to an effort to attract health-conscious customers. Soon you'll be able to look into yellow, black and white poetry. The books and special offers will stay like the others will be less busy. Cyberland readers must be looking to his goal.

The Spirit (San Francisco 2080). "The city is at war with itself. Deadly spreads throughout the cyber streets, bedrooms, boardrooms, and the usual computer main of Cyberspace. For some, victory is an intangible gain in a vast power struggle. For others, it's just survival." Cyberland International has licensed the cut: Cyberspace sci-fi roleplaying book from ICE, and is currently sketching out some ideas for a computer game. "Cyberspace is a complete role-playing game set in the context of a high-tech Earth of 2090 AD," says ICE, "where Megaconspirators manipulate real life with Solaris street warfare. Black-clad Purists and psychotic fanatics crawl from the gutters to usurp Media Stars and Cybernetic Miscreants - a conflict beyond the boundaries of Good and Evil. From the degraded, polluted cities to the surreal beauty of Earth's global computer matrix, this is the world of cyberspace." ICE is developing the computer RPG has hopes to incorporate elements of Dungeons & Dragons and Sleeping Beauty. ACE will bring you the full story in the coming months.



## Sonic the Hedgehog

When game was everybody playing at the Winter CES in Las Vegas last month? "Send the Hedgehog to the world's first superstore budgeting," Sega reveals. "Speed is the name of the game and Sonic is the world's fastest ever video game character in a horizontal-scrolling game. He zips over land and sea, zapping evil insects and dodging grenades at a dizzying pace. For something totally different, help Sonic fight his way through a maze that rotates left!" Sounds good, eh? Ready for release in a couple of months on the Megadrive.



Sonic the Hedgehog is truly amazing character design with great controls.

Alien Storm offers three plays for each coin, including a bonus mode for expert players. A full color screen is featured.

## Alien Storm

Alien members are taking over the world in the forthcoming Sega coin-op conversion from US-Go!d. Alien Storm is a two-player action game where you must fight your way through the city from two different perspectives including a three-dimensional "into the screen" view. Characters with ray guns, flamethrowers and more. Watch out - some can transform into even more vicious alien men. The three screen characters Gordon, Karla and Scooter are operating a hotting stand until some evil invaders appear. In the time someone the role of world famous Menubusters. Utilizing powerful weapons they search an alien offensive against the invading aliens. Each of the three unique heroes has various potent armament and special attack tactics. Three persons can play simultaneously in the original arcade game. "Everything on the screen built, destroyed or any other item can be destroyed, a feature that you'll find all other invaders removing items," confirms Sega. Alien Storm is out in a few months on Megadrive.

Tarfax is handling the computer conversions for US-Go!d which are set for a June launch.





# G-LOC

They said it was impossible but hold US Gold is converting the Sega sports-intensive iterations of G-Loc into handle-able arcade machines. Sega describes G-Loc (Slam of Connoisseurs by G Force) as "a super-real jet simulator game." Fly your "cock" into the Sega Wing Combat Fighter through skies filled with hordes of hostile aircraft. Blast 'em to bits with Deagen Fry missiles or Falcon cannons. Catch the enemy plane in your HUD and lock-on when the circular sight coverage is, few minutes later a trail of destruction. Destroy your enemy with full throttle or afterburner. Move from inside the cockpit and over out to a behind-your-plate outside view. Battles are set in three worlds: Beginner (training course for the novice), Medium (after training practice go into actual battles) and Expert (skillful players can engage in aerial dogfights).

"We have combined atmospheric music, explosive speed and superb overall performance in a product of sophisticated graphic technology," explains Sega. "A low level of graphic expression brings you thrilling action. You're never "game" before." Software-developer images is in charge of making this concept into your computer. G-Loc will appear on all major 16-bit and 32-bit machines in October.

The drive looking a sight like a computer's controls are all hidden away underneath the game machine.



Actual machine for the video that looks like Terminator. It's a machine from Williams, designed by Williams & S. & S. Williams & S.

## Terminator

Out of the ashes of nuclear fire the risen Legend. Arnold Schwarzenegger returns to his best movie role to date this summer in Terminator II Judgment Day. He plays a merciless cyborg assassin sent from the future to kill Sarah Connor and her son, a prospective rebel leader. This Cabbage Pictures' all-action sequel has been directed by James Cameron, the genius responsible for the original Terminator... Aliens II and The Abyss sci-fi movies. The Terminator feels no pity. No pain. No fear. You can catch the brilliant T2 trailer today by watching the Total Recall video. Acclaim (LPH) is producing the MS-DOS and possibly the Super Nintendo games of Terminator II: Judgment Day. Screen is in charge of the computer conversions. All games are scheduled for release in time for Christmas.

## Mario Andretti

Thrillingly not a Super Mario Bros racing game. Follow the career of one of the greatest racing drivers of all time. Work up through six professional racing circuits. Start in the dirt-bull rings with Sprint-Cars, then Modifieds, Stock Cars, Sports Prototypes, Formula One and Championship Cars. Animated maps show every world-famous course before racing. Practice against the pack. Includes Instant Replay. Features: six cars, six cars, behind cam, inside cam, track cam and above cam. Programmed by Detective Software Inc. (creator of the original Test Drive from Accolade and 4D Sports Driving for Microsoft), published by Electronic Arts. "Mario Andretti's Racing Challenge is not only a game of fast driving, strategy is important in managing resources and gaining sponsors," declares EA. Out later this month on the PC for \$29.98. Mario Andretti supports all major graphics and sound boards.



Master System controls set you up to spend a game of golf in colorful settings for the original and ported-out World Class Leaderboard versions of this system.

## World Class Leader Board

It's about time Sega Master System owners had the chance to play a decent round of golf. World Class Leaderboard from US Gold and Accolade features four challenging 18-hole courses: St. Andrews, Doral Country Club, Cypress Creek and the specially designed Country Club. Up to four players can compete, three difficulty levels and driving range/putting green practice ranges. "World Class Leaderboard will undoubtedly prove to be the most exciting golf simulation available for the Sega Master System," claims US Gold. Out in July.



## Paperboy

The paper-throwing sequel will be Microsoft's premiere Super Nintendo title, followed by the successful Atari co-ops and set for a Christmas release. No other details are currently available except the game is also being converted over to the Amiga, NES, PC, Gameboy, Spectrum, C64 and Amstrad CPC.

## Lemmings II

Dozens of these stunted little creatures are on their way courtesy of Polygram. Keep an eye out for lemblings, bulldozers and maze operators. The original Lemmings game will also be appearing this year on the Super Nintendo, Megadrive, Gameboy, NES and PC Engine. A coin-op version will be available in September and a movie-company has expressed an interest in licensing the Lemming characters.





## Proflight

Enthusiasts seeking its first simulation, though not wanting to be accused of coding in on the Gulf Crisis, Microsoft (better known for writing *Word* and *Excel*), completed its relocation of Microsoft flight simulator on the Amiga. According to Microsoft, *Proflight* serves to create a new standard of accuracy and flexibility in the simulator market. "Proflight puts you in charge of one of the most advanced military aircraft of our time," offers Microsoft. "Based on extremely accurate flight equations which map the behaviour of this complex fighter very closely, Proflight is not only a realistic simulator, but is also simple, and fun, to fly."

The sim comes with a comprehensive 150-page ringbound manual and has the unusual option to switch between solid 3D or wire-frame objects to quicken the display rate to 14 frames per second. Both the Amiga and ST versions of *Proflight* cost £19.95. Microsoft is already planning extra missions and scenery disks, but a desert detour is out of the question. "We don't want to play on the Gulf War," says David Link, boss of Microsoft. "We're looking into doing other aircraft simulations or a multi- jet product." More details from Microsoft on 0523 7 8888.



## Robocod

Out on the heels of James Bond - Joost Agricola comes the latest word in low enforcement. Further high jinks on the high seas and puzzling pirate diversions from Hollywood and progressive-comic-graphic artist Chris Ware. Amiga and ST game coming later in the year.

## Slave To The Rhythm

Beats like the current pop simulator with girl-next-door looks and attitude, is providing the music for the forthcoming *Magix Masters* game (see page 55 for full details) from the *Demolition* and *Renegade* software. The track will probably be a remix of *Don't Be A Dancer* which could be reinforced as a single. Mus Box, a fan of video games, is currently recording her second album in Los Angeles, California.



## Die Hard 2

Granddad has risen out of the ashes to bring us the computer and console out of the Bruce Willis abduction mode.

## Future Wars II

More cinematic role-playing adventures from French software house Delphine and British distributor US Gold. Out on the Amiga, PC and ST in late summer.

## Fantasia

First there was Mickey Mouse's platform capers in the Castle of Illusion. Now back out with *Fantasia* on the Megadrive. "Fantasia robotically captures your attention with totally unforgettable scenes from dancing mushrooms and sugar plum fairies, to seaweed brooms challenging the Sorcerer's Apprentice," states Sega. "Gleeful graphics and gameplay. The ultimate Disney fantasy game, a guaranteed hit for all ages."

## Captain Planet

Our first environmentally-aware comic superhero is dedicated to rescuing the planet from toxic waste, stopping bullies, killing endangered species and preserving the South American rain forests. He always fails the attempts of arch-villain Reremous. Swear to join the planet. Captain Planet and the Planetars is select group of helpful messengers from America, Japan and Russia use the natural forces of Mother Earth like Wind, Fire and Water rather than nuclear ray guns or EMP bat sprays.

Greenpeace would be proud, Captain Planet is so Green he has a green colour chart!

This fashionable American TV cartoon series, made by Ted Turner's Atlanta-based company (of CNN fame), features the voices of Whoopi Goldberg, Jeff Goldblum and Sting. It is due to be shown on TV-44 from next month.

Megadrive has picked up the computer and console rights and expects to have the game ready for release in the autumn. Stay tuned for the full story in the next issue of ACE.





# safe.



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# MEAN MACHINES

THIS MONTH'S SPECIAL



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-STRIDER ON SEGA!  
-HYPER-LUCK GAMBOY REVIEW  
-THE INCREDIBLE BAGES OF  
-SEGA JAPAN AND US HYPER-

SEGA



MEGA

## DUCKTALES

IT'S A QUACKER

OUT NOW



NINTENDO



GAMEBOY



GYNOUG!



GORE GALORE!  
IS IT SICK OR WHAT?

DYNAMITE DUKE



MEGA EXPLOSIVE  
SEGA ARCADE ACTION!

A BOY AND HIS BLO



WEIRD NAME? CHECK  
OUT THE GAME!!!

# Letters

## AFTER SALES SERVICE

I am writing to share with my fellow readers my experience with the best after-sale service anyone can expect from a software house. Some time ago I bought *Rick Off 2* from a software shop here in France. When I opened the package, I found that the game and the manuals were all in French.

I was surprised because I thought all games produced in the UK would have instructions in English. At first I thought of only replacing the manual, because operating the game is pretty straightforward. I sent a letter to Anco asking if it was possible to send my French manual to replace it with an English one. About ten days later I received, to my delight, a letter from Anco which contained an English manual (without any request of payment) or even sending my French manual.

During the time that their letter took to reach me, I has visited a friend of mine who had a version of *Rick Off 2* that he had bought in the UK. I noticed that my version was missing some features, such as tactic changing etc. I decided to test Anco's patience once more with another letter asking if it was possible to place my disk with another one which had all the features.

Days later I received a reply from Anco instructing me to return my disk. It was only another week before I received a new version of the game from Anco.

I didn't think that UK Software houses had

after sales service if I formed this opinion after trying to return a faulty *Bubble Bobble* disk. I hope that other software houses follow this fine example.

**Ahmed Assoum**  
St Julien en Genevois  
France

After sales support seems to be getting a whole lot better in the UK. But I'm sure there are plenty of readers with truly gritty after-sales experiences. In come the letters... As for your French manual, that's 2002 for you.

## SOUNDS FAMILIAR?

Does this sound familiar?

**Month 1:** You read a news announcement that Wizards are working on a new game, to be called *ThunderSwords* (for the sake of argument) which will outdo anything yet seen in the genre. You think, "hmm... sounds interesting".

**Month 2:** Reviews of *ThunderSwords* start appearing - it's really special. You think, "I must look out for that when it comes out".

**Month 3:** Reviews of *ThunderSwords* start appearing and the game scores high marks all round. You rush down to the shop to buy it - but it's not available.

**Month 4:** You keep checking the local shop for *ThunderSwords*, but it's not available.

**Month 5:** You go into the shop and there it is on the shelf! *ThunderSwords!* Unfortunately, it's only available for a machine that you haven't got. It doesn't matter what machine it is: this always happens and is evidently some variant of God's Law.

**Month 6:** Nothing happens.

**Month 7:** Magazines start publishing tips and cheats for *ThunderSwords*. Unfortunately, you still can't get it.

**Month 8:** Finally - you go into the shop and there it is, on your machine, at last. You pick it up and say to yourself "Ah, *ThunderSwords* - that was the game I was so interested in six months ago. What a shame there's still no sign of *Day of Doom* that got such good reviews last month". *ThunderSwords* goes back onto the shelf.

I don't think this is atypical, and sometimes the process takes more than eight months. How much money are the software houses losing on this account? Quite a lot, I should think. Now, if only they kept every new project a secret until it was actually ready for release on all formats, so the rave reviews could be followed by instant sales, they could not only stave off disappointment for the punters, but increase their profits quite handsly. But will they ever learn?

**Roger Mullan**  
Edinburgh

SILENT, INVINCIBLE, INVISIBLE . . .

## PUTTING THE RECORD STRAIGHT

We would like to thank ACE for this right to complain about the statements made in an ACE article (issue 41 February) about EPIC, which portrayed Digital Image Design and myself in particular as arrogant, pretentious software developers.

In a recorded interview about EPIC and J29 Retaliator PC, I was asked by a respected ACE journalist the boring old question, "Who do you think has the fastest 3D code?"

"Oh no, not again", I sighed, "This is all we ever hear, working on 3D games. Look, let me tell you what, let's get everybody who thinks they may have the fastest 3D, including Digital Image Design and look at in a smug, smugly smug (smugly smug) smug poker game. We'll all throw a grand down and see who wins..." (cutting the smirking scenario Keanigh?)

So we believed the story finished. But some weeks later we cornered the February ACE and read in horror:

Read super confident Keanigh's challenge: "Beat my routine and win £1,000!" This was never said!

From now on we're going to be a lot more careful about our jokes! As you can imagine, we are annoyed as we have been involuntarily misrepresented over a sarcasm comment which has been blown out of all proportions. Articles like this can damage our image and effectively alienate ourselves from other software developers. We have already received lots of criticism about this article, so we have decided to put the record straight.

**Martin Keanigh and Phil Alsop,**  
Directors of Digital Image Design  
Cheshire

Sorry that you didn't like the feature. The computer was intended to impress upon readers the quality of the 3D routines included in Epic, the faith that IBD have in their product and also as a strong pull into the article for the readers. Apologies for any embarrassment caused!

## VIRTUAL RESPONSE

Having read the letter you published "Virtual Carver" in your March issue, I feel I must respond to what Peter Green as to say and echo my own responses.

## TWO PLAYERS OR NOT TWO PLAYERS?

What is it I find so great about multiplayer games? Even games where you can't affect your partner (e.g. Bubble Bobble) are still a lot more enjoyable when played with a friend, but what exactly makes Bubble Bobble so addictive? It's certainly not the graphics or sound, so is it the fact that you have a friend with you and you are cooperating with them?

Some people say that they prefer the thrill of pitting themselves against the computer. To them a computer is a way of escaping from the real world for a while, but for me, a game should be able to support two players. Most of the time this shouldn't be too hard, so why don't more papers give us two-player games?

**David Pearce**  
Southampton



Interesting thoughts David. While it's simple to include a player one/ player two option in virtually every game, simply enabling two people to play one after another, producing a decent two-player simultaneous game is another matter. Recently the appeal of playing against human opponents has been explored with games like Hard Drive 2, allowing two machines to be linked together and played at the same time, although quite who can be bothered to cart their computer round to a friend's house is uncertain. Most games, however, simply aren't appropriate for two-up fun. It doesn't make financial sense for software to produce a true two-player game, one actually requiring two people to run it, since now without a permanently available second body would buy it. Why?

What people must realise is that once the ability and knowledge is available to create a particular kind of solution to a specific scientific or technological problem, be it for a genuine need or for the achievement of a goal laid down by the technologists themselves, there is nothing that can be done to limit the pursuit of this objective. At present the race to perfect a practical and cost effective virtual reality system is a prime example of this.

I am by no means condemning this type of research, I myself am a self confessed "technophile" as William Gibson put it and I am positive that I am not alone in this. The success of your excellent magazine shows that many of us are seduced by the lure of technology, what I am trying to get across is that even if someone had asked Oppenheimer if inventing the atom bomb was such a good idea he would have, quite rightly, replied "I don't, somebody else will".

The same applies to research and development of weapons systems at places such as Marconi and Plessey today. Ask these people the same question and you will get the same reply. These are obviously extreme examples but I think that they highlight the fact that the tidal wave technological advance is quite unstoppable, for good or for bad, and I for one look forward to the day when I will be able to "jack in" and come, if not all of my wildest dreams will come true.

Keep up the good work

**Neil Thomson**  
N. Humberstone

I'm not entirely sure about your Copernican analogy, but I think I get the picture. I'm sure Peter Green doesn't view VR with the same indignation as the smelting of a primitive iron weapons system, but perhaps others do...

## SIM GALAXY?

Why don't Maxis, the makers of Sim City, make a Sim Galaxy. This could have a number of features including: comets, meteorites, planets being destroyed by comets or aliens, stars going supernova, astronauts being sent into space, evolution on planet and world wars.

It could also have a galaxy designer in which you design your own planets, their size, gravity, whether or not it has atmosphere or life, their orbits, the elements on the planets and type of life.

**James R Carbutt**  
Scottish

P.S. I have a Spectrum +3

A fine idea. Personally I think that people will have enough on their plates with Sim Earth at the moment, but a Galaxy simulator sounds great to us, and what better machine to run it on!

## PC POWER

I remember reading in ACE that the ideal home entertainment set-up is a computer such as an Amiga and some form of console. I disagree. I think a modern fast PC makes both redundant. Consider the following points:

1. Most games are available in PC Format
2. The sound quality achieved with a sound card such as the ADLib easily puts Amigas and consoles to shame and Sound cards are now widely supported.
3. With VGA, the graphics quality easily surpasses Amigas and consoles. Contrary to ACE's Pink Pages, a modern VGA PC can display up to 256 colours at a time from a palette of over 260,000. And many PCs can do that with resolutions up to 1024 x 768. Although there are no hardware sprites, the sheer processing speed more than compensates.
4. Nearly all PC software may be installed onto a hard disk or RAM disk and most VGA PCs these days are sold with hard disks as standard. This means that the games may use huge amounts of data and loading time takes a small fraction of a second. Who needs cartridges?
5. When new standards appear such as the new ultra-fast VGA graphics with 65536 colours on screen at huge resolutions, you simply sell your old VGA card and buy the new one. Most add-ons, like extra disk drives etc, fit neatly inside so you don't have a desk covered in spagetti!
6. Competition in the PC market is ruthless. This means hard disks, extra memory etc are very cheap compared to the Amiga equivalents. PC prices are dropping all the time and the quality of the machines is constantly improving.

**Christian Low  
Tyne & Wear**

PCs surpassing both console and computer? I doubt it. Swift PCs can now shift and crutch numbers better than anything, but there is no hardware bricks to support credits, parallel backgrounds etc. This makes them excellent for data intensive games or those using 3D polygon graphics, but poor for arcade-style romps. What was the last time you saw a decent shoot-em-up (other than Wing Commander) on the PC? We still think you require both a console and a computer to enjoy the all-time games experience. Perhaps your ultra-PC should fit into the equation instead of an Amiga.?

## THAT'S ENOUGH CD, ED?

If I read about CD-ROM, CDTV, CD4 or a one more time in ACE I think I'll account how don't see wrong. I'm sure there's a very good reason for all the excitement and the hullabaloo, but I can't see it. Okay, so you get mega-amounts of storage space and (incredibly) fast access, but that seems to be about it. Am I missing something? I think not.

Isn't it about time ACE jumped off the mythical CD bandwagon and concentrated on games and hardware available now?

**Garren Williams  
Fusing**

What do you mean 'mythical'? CD technology is here, now, and being used by several computer and console manufacturers. NEC and Fujitsu are two who immediately spring to mind. Agreed, CD isn't exactly widespread at the moment, but that day is coming. Why? Take a look 'Laser Lessons' starting on page 71 for the full reasons as to why we're behind CD, and why you should be too.

## TIP-TASTIC, MATE!

Thanks for the Tricks n' Tactics supplement given away with ACE issue 42. I really enjoyed it - it was full of colour and useful information. Personally, I prefer general gaming/tech hints to hacking cheats or complete solutions. I can't see the point of playing a game if you're going to fiddle it. It's definitely the best feature ACE has given away in a long, long time (except perhaps for the wonderful little Gameboy booklet). How about another one in the near future?

**Ben Killen  
Dumfries**

Glad you liked it! Being the democratic organisation ACE is, the possibility of another tips supplement is in your hands, readers. On pages 39&40 there's a special ACE questionnaire where you've got the opportunity to tell us exactly where we're going wrong (and right) - Soften the blow a bit, won't you? and win yourself some super-dooper software into the bargain.

# PREDATOR 2



... HE'LL BE IN TOWN SOON WITH A FEW DAYS TO KILL



# Images Beyond Imagination

The digital dreams of a California company will soon make the outdated Super Nintendo engine redundant by bringing a new breed of cinematic compact disc romps to the market. Data East has announced the next generation of video games will have CD Digital Video Interchange technology enabling film-quality animation from CD-ROM. Based in San Jose, the crafty corporation has signed exclusive rights to develop a new generation of arcade games based on their advanced CD technology. Using Intel's DVI 750 processor, Data East will produce graphically sophisticated computerized video games with animated imagery that approaches film-quality. The first CD games are expected to reach arcades by the end of summer and will be priced competitively with existing video games.

"Our CD games will revolutionize and reinvent the arcade video game marketplace," says Joseph Mariani, president of Data East USA, Inc. "For the first time, arcade games will merge graphics with the intensity, depth and realism of film animation. Players will have the sensation of being inside the game as never before."

CD makes possible the high-performance storage and retrieval of large blocks of animated graphics on CD-ROM media. Using Intel's 750 video processor, and its own proprietary hardware and software, Data East has designed a system that quickly and cleanly sends multi-animations of graphical information to the screen, thus creating animated images with smooth, movie-like motion and definition. Data East has already demonstrated a prototype helicopter action game called Thunderstorm.

"Over the past five years, arcade video games

have lost some of the technological edge over home entertainment systems," believes Mariani. "DVI technology returns that advantage 10-fold, and makes immediately available a highly advanced multimedia computer technology that will be found in arcade systems long before its entry into the home marketplace."

Mariani plans to supply the DVI hardware and software development tools to third-party game designers interested in producing DVI video games. Data East is also looking into a video subdisc utilizing CD-based music, video and CD technology.

#### GAMES WITHOUT FRONTIERS

MS Interactive Video Games is the newly developed game system that applies Intel's DVI technology to a Data East customized CD-ROM drive. Games that can be made with MS include titles using real life images... Mad Dog type games using actual pictures, golf and driving games using footage from real corners, football games using video of players and ballers from baseball matches, poker and fortune telling machines using real life video and slot games based on quarters using authentic pictures.

DVI video processors, multi-megabyte memories, film-like images, CD-quality audio. Rik Haynes leads you through the next generation of arcade games...

Games that require images too hard or impossible to obtain through filming could use animation with the latest in computer graphics. You can expect shooting games with outer-space and battle themes to have photorealistic images.

And why stop at ordinary games? Imagine surrogate travel for the "underclass." It will take you a visit to landmarks in Bangkok, the Amazon rainforest or the outer moons of Saturn. Chairman Intel says, "DVI technology will allow the traveler to experience 360° panoramic views of locales complete with ambient sounds, views, inside hotel rooms, visits to restaurants to review menus, and simulated tours of the local history and area attractions." Since MS uses digital image processing, future developments will make new special effects possible. Games involving screen rotation, expansion, rotation. Games requiring 90° panoramic shots. Quarter 3D games. Games with variable image resolution options.

"We have yet to figure out how far we can expand the applications based on the processing capabilities of the CD drive," says Data East. MS comes with a JAMMA connector so it can be fitted into existing coin-op cabinets.









...and the CD-ROM is the most popular of these...  
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# CD now

if you still think that CD-ROM is a dream of the future, think again - CD games will be hitting the shops in force this Christmas and the hardware will be cheaper than ever before. What will Santa be playing with this year?

**S**uddenly, CD is landing on all our TVs. Sony's announcing their complete arsenal of CD-ROM and a special upgrade kit for PC owners, and Eidos' Midwinter is set to follow. Sony's Data Discman is lined up for launch before Christmas at a price of around £75, with a computer-compatible CD-ROM version to follow. Most software houses are now fully embarked on development programs that should yield software by the autumn - and at least one CD-ROM is involved. There's now little doubt that you'll be looking up a CD-ROM game or your machine will be up to the mark. But it really is any better than the parties we're getting now? And if so, why?

Despite early optimism about the potential of CD-ROM for games, the industry is now beginning to realize that simply having as much data as you can to play with is going to indicate after the nature of computer entertainment. Eidos' Sherlock Holmes is a good example...

#### HELPFUL HOUSE:

CD-ROM wasn't the computer originally responsible for developing the soon-adapted format, but soon it games like *Dogs* (4) and *The Simpsons*. They stole the show at CES recently with Sherlock Holmes, Consulting Detective, developed as CD-ROM for the NEC Paragon game system, and out on the CD by later this year.

Sherlock Holmes is interesting, because CD-ROM isn't just a format, while we can't have full-screen, full-motion video yet, we can still have full-screen interactive video. In other words, the

size data rate here (see our article on pages 110-11) offered by CD-ROM is still fast enough to amaze a portion of the display in real-time using digitized graphics, even if it can't manage the whole screen.

The effect when you're watching Sherlock is pretty impressive - while the main game is driven traditionally by icons, the graphics window occasionally bursts into life with stunning animation. And it's not just the pace that impresses either - CD-ROM have made full use of CD-ROM's audio facilities to deliver speech, music, and sound effects.

NEC's version that Sherlock is the first title that differentiates compact disk games from standard floppy software - and, presumably, from floppy titles too.

"Up and now," claims NEC's Ken Iwata, VP of Home Entertainment, "CD titles have featured great sound and graphics, but they have not given the consumer a significantly different experience from the standard games. Sherlock will be the first in a line of new CD-based home entertainment software that will make the play-in-feel like he's participating in a movie."

#### EXPERIENCE:

While other companies are developing their graphics animation and audio skills, Progression are looking rigorous scientific programming techniques to squeezing the most out of CD-ROM's performance. The result, demonstrated behind closed doors at CES in January, was so impressive that developers queued up at the UK firm's hotel suite to catch a glimpse.





It isn't Disney's *Beauty and the Beast* that's been used as the model, but *Disney's Pinocchio*—the game's overall theme is made to fit a boy to suit for these parents.

When you see a painting with the children's artwork at the top, it's supposed to look like a CD-ROM. The game is a CD-ROM, and it's not made like a CD-ROM. The artwork is made with a software that can be used to create a CD-ROM.

Microsoft's *Pinocchio* was the first to represent the graphics and sound in a CD-ROM. It's the first to be produced in a CD-ROM format.

## SKETCHING SKETCHES

CD-ROMs themselves were produced much like a traditional feature film. It took a long time to make a single interactive drawing program, with 100 or more illustrations, to represent entire scenes. The only way to make a CD-ROM was to use a CD-ROM burner. There was a cost of \$100,000 to produce a CD-ROM. The cost of a CD-ROM burner was more than \$100,000.

When you draw a sketch on a CD-ROM, you're not just drawing a sketch. You're drawing a sketch that will be displayed in a CD-ROM. The production cost of a CD-ROM is more than \$100,000. The production cost of a CD-ROM is more than \$100,000. The production cost of a CD-ROM is more than \$100,000. The production cost of a CD-ROM is more than \$100,000.



"The file," says President James Robbins, "is 100 times larger in data and graphic capacity than any other file ever produced for any format. There are three hours of CD-audio, more than 700 original drawn color pictures, and 2000 of program code."

The other point about CD-ROM, which is especially apparent in Tiger Media's case, is that many software are perfecting development systems that are platform-independent. In other words, an application developed for one CD machine can, with relatively little modification, run on another. Apart from the CD-ROM, Celeris has already been released on IBM PCs, and versions are under consideration for CD-i, CD-ROM XA, and other systems.

The Christmas, then, the games you play on your CD-ROM PC will almost certainly be available for the CD-i's as well as other CD machines.

### BRAVE NEW GAMES

Not only are there going to be CD games featuring improved animation, improved programming, and broader scenarios, but there will also be games that explore alternative game styles. ACE readers have already been introduced to the *Castles of Doom* concept, where you explore a game universe without any particular objective other than to be around. CD-ROM offers huge potential for this style of program, as Tiers is already demonstrating with their CD-ROM version of *Whispering Goats*.

This children's title takes the basic *Doom* concept and adds puzzles and songs to make a

very interesting gaming experience. The idea is to explore a fairy tale environment, use colorful characters, bring various players and performing artists (such as Jiminy Glick, Jack and Jill's girls, Bambi's family) in the singing of the nursery rhyme material and the lyrics printing up "Lullabye" style of the same time.

This probably sounds rather glibly to some of you—and, come to think of it, the *News* was cutting news AP's rather hard to stomach—but don't be misled. The actual experience of playing the game is very impressive and gives a powerful indication of how good CD software can be.

### CD ABOUT CD-ROM

In the end, however, it's not just the games that are going to make CD as important as it is. It's the fact that the same little plastic disks hold music, video, and data that makes them so promising. Imagine how much more widespread gaming would be if *CD-ROM* had a floppy disk and a CD-i in their living room—well, that's how it's going to be in the not so distant future as CD technology comes out from the PC and links up to CD-i, your interactive CD player, and your portable Sony Disc Discman.

In fact, the latter will be selling this year at around \$250, and although it will not be CD-ROM compatible, the company claims that a version which you can look up to a computer will follow. And next, Sony and Nintendo are developing a CD console together from Japan. It's CD ready to go on the move...

Progress, quite sensibly, are keeping their mouth shut for the time being, but we can still predict you a huge ACE revolution on their way in the very near future. However, we can reveal that Tiger Media's work uses a combination of hardware and compression to generate some amazing displays. This is the other side of the amazing CD technology, where the potential of the new medium is actually forcing companies to develop even greater programming expertise. So some of the games we'll be playing this Christmas will have even fancier computer than you're going for tonight.

### TIGER MEDIA

The California company are typical of a third level of CD developer: those who simply take existing computer ideas and use the mass storage and improved sound of CD to deliver a better product. We've already covered *The Case of the Christmas Coder* in ACE Issue 42 in a public adventure situated on a floppy rather than the CD-ROM.

# CRUISE FOR A CORPSE

## (And a free holiday!)

**F**rench software house Delphine have enjoyed recent success with games like Future Wars and Operation Stealth. Now, in order to announce their newest release, Cruise for a Corpse, UK Bazaar US Gold is offering lucky ACE readers the chance to win an amazing free holiday in the Med.

Simply answer the questions shown here, fill out the coupon with your name and address etc, and mail it to: **Cruise Competition, ACE Magazine, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.**



## The Games of Delphine

### Future Wars

Future Wars takes place in the 43rd century. Earth is under attack from an alien race. Until now the formidable SDI system has kept the enemy attacks at bay. But now, the friendly green men have hit upon a plan to travel back in time, and sabotage the SDI system as it is being built.

The game starts in the present day when you stumble upon a secret message which will set you off on your adventure.

Throughout the game you have to visit the Middle Ages, Prehistoric times and, of course, the distant future.

Using the Chronomatic operating system, designed by Delphine's own Paul Collett, Future Wars offers an extremely friendly user interface allowing virtually all of the action in the game to be controlled using point and click methods.

Blowing ambient sounds blend overseas game of the In-Din for example). Future Wars was the title that made Delphine's name.



### Operation Stealth

Operation Stealth enjoyed similar success to the Alan and Anja. You play special agent John James, on a top secret mission to foil the evil design perpetrated by an enemy supercomputer. Again, the control method and character interaction was recognised as first rate.



### Cruise For A Corpse

Cruise for a Corpse promises to be the best Delphine game yet, with further features and touches being added to the control method and the storyline undergoing even more analysis. Set in the 1820's, the game takes place on board a yacht owned by shipping magnate Felix Karaboudjak. You play inspector Raulo Susander, who's been invited by Felix to join him on a dream cruise in the Mediterranean.

Upon boarding the yacht, though, Raulo is informed of a murder... but where is the body?

Again, presented in easy-to-use mouse driven format, Cruise for a Corpse looks like being another success for Delphine!





## Questions

- 1) Agatha Christie's famous detective Poirot was from which country?
- 2) Name Mickey Spillane's wise-cracking detective.
- 3) In which author's books does Inspector Wexford appear?

## THE PRIZE

And so, onto the prizes. *Q5 Gold* and *AG3* are pleased to be able to offer the winner (and a friend) a holiday at the Madrasayas for the value of £500. You will be able to choose where you go, where you stay and for how long. It's all up to you. There are five runners up prizes of copies of *A Crime for a Copse* for *Amiga*, *ST* and *PC* owners.

NAME: .....

ADDRESS: .....

£ .....

£ .....

£ .....

If I win a runner's up prize, I'd like *Crime for a Copse* on the .....

### RULES

All entries must reach us by the 8th April 1994. No employees of *Q5 Gold*, *Emag* or *Delphine* are eligible for entry. The Editor's decision is final and, aside from arranging the holiday for the 1st prize winner, no correspondence will be entered into. Entry to this contest signifies understanding and acceptance of these rules.

## THE 4D BOXING COUPON

Name: \_\_\_\_\_

Address: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Please rush me a free demonstration disk of 4D Sports Boxing for my PC. Please send the demo on:

- 5.25" High Density disk  
 3.5" Low Density disk  
 3.5" High Density disk

# ACE43

### Name:

Joe Medvedev  
Medvedev International  
Poverty House  
Cheshire Avenue  
Buckingham Park  
Vincennes Industrial Estate  
Bangor 101  
West Wales  
SA75 8JG

**M**edvedev's 4D Sports Boxing is possibly one of the best sports simulations around. In fact, Medvedev are so confident that one look at the game will persuade you to buy it, they're offering you a free demo. All you need to do is clip the coupon and mail it to the address shown below.

Within a couple of weeks you will receive a rolling demo of the game, highlighting all the key features and, of course, packed with thrilling boxing action.

### THE GAME:

4D Boxing is a prodigy driven simulation of the pugilist art crafted by the game design team behind 4D Sports Driving, DSI. They're also working on a 4D Tennis simulator at the moment and have made a name for themselves as possibly the best Medvedev programmers in the business. The latest tweaks

and changes to Boxing have made the animation even smoother than before, with extra frames being added giving boxes truly lifelike movement.

### FEATURES:

Boxing is loaded with more features than you can imagine. Some of the more interesting are:

- ◆ Create your own boxer! You choose his height, weight, colour, name and initial power, stamina and speed ratings.
- ◆ Fight any from a range of forty computer controlled boxers, or play against a friend.
- ◆ Stunning 3D graphics and infinitely variable camera angles.
- ◆ Fight exhibition matches against anyone or embark on a career with the aim of becoming World Champion.
- ◆ Realistic training programme before a big fight showing you to

improve the weaker aspects of your boxer's skills.

- ◆ Play with 3D4 Upper cuts, jab, hook, body punch, punches, blocks, counters, feints etc. You can control the game manually and automatically with the mouse.

### NOTE:

This demo is only available on PC and requires a hard disk. The demo will be available for 30 days from the date of purchase. The demo will be available while the demo disk is in stock. The demo will be available while the demo disk is in stock. The demo will be available while the demo disk is in stock.

# 4D BOXING DEMO!



Glove it to death! Free ringside seats available for a limited period only. Seconds away!





# 'NAM

★ 1965 - 1975 ★



Vietnam was a costly disaster for the United States . . . .  
Could you – using the same resources – rewrite history and win the war America lost . . . . ?  
As President, you must balance your military objectives against public opinion back home. The decision to be a hawk or a dove is yours . . . .  
Your aim: to achieve what the Americans failed to do – prevent South Vietnam falling to the Viet Cong guerrillas . . . .

'Nam is the result of four years extensive research by Matthew Stibbe, the author of the highly acclaimed Imperium . . . .

*"This is incredibly accurate... (and) definitely rates as one of the best strategies in years!"* — *Amiga Games* 90%

Programme and designed by Matthew Stibbe  
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Published by Software Solutions Ltd, Ferry House, 11-13 Lady Road, London E8 3AF. Tel: 020 746 5200  
Available on Amiga, Atari ST, IBM PC, CD-ROM, 3.5" & Apple Macintosh. Amiga Solutions Ltd  
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ISSUE 118 176 PAGES  
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EXCLUSIVE  
REPORT

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IF YOUR SCRATCH  
CARD IS AWOL, ASK  
YOUR NEWSAGENT.

**MORE GAMES THAN EVER!** THE A-2 OF  
AMIGA GAMES • VIZ • SUPER MONACO GP • RAILRO  
TYCOON • COLDITZ • ARMOUR-GEDDON • SUPERCARS  
LAST NINJA III • R-TYPE II • CHUCK ROCK • F-15  
DEMONIAK LEADER • + NINE PAGES OF PLAY TO WIN!





You don't need super-elite hardware for an affordable, basic setup.



Active virtuality begins with the customized VR kit. The system uses the least of your assets: a computer between the 600 and 800 class and a special VR kit that costs under \$500 (plus the price of the headset). Apart from the headset, which the VR kit also uses a 300MHz Pentium-class chip, you'll find all the other stuff that's common to all PC configurations: a mouse and also a 3.5-inch floppy disk. If you're looking for a more advanced system, you can upgrade to a higher-end PC. The system also features an optional VR controller, which is the system used by reviewers at [www.sense8.com](http://www.sense8.com).

# Sense8 sensation

Virtual reality is expensive. You might think that you could knock together a reasonable portable headset using current LCD colour technology for around \$2000. You'd be right. Unfortunately, most companies in the field are determined that you should pay at least \$4000 — plus another \$4000 for the rest of the gear. When are we going to get VR systems that you and I can play with?

Smaller than you think, if Sense8 have anything to do with it. The significance of this company for the common gamer is that they are currently the only people in the VR business who are committed to developing cheap VR. That means VR that runs on a PC and can be ported onto an Amiga. The PC versions are already in existence for just over \$2000 — the Amiga versions and the price cuts are still in the future, but at least the process of bringing VR to the masses has started in earnest.

The mission began in January 1990 and is now based on a wharf just outside San Francisco, right next to the football field that mediating visionary Alan Watts used in the 1940s. The company was started by Eric Gullickson and Pat Seltzer, both of whom were pioneer programmers and hardware designers for the original Autodesk CyberSpace or Real Reality project.



This is how sophisticated VR systems work — virtual objects made using simple lines, dots and circles.

**A small company in California have come up with virtual reality system that incorporates the first Virtual Sprite Handler!**

From the beginning, the system was "affordable" — although \$200 sounds like a depressing amount of pocket money, if we compare this to past price fluctuations we can expect to see a complete VR system for the price of an Amiga by the end of this decade — and one for the price of a good PC within three years. "Our goal has always been real-time 3D on-desktop-machines — inexpensive machines," confirms Eric, who adds that Amiga implementations of their work is already a possibility.

## WORLDTOOLSKIT

Sense8's first major software product was released at the end of last year and is the world's first virtual reality toolkit, giving users the ability to create interactive 3D environments, and then "live" them using whatever hardware they have to hand. That's the beauty of the system: it doesn't demand megainexpensive gloves and headsets — you can drive it with a mouse if you want to.

WorldToolVR is supplied as a library of C routines and performs four main tasks, all essential to VR creation: uses WorldTools panel. However, and this is vital for gamers, it also offers the possibility of determining the behaviour of elements within your environment, i.e., what we have here is the first Virtual Sprite Handler!

The games, we guess, may be a little while in coming, but Sense8 are just one flesh in the store of VR research currently running across America. We're only a development meeting, a budget allocation, and a contract away from similar systems being implemented for the Amiga, the ST, and the Super Famicom. You have been warned...



Using VR controllers, the sophisticated VR graphics are made a system for anyone more than just hobbyists and not that demanding. But you can't beat the fact that you can be moved on before and engaged or ignored after that — you'll find out how this gaming and youth to control by the hand.

## WORLDTOOLS

Sense8's software is readily free packages to use. First, it's a graphics reader. That means it can grab 3D objects created in OpenGL, AutoCAD or other programs and integrate them into your virtual world. Support tools include file-distributing menu behaviour in the menu environment.

It's also a real-time renderer. This is a commandable sub-renderer in itself, allowing the VR objects to be rendered via given attributes of light, shade, texture using VR hardware, and professional modelling as you know about.

Next, it's a window driver that allows you to look up different tools, ranging from a simple menu to the most complex desktop, for your PC. If the real-time renderer is what gives the package its power, this module adds the flexibility.

Finally, it's a stereoscopic display generator for the different viewing options. One of the most practical uses being a small head that fits over a monitor to give a very realistic 3D image.



to remember, it's a great fight sim for beginners and experts alike.



area of nearly half a million square miles. Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly 4 target.



to automatically change the view for you, so that you're always looking right at the centre of the action.



attack being thrown at you.



the hottest seat of them all - Take a look for yourself.

Four levels of difficulty will help you to learn quickly - and optional autopilot settings will allow you to concentrate on air-to-air action. The controls are simple, effective, and easy to learn.

Fly missions in any of six real world areas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying

An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used

The newest weapon technology and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy

enemy pilots and missile crews out and react intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in

# F15 STRIKE EAGLE II



**F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and st**



## AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TW/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



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and test from MicroProse will soon be available for Commodore Amiga and Atari ST.

# THE NUMBERS GAME



# £25

is undeniably a lot of money. So when you shell out for the very latest in computer entertainment, is your money ensuring the production of innovative and new games or just greasing the pockets of fat cat businessmen? Gary Whitta and Gary Liddon lift the lid off the rough and tumble world of software publishing to see just who gets your cash.

## MAKING IT HAPPEN

It's all very well dividing bags of bits, coins and effort to developing the game of the century, but it's all a bit pointless if the punters don't know anything about it. Enter one of the more complex, expensive - and crucial - factors in its key to software success - marketing.

Marketing is in fact a very tricky business, so because there are so many things that go into the marketing of a game, it's an expense on top. Out of the 25 quid that the average software house charges for the average game, around £2.50 has been spent on marketing.

The concept of marketing, and what it does, is very simple. It's all about informing the public about the up-and-coming product, making it hot and, as a result, making the prospective punters want to buy it. The actual business of making that happen, however, is considerably more complex.

Advertising has always been the most popular way of getting the message across. On average, around one third of a typical computer magazine is made up of advertising, with a single colour page selling for anything up to £1500. For more elaborate ads (such as the three-page extras games used to push *Melbourne* last year), the prices start to look like Microsoft's numbers, although not very long ones. This may seem like an awful lot of moolah, so let's see just how the computer magazines marketer spends some other famous products.

YEAR	COPYRIGHTS	NET REVENUE
1990	21,262	\$1.08
1991	26,282	\$1.775
1992	36,176	\$1.775
1993*	475,443	\$1.000
1994	7,074,742	\$1.400
1995**	1,771,771	\$1.800

But when advertising does the job for an extent, it's the other two-thirds of the typical computer magazine that the software companies are really interested in - editorial. That of course entails a company not just not just pay all it bills about its new game, getting a magazine to do the same thing will quite to say - they do have to be prepared, after all, that at least good editorial, while this consistently outperforms than the ads, a line is a bit.

"Software houses want good reviews... and they're prepared to pay. We're not talking about large magazines stuffed full of paid notices paying hands or anything as sinister as that, but making a software house can do for ME a certain's opinion, however slightly, in favor of a game, is fairly useful: a few extra e-mail. Press notices, posters, special events, tips, advice, news and doing something... it all adds up, and it shows up out of the marketing budget.

And let's not forget the product itself. Of course this makes, design, research and dissemination - they all have to look good and add even the right image. On the show's off, and when it's left after those last-minute advertising as not of the way game ads things, like it itself, good of life material is cheap, it's a few hundred dollars, 1000-150, and any other little sales promote the software house can think of.

#### PRODUCTION

duplication of a 3.5-inch disk costs around \$10, for a special alternate duplication of around 40,000 the cost is 2700 allowing for bulk discounts etc. Even after you've paid the programmers, placed the ads, and covered and done the promotion, it's still a case of looking out right up until the last minute. Unlike this figure, manual design 100-150, but production and registration costs can be added.

#### POINTS OF VIEW

The games magazine and programming industry veteran Andrew Wright doesn't believe that licensed product is the only way forward if the world of computer entertainment is to continue to be successful. "It would be a very sad reality if we don't bother with original products," he says. "It's the thing that'll make things, or don't point players." But surely licensed product is, above all, the real money of "the new economy," argues Wright. "Look at something like Populous. With original product you can knock it out in six weeks; computers like Nintendo and so on - with a licensed product you can't do that."

But what about all those poor programmers, publishers in the gutter. Well, "I'd like to see good copies of these programmers, but even they certainly don't get offered up by us," Wright marks. "A programmer should always go to a

market with any contract that he is offered - a lot of them just sign it without reading it properly."

Does Wright feel that developers should be paid more or less? "Well, I think that the development computers should be paid less, but the individual programmers that work for them should be paid more. But for now I think we've got the balance just about right."

Tony Deakins from Image Works says that obviously original product is more speculative than the paid article license one. So why do original products? "If you have a great idea, I guess, the chances for both publisher and programmer can be far greater. It sold 250,000 units has got to make a ton of the big-time money, right now, yes."

Turn on, the idea that the publishers get of the job is much larger than

#### TECHNICAL FEEL AND GOOD

Some claim that among the software houses from people who'd rather not have their names mentioned.

"Half of the profits is made from up of your product, it's like buying on flowers, some come in withers and they pay for ones that don't."

Major Label Product Manager

"When an investment must be at least 20% otherwise you might as well just walk in into stocks and bonds. If you think a game or you want at least 10% on one hand" Director of a government software house.

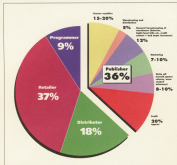
"The whole thing is just to minimize. If the developer and publisher accept an amount, and then the publisher will pay the publisher. And if you can't convince why they will do the profit margins they do then they won't be able to tell you. They just do it because everybody else does" Executive Vice-President Software House Publisher

"There's a lot of creative accounting going on" Programmer

But that life, the programmers collect, so a bit but "Well, we do take a big risk, you've got to remember that. What's more we're taking big risks, like the best game programming teams which means that if they create a massive hit they'll certainly be looking for the license. Once we've recovered our initial risk why shouldn't the developer get a better rate?"

#### OVERALL FIGURES

Here we look at how your family has probably spent up on an average selling computer game on the US and Amiga. Obviously the phrase "average selling" is a bit so the average rate of average sales and it's very hard to get software publishers to comment on any figure. Of the record it's another matter and a good point by a few major software publisher about figures of around 20,000 combined units for the US and Amiga. We took the average rate for the programmer to be around the 20% mark through that figure has been divided by a number of software authors. <img alt="A stack of US dollar bills, including a \$100 bill, a \$20 bill, and a \$10 bill, fanned out."/>



#### PROGRAMMER SCENARIOS POSSIBLE SNAKE BITE

Despite the archetypal gamer-by-night image generally associated with computer programming, for the rank and file of games creators, nothing could be further from the truth. Of the 42% that you fork out for the latest big game on average about only 7% of that revenue will end up in the programmer's pocket.

Even so, if the game is a big hit that still sounds like quite a nice bit of bucks. But speak to any programmer or development house, and they'll certainly tell you otherwise.

So who's right? We asked Peter Milneux, leading light at top development house Bullfrog of the thought: "programmers get a fair deal."

"No they don't. They are, after all, the ones that are creating the product. The average programmer deal is more like eight per cent. The best deal I know of in the whole world ever is a programmer who is getting 22 per cent."

Despite his belief that programmers, in the retail, get a raw deal, Milneux thinks that it's still possible for developers to be successful—even though it is unlikely. And even some of the most successful development houses are having to survive on a slendering budget. "Most half of the money we earn has to go straight back in to developing our next game. The other half goes into general housekeeping: paying the bills, rent and so on. I can't tell you off the top of my head how much it costs to run Bullfrog for a month, but it isn't cheap."

It is an ideal world, Milneux would like to see programmers getting a 25% royalty deal as standard—and he believes that day may not be too far off as the developers' Remarkers become more professional in their approach. "They key thing to remember is that you're only as good as your last success," he adds.

The story isn't all that very much different for Graffiti and Andrew Bradbrook, one of their senior coders, certainly echoes many of Peter Milneux's sentiments. An software developer paid a fair proportion of the revenue generated by the games they write!

"Of course not. On the whole there are two sorts of deal that we get involved in, conversions and original titles. Conversions usually work with the publisher providing all your development costs up front but with no royalties, those deals bring in regular money but you can't get very rich doing that. Original products take a lot longer to do and the advances nowhere near pay for the product's development and you have to wait for the royalties to come in to pay for the game's development. In both cases late payments cause an awful lot of hassle."

So it seems that what you're saying is that despite the monthly fee original product bring for greater, you're pushed into doing conversions just to keep your cash flowing and the workload off from the door?

"Yes, you're paid on milestones and the amount of time spent designing original product is very hard to put that down as a milestone payment. For original product you need a lot of time on R&D research and development and trying out things that don't work and publishers seem very unwilling to fund this stage of development. They won't see something on screen, and sometimes seem to show very little vision. It's very difficult and because of that we have to do conversions to fund the development time on an original product."

"We've got too people here at the office and these are regular salaries so we have to have to regular income. If someone's working at home there's very little overhead and they can withstand the ups and downs a lot more."

How does the money game? The distribution of the largest 200 titles (based on sales) showed that the majority of all average software houses still receive 60% of the 60% game sale price. It's pretty good, eh?

So why not take the initiative CORÉ have and branch into the publishing side of things yourself?

"Well, we're looking very closely at what Renegade are doing because that offers a chance for software developers to get one step nearer to publishing their own material. The deal they're offering sounds very reasonable but for that we need some capital. At the moment it's hard that we try and build up some revenue."

There are a few however who have managed to earn a tidy sum from producing original software, the most successful probably being the Cambridge-based team of Dave Gribben and Ian Bell who are believed to have received around a million pounds in revenue generated by their computer classic Elite. Even so, many feel that those days are long gone and the future is a bleak and desolate place for those wishing to develop innovative product on 16-bit computers.

#### POINTS OF VIEW: CORE DESIGN

Between development firm Core Design, the team behind a string of successful projects for other companies like *Time Dangerous*, *Dynastie Du* and *Impassabile*, last year shocked the entire software world by going into business as a stand alone software publisher. Unlike many other prospective publishers that fade into obscurity, Core actually did very well for itself, with its first game *Corporation* going straight to the top of the charts. Bearing this in mind, we assumed that they must be doing something right and had a chat with top man Jeremy Smith.

So why the game going business then? Was it really that bad as a developer? Well at all. "We were earning it in fact we're still learning with away now. No, we just wanted to broaden our experience. Of course there's more money in it, but that's only true if you get it right."

How Core employs its own team of full-time in-house programmers who get what by all accounts seems to be a very good deal. "All our independent people are paid a good regular salary, and on top of that they get monthly bonuses. R&D royalties," explains Smith. So a Core making more now than it was as a developer? "Yes... not yet, but it will be soon. We're not doing around in Ferrara or anything like that... yet."

#### THE VERDICT

So in the end, just where does your money actually go? In the bill. When all of the pounds, shillings and pence are added up it seems that the only people really laughing are the retailers. They'll Smith, Dault and dozens of independent software shops littering the landscape.

Perhaps predictably, no one individual, neither Porsche-driving programmer or running-down capital software boss ends up with all your cash. From the initial catch-up boom of the mid-1980s, the software biz has calmed down into sensible, everyday business. Perhaps not quite the brass-banded money pit which software would have us imagine, but equally it's not the agonising money-spinning sport the game have often been.



# Winner!

Mindscape's Incredible Journey of computer games goes from strength to strength. The accolades heaped on *Captive* justify its position as "Overall Game of the Year 1990" and "Adventure Game of the Year 1990" - both voted by the UK Computer Game Industry.

*Captive* has achieved true cult status by going on to win the 1991 DICE in France, Amiga Format Magazine voted it Best Playing Game of the Year, *Captive* is also rated #11, classified *Crash* Master, a CAVG Hit, a Commodore User Screen Star - the list goes on.

Currently available on the Amiga and the ST, *Captive* will be released for the PC in April.

Mindscape International Ltd, The Coach House, Hooklands Estate, Croydon Hill, West Sussex BN417 7HG. Tel: 0444 831 761.

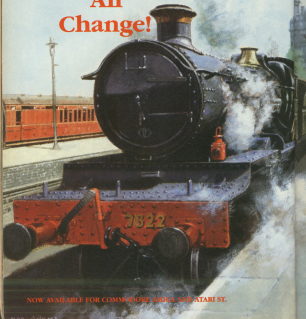


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# We Want INFORMATION!



In order to make ACE even better, we want to ask you all sorts of personal questions. And for your trouble? The chance to win one of TEN bundles of £50 worth of software for your computer.

**W**hether you're enjoying reading this issue of ACE. However, there are probably things which you would like to see more of, some things which you really don't like and others that you just don't read. So, to help us produce exactly the right magazine for you, we're giving you the chance to tell us what you want. So, tick the boxes, fill in the blanks and send this page for a copy! to: ACE Survey, Pitagor Cl, 80-82 Farringdon Lane, London, EC1R 3AU. In order to be entered for the Prize Draw, your entries must reach by the 31st of March.

## QUESTIONS & ANSWERS QUESTIONS & ANSWERS QUESTIONS & ANSWERS

1 Are you Male  or Female

2 How old are you?

- Under 12
- 12-16
- 17-18
- 19-20
- 21-25
- 26-30
- Over 30

3 Are you:

- at college
- at university
- in full time employment?
- in part time employment?
- None of these?

4 Do you buy ACE

- Occasionally
- Often
- Every issue

5 Which of the following computers do you own or are likely to buy in the next 12 months?

- Amiga
- CDA
- Apple Mac
- Spectrum
- Amstrad CPC
- PC
- Nintendo Game

- Gameboy
- Super Famicom
- Sega Master System
- Sega Megadrive
- Sega Saturn
- Atari ST
- Atari Lynx
- PC Engine
- Neo Geo
- Other (please specify)

6 Which of the following items do you own or are planning to buy?

- Modem
- Multi Interface
- Video Camera
- Audio CD Player
- Record Deck
- CD Rom Drive
- Video Recorder

7 Rate the following items in this month's magazine in order of preference (1-10)

- Tech News p. 70 \_\_\_\_\_
- Games News p. 10-17 \_\_\_\_\_
- Reviews p. 64-70 \_\_\_\_\_
- Software Features p. 68 \_\_\_\_\_
- Hardware Features p. 69 \_\_\_\_\_
- Industry Features p. 22-24 \_\_\_\_\_
- Prices p. 80-81 \_\_\_\_\_
- Tricks/Tactics p. 74-81 \_\_\_\_\_
- Letters p. 78-77 \_\_\_\_\_
- Calendar p. 88-89 \_\_\_\_\_
- Competitors \_\_\_\_\_

8 Do you read the Post Pages

- Yes
- No

9 How often would you use the pink pages when buying hardware/software?

- Not very often
- Quite often
- Always

10 How interested are you in the ACE Newsletter?

- Not at all interested
- Quite interested
- Very interested

11 What do you think of ACE's hardware coverage?

- Not enough
- Too much
- Just right

12 Do you use your machine for anything other than games? If yes please specify.

\_\_\_\_\_

\_\_\_\_\_

Continued on p. 7

## QUESTIONS & ANSWERS QUESTIONS & ANSWERS

QUESTIONS & ANSWERS QUESTIONS & ANSWERS

**12** Do you usually buy your software from:

- Mail Order
- Books
- Mags
- Local Shop
- Newsletter
- Newspaper
- Mail order

**14** How much money do you spend on software each month?

- Under £15
- £15-25
- £25-35
- More than £35
- More than £50

**15** How many other people have looked at or read this copy of ACE?

- None
- 1
- 2
- 3
- 4 or more

**16** Which of these other computer magazines do you read?

Computer and Video

- Games
- Play 84
- CE Amiga
- Your Sinclair
- Sinclair User
- Orbit
- The One
- Zen

New Computer

- Express
- Race
- Amiga Format
- Amiga Action
- ST Format
- ST Action
- PC Leisure
- Master Machines

**17** How do you rate the ACE Hotline?

- Very poor
- Okay
- Very good

**18** Is there anything you'd like to hear on the ACE Hotline that isn't being asked?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**19** Are you interested in buying ACE merchandise like T-shirts, badgers, etc?

- Yes
- No

**20** What Prize Gifts would you like to see on ACE?

- ACE?
- Track'n'Factory Supplements
- Calendars-Posters
- Scratch-card competitions
- Badgers
- Other: Please specify

**21** Any other comments?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

If I win, I'd like some software for my

\_\_\_\_\_ machine

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_





Is Virtual Reality a thing of the past? Just when games developers had begun to comprehend the myriad opportunities presented by breakthroughs in VR,

# A ACTUAL MAN!

**APOLLO COMMUNICATIONS**

pull the rug from under their feet. ACE reveals the stunning secrets behind Actual Reality!



A computer man's name in South Wales is not the most likely place you'd expect to find what could be the most amazing

new development in computer entertainment since the last one. It's the unlikely home to Apollo Communications, founded by managing director, chief engineer and sole employee Vince Flynn. For the last year he has been working on the incredible Actual Reality Sensory Environment, or A.R.S.E., and out of the blue—well, you take a look.

The A.R.S.E. is light years ahead of any other VR system yet seen. The speed, color and realism of the images generated by the







## GAME WITHOUT FRONTIERS



Vince sees the main application for the A.R.S.E. being entertainment, and has several game ideas in development. He refuses, "The reason of my A.R.S.E. is recreation. Play Actual Tennis and you'll be all a hot head out and with blisters on your hand from the racket." The high level of realism does have its drawbacks though: the planned MSX Amiga and Asteroid track have had to be scrapped.

Vince also sees 'adult' entertainment possibilities, and is working on some '18+' game modules. "Dot, it'd be great," drags Vince. "I've got me some down to play'd those ones personally."

It's important to note that Vince is not the only person who will wear the A.R.S.E. in development.

► The important note here is that Vince is not the only person who will wear the A.R.S.E. in development.



mean is a radio link - no clumsy trailing cables to get under your feet. Vince admits that the computer centre is the system's only major bug - it's just too large. Eventually over-sized chips will drastically reduce the size - and cost - of the system. Unfortunately it wasn't possible to go to look at the computer due to the possibility of upsetting the delicate magnetic and electric file links providing the computer cools, although Vince did show me a picture of it.

## LIVING ROOM OF THE FUTURE?



At the moment the only fully-working simulated environment is one floor calls simply living room. Vince invited me to try it out and I eagerly accepted. I donned the headset and Vince placed a dark bag over my head while he calibrated some of the AR settings. Vince explained that this, apparently the system is very sensitive to ultraviolet white being absorbed and very bright lights could easily damage the delicate (and expensive) sensory equipment.

With the bag still over my head Vince lead me to the 'game room'. The radio transmitter currently used is a little weak and player mobility has to be restricted to an area near the computer's transmitter. They will be improved in the final system so that the wearer could walk just about anywhere. Eventually Vince showed them how they'd be used. I could take the bag off. I was in the living room.

Words really can't convey the amazing feeling of interacting with this highly realistic yet artificial environment. I could pick up objects and drop them elsewhere, look inside them, touch, smell

and taste them - the crunchiness in the fruit bowl were delicious! I knocked into a chair and felt pain shoot through my shin! I turned on a lamp and instantly the light-source shooting on the other objects in the room changed accordingly!

After a few minutes I became so overwhelmed by the experience that I began to feel a little giddy and so replaced the bag on my head, thus ending the session. I heard Vince enter the 'game room', and he helped me to a chair in his office. I was shaking, such was the system's effect on me. Any who doubt the power of VR, and the A.R.S.E. in particular, should give it a try!

## THE MAN BEHIND THE MYTH



Vince Tyrell has had a fascinating career life. He was born in 1961 in Deptford, south-east London. His father was a car salesman and it was in the repair shop round the back of the showroom that Vince first developed a love of technology and gadgets. As Vince recalls, "Dad was very keen for me to learn the business, as he called it. Some of my earliest memories are of peering into a car bonnet, tinkering with the engine and fiddling with the alternator."

Vince was never very happy with formal schooling and left as soon as possible at 16. "These teachers never taught me nothing of use," says Vince, his voice tinged with a hint of bitterness. For a while he worked for his father, but knew that his future lay elsewhere. Unfortunately his father had other views. "Dad wanted me to learn and carry on the family trade, whereas I felt that we should sell up and put our money into other,

more profitable markets. But Dad talked my nose, you see? Sadly he died in a tragic accident while cleaning my windows and - Mum being run-off with his partner several years earlier - left me everything."

Although deeply saddened at his father's death, Vince sold the garage a couple of days after the funeral and found himself, aged 22, with lots of money and the opportunity to decide his own future. It was around this time that he first began to get interested in the world of computers. He recalls, "Yeah, I thought they were amazing. I used to buy old discarded models, open them up and have a look inside. It's amazing how much gaudy you can scrape from these old circuit boards."

In 1980 Vince started his own company, Aquila Communications, selling portable phones imported from Taiwan. He later turned to selling other goods imported from the Far East, such as calculators, electronic diaries and Philippine wares. However, it was in 1982 that Vince first heard about Virtual Reality and became fascinated by its potential. "I realised that other researchers were thinking about VR the wrong way. They try to fool the patient's senses. My A.R.S.E. takes that concept a stage further and concentrates on just fooling the patient."

Vince started work on the revolutionary system in May 1990 and now feels his A.R.S.E. is ready for inspection. "I'm very happy with it so far," he confesses. "However, there's still a fair bit of work to be done and my limited funds are running low. I'm keen to hear from anyone willing to invest in me and my company. About £250,000 - in cash, preferably - should do the trick, but more would be nice."

# MEGATRAVELLER I

## THE ZHODANI CONSPIRACY

"Revisited The American Computer Role-Playing Game of the Year"

TAKES SCIENCE FICTION  
ROLE-PLAYING LIGHT  
YEARS FORWARD!

The four legendary Frontier Wars have passed, each started by the Zhodani and each ending in a shaky peace...



AVAILABLE ON  
486/586/686/80386/AMBA  
OR PC-A COMPATIBLE

BASED ON  
MEGATRAVELLER  
BY GAME DESIGNERS'  
WORKSHOP, THE WORLD'S  
MOST POPULAR SCIENCE  
FICTION GAMING SYSTEM

### VERSATILITY

The most sophisticated character generation system ever devised. Six military classes, more than 70 talents and abilities. Allows player to control character development through 5 services: Army, Navy, Marine, Merchant and Scout.



... Now with the help of corrupt Impetium officials the Zhodani and the Outward Coalition are planning a fifth.

Smuggling arms to notorious groups within Impetium borders the Zhodani are planning to strike from within.



### IMAGINATION

Flexible gaming system supports any playing strategy and allows multiple solutions to problems and obstacles.



### FIREPOWER

Realistic combat sequences let you control each of your characters individually, while still giving general combat orders to the other members of your party. Utilize more than 30 weapons and skills in this advanced combat system.

72 varied skills to learn and use including medical, piloting, communications, laser weapons, battery, demolitions and handgrenades.



### COURAGE

28 planets and satellites to explore in 8 systems filled with exciting puzzles, dangerous subplots and interesting characters to encounter.

"Megatraveller I, a game that truly warrants the highest level of praise, the attention to detail makes it exceptional"



### RESOURCEFULNESS

Scoring the universe cash money, a detailed banking system lets players earn Imperial credits through interplanetary trading, with 30 types of cargo.

SUPPORTS ALL IN-MONEY CASH AND  
BANK ACCOUNTS WITH 30 TYPES OF  
CARGO, 30 TYPES OF CARGO, 30 TYPES OF CARGO  
AND BANK ACCOUNTS

"Megatraveller I is one of the finest role-playing computer games in at least the last three or four years."

"Megatraveller I is one of the best science fiction role-playing games ever for the computer."

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# SCREEN TEST



Screenshot from *Ace of Aces*. You can choose to play in the original 1918 setting or in a modern, steampunk-inspired setting.



Screenshot from *Propaganda*. You can play games like *Ace of Aces* in the game's native 16-bit resolution or in HD.

## ACE TRAILBLAZER!

This month sees the first use of our new award, The ACE Trailblazer. Games awarded this coveted recognition of quality must demonstrate either marked innovation or the peak of excellence in their particular field. For example, a shoot-'em-up can still win a Trailblazer, but it will have to be an exceptional shoot-'em-up. Trailblazer games will all be essential purchases.



The PC - Proliferated Internet Curve

is the most sophisticated reviewing tool around.

The curve is divided into six sections, indicating the player's attention level after one minute, one hour, one day, one week, one month, and one year. And this can tell you a lot more about a game than just the inherent levels.

The minute, hour, and day ratings can tell you a lot too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into. Alternatively, the graphics may get you off for a while until the gameplay starts to grip. Check out the PC continued for more details.

We won't rate a game unless it represents what you'd find on the shelves. If a game's not finished, we won't rate it. Instead we give it an ACE. Pledge your word: you'll only play what you've tried. It's that simple. A full review of the finished game will follow in a later issue.

## ACE AWARDS

ACE Award winners made an appeal for outstanding and most performance in 16 games, only based on the performance in actual graphics, as originally set from the nomination ACE Award Board on the award. There's only one in which case it's got the ACE Award, followed by two other first-time awards.



ACE Award winners this year for games of outstanding quality. A 100% game in a class that's recommended without fail. Below.



Originality counts for a lot when it's got the ACE Award. That's why it's awarded to those ACE Award winners that represent the state-of-the-art in their class.



One of the first things to grab you is a game's its graphics. Games that require the state-of-the-art you'll find out of yourself from ACE.



Some of the "top-tier" games of the year. Not one better or worse than ACE. ACE Award winners this year for best game out of all the games.

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# MIDWINTER II

## flames of freedom

**Bigger and better than its astonishing predecessor, *Midwinter II* is an amazing game.**

It's 65 years since the big freeze. The global climate is beginning to warm and Midwinter Island is thawing out and breaking down into a set of new islands. Off the coast of Africa, a strategically important set of atolls and islands are rapidly falling under the control of the tyrannical Saharan Empire. Agora, stronghold of the World Federation is in an increasingly precarious situation. It is clear that once sufficient control over the bulk of islands in the group has been obtained, Saharan forces will be strong enough to overwhelm the Federation forces on Agora.

It's your task, as a top Federation agent to prevent Saharan growth, liberate islands, delay the Saharan advance and restore the balance of power.

Before the mission can begin, you must construct your agent. Name, colour, sex, height, weight and appearance can all be altered. The psychological and physical build of your agent will determine how you have to play the game. Equally, your actions during the game will alter the character. *Flames of Freedom* includes possibly the most worthwhile and tangible character development seen in a game so far.

Rather than embarking on a long campaign which may have no real effect on the march of the enemy, you can simulate the results of sea-crafted missions on certain islands and view how the Saharan fleet will behave as a result. The islands are connected via supply lines, and you'll soon learn how to create chain reactions, taking one island will cause another to fall, cutting off supply lines to another and so on.

By facing the Saharan forces through Federation strongholds, you can force a higher rate of attrition on their part, thus making the final conflict on Agora more balanced.

Once you have chosen a particular set of islands to take, and which one you wish which you wish to start, your controller will then brief you as to your missions. Once each set of missions has been completed, the island will fall

under Federation control. Depending on the nature and strategic importance of the island, your list of missions will be appropriately tough.

Throughout the course of his mission, you must interact with characters on various islands. Some are neutral, others are strongly allied to either the Saharan or Atlantic

cause. Others are double agents, and some are just plain mysterious. A great many violent interactions with other people will enhance your ability to threaten and menace but the chances are you'll completely forget how to charm people.

Now, on top of all this strategy are the 3D graphics. Whenever you're in a vehicle, the world is depicted in polygon graphics. Superior to anything you've seen before, these represent the best scope in a truly amazing way. Waves break on the shore, the tide comes in, bombs leave craters and the world even looks different depending on what time of day it is. Infrared cameras are available for night activity. The level of detail, of course, depends the frame rate a little but everything still comes together for an extremely impressive overall effect.

#### TRAVEL AND TIME

The flames of freedom gameworld is enormous. Probably around eight times the size of *Meltdown*. As a result, your chosen mode of



One of the tactical views of this game, with the mission area highlighted on this screen you can control everything with the use of touch-sensitive island mapping.



One of the most astonishing details of *Midwinter II* is that even in all there are 33 different ways of making vehicles. The game's built-in editor makes sophisticated vehicles.

**PIC** 50

**STATS**

950

**RELEASE DETAILS**

AGORA  
AGORA

CD-ROM  
CD-ROM

LEFT MIDDLE  
LEFT MIDDLE

By other entertainment

## PSYCHOLOGY

		<b>REASON</b> good
		<b>PLEADING</b> average
		<b>AUTHORITY</b> good
		<b>DECEPTION</b> average

Detailed breakdowns of your physical and psychological make-up are available for comparison on any time, so that you can better understand the island society you are about to enter. You can also compare these stats with other agents on the system at different locations. Simply click on the icon of the individual interested in the breakdown of statistics, people and statistics. (Screenshot)



Throughout the game the character you select your character will have the same stats and will give the same. There are several and there are others more complex than your character. (Screenshot)



There are many more than 1000 characters in the game. You can find out more about them by clicking on the icon of a building (Screenshot)



Each character's profile will present options and various details. We can tell you about contacts, abilities, the progress of the character's skills and more. (Screenshot)

transport is vital. Quite apart from simply traveling around the islands, there's a lot of action to your list. There are around 22 different modes of transport, each with its own characteristics. Moving around the world no matter what transport you have is easy. By clicking on your destination using one of the variable zoom fractal representations of the map, you can speed up time and reach your target almost immediately. Game time, at least to progression as normal.

## MISSIONS AND PEOPLE

The missions incorporated in the game offer far more depth than those in most war-time games. For most assassin-style agents, blow up command centers, attack supply routes and build up confidences and alliances with the people you encounter on the islands. Successful completion of a set of missions will result in con-

gratulations from your commanding officer, some effect in raising the character's account and provide a bonus reward from the people of the island.

Once you've found a person (you'll know of at least one person on most islands), you can talk to them and try to get some useful information out of them. Some will offer help immediately, either by giving you transport,

## THE MAPS

Maps offer all sorts of information depending on the accuracy. Identifying contacts, weapons and transport all pop up. By clicking on them, you can find out more about each one. It's from the map screen that all the long-distance traveling goes on. These overviews of the game are invaluable.

by Ian Douglas

**N**avy S.E.A.L.S. is an eight-level sneak-up-an-let based on the forthcoming movie of the same name starring Charlie Sheen and Michael Biehn. The basic plot goes like this: your team of five S.E.A.L.S., crack SAS-style fighters, are on a mission to rescue five pilots who have crashed behind a hostile Gulf state's lines and are being held captive. While searching, you discover secret stockpiles of stolen ground-air missiles, which must be destroyed.

But what do I mean by "sneak-up-an-let"? Well, when you play you'll find that just running around like a gang/bro marauder trying to shoot everything that moves will result in a quick death—the enemy are fast and are told that their rapid-fire guns is all it takes to kill you.

Instead, you have to use stealth—the enemy can only "see" in the direction they're facing, so you must creep up and attack from behind. Alternatively you can jump down on them or climb up from below—you can kill enemy soldiers by touching them (because you're so tough) or hand-to-hand combat. Unlike many other games a dead soldier stays dead—there are no magic resurrection fees. If you back track you'll still find an enemy's corpse lying where you killed him.

Each level is a scrolling network of platforms, crates and walls. Your S.E.A.L. has an impressive range of well-animated moves at his disposal: he can run left and right, jump, crouch, climb ladders, sit on up pipes or coles and monkey-swing when hanging from beams.

# NAVY S.E.A.L.S

**OCEAN's latest film tie-in takes you on a topical Gulf rescue mission**

Each S.E.A.L. begins armed with a single-shot pistol but more powerful weapons, such as machine guns, flame throwers and missile launchers, can be found by blowing open red crates. You can cycle through your weapons to find the one best suited to your current situation, but use them carefully—ammo is limited.

Now S.E.A.L.S. is an interesting variation on the platform-HI genre theme, though some may find the pace a little slow and the action a little too frustrating—it's very easy to get killed and few lives aren't that many. You can shoot the enemy when they're put off-screen (although

## ICE PROPERTY



- Excellent graphics and audio
- Excellent game play
- Good sound and music
- A single player mode



- The game is a little slow
- Some of the graphics are a little blurry
- A little too easy
- Some of the sound effects are a little weak

## Release Details

ARCade	Q3 92	100
Amiga	Q3 92	100
ATARI	Q3 92	100
PC	Q3 92	100
PSX	Q3 92	100

# CHUCK ROCK



is **CORE DESIGN's** forthcoming caveman caper going to make history?

**C**huck Rock is a silly Wonderboy with a wife problem—she's been kidnapped by his arch-enemy Gory Gritter and is locked away at the end of more than 25 levels of rock ledges and sheer cliffs. As Chuck leaps and bounds his way towards his sweetheart's prison he'll have to defeat all manner of weird and wacky monsters.

Chuck's quest will take him through five "zones", including an icecap and the guts of a dead T-Rex-saurus. At the end of each zone there's a mean and moose garden-dino to get past. Tim the Tyrannosaurus and Ripper the Woolly Mammoth are just a couple of them. Each has its own attack method and special weak point—it's up to you to find out what that is.



Chuck's last desire is to make a splash on the platformer level, though it will be made an easy one for those more than familiar with their weight. Unlike our first Ice Stormer, Chuck can walk or otherwise move to platforms without risk to jumping.

By pushing up and pressing fire you can make Chuck perform a flying kick to knock out the dino, but more fun—if less sensible—in the "belly ball": tap fire and Chuck whacks the cube creatures out of the way with his bear gut.

Not all the monsters are out to stop you. Some will carry you across pits, or trampolines, others can be used as stepping stones to platforms too high to jump to and others will act as doors, following you around and attacking the bad guys.

The game design is by Robert Church, Chris Long is the man responsible for programming, Lee Pallen drew the graphics, and Matthew Semmes is writing the music and sound effects. All have done an excellent job so far. The beast-



The Sims becomes a part of the new console lineup. Because it isn't the longest video and online features.

They'll show you and success does seem to rely a little less much on this, i.e., shooting at where you know the enemy will be.

In the pretense of Team's best favor and the practice, which features good animation on the entire team of which are huge and colorful backgrounds although the screen looks at a slightly better B point, 17 times per second, and the drop and load samples for explosives and gas.

The game is near-to-be finished, with release pending on when the film comes out in the country (which is in a likely to depend on the current international situation, considering the essentially topical plot). Watch out for the in-depth ACE review soon.

■ David Lipschitz



The Sims (the publisher) is a part of the new console lineup. Because it isn't the longest video and online features.



The Sims (the publisher) is a part of the new console lineup. Because it isn't the longest video and online features.



The Sims (the publisher) is a part of the new console lineup. Because it isn't the longest video and online features.



The Sims (the publisher) is a part of the new console lineup. Because it isn't the longest video and online features.

to parallel scrolling is a joy to behold, control of Dual is smooth and intuitive and the area to explore is huge—each zone is 16 screens wide and 3 screens high.

Only one level of the Amiga version (the favorite) can be played on the ST version (yet) will fully playable at the time of writing, but if the rest are as much fun then Core should have a big success on their hands. Check Rock is due for release in mid-April, so look out for the full ACE review sooner than.

By the way, what do you call a dinosaur with one eye? A Doyouthinkhe's casual!

■ David Lipschitz



The Sims (the publisher) is a part of the new console lineup. Because it isn't the longest video and online features.

**IMAGE STUDIO BOLD**

Imaginix 147.75. About 81 version released from the ACE Review 199

Digital Arts' Image Studio Bold is a complete suite of tools for creating and editing digital images. It includes a variety of tools for creating and editing digital images, including a variety of tools for creating and editing digital images.

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**IMAGE STUDIO BOLD**

## ACE DISPLAY

• The ACE Display is a complete suite of tools for creating and editing digital images. It includes a variety of tools for creating and editing digital images, including a variety of tools for creating and editing digital images.

• The ACE Display is a complete suite of tools for creating and editing digital images. It includes a variety of tools for creating and editing digital images, including a variety of tools for creating and editing digital images.

### Release Details

PRICE	£29.99	MS Retail
RETAIL	£29.99	MS Retail



Nearly 50 years ago, German military engineers were developing ground-breaking stealth bombers, air-to-air rockets and super-sonic jets for five five-masters. The fruits of these pioneering efforts are now being employed by Abrams on jets over the skies of Iraq. Lucasfilm Games, the respected creator of Starwars™ and Star Trek™, will soon let you test the fruits from the Third Reich in an exciting and comprehensive flight simulator.

"As American forces gained control of the west coast of Germany, Nazi scientists presented strange and powerful aerial weapons. It is fact, danger was always from the east," explains Lucasfilm Games.

The variety, sophistication and sheer bulk of these aircraft weaponry was amazing. Among the many gadgets were rockets which could be fired underwater by U-boat submarines, radio-guided air-to-ground glide bombs and two stage air-to-air missiles. By the end of the war, Nazi scientists were even developing "flying saucers". Ultimately these inventions were not enough to save the matter race and pure desperation started to show in the tankers (smash-Berlin). Perhaps the most startling example of this collapse was the He 162 Volkstag, a single jet engine mounted on a slender fuselage with pivoted wings. German high-command wanted to pilot these deathtraps with loops from the Hitler Youth. Fortunately their imaginations were saved by the fact that the thing was too difficult to fly.

In their race to Berlin at the end of World War Two, Soviet and American governments picked up as many German engineers as they could find. These super-secret scientists were the only ones Germany had left by the spring of 1945. They held the key to the future of flight and, eventually, the exploration of outer space. For instance, Heisen von Braun designed both

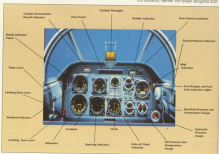
# SECRET WEAPONS OF THE LUFTWAFFE

LUCASFILM GAMES and US GOLD have a new historic air combat simulator on the runway. Rik Haynes takes a preflight preview...

"The fighter is simply a flying gun." RAF Group-Captain Malcolm Johnson

"The Americans are good at making fancy cars and refrigerators, but that doesn't mean that they are any good at making aircraft."  
Nichtsozialist Hermann Göring

"Hitler built a fortress around Europe, but he forgot to put a roof on it."  
President Franklin D. Roosevelt







Luftwaffe General Adolf Galland could offer you plenty of historical facts as they fly. The first step toward this is "secret." The Luftwaffe was divided into separate sectors and each operated under separate command. Galland, who led the Luftwaffe's tactical operations, was responsible for the Luftwaffe's tactical operations. Galland's tactical operations were responsible for the Luftwaffe's tactical operations. Galland's tactical operations were responsible for the Luftwaffe's tactical operations.



▲ **Impressively so.** Detailed flight mechanics. An excellent handling of the controls for fly. A number of unique aircraft including a number of unique aircraft including a number of unique aircraft.



▲ **Probably you** expect to see more than you can get to grips with the controls. A number of unique aircraft including a number of unique aircraft including a number of unique aircraft.



That you there, and this one, the German expert of the secret weapons Luftwaffe.

the four V2 missile for the Nazis and the American Saturn Five space rocket.

In Secret Weapons of the Luftwaffe you can fly more practical examples of German warbirds. The Messerschmitt 262 jet fighter, Messerschmitt 109 rocket interceptor, Gotha 109 flying wing, Messerschmitt 109 fighter and Heinkel 100 fighter are all ready for take-off. The Gotha 109 is my particular favourite. This remarkable aircraft, designed by two brothers, was years ahead of its time. Made of wood, the "flying wing" fighter-bomber was virtually undetectable by radar and had excellent flying attributes. By the time the American Army had captured the Gotha Factory in April 1945, the Germans had devised deadly variants such as a wingless jet bomber with a range of 4000 miles, two-seat altiplane fighter and supersonic flying wings.

Every plane in the game has authentic instruments, weapons and flight characteristics. Lucifilm Games has improved the 3D graphics engine of their finest hour by injecting more color activation. The "back-of-your-panc" feeling of flight remains, as does the extensive collection of game play options. All this is backed up by another superb manual illustrated with rarely published photographs which help out the super-weapon scene.

"This is the spirit of attack born in a brave heart will bring success to any fighter aircraft, as most of our highly developed it may be," said Luftwaffe General Adolf Galland. Lucifilm Games will give you the chance to learn this historic lesson for yourself. Secret Weapons of the Luftwaffe is surely the most eagerly awaited flight game of 1995. Stay tuned for the first review in a recent issue of ACE.



## BOMB THE BASE

Despite its name, Secret Weapons of the Luftwaffe contains more than just the tactical toys offered by Hitler's allies. The game allows you to choose between flying as a German or an American. If you join the United States Eighth Air Force your missions will largely involve strategic daylight bombing of various ground targets in western Europe and providing fighter escort. The generous game of Lucifilm Games let you focus on the American P-51 Mustang fighter, P-47 Thunderbolt fighter and B-17 Flying Fortress bomber. As a U.S. Air Force newsletter proclaimed, "earn your guns for Jerry's final bastion".

## ESCAPE FROM

## Colditz

**DIGITAL MAGIC SOFTWARE** pack the Gibson board game into silicon. A narrow squeak, or a run-away success?

This is a bit of a conundrum, isn't it? Good in parts, disappointing in others, but even if a worthy effort for which we should be truly thankful, it will appeal very strongly to those persistent gamers who like mapping and taking notes. Those who like to shoot first and ask questions afterwards; if at all you will be frustrated by a game that demands precision, trial, error, and a good deal of detective work.

You have independent control over four characters of different nationalities. Each character starts the game in the (British, American, French, or Polish) quarters as appropriate and you can

swap between them at any time. Pressing a function key will also display all four characters and their surroundings simultaneously, but action is passed in the mode to you can't manage characters and watch their comrades at the same time (unless you're in the same location).

The environment is closely modeled on the real Colditz, which featured high security prisoners during WW2 and to which persistent escapists like the notorious Douglas Bader were usually consigned. The graphic representation of the castle is very attractive and uses an interesting grid display showing one location at a time.



How are you doing in the game? Well, since you can't see the real-time performance, you have to make the best of a really unhelpful indicator in most board games: the score. In this case, the score is the number of items you have collected.

RATING	
8.25	
100%	

REVERSE DETAILS		
CD-ROM	£10.95	RAMING BY
CD-ROM	£75.95	RAMING BY
CD-ROM	£75.95	OUT THERE

The world here features a screen showing the current location of each of your characters. This can also rotate through the quarters, giving you a view of the British, American, French, or Polish quarters. You can also rotate through the quarters to see the other side of the building or the other side of the building.



A helpful map shows the area of Colditz in Britain (the picture) that's hard to see in the real world. It's a simple map.

The principle of the game is simple: explore the castle, co-operate with your companions, and escape. Your actions are subject to interference by guards (most of whom follow particular paths at particular times), locked doors and 'restricted areas'—i.e., all areas outside your own quarters. Things are made a little easier by the daily exercise break during which you are allowed in the courtyard and, by default, in all areas that might be used as access to it.

**TAKING NOTES**  
Your first task is to map as much of the castle as possible (or the ground floor, which is mapped for you in the documentation). This is only possible (possible tunneling, etc.) but also allows you to collect essential items ranging

from stones (used to distract the guards' attention) to papers (used in conjunction with an alarm, to generate certain locations).

Exploration is risky. Once you stray out of your quarters you can expect at the very least to be spotted by a guard. If he is unable to arrest you immediately, he notes your name as a list is 'guilty' notes indicated by prison bars flashing over your character (and which will result in your arrest at the next time a guard encounters you). Alternatively, you may be apprehended immediately.

Once arrested, you are confined to solitary for a few hours—not so bad in itself as you can carry on with one of your other characters, but the real drawback here is that arrest locks you of your carefully collected possessions. The solution is to dump your lock picks, keys, and other tools immediately if you think you are in danger—you can always pick them up again at the same spot as the guards, apparently, are uninterested in such trifles.

Arrest, however, is nothing compared to the drawbacks involved in being shot. These characters are at a point of permanent end, involving complete loss of a character and his possessions. Death, in other words, is to be avoided—but you can never be absolutely sure when a guard is going to get trigger happy.

Guard movements and behaviour can be more

taught by carefully noting and, together with mapping, this activity takes much of the first few hours of the game. Once you've sorted out the guard's habits it's not quite as difficult as you



may think you must not include your character about 1000 miles from the guard who is trying to catch the other side of the building.

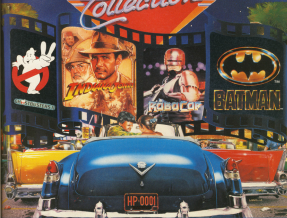
can start moving your characters into each other's quarters—essential, since each has access to items that may be found used in other areas.

In the later stages of the game, you can start using more advanced tactics including impersonation, diversion, and 'stomping'. The latter (available in the large and SF) and involves making one of your characters an outpost to give you advance warning of approaching guards.

Colditz is going to keep you busy for a long time. The drawback is that much of the game play in the early stages is repetition as you build up your knowledge base and this could be enough to get the more impatient player off. The end all as we're closer...

# THE COMPILATION PACK OF MEGA STARS

# HOLLYWOOD *Collection*



**ROBOCOP**



**GHOSTBUSTERS II**



**INDIANA JONES**



**BATMAN**



**AMIGA ATARI ST**

**ocean**

**AMSTRAD  
SPECTRUM  
COMMODORE**







# BACK TO THE FUTURE III



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# MEET THE GREMLINS!

The company that kicked off with a string of Tony Crowther hits in the early Eighties, then sank to an all-time low with *Federation of Free Traders* and *Masters of the Universe*, is now astonishing everyone by heading for the big big time. What's going on?



Big Brother's *Savage* Golf has 30 course variations available to it, more than the entire golf field. Gremlin claims that the finished product will also feature 30+ course options and different course colors for a special, seasonal edition. The game is being distributed by Gremlin's partner, South Beach Software, which reports for the day.



Bob Harvey, programmer for over 20 years, did not start out as a software developer. He started as a software engineer at IBM, then moved to work for Gremlin for the last 10 years.

In that's really he's meant the gremlins out of Gremlin. Time was when we'd release a game because we had to,' he admits, 'but those times are past. We won't bring out a product now unless it's absolutely 100%.' Sounds like a load of bull, but here's a company who's not only pioneering some brand-new CD software (see our Little Devil feature in issue #11) but have also brought us a string of superlative releases over the last few months...

Take *Speed Turbo Challenge*, for example, is the best pure-blooded arcade race game around at the moment (says our David Macfarlane, a man who keeps his finger on the pulse). *Team Soccer* was ACE's trailblazer for providing punters with the hottest like action ever. *Novels Colony EP* really was slightly flawed in the speed stakes but was otherwise superb - like the third would keep many software buyers happy for a couple of years, but Gremlin have been driving them out into the limbo of a reluctant past.

Gremlin aren't just turning out computer bits - they're also putting the boot into the console market. They've nearly finished Greg Warner's *Power Golf* for the NES and - as you can see elsewhere on these pages - are also putting games into the Game Boy and PC Engine. ACE should be wider smiles and a seven four train journey to find out what's going on in Sheffield. This is what we found...



Bob Harvey has a tough job - making the 300 versions of *Savage* available to the publisher is no mean feat. He says, 'It's really because of the quality of the machine - it's not just in terms of hardware, but also in terms of the software.'

## RAISING THE FLAG

Flag is currently under development and is not there yet. We can't show you. However, it's already showing a lot of promise.

First, the terrain has a simple basic you need to explore the flag of your opponent's flag. This is built on top strategic and tactical considerations as you manipulate the flag of 50 different villages through the ages, developing military and commercial expertise and strength.

The game features some superb graphics in the early versions, with buildings showing clearly the change in architectural style in the village through the ages. Definitely a project to keep an eye on - stand by for a future ACE report.



Bob Harvey has a tough job - making the 300 versions of *Savage* available to the publisher is no mean feat. He says, 'It's really because of the quality of the machine - it's not just in terms of hardware, but also in terms of the software.'

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A player player takes into the world to fly and spend the time to create a party in the game. Spending the time to create a party in the game will allow you to create a party in the game.

Roll Back: the World in Motion.



# MUDS

**G**rohd - land of the Guardian leader? Rather than incorporate its citizens (that's being them in the game to you), they're sent out into society to prove their worth doing menial tasks such as leaving real eggs, breaking rocks, or, if they can pass the rigorous physical, obtaining the lowliest produce by playing that Mean-Signs Daily Sport M.U.D.S.

You've travelled to Grohd, a small and less than prosperous town residing in the far southwest of Grohd, to coach its ailing M.U.D.S. team and bring glory to the citizens of Grohd.

At the start of the game you're presented with a large map of Grohd. You can visit various locations in town by clicking on them. First thing is to find a hotel to put your team up in. Then you can review your team's stats, heal injured players, buy or sell players in the slave market, check out your finances at the bank and, if things look grim, borrow money from loan sharks.

Soon you'll want to test your team's skills in the arenas. Each team consists of five players: two defences, one midfield and two attackers. Before the match, various people give speeches and set up your captain team. You can set a player's skill in aggressive, offensive, defensive and tactical, and when not under your direct control they'll behave accordingly.

The played in a vertically scrolling pitch, at realising which though in this game controlled most and a wonder all. Points are scored by getting flokos, small lightbulbs and exceptionally stupid wooden bats, into their nets. After seven flokos the team with the most points wins. Players can also get by taking enough opponents out of play and bringing the team's manager feature to its maximum.

There are five control methods to choose between: personal control (player selected the floko or select the player with a cursor). Although the first method will be the one that's familiar to most, the most enjoyment is obtained by using the second one to its fullest. Control is by Myriad: press a mouse button the

## Throw a Flok today - you know it makes sense - in RAINBOW ARTS' fantasy sport sim

**808**

**M.U.D.S.**

**RELEASE DETAILS**

386/486	128/160	100% floppy
486/660	128/160	100% floppy
486/660	128/160	100% floppy

is recommended, especially if using the second control style.

A large arrow indicates the player under your direct control. When in possession, you can throw a Flok by holding down the fire, moving the cursor (that appears in where you want the Flok to land), then releasing fire. Control automatically switches to the player nearest the displaced Flok. In the second control mode you can switch between players in a similar way.

Tappping the cursor your player to attack the nearest opponent. In the second control method the same action causes the Flok to be passed

to your player if you're not in possession or near an opponent. Tapping fire twice will make you player to beat up the nearest opponent. Indiscriminate thumping may result in the net calling a foul.

At first, play is pretty frustrating. There's an 'Action' option to get straight into the game but this, in a 'Speedball' or 'Kick Off' play is substantially slower and control takes quite a while - perhaps a little too long - to get the hang of. However, perseverance proves that this slower pace allows more opportunity for planned and subtle play, which is very satisfying when it's first.

The full 'Campaign', where the team management elements come into play, adds a huge amount of depth as you take your team travelling around the towns and cities of Grohd in search of game and fortune. M.U.D.S. will definitely not appeal to everybody, and you'll be well advised to give it a go only if you're too busy. But do give it a try - the game's a lot more fun than first impressions suggest.

David Sparham



Look, it's like a mini-market, found through the fairly basic, but often using the screen buttons and keyboard to see what you're buying or checking on the '7' game.



The Grohdlings, which are small lightbulbs and wooden bats, give you the chance to play. Although in a player's hands, the game is still a bit slow and unresponsive. After playing a few minutes, you'll see that it's not so bad.



Using a mouse or keyboard, you can control the player. Although in a player's hands, the game is still a bit slow and unresponsive. After playing a few minutes, you'll see that it's not so bad. Using a mouse or keyboard, you can control the player. Although in a player's hands, the game is still a bit slow and unresponsive. After playing a few minutes, you'll see that it's not so bad.



**ARCADIA**—The new Turrlican II has more than 20 enemies, more bonus rooms and graphics add to Turrlican's appeal.



**ARCADIA**—The new ACE: Rainbow Arts has more than 20 enemies, more bonus rooms and graphics add to ACE's appeal.



The trouble with being a hero is that you're expected to be one all the time. You do something brave and good and rather than being allowed to take a well-earned rest on your laurels you're tossed into saving the Universe all over again.

Take Turrlican, for example. Five years ago he saved us all from the alien menace Morgul and now he's asked to do the same all over again. He lives spared a major battle computer with alien code to circuits. Perhaps if he succeeds this time they'll leave him in peace. Most you, if he fails he'll be left in pieces.

So what's the job? Basically Turrly has got to root around the planet's worth of platforms and bridges, split into 12 levels. Along the way Turrly has to destroy any alien seen he meets, usually confronting a massive end-of-world gunner. Having killed this means he jumps into a one-way for a danger-fraught trip to the next planet.

Turrly starts the game with a single-shot gun firing left or right. However, holding down his button a long-range beam weapon which can be rotated a full 360 degrees. Pulling down and pressing the drop a mine. Pressing the space bar sends his fire rounds sweeping across the screen, leaving devastation in its wake—but be warned that supplies are limited. Pulling down an empty space forms Turrly in a spinning wheel ball that can rotate left and right, destroying all in its path—this is particularly handy for getting through or around tunnels.

Invisible blocks revealed by jumping a shot at them and secret passages and rooms litter the logs of Turrlican to be picked up, the temporary shields, half-way fire, unlimited items, energy reserves and extra lives: you love the score.

In with the original Turrlican, the basic plot may not be much top, but the implementation certainly is. The scrolling is fast and smooth, with some gorgeous parallax (yes, even on the ST occasionally). Sound effects are good too,

# TURRICAN II

The original Turrlican was arcade-perfect frenetic fun. Can RAINBOW ARTS' sequel possibly be better?



I think the most useful for itself. Because it's available in both 2D and 3D modes for the Atari 5200, the Atari 7800 and the Atari ST, the game runs at 5 FPS on the Atari 5200, 4 FPS on the Atari 7800 and 3 FPS on the Atari ST.



## RELEASE DETAILS

PLATFORM	PRICE	DATE
ARCADIA	\$24.99	OCT 1990
ATARI 5200	\$24.99	OCT 1990
ATARI 7800	\$24.99	OCT 1990
ATARI ST	\$24.99	OCT 1990
IBM PC	\$24.99	OCT 1990
SEGA GENESIS	\$24.99	OCT 1990

with some suitably punchy tunes to back the on-screen action. On the things there are voice samples telling you which bonuses you've just picked up. The sprites are great—they look good and move with lightning speed and precision.

There are loads of great little graphic touches. The gusting waterfalls, rope bridges bending under your weight, trails of air bubbles left by the underwater aliens and Turrly's frozen breath when on the air world are just a few examples of the marvelous attention to detail.

But the technical excellence would count for naught if Turrlican II played like a brick—but it most certainly doesn't. The game's supremely playable, and although it gets very tough at times it's never so so fast that you want to give up—if anything it reinforces the urge to have another go.

The magic is back? You right it is!

—David Eklund



**ARCADIA**—The new ACE: Rainbow Arts has more than 20 enemies, more bonus rooms and graphics add to ACE's appeal.

# EXILE-ENT

## STRANGER IN A STRANGE LAND

**AUDIOGENIC** may have been a little quiet of late, but they certainly haven't been idle. ACE looks at two of their forthcoming games.



The rest of the universe and you witness the identical half of the universe passing. The graphics are sublime. Don't believe it? Well, just watch it. The graphics look like they were made for a computer. Don't believe it? Well, just watch it. The graphics look like they were made for a computer.



The atmosphere here is very beautiful. It's very dark, but you can see a lot of things. It's very dark, but you can see a lot of things. It's very dark, but you can see a lot of things.



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## RECKLESS WRECKERS

**M**ade Wrecker Four ship is under attack from hordes of hostile alien blibs. The player's job is to fly up to your hull and gradually sweep through. Once inside they go on an orgy of destruction - it's the damage level gets too high the ship will explode (which is not good).

The ship's computer automatically scans for something's gone wrong and detects one of the three hazards: crew from progressive supervisor to die with the boss.

If you're quite you can try and tip the attack in the last by examining the space however, which can suck up attacking blibs before they hit the station's hull. If this doesn't work you can do your own and fly around the outside of the ship, trying to trap up the blibs attack to the hull. Should they get through you'll have to take the more dangerous option of re-entering the ship and blasting the alien force-leader.

Luckily, you are not alone in your task - you have three "drinks" at your disposal, each of which can be programmed to go to different parts of the ship and help clear the aliens. More robots (up to 10) can be built in the lab, but this takes time.

If you ever remember the life energy drops to zero, you can get "laser crew" by the alien and increase a good in-between the remaining blibs, which makes things pretty tricky for the next defeated crew member. But pity the blibs and food crewmen - they get to lose two of them.

Wreckers marks the welcome return of Denton Designs, famous for writing one of the first ever coin-driven adventures (Shadowgate) and such arcade-style blibs as Mutants, and should be out on Amiga and ST around the same time as Exile.

**F**ar out in deep space, outside of an alien planet have slipped something mysteriously back to Earth. Something is wrong, and as the only space traveler within several lightyears of the colony world, it's up to you to investigate. Thus begin your adventures in Exile.

With the aid of a joystick, you have to negotiate a labyrinth of caves. Central is able to identify, simple rotate and shoot. Weapons can be picked up to help you control the position of atmospheric and "birds, you'll encounter.

"Exile," you're probably thinking, "sounds a bit like Theot" - and you'd be right. However, these similarities are not surprising considering that Jeremy Smith, author of Theot, wrote the prototype Exile, with Peter Ivan responsible for the excellent BBC game Strategy Command - remember that helping out in the fringe and it's not. Peter mentions that at last they've spent around 4 last years working on the game.

Jeremy and Peter have spent a lot of time writing the game's movement routines - all objects and creatures have mass, inertia, dynamics and even buoyancy for underwater behaviour, and move accurately in the gravitational environment.

However, the game is far more than just another Exile. It's a lot more than just another Exile. It's a lot more than just another Exile. It's a lot more than just another Exile. It's a lot more than just another Exile.

Games can be saved - which is just as well, because the map area is a huge 25 screens wide and 32 screens high in all-Peter says that it takes him around six hours to complete the game knowing all the puzzle solutions.

Exile is one of those games that may not look like much from the screenshots, but plays like a dream. The action is fast and furious, while the puzzles add depth to the basic formula. It's a game that deserves success - look out for its release in the next few weeks.



A small screenshot for the Exile-Ent game showing you flying over the alien planet. It's a very dark, but you can see a lot of things. It's very dark, but you can see a lot of things.



Exile-Ent is one of those games that may not look like much from the screenshots, but plays like a dream. The action is fast and furious, while the puzzles add depth to the basic formula. It's a game that deserves success - look out for its release in the next few weeks.

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|--------------|-----------------|-------------------|
| ST Dedicated | 88880 Processor | General Computing |
|--------------|-----------------|-------------------|

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Which computer do you own?



The Mr. Kicker. And thanks to gravity and wind, the ball should be put into a hole without missing the hole.



The Fair. After putting the ball, you control the ball by hitting it on the other side of the hole. From there the ball will eventually find its way into the hole with a bit of luck.



**Z**any Golf on the Amiga was a welcome antidote to the plethora of heavyweight golf-titles available for the machine. Its cartoon graphics and space-fuse made it an ideal pick-up-and-play product.

The Megadrive version, with instant cartridge loading and top-notch graphics capabilities should be even better. Unfortunately, it's a mere shadow of its former self.

The aim of the game is to get your ball in the hole at the end of each course, just like in "normal" crazy golf. Each course has a particular set of fun which - in most cases - fun the play area into a vaguely nightmarish place, like something out of the Twilight Zone. A jumping hamburger reappears the hole on one course, fans blow the ball around another and one whole level is played on a giant petrol tank.

By clicking on the ball using a definable button, you can then drag the cursor away using the key pad to determine the strength of your shot. As the cursor moves away from the ball, a dotted line will appear between the two. Once you let go of the button, the ball will shoot off following the line of the cursor. You are entitled to a certain number of shots at each hole, depending on the difficulty level you have selected.

The ball bounces off walls and obstacles, and follows rules of forces like gravity and inertia around the course.

Graphically, Zany Golf is pretty good, although it looks a little foggy around the edges. The animations of the features such as the hamburgers and animals are well drawn, but the beautiful intro screens (albeit a distraction from the

# GYNOUG

**P.T.C.**

**500**

**MISADVENTURE**

**RELEASE DETAILS**

**MISADVENTURE**    **DWARF**    **DUTY BOND**



**Mythical hi-tech blasting anyone?**

**G**ynoug is a smaller game. It's basically an archetypal left-right scrolling shoot-out with a twist in the features and quality you'd expect. However, rather than plying an atomic-powered stoncruser with plasma control and retro lasers, you take control of a little man with wings and a ion-cannon.

The underground is between stages and excellent feature or items make flying good friends as that little man flies.

Doesn't really sound like the makings of a world-beating shoot-em-up does it? Wrong, despite its basic interest is about as fun as the rest is. Other than stylized enemies and some innovative graphics touches - the character flies quite well and there are some pretty background details - it's exactly the same as about half of all the other shoot-em-ups on the Megadrive.

Once intro setup and options preliminaries have been dealt-with, your hero appears on the left hand side of the screen, flapping his wings. While you get an impression of some pretty decent graphics, the nature of the gameplay doesn't really give you much of an opportunity to sit back and appreciate them.



Multidirectional the ball effect! Depending on which power-up you select, your little man is controlled around.



The end of level appears from these elements sections. For a more idea of your flying trajectory it is possible to see!

# ZANY GOLF

**ELECTRONIC ARTS convert yet another successful Amiga title onto the Megadrive...**

disk access on other versions have been removed. Instead you are presented with a choice of picture of the next course and some tips.

The amount of control afforded by the cursor is fairly limited. Quite how much damage can be inflicted is dependent on the fact that the keypad is controlled less precisely than a mouse is uncertain. However, a far better job could have been done. The cursor is sluggish and jumps around in awkward ways. It's difficult to gauge your line and avoid up wasting vital shots.

As a result, rather than being a slightly twee putt and mixing experience, Zany Golf is an irritating game, lacking long term enjoyment and any succour in entertaining the player.

Zany Golf on other machines was thoroughly enjoyable because of the pleasing controls and lively response. Since the Megadrive features neither of these, you'd have to be a real golf-lover in order to glean much enjoyment from this game.

■ Richard Brown



The following screenshot is a little unusual. By leaving the control pad, you have the background frozen.



Examples of the maze courses abound when you can't make a correct putt. They are often "wacky" fun too.



**MEGADRIVE**

520

**RELEASE DETAILS**

MEGADRIVE £14.95 GOLF 1989



In this game, aliens are sometimes invisible. The feelings of some Megadrive's early years.

The best part of Gropog is the non-stop frustration. From the word go, there's a whole lot of killing to be done. Literally hundreds of aliens swim across the screen in impenetrable waves of relentless colour. Some of these waves are really quite impressive to look at. In particular, there's an onslaught of orange flies which light up to whole screens as they whizz past. In situations like this, you do get an impression of really coming under fire. It's a nice change to feel vulnerable even when powered up to the max.

The conversion themselves came in two styles, to be increased your fire-rate and switch its sector into one type of pick-up and enhance on special weapons' potential with another.

When taking and evading the enemies, it's not like in possession of a cluster-bomb, but the period is a lot of fun.

Gropog's characters will tempt your movement around the screen and thanks to some precise motion code, you can position your alien ego virtually anywhere on the screen.

Gropog is a perfectly technically respectable shoot-'em-up, with a couple of nice visual additions, and with some more varied gameplay could have been a winner. As it stands, however, it doesn't stand as a worthy competitor, but for the most basic category.

■ Richard Brown





# A KNIGHT TO REMEMBER



A blend of history role-playing, adventure and combat simulation set in a richly detailed world of mountains and rivers, villages and cities, castles and ruins of medieval England.

Fights and both, wizards and clerics of the court of Camelot are pitted to defend and command, inherent with peasants, warriors, mages, nobles and travelers, improving their abilities and skills as you go.

#### Features:

- More than 2.5 megabytes of dazzling graphics
- Removably uninstorable secret levels
- 14 screen scrolling maps of Arthurian Britain
- Zoom from map level down to individual towns and cities
- Hundreds of hours of play time
- PC version supports Intel® 486, 386, Am386 and C485 sound boards

#### Available on:

IBM PC (DOS), XT/AT, Turbo, VGA  
 Amiga (1 megabyte only)  
 Atari ST (1 megabyte only)

\$14.99  
 \$29.99  
 \$29.99



© 1988 GAMES





A breakdown of the main interface gives important information about controls used in the game.



Here you get close to the alien during the control sequence, and will be greeted with a congratulatory title screen. The same title also has a description, score and awards.



Using mouse buttons away from the main view, the view expands to encompass both ships.

# STAR CONTROL

ACCOLADE put space combat/strategy games back half a decade...

**A**fter playing *Star Control* for a short while I had read and reread the manual to make sure I hadn't missed something. Why? Because I couldn't believe that the joystick I was holding was attached to an Amiga, while the game on the monitor in front of me looked like something you might expect to have seen on the C64 about five years ago.

Fortunately further play confirmed my worst fears: *Star Control* is almost totally devoid of long-term playability, and, in places, the presentation is dire.

Although *Star Control* is described as a combat and strategy game in a space setting, it should not be confused in the way of *Dune*, *Antares* or *Free Traders*, or *Illion* or *Frost's* recent *LightSpeed*. These games use sophisticated 3D systems and controls in real time rather than on a move-by-move basis. *Star Control* offers tacky two-dimensional combat

sequences that look as if they've been borrowed from an early Eighties coin-op, with sound effects to match. The strategy element operates in a manner similar to many wargames: each side takes turn to issue a sequence of orders.

The basic premise behind *Star Control's* that Earth and other planets in the Alliance of Free Stars are under attack by the In-Queen hierarchy (a group of major multi-celled) and approx-imate alien species). Rather than sit back on its over-herd haunches to become part of an In-Queen barbecue, the Alliance gets its act together and heads-out to meet the oncoming threat.

This not only involves flying the occasional In-Queen ship, but also building mines, fortifications and colonies, while destroying similar alien establishments.

Before plunging headlong into a full game, prospective pilots are given the opportunity to practice combat using any of the available (small) batch of which has its own handling characteristics and firepower. This is also an opportunity to review the capabilities of the vessels so that you know exactly what you're up against in the real thing.

If you're still not all that keen on trying your hand at the strategy game then there is a combat-only game in which you can get straight down to the business of ventilating enemy craft.

Eventually though, you won't be able to resist the temptation to try your hand at giving orders to those cute little units, all of three or four pixels across, and watch with trepidation as they zoom across the screen to meet another tiny blob of colour. To be fair, though, the minuscule graphics are almost compensated for by some very attractive "animated re-enactments" when, as the master of puts it, "something exciting happens". The

sequence, does any games player worth his salt really want to plough through the tedious part to sample the delights of one or two animations?

On the plus side, *Star Control's* games with two editors, one to configure the keyboard, and another to visually the nine scenarios built into the game. (But there are small consolation for the inevitable disappointment of many of the gamers who will part with hard-earned cash for this game.

■ **GamesSpotter**



The position of each object can be examined before activation. Operating on the controls you are about to take, you can observe the appropriate units.



Developing titles and graphics, and the sophisticated, detailed nature of the original game, are the reasons why *Star Control* is still available. The price has fallen from £50 to £30, but the game is still available. (Source: GamesSpotter)

**AMIGA**

---

**£30**

---

**RELEASE DETAILS**

AMIGA	CD ROM	FOOT LOCK
ROM/ST	CD ROM	AMIBYTE

The other version available

# SUPER MONACO GRAND PRIX



A grandstand, and you can even tell when the car is about to stop in Monaco. Note the usual race car corner ahead the main track.



In a driving context, the entrance to your track and the car show easily from the trackside distance. Remember that you are behind the car and you neither can change the car.



## Pull on your helmet and tackle in this Formula One challenger from US GOLD

**D**oes the world really need another Formula One road racing game? With titles like Lotus F1 and F1 Challenge, probably the best 16-bit racer available at the moment, you would think it could be difficult to come up with anything ever slightly better.

Super Monaco Grand Prix can't be accused of not trying. From the graphics to the sound, the speed of animation and the info screens, it's high quality throughout, whether you think it takes pole position should be very much a matter of personal taste.

Based on the Sega console, the game opens with a leisure theme tune and a welcoming young lady in a tight swimming costume, followed by a nicely digitized pic of your racer, a page of engine specifications (very useful) and a count map.

Before racing you have a choice of joystick or mouse control; you can tilt the mouse delicately by moving it to its far left position, holding down the left button, sliding it to the far right position and releasing. I found the game pretty easy to control in either mouse or joystick mode; control is logic of left, right, forward to accelerate, clockwise to steady gear, and response is fast and accurate.

There are also three gear change modes; automatic fourgear, manual fourgear, and the

most challenging and authentic, manual seven-gear. You get more engine power in the more of four modes.

The main display features a rear-view mirror at the top, together with the name of the current course (of which there are sixteen). The main area shows the usual cockpit view with the front half of your car, your arms and the steering wheel. At the top right is the RPM counter, but rather than concentrating on that you can judge your race from the engine sound. There are also various lap counter and lap time position displays.

You have to complete a qualifying lap on the preliminary course before entering the competition proper; there's a time limit outside of which you aren't qualify at all, but you will get the consolation of having another lady in an even tighter swimming costume informing you of your failure.

Once you have completed a qualifying lap and taken your position on the starting grid, the car position info is up. Scrolling is pretty smooth and plenty fast; background and roadside details are large and well-detailed, and the other cars are well depicted.

Actual performance is very malleable; you can back and slash your way to some extent - even swerve along the roadside barriers - but any major impact and you'll find bits of your car flying in all directions, and your Grand Prix career coming to a sticky end.

Your performance, of course, is expected to improve as you progress from one track to the next; for France you have to qualify 7th or higher



The game opens with the classic heroic atmosphere, with a party and a questing, and there are some traps for you.



**R**aveling through the background to attack the Avenger is a captivating enough; you are plunged into the magical world of Gaia, where the lone hero Saxon's battle against the evil wizard Acamarbar ended in an ultimate defeat. But help is at hand, in the form of an ancient warlock who vows to enter Acamarbar's tower, defeat the four demon guardians, and finally face Acamarbar.

But once you get past the pretty loading screen and sinister atmospheric music, you realize this is a "tribute" to Dnd. Dnd, an ancient 4000 title, was quite well received in its day, but apart from impressive graphics and sound, Warlock the Avenger, with very little to the original concept. Basically it's a cross between Gauntlet and Pacman, as you enter the Warlock around a series of mystical mazes, fighting off monsters and searching for the entrances to later levels.

to 100% 5th or higher, and to sit up to the lead in Monaco. To add a usual random element to the game, there's a small chance that any given track will be wet, which makes driving much more hazardous.

The level that can be said of *Super Monaco GP* is that it's a great all-rounder; sound effects are well integrated with the action, there's little unnecessary flash and the racing sequences are fast and accurate. It's well up with leaders.

—Chris Jenkins



**PIC**

**871**

**AMIGA**

**RELEASE DETAILS**

AMIGA	£24.95	OUT NOW
CD-ROM	£24.95	OUT NOW
SEGA	TBA	NOVEMBER
ATARI	£19.99/19.95	OUT NOW
IBM	£19.99/19.95	OUT NOW
MS-DOS	£19.95	OUT NOW

No other versions planned



# WARLOCK THE AVENGER

Go back in time with **MILLENNIUM's** magical arcade adventure, which might stir horrible memories...

The maze, shown in a form of pseudo 3D, is carefully designed but repetitive, scoring mostly as your warlock toadles around. Gross monsters such as ghouls, beetles, skeletons, snakes, bats, zombies and "zombies" (which look like piles of black-magical stuff) loom at you, and you will soon become somewhat fed up with slaying them.

Around the maze are dotted chests which the warlock can open simply by standing in front of them. The chest screen shows you a pretty graphic of the contents, and you can choose from a number of spells: blast magic, water spells, fire spells, lightning bolts, and so on. These can be used against the members of the Black Magic Order, including several that do nothing.

Finally, you will find more potent spells such as Sleep, which creates for you an impenetrable

zone which follows and defends you; and Glass, which is needed to see of the guardian demons.

The warlock's constitution is shown on an energy bar, and is depleted by contact with most monsters, water, or poisonous flies. Standing on Pentagrams of Life or Energy Carpets will replenish your energy.

Now, all this would be fine if we were talking about an Atari game, or even a budget 16-bit game. But this is an aged 64-bit game masquerading as a half-price 16-bit one, and very little effort has been made to get it up to standard. As far as I'm concerned the land of Britain can go hang - Acornsoft's welcome to it.

—Chris Jenkins



**PIC**

**568**

**AMIGA**

**RELEASE DETAILS**

AMIGA	TBA	OUT NOW
AMIGA	TBA	OUT NOW
CD	TBA	OUT NOW

Developer: millennium

# MiG-29

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Available on Amiga, Atari ST, IBM PC & 1.3" 5.25" 3.5" floppy disks. Amiga: Atari ST, IBM PC conversions.

The most realistic flight simulator for the home computer.

Everyone agrees that CD-ROM is going to dominate the games business in the next couple of years. But that's all everyone agrees on. To understand how and why CD-ROM is key to affecting your gaming you need to know not only what technical issues are involved, but also how these issues are being addressed by the hardware and software manufacturers. We've summed up the latest state of CD play for each major machine and answered some of the most frequently-asked questions about CD-ROM technology.

Read this and join the experts - most of whom will know even less about CD-ROM than you did before you started reading.

#### ANIGA

Aniga owners, as most people are aware, could find themselves leading the CD-revolution following Commodore's development of CDTV, but details of which were printed in ACE 34. CDTV is basically an Aniga with a CD-ROM attached, together with some firmware that offers CD-audio output and CD-ROM management.

CDTV, despite earlier reports, does not interface with the OSA game) and does not provide any data decompression in CD-ROM OS and IM to. This means that you can't have any actual interactive movies, films, but you do get greatly enhanced audio and, on the face of it, a more powerful unit than C64 currently promises to be. Although Philips claim CDTV will feature full-screen, Motion video when it is finally released.

It would be a great mistake to underestimate the impact of CD-quality audio (especially human speech) and increased data storage for games and entertainment. In particular, expect to see one impressive Geomac Demolise software on

CDTV, not to mention numerous hefty educational packages and fantasy adventures. Arcade fans will also get the sound effects and number of levels they've always wanted.

Existing Aniga owners can upgrade using the CD Drive unit offered by Commodore, but expect to pay around £190, though the price has not yet been officially fixed (and neither has the launch date).

#### ATAI ST

Atari were one of the first companies to flirt with CD-ROM, promising ST owners an official CD-ROM upgrade that never materialised. It would be very surprising if Atari did not provide this in the very near future and, following the price reduction on the STX, an Atari CD system could be good value for money, providing that the company do develop a firmware (made for the whole system) to CDTV.

You could, in theory, attach any standard CD-ROM drive to an ST, but the benefits of doing so would be negligible since there is no PC knowledge ST CD-ROM software. ST owners, for the moment, must play the waiting game...

#### PC AND COMPUTERS

Of all machine owners, PC fans are already in a position to go CD. There is a wealth of PC CD-ROM software, though the number of different hardware configurations may create incompatibility problems in some cases.

In the States, both Tandy and Healdstar produce CD-ROM PC's and, most significantly, there are signs that IBM themselves are about to produce a low-end CD-ROM system - possibly built around the Fujitsu FM Towns (see the entry on the Towns itself).

Serra, who incidentally possessed EGA graphics

games, are heavily promoting CD-ROM and other games manufacturers are beginning to follow suit. Serra CD titles represent a significant improvement over their floppy disk counterparts and the company are planning to launch their own CD-ROM upgrade kit at price of around £190, including several free software packages. According to the recently established Serra UK office, the upgrade will be offered in the UK as soon as it is available in the States, which should happen later this year. This could be a banger.

PC owners with money in their pockets will also soon be able to benefit from IM technology (see OSA panel), since this was developed by Intel and is geared to PC systems.

#### FUJITSU FM TOWNS

The expensive Japanese machine would not normally merit a mention here but for a recent announcement of a joint venture between Intel and Fujitsu that has prompted widespread speculation that the Towns may form the core of a new low-end IBM home-PC system.

This is not as silly as it sounds because the Towns already has a reasonable degree of PC compatibility. Despite having a low user base in Japan of around 50,000 machines, the Towns has a high profile because of its powerful graphics modes. It has also attracted a huge range of Western developers, producing exotic CD versions of games ranging from Dungeons & Dragons to Afterburner, because the machine offered a cost-effective way of gaining CD-ROM development experience.

Incidentally, the earliest kit in the Towns system is probably the CD itself. Early versions had a truly appalling transfer rate of around 35M a second, which, together with a rather clunky OS, could mean waiting ages for games to load. More recent models are much sprightlier, but the Towns remains a flawed machine, despite its attractive styling and excellent displays.

#### 8-BIT MACHINES

There are currently no plans to develop CD software for any of the 8-bit machines. Looking on the bright side, if you're still hanging on to your C64, Spectrum, Amstrad, or Oric Atmos, the advent of a good CD system could be the first major increase in games functionality since the Aniga and provide the incentive you've been waiting for to upgrade. You won't be disappointed.

#### ON YOUR CONSOLE?

Although there is absolutely no comparison between CD and cartridge in data retrieval performance terms, there is also no comparison between them in terms of manufacturing cost - CD wins the latter hands down. Not surprising, then, that console manufacturers are very keen on CD technology.

There is no CD set-up for the NES system (or for any of the other 8-bit consoles, with the exception of the S/14 bit PC Engines. However, we have very high expectations of the Super Famicom's potential in this area.

That's because Sony and Nintendo have already announced that they are jointly developing a CD unit for the Super Famicom, for launch later this year in Japan at a price of under £100. Supported by the two giants in the games and CD fields respectively, this unit could have been

# LASER LESSON

When will CD games hit the streets? How much will they cost? Can your micro handle them? Should you rush out and buy a CD-ROM drive? Our summary of the current state-of-CD-play sheds some much needed light on the prospects for laser gaming...



some powers. Unfortunately, there is already one very hot bug in the letters. The Sony/Nintendo unit is reported to be incompatible with CD-audio, if this turns out to be the case then these companies will be delivering a terrible blow to the consumer purely for the sake of greed – by producing a proprietary CD system, they will maintain control over publication, development, and profit. So once again the consumer loses out, Heavens.

The PC Engine already has a dedicated CD-ROM unit and a good load of software on CD. In date, most of this software has simply used CD as an alternative publishing medium to save cartridge costs, but recently some titles have been producing excellent results as companies outside the console market begin to develop for the NEC machine in order to gain CD-ROM experience. The best example of this is a recent adventure by Irem, featuring Sherlock Holmes and boasting a very impressive full-animation save dose. Check out the review in ACE next month.

Despite constant rumors about an impending dedicated CD-ROM drive for the Sega Megadrive, no such unit has appeared. We were able to contact the UK distributor for news about this, to Megadrive owners, the SE owners, will have to wait. That there will be such a unit at some stage seems almost 100% certain, however.

## CD QEA

**What with all the rattle and hum surrounding CD technology, it's hard to keep track of what's going on. Here are some frequently asked questions about the systems that are going to change the face of gaming...**

### ■ What is a CD-ROM?

Simple. It's a 12cm disk that encodes information on a reflective surface, although for protection it is usually enclosed in a plastic cartridge. To use the disk, you insert the whole cartridge assembly into the player. With a music CD, a couple of glitches caused by marks on the disk are hardly likely to be noticed – but with data even a single error could be fatal, hence the added protection of the transparent cartridge.

The storage of data on a CD-ROM is governed by standards laid down by Microsoft. The system is now fairly ancient and was originally designed as an extension of the functionality of audio CDs. For this reason, CD-ROMs are rather inefficient when it comes to data usage. A standard CD-ROM drive has a data transfer rate (i.e. the speed of which it can send bytes along the orbit) of around 180K a second, considerably slower than most hard disks, the fastest of which can manage around 1Mbyte a second.

Equally annoying is the fashion in which CD-ROMs actually get the data off the disk: the system uses Constant Linear Velocity, which means that the disk sur-

fers beneath the laser head always by moving at the same speed.

Incidentally, as only one line, the track towards the centre of the disk bears a smaller circumference than those of the outer edge. The ungainly solution involves constantly altering the size of spin of the disk.

As a result, CD-ROM is not only slow at transferring data, it is also slow at locating it (the 'access time'). Old heads may remember the early laserdisk video games like Dragon's Lair which had disconcerting black-outs between access of the system desperately tried to locate the next 'bit-chunk' of data.

In fact, CD-ROM is pretty useless for most games applications – except for the fact that it can hold 800Mbytes of data, a difficult to prove, often CD-audio quality sound for some applications and, in genre-per-PC, is an extremely cheap storage medium. With the current absence of any competing optical-disk standard, these advantages make CD-ROM an almost certain victor in the games data storage wars.

### ■ If CD-ROM is a standard, does this mean that a CD-ROM for the Amiga will work on the AT with a CD-ROM extractor?

Possibly – it depends what on the disk. There's a standard called ISO9660 which defines the physical file structure of CD-ROM. This means that CD-ROMs can be run on ISO9660 using file systems on any ISO9660 drive. It is conceivable, therefore, that clever developers could use the massive capacity of CD-ROM to store executable code and graphics for use on a computer system on a single disk. Remember, it doesn't mean much if your computer can read the data on a CD-ROM – it has to know how to use the data it reads if it is going to run the program.

**Introduction to 2D3D Real-World Architecture in 3D** features four levels to ensure the reader is fully acquainted with the 3D graphics software packages used in the real-world architecture world. The book contains a CD-ROM which includes a full 3D scene editor, rendering software, and a complete guide to the software. The book is written in an easy-to-read style and includes a CD-ROM which contains all the data files for the software. The book is written in an easy-to-read style and includes a CD-ROM which contains all the data files for the software. The book is written in an easy-to-read style and includes a CD-ROM which contains all the data files for the software. The book is written in an easy-to-read style and includes a CD-ROM which contains all the data files for the software.





The future CD-ROM content developed and designed utilizing the expertise now developed with interactive CD-ROMs is not only what you'll see but also what you'll experience through a unique interface. Although the future has only one CD-ROM, it's a very different one from the CD-ROMs you know today.

#### ■ How much will CD-ROM games cost?

There is no reason why CD-ROM games should cost any more than games stored using conventional floppy. In fact, while the floppy version required numerous disks, the single CD should cover the manufacturer and hence possibly the consumer's memory. The most likely scenario, however, is that developers will use the storage capacity for additional game features, the programming and design of which will cost more money and hence add to the final price of the product.

#### ■ Can I play my audio CD's in my CD-ROM drive?

Several CD-ROM systems include some ability for playing audio CDs. This ranges from a simple headphone output to, on the CDTV for example, a complete CD-audio management interface built into the CD-ROM drive itself. You can use your computer as a sophisticated CD-audio player.

#### ■ What is CD-IT?

CD-IT stands for Compact Disk Interactive and is a standard developed jointly by Philips and Sony. Originally announced in 1988, it has been considerably delayed. The system uses a CD for data storage and additional computer graphics and sound hardware to provide a single unit dedicated to the interactive manipulation of CD data. Unfortunately the sound and graphics hardware is not exactly state of the art and release dates for the system are still extremely unclear.

#### ■ What is DVI?

DVI is a hardware device developed by the makers of Intel and designed to work in conjunction with CD-ROM systems. Its objective is to overcome the limitations of

CD-ROM, particularly with regard to the data transfer rate (see above). The basic principle of DVI is data compression - the system decompresses data taken from the CD in real time used by effectively throttling the amount of information being spooled from the disk enables more data intensive operations to be carried out by the computer. The most obvious application for this technology is full-screen, full-motion video - games on your terms, in other words. Using DVI, a CD-ROM can store around 70 minutes of full-motion video data.

#### ■ If CD-ROM is simply a disk for storing data, what's all the fuss about?

The fuss is about two things. The first is that having huge amounts of data makes computer applications that were hitherto impossible now theoretically achievable. The most notable one is interactive movies, or full-motion, full-screen video clips on your home computer, the most practical one is CD-audio-quality sound for games. Making the optimum use of CD-ROM's storage, however, involves a lot of new technology (the speeding up the access rate, for example, as in DVI or CD-ROM XA - see elsewhere in this issue).

The big question, therefore, are not over CD-ROM but over how it will be used. Is the CDTV preferable really the answer? Will CD's ever appear? Will DVI ever become cheap enough to be implemented on home computers? Questions like these are important because so rarely do we doubt that the advantages offered by CD technology are vital to new technology.

There's also the problem of currently developing the CD-ROM. Although it's not a disk like any other, using the system poses special problems for developers. Not only is there more space that needs to be developed more expensive games, but the way the space is used can be crucial to an application's success. Disk

geometry, as it is called, is important because of CD-ROM's terrible data access performance (see What is a CD-ROM? above).

Supposing you open a chest in a dungeon and the program needs to locate the items data in the database accessible that springs out of it. It's going to be a lot of a let-down if the whole game hangs up while the laser heads off across the disk looking for the relevant data - the answer is to ensure that all related data is stored in a readily accessible, nearby location. This may well involve duplication of data across the disk to ensure speedy access.

Using games that can exploit CD-ROM's potential to the full end, of the same-line, happens in microcomputing is a challenging business. The uncertain future will be high, but the rewards today are enormous.

#### ■ If CD-ROM can store CD-audio music, can I listen to it and play games at the same time using the same disk?

It depends on the system you've got. Once again, the problem is data transfer rates. CD-ROM can't shovel out the data fast enough to supply data to your applications at the same time as playing out CD-audio sound.

The solution is called 'data interleaving' and is the main feature of CD-ROM XA, an enhanced CD-ROM standard developed by Sony but currently not very widely implemented. What happens is that the laser grabs its bits at a time and sends them to the computer. Horrifically, this information would be either audio, graphics, or control data, but you can mingle your data types so that these bits are actually held according to interleaving for both audio and video.

In CD-ROM XA, the system includes a Digital Signal Processor that strips off the bit bit on its way from the first bit, depending on the source quality you required of every source recovered from the CD-ROM and applies decompression algorithms to the data recovered as a result. Sound and graphics data can therefore be accessed simultaneously.

Unfortunately, CDTV does not handle interleaving and neither do most of the CD-ROM systems currently on offer. It should, however, be a standard feature of next systems within a year or two.

#### ■ What CD-ROM system should I be thinking of buying?

That's an inquisitive question to answer at present. Check out the notes for your insurance elsewhere in the article. CD-ROM is the future, but at present it looks like staying in the future for a few months yet.

■ Steve Cook



# FLAMES OF FREEDOM

## MIDWINTER II

### FLAMES OF FREEDOM

Sixty years ago the ice-bound island of Midwinter was saved from the threat of destruction at the hands of invading hordes, but a prosperous future was denied by a greater enemy - the Earth's changing climate. Reclaimed by the seas which had created her, Midwinter was abandoned by her people, in search of a home on any friendly island standing tall above the rising seas.



In the more temperate equatorial reaches of the Atlantic, only one of forty-two islands held out a hand, welcoming the survivors into the Atlantic Federation, a force for peace, prosperity and democracy. But the new home is threatened by the evil Saharan Empire, a mighty military dictatorship based on the African mainland, already enslaving the other island communities, and ultimately intent on conflict with the Federation.

The enslaved islands are home to freedom fighters looking to break free from Saharan domination and join the Federation. The mammoth task facing the Federation is to covertly aid the liberation of as many islands as possible before the Saharan Empire makes its final push for Atlantic domination. The Flames of Freedom must be lit. The torch is about to be passed to you.



ATARI ST  
SCREENSHOTS

Push your body and your wits for hours on end against the most amazing, exciting and adventurous...



# FREEDOM

As the best Field Agent the Atlantic Federation has, you are charged with the execution of highly dangerous clandestine missions on each of the forty-one islands. Each island has its own political, administrative and cultural perspectives, so each mission will require different aspects of your chosen physical, mental and psychological skills.

## RESTRICTED

### MISSION BRIEFING - BENI MAZAR

Your first mission objective is to sabotage a Power Station. You'll need to think through the entire process for yourself:- steal explosives from a local army base; find the engineer who designed the station; rescue his daughter to persuade him to give you the plans; hijack a vehicle for use; dodge or kill the sentry; plant the explosives, and finally escape unseen.

In every mission, you are on your own, but not without help. There are 4000 individuals with which you may interact, including friends, foes, and foes pretending to be friends. Every character has their own looks, personality and life history to assess. You have twenty-four modes of transport available to you, across land, through the air and both across and through the seas. You have over a quarter of a million square miles to cover, all mapped using Neelatron's unique 3-D light sourced fractal landscapes, and thousands of buildings to explore.

Flames of Freedom provides you with a magnificent strategic challenge. Fight according to your strengths, weaknesses and abilities, and rewarded via graphics sequences even more stunning than those of its predecessor - with Midwinter II, a new age dawns.



Flames of Freedom will be available soon for your Commodore Amiga, Atari ST and IBM PC Compatible, from Rainbird, the Masters of Strategy.



- Sophisticated character profile generation allow you to choose your own looks, sex, psychology and physical characteristics.
- Choose to use Training mode to practise any aspect of the game, 'Firefight' to try one complete mission, or 'Campaign' to tackle the whole shelling match!



- Cover a quarter of a million square miles of accurately mapped 3-D terrain, generated by light sourced fractal techniques.
- Auto-route options allow you to plot and execute travel within the 3-D environment.
- Interact with 4000 characters, each with an individual personal profile.



- Utilise 34 modes of transport, across land, skies and seas.
- Fight with 12 different weapons against a massive array of opposing responses.
- Use your investigative and deductive techniques to solve endless challenges to aid your progress.



David Chen (Green) drops in the morning after he saves the world from a mad scientist.



Michelle (Blue) watches the world from her balcony.

# TIPS

## Tricks 'n' Tactics

*Rise of the Dragon, Captive, Night Shift, Supremacy and F19 Stealth Fighter are just a few of the games blasted wide open in this month's tips and cheats selection*

## Rise of the Dragon

**S**iem's *Rise of the Dragon* is proving most popular with our PC readers, and since we can't help playing it to death in the office, we thought it only fair to impart the information we've gleaned. Be warned, your enjoyment of the game may be seriously depleted by reading any further!

### From the Top

Once you've woken up, pick up your clothing and put them on, then take your coat and wear it. Move the pillow to the bed to reveal your gun, but don't take it. Turn on the telephone and read the messages using the remote control. Remove

the picture of Chandi from the wall, and remove your ID card too. Leave your apartment and go down in the elevator to the Lobby.

Take the Elevator to City Hall and go to the Bureau of Records. Take the patch things up with Karen. Talk to her and apologize for standing her up. Once you've got the keys from her, head back to your apartment and use them to open the cabinet above the sink. Take the bombs, the Flare bar and the wire-tapping kit.

Leave your apartment and go to the Pleasure Dome on the Emway. Enter the hallway if you haven't got a gun, you'll be okay. Head straight for the Bar and talk to the Mark guy at the far end. Tell him you want to talk to him about one of

his friends, then tell him it's Chandi. Then tell him they're got lots of friends minus one. Show him the picture of Chandi from the old fax. He will break down and confess that he is The Joker. He'll tell you that Chandi was running with some drug-dealers, and then asks you if he becomes tight-lipped remind him that Chandi was one of his friends and she wouldn't want him to protect whoever killed her.

Once you've got the name of Chen Lu from The Joker, steal him alone. Go back to the Emway and visit Chen Lu's place. Enter Chen's apartment and once you've looked at his messages and removed his ID card, go into the bedroom. Press the eye of the Dragon statue and you'll reveal a safe. Type in the combination (it's part of Chen's telephone number). Get everything in the safe.

Leave immediately, or you'll get arrested by the cops and waste valuable time. Go and visit Karen at Records, and show her Chen's ID Card. This will yield a couple of contact names.

Go to Johnny Q's place and climb down the staircase. Put a bomb on the lock and blow it off. After examining the plan, open the door and set up the wiretap. Remember you can't attach any wires unless the current is on zero. Head back to your apartment and check the telephone to see who's been talking to Johnny Qwing.

That's all for this time. The rest of the mission is up to you. Unless, you can wait until next month!



David Chen (Red) looking for help. He'll be glad and ready to go.

## Captive

This excellent graphic adventure has been keeping many readers awake long into the small hours of the night. ACE has already printed a raft of general tips, but it seems there weren't enough for a lot of you, so our beloved Dennis in Darren from The Guiding Light tips service, for these panels of wisdom:

### EXPLORATION WITH THE MAPPER

Being at The Guiding Light, I receive many calls from frustrated Captive players who find themselves at a dead end in a base—complaining for what I call the S.L.A.S.E. syndrome (See: Somewhere Not Done Everything). Employ the following technique and you'll find things much more.

When you first enter a base, explore everywhere. If you come to a door, movable wall or any type of switch, do NOT operate it. Instead, turn the mapper display onto your robots (use mouse instructions on how to do this), and press the highlighter button (the button to the left of the pair of arrow buttons). This will give a red dot at the location of the door, wall or switch. Think of this dot as something that is to be operated.

Continue exploring, marking as you go, until you've explored so much of the level so you can, by then, go through the door, movable wall or any other switch you've collected all available items. The next step is to go to one of the red dots and - before operating the door, wall or switch - press the highlighter button again to turn off the red dot. Once into the newly-entrained area follow the same procedure of marking all area of interest. This way you'll never miss anything. By the way, it's a good idea to save your game before entering a new area - you never know just what's behind that door!

Another way of using the highlighter is to differentiate between doors, walls and switches by using differing numbers of dots in a position. This is particularly handy for switches, such as the light switch(es) and the-gas! types, which have the correspondingly numbered (closed), too. If I find the generators with part of the base still unexplored then I save lots of dots, making the room easier to find later on.

Repeat this process throughout the base on each level and you will greatly reduce the likelihood of acquiring the dreaded S.L.A.S.E. syndrome!

### ICE AND DOORS

There are used to help you open the doors with the four buttons in the camera. First face the door, then put the die in the hand of a robot. Click on the die with the right mouse button to roll. The die will change to the number four. Click of each dot as representing one of the buttons. Keep rolling and watch till face red, indicating which buttons in press. Simple, unfortunately, they don't work on the base any/most doors. Remember that number die can be used to blow up mines.



"This is a screenshot of the base you explore. You have 10 seconds to complete... You can have 10 seconds... H. S. L. A. S. E. S. L. A. S. E. S. L. A. S. E. S. L. A. S. E."/>

### FLOOR GRATING SWITCHES:

If you stand on these, you'll find a wall appears, blocking your retreat to the base exit. You must search every wall cupboard and click the left mouse button all over the back wall of the cupboard. Eventually you'll find a loose brick which will push in, removing the irritating wall. Normally the cupboard is empty and often close by, though sometimes hidden.

### COMBAT TACTICS:

Use your movement to your advantage. Where ever possible, turn an enemy to a door and close it so he can't follow. - the contained damage will reduce the killing time. (Aah, I remember using this tactic in Dungeon Master.) If you still get killed too early, then find an open space where you can keep your distance and run around the alien, firing at its back and sides and dodging its bullets (use the grasper for an extra turn of speed).

Most aliens are pretty thick. As an example, picture a corridor that you're walking down. You come to a door about halfway, with a number of aliens on the other side. If you stand in front of the door, the aliens will try to shoot you through the door, and any fellow aliens standing in the way! Click on the SLIP! button. In no time the aliens will have killed each other until there's only one remaining - for more ease! However, keep an eye out for walking TVs which shoot fireballs. Through mesh doors and windows which open away like doors.

If you get in a snag near a ladder, here are a couple of tactics which you should bear in mind. First and my favourite, activate the camera on the level with the alien you are fighting and switch it on. Go up (or down) the ladder and view the camera screen. The moving patch of yellow is the location of the alien, while the dark patch on the floor is the position of the ladder. Turn the camera to face the ladder and watch as the alien moves on and off the dark patch. When the alien moves away from the patch, duck down the ladder, take on the knowledge that it'll have to back to you and fire off a volley of shots. Then pop up

the ladder as the alien turns to face you (make it as elegant of such cowardly tactics) and repeat the process. Three year olds on the space station Level 131 will find this particularly useful.

The second tactic is very effective but hard to implement. Any alien or group of them can be instantly killed by dropping on top of them as they stand under the ladder. However, this is a very tricky to bring about because if the alien had a space to move to as you fall on them, they'll ALWAYS get out of the way. For success you once again need the camera and the alien must have nowhere to go - this situation only arises when there is more than one alien milling about and your target is surrounded by aliens and walls which will keep it trapped under the ladder. It's a very satisfying move when done correctly, though!

There you go, Captive Land Store (and by the way!) Once again, thanks to Darren and The Guiding Light!

The Guiding Light are a tips service available between noon and midnight, seven days a week. Give us a call and you'll be able to speak directly to people like Darren who play the top games and should be able to help you out of any sticky situations. Their number is 0800 330933, and all calls are charged at 25p off peak and 50p any other time, so be sure to ask the permission of the bill payer before you start phoning!



Use this and 'Duck!' for an easy way of getting past aliens!



Two cheats collected from the Internet show how you can get into the game's cheat mode. Cheats should be in quotation marks.

## Gremlins 2

**N**ot the wisest of games, I'm sure you'll agree. In this cheat mode, found by S. Laffie of Newport, should come in handy. When you get on the high-score table type in "GIMTRAY." You should then find yourself with infinite lives! Yum, yum!

## Kick Off 2

**M**ore cheats for the ultimate footy game, this time from Paul Turner and Matthew Seokings on the C64 version. If you press **R237C9B**, to put the game ahead your team is in clear-cut possession of the ball then your team will win, regardless of the score! What's the point of that?

## Supremacy

**T**his excellent space strategy game is not easy, especially with the cost of space hardware these days. Wouldn't it be nice if you couldn't open a special ACE account at the galactic bank and get infinite credits? Well, thanks to Matthew and Peter Warner from Basildon, you can! Type in this AMIGA basic routine, save it, then insert your Supremacy disc and run the program. The routine doesn't write to your game disc so there's no risk of corruption.

```
33 ROM Inside Credits for AMIGA Supremacy
33 SUM=0 DM (CODE) 24
33 FOR COUNT=0 TO 123
43 READ WORDS: WORD=VAL#F+WORD0
53 SUM=SUM+WORD
60 CODECOUNT=WORD
70 NEXT COUNT
80 IF SUM=01808888 THEN PRINT "CHECK
SUM ERROR, CHECK YOUR LISTING" STOP
90 CHAR=MAP#CODECOUNT: CALL CREAT
100 8888 *****
130 DATA 1088, 1988, 7302, 2078, 8004,
4848, 17154, 2940
```



With this handy cheat the Supremacy game is able to buy an army of these space-faring machines for your next gaming session.

```
120 DATA 4680, 6700, 0084, 7040, 7140,
6587, 7071, 8042
130 DATA 7838, 4874, 4808, 3807, 4270,
3400, 5280, 6700
140 DATA 0046, 9079, 4138, 7704, 2400,
3440, 7040, 8038
150 DATA 5480, 4299, 4800, 0008, 7400,
5449, 4774, 0080
160 DATA 5080, 2408, 3880, 4174, 0088,
4288, 4081, 2240
170 DATA 4848, 1744, 4480, 6438, 3240,
5870, 0050, 0070
180 DATA 0001, 0040, 4178, 8004, 2007,
2000, 4774, 3388
190 DATA 0012, 4848, 7038, 4174, 0000,
4478, 0000, 2748
200 DATA 5214, 7038, 2408, 5108, 1770,
4400, 0000, 4070
210 DATA 4970, 0087, 3080, 4178, 0800,
2990, 6130, 4178
```

```
220 DATA 0374, 4578, 0800, 6138, 5478,
7154, 2474, 4070
230 DATA 4304, 6134, 3170, 6038, 4818,
3370, 0808, 0800
240 DATA 0240, 3370, 4449, 0000, 9048,
4878, 0800, 8070
250 DATA 4874, 7039, 4000, 7470, 6140,
4844, 4874, 0807
260 DATA 4440, 7048, 6140, 0000
270 REM *****
280 REM Type this listing into AMIGA Basic and
insert your
290 REM Supremacy disc in Drive 0. If an alert
appears click
300 REM on cancel. Now run this program and
Supremacy should
310 REM load as usual but you'll have infinite
credits.
```

## Toyota Celica GT Rally

**D**ave Gillies from Greenport in Matthews Ireland sends this brilliant cheat for this equally brilliant rally simulation. When the game says "Start your engine" at the beginning of each rally stage, press **CONTROL**, and the "C" key at the same time to freeze the clock. It is now possible to complete the entire game in a record time of 00:00:00! Best that!



## F19 Stealth Fighter

**F**ollowing on from last month's tip special there's this special routine that'll give you infinite weapons - very handy, I'm sure you'll agree! Again, thanks to those happy hackers Matthew and Peter. As with the Supremacy routine, type it in, save it, insert your game disc then run the routine.

33 ROM Inside Weapons for AMIGA F19 Stealth Fighter

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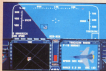
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# TNT



Don't miss to get a better design when you play on the best version.

20 SUB->X DIB CODES 110  
 30 PSC COUNT=0 TO 110  
 40 GOAO WORDS: WORD=VAL\*SH+WORD  
 50 SUB=SUB+ACRO  
 60 CODECOUNT=ACRO  
 70 NEXT COUNT

80 IF SUB=>15341654 THEN PRINT "OH OK  
 SUM ERROR: CHECK YOUR SUMMER 810P"  
 90 CHEAT=VARPTR(CODECOUNT), CHEAT  
 100 REM .....

110 DATA 7046, 6988, 7702, 3078, 0084,  
 4042, 4734, 2840  
 120 DATA 4880, 6700, 0042, 7030, 7040,  
 6766, 7097, 4046

130 DATA 7698, 4894, 6086, 3427, 4280,  
 9800, 0280, 6700  
 140 DATA 8098, 8000, 4042, 4042, 9034, 3400,  
 0280, 0242, 0000

150 DATA 5800, 4046, 4800, 8008, 7400,  
 3482, 4174, 6000  
 160 DATA 0240, 3400, 3486, 4394, 8004,  
 4280, 4280, 0000

170 DATA 4046, 9034, 4880, 6846, 0240,  
 8040, 0046, 0000  
 180 DATA 0000, 0000, 4100, 0004, 0007,  
 0000, 4090, 0040

190 DATA 0000, 4042, 4042, 4174, 0000,  
 9848, 0000, 4046  
 200 DATA 8004, 7046, 4114, 4800, 0000,  
 0170, 6000, 7140

210 DATA 4148, 7190, 4894, 0000, 7000,  
 6184, 4074, 1000  
 220 DATA 8004, 5100, 8190, 4070, 0046,  
 0004, 8008, 8010

230 DATA 0000, 6000, 0000, 0084, 0040,  
 4070, 0000, 0000  
 240 DATA 4000, 7400, 6142, 6846, 6846, 4800,  
 7600, 0440, 7600

250 DATA 6260, 6000  
 260 REM .....

270 REM Fly the landing into 4880 Basic and  
 start your

280 REM F19 clip in Drive L. If an alert appears  
 click

290 REM on cancel. Now run this program and  
 F19 should

300 REM load as usual but you'll have infinity  
 credits.



## Ooops Up!

The Pang clone has 300 mega-level levels, but it seems that many of us are having trouble seeing even the forest to help you out, here are the first 40 level cheat codes, provided by Micoom and Alex Rubens from Jerry.

- Level 1: P000
- Level 2: D001
- Level 3: 30FJ
- Level 4: FL59
- Level 5: 0068
- Level 6: 0A00
- Level 7: 994J
- Level 8: 0004
- Level 9: 8900
- Level 10: 0040
- Level 11: 40V8
- Level 12: F0A0
- Level 13: 9000
- Level 14: 09F0
- Level 15: 8900
- Level 16: 0000
- Level 17: 0000
- Level 18: 40FJ
- Level 19: 0000
- Level 20: 0040
- Level 21: 0800
- Level 22: F400
- Level 23: 0040
- Level 24: 9900
- Level 25: 0900
- Level 26: 9190
- Level 27: 0000
- Level 28: 0040
- Level 29: 9000
- Level 30: 10F4
- Level 31: 0940
- Level 32: F040
- Level 33: 0000
- Level 34: 0040
- Level 35: 0000
- Level 36: 0000
- Level 37: 0040
- Level 38: 9000
- Level 39: F040
- Level 40: 4070

Millions awaiting action from Mega Up!



Be sure in the factory on your night shift you're ready to start enough with to be available a really busy time.

## Night Shift

This amazing platform game is a bit of a departure from Lucasfilm's usual graphic adventures. It's not easy, though, so here's ACE's very own David Lipscomb with some general tips, and as if that wasn't enough, the pass codes to the first 10 levels (they should work on any format).

● Having got the DEASZ running, the best place to stay is in the past control area with the three dials and the flush chain. Moving up and down, try to position the wheel so that you can see both the colour in the paint trough AND the fly through it. This way you can make sure that you've missed the right colour for the sign top.

● If you're not careful, a couple of bugs can be painted incorrectly when the results change. With good timing, you'll find never made one. If your DEASZ is set up correctly, the first part of a

ly to go in for painting should always be the body. When you see the moulds being changed, go in the required paint colour for flush, stain, if necessary) and wait.

You should see the last 'test' from the 'old' boy being pushed out of the moulds and enter the tin on the right of the screen. Then the first 'test' of the 'new' toy should be thrown into the left tin. In the 'old' boy's head drops down to the paint gun jibs, quickly make all the paint changes needed. By the time the jibs meet, the toy 'head' should have passed through and been painted the correct colour, while the jibs are now ready to spray the new colour on the new body.

■ Lemmings and barytes are a pain. Keep jimping and they won't get you. In the later levels, the lemmings start meddling with the BEAR, increasing both and flushing the paint trough. Leave barytes beneath the area of risk to deal with the problem.

■ From Level 14 onwards there's a bonus for getting the toys into the correct packing crates. However, it is JUST a bonus, and it's quite small, so it's not really worth the time wasted leaving the old paint-control area. Concentrate on getting the over-differentiated by quota instead.

#### LEVEL CODES:

is the following: **B** = bananic; **C** = cherry; **L** = lemon; **P** = plum; **R** = raspberry

Level 1: **BC** (banana plum)  
 Level 2: **CBARBR** (lemon)  
 Level 3: **BACPPRR**  
 Level 4: **PRBPPR**  
 Level 5: **DRPLPR**  
 Level 6: **DRPLRPR**  
 Level 7: **DRPLRBR**  
 Level 8: **PRBRPBC**  
 Level 9: **PRLRLCR**  
 Level 10: **LRBRPLPL**  
 Level 11: **BARPCLPL**  
 Level 12: **DRPLBRPL**  
 Level 13: **PLCRBRPL**  
 Level 14: **PLDRPLBR**  
 Level 15: **PLRPLRPP**

## TNT Console Corner

### NINTENDO ENTERTAINMENT SYSTEM

#### RED HERRING

Why buying a steady pack of the Red level of this obscure game? Then enter this easy-to-remember game password: **BULLDOG XACTED HERRING X CORNER**. Thanks to Sandy Eustace from Whitehouse for this.

#### TRACK AND FIELD

Thanks to Ben Barber from Bedford for these handy passwords for *Track and Field*: **MOY** is 4 of this sporty track.

Box 1: **BRRA\*RILO**

Box 2: **BRRQRETE**

Box 3: **BRRA\*RRIO**

Box 4: **RRRR\*RRRLE**

Box 5: **RRRR\*RRRRO**

Box 6: **RRRRRR**

Box 7: **RRRRRR**

Box 8: **RRRRRR**

Box 9: **RRRRRR**

Box 10: **RRRRRR**

Box 11: **RRRRRR**

Box 12: **RRRRRR**

Box 13: **RRRRRR**

Box 14: **RRRRRR**

Box 15: **RRRRRR**

Box 16: **RRRRRR**

Box 17: **RRRRRR**

Box 18: **RRRRRR**

Box 19: **RRRRRR**

Box 20: **RRRRRR**

Box 21: **RRRRRR**

Box 22: **RRRRRR**

Box 23: **RRRRRR**

Box 24: **RRRRRR**

Box 25: **RRRRRR**

Now continue the game and you'll be allowed to modify your last shot. Really, isn't it?

**ARAB TWIN**

**JARLO MERCURY**  
 This is to shoot 'twins' and you get pretty tough, so thanks to Simon (Magidick) from Cambridge. For these essential playing tips to the first three levels:

General:

■ At playing the one-player game that never loads. Loaded with power shield.

■ If one level is proving really difficult then try changing your weapon or tactics or both.

■ Like many shoot-'em-ups, having positioning and aim movement controls are always the same, so learn and survive.

■ Once your L2 (winning) status is set you can't go to the next level (Impossible)

Level 1:

You must pick up the laser, continue and speed up. That appears at the front of the level (you won't get long otherwise). A second laser and another appear later way through the level.

Keep heading away at the start, then to rest up a high score until you reach the end of level. Slightly more laser-boosted heading should see him off.

Step 1:

If you survive Level 1 without losing a life then you should be able to do the same on Level 2, so just buy one of each of the

following speedup, side-shooters, ring cannons and variants. If you've got one extra credit you can save lives.

Level 2:

Stick up the laser. When attack is pretty heavy and you're not yet built to cope, so being around the left hand side of the screen and pick off as many as possible (don't forget to collect the shield mid-way through the level, when you get to the end-of-level goal area, the best piece of advice is keep shooting! To left and right, take out the middle one first and then deal with the two side lasers. And remember - keep moving!

Step 2:

Get all your extra-credit the speed-up will give so many lives and energy bombs as possible, the next level's a real 10-stard!

Level 3:

Keep in the right-hand side of the screen. Don't waste valuable bombs on the giant monsters that roam down the screen - just avoid them, and forget about your score, concentrate on staying alive instead! Use the bombs on the weird bullet-erupting monsters and finish them off with your bullets.

The end-of-level bonus will follow you around, so take it slow to the bottom left of the screen and keep heading at its centre with everything you've got. When the alien finally catches its tail, don't go too fast or you'll die. You'll see you're still got five more lives to get! Good luck!



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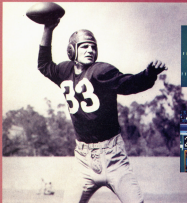
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# PLAY BALL



**S** If you were one of the chosen who stayed up to the wee hours watching the Super Bowl in January - and weren't so all riveted with a (differing) 4 game that set the pulse racing, the breath holding, and the Behrman to me!

OK, so Buffalo lost - I can take defeat, humiliation and the consequent transfer of funds that ensued, particularly now that I can go down to the local arcade and replay the whole thing, only make sure I don't miss the 4th yard lead game. It has to be said that decent American Football games have been a little thin on the ground recently. If five years back we had TD-Fast-Fight and the multiplayer fans were treated to Temco down in '88, but, y'know, there's never really been one that stood out as completely marvelous. Until now.

Enter please, from Williams, High Impact - the game that, as they claim, "brings football to life with the energy and strategy of a non-stop high-light film". It certainly looks like someone has taken the production and presentation values of

something like Cosmowarrior's Tv Sports Football and transferred them to the living area, with the extra graphics and sound that can be used there in. Good stuff, you might think and you'd be right.

High Impact makes an impression because Williams has packed megabytes worth of digitized graphics into the machine and uses these images in favour of the usual sprite technology. This gives the main playfield - a scrolling left/right screen - a very distinctive look that gives the one immediate.

But what about the gameplay? Well, it's not too difficult to pick up, assuming you are conversant with the rules and subtlety of English language used in the game. The little options, for example, does not necessitate dropping large amounts of high explosive on the London Metropolitan area but ends up being almost as violent and just as noisy.

Play selection is made via some easy-to-use submenus and then you - or you plus a friend control a nominated player on the field. Snap the ball and the usual football moves, with a dip-



Ball Game - is this really the ball game that arcade machines were once up with in this day and age?



Super Baseball's controls are unimpressive, you could almost believe the other guy is the real one (see page 48)



hand, provided not calling, for shots and likewise a Head Coach jumping up and down, expressing strong emotions over each decision. Nice stuff. With up to 4 players catered for, bags of humour, sound and graphics, this is the nearest any of us are likely to get to the Superball. If you enjoy watching American football and like the idea of playing it for real, give yourself severe physical punishment and go for High Impact.

Incidentally, some types have been claiming that for Mobile - the new Sega title that boasts impressive graphics, but precious little else, is the first 32-bit arcade game. Wrong! Williams, again, can claim that firm with 1992's, released a year or so ago. It contained a true 32-bit graphics processor and therefore had realistic colours and textures all jumping around with great speed, but I thought it was worth putting the record straight there.

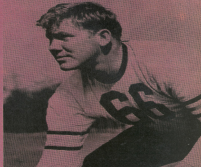
Next to reviewing Matt's new game, Ramparts, last month, after some extensive playtesting, initial giggles and barely suppressed mirth have given way to a sneaking intrigue and curiosity. Personally, I still think that whoever authorised buying those ROMs, needs intensive therapy involving extended bed rest and consumption of much Lactose, but still... the definitive report when it arrives. And so those Matt fans who shy corporate insanity isn't terminal, however, I've been going that three-screened Race Driver we showed last month considerable ways of cash and can now officially report that it isn't half bad. Finally, in a month that's brought little new to the arcade, another plug for Konami's new golf game. Golfing doesn't sit without question up there with Sega's Super Baseball as best golf game ever.

And, good use has been made of Konami's hardware sports-expansion machines and it's been combined with some great playability. Until All golf comes out - this may be as good as it gets.

As a not completely unbiased topic, I have a confession to make. I love pinball - and consumed that passion by breathing myself to a Williams' Cabinet a while back. But still it seems that the Brits just don't get the hang of the game as opposed to the States, where pins are almost half of the coin-op business, and Pinzoo, where you can't miss but bump into one.

In the UK, however, it's still to see hapless young people with impressionable minds watching senior players walking up to a pinball machine - and missing both floors at once. Of course, you know better than that, eh?

To finish - but also to finish, perhaps the crop of excellent games that are out there of the current night can lure a few gamers off the PC2's and



into the game where you can relatively blow off and seem to be actually attracted to watch at the same time - Pinball.

Well, Matt'sy recommends on designing, anyway, but, come to understand today's youth in David Mitchell of the Daily who's commented that impressive old-fashioned phrase, "There's more to it than that" is called Matt'sy's, Berkeley Hall, which corroborates the both somebody of the unimpaired, but it's Quilley's.

With the novelty of an unusual theme played, and stacks of sound effects straight out of the Golden Age, the sound of very few ways to lose the ball, the sound appeal to the first time, but give it a try.

When you're the other hand, make gamers for an extended time, such as the late 80's. Designed by the same guy that did The Top, I bet you'll find what may well become a true classic. Funhouse.

It's one that evokes that old and fast reactions, with some great progressive features and a theme that leads on the Williams' tradition but up with Corner and Cyclone.

With the whole thing being as finished by 4.50 you're introduced to them, Pinball's been up to its name. And it's programmed to punch you in the nuts if you ever press both buttons at once. OK?

Finally, even if it's your own experience to a 1000 million but now for you and get more to Pinball in coming to the world. It's called OK or. Finally, the first any pin in the UK, it's now how you can get it. The excitement is what you're interested to cough up a lot of cash to get it. Last price for one of those boxes is about £70,000. Ouch!

Next month - a full show report from the UK's second largest trade show, Society of Entertainment, comes with a complete, uncut report on it. Donkey's Wonder Game just the the show on how Channel 4's Cyber Man is going to make a name for it in an ever-evolving, into tomorrow.

# ACE MERCHANDISE OFFER



**T**here can surely be nothing more sexy and fashionable than the ACE t-shirt. This latest item in the Ace Clothing Collection is what every self respecting computing genius will be wearing this season. The eye catching ensemble has been exclusively designed by ACE's own art editor, Jim "Gaultier" Willis, for the lover of fine things and the reader with good taste. The t-shirt is available in sizes small, medium and extra large and can be purchased at the ridiculously low price of £5.99



**T**here is no better way of storing your copies of this, the world's finest computer entertainment magazine, than in an ACE binder. The binders are available in two designs - so as to satisfy even the most stalwart supporter of style and quality - and can be yours for the unbelievably inexpensive price of £5.99

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**P**resent yourself for *The Simpsons*, the reigning phenomenon of the year. This popular American Twentieth Century Fox television cartoon series has inspired a whole host of goodies\* from toys complete with their own speech bubbles to Bart bath suds. There are even bootleg Simpsons T-shirts featuring a colorfully-oversized black Bart.

These multi-million dollar offers are based on the original family of characters created by cartoonist Matt Groening. *The Simpsons* show has surpassed *The Cosby Show* in loan ratings in the USA, and European viewers are increasingly tuning into the off-beat humor via BBC's satellite TV. It doesn't end there, either. Bart is apparently 'big' in Zimbabwe and other African nations.



#### THE SIMPSONS' FAMILY TREE

##### BART

The star of *The Simpsons* since its inception from the pen and pencil of Matt Groening. He's an American kid who gets into plenty of scrap, and always 'have the last laugh'.

##### MARGE

Bart's loving mom loves to go shopping at the mall.

##### HOOMER

Bart's dad who died months of the first nuclear power plant and town closure.

##### LISA

Bart's lovely sister can be seen on the 'The Simpsons' music video dancing with Bart and playing the saxophone.

##### MAGGIE

Bart's baby sister is the newest Simpson through she's too young to talk.

First off *The Simpsons* video game took to Action - with Gameboy, NES, and two dedicated handheld LCD games. By summer, Ocean will have joined in with a computer game for the Amiga, ST, PC, Spectrum, C64 and Amstrad. Action's *The Simpsons: Bart vs The Space Mutants* has just become available on NES in the States and a Gameboy title is due later in the year.

*Bart vs. The Space Mutants* on the NES, Bart's hometown of Springfield has been invaded by aliens who inhabit human bodies. However, Bart is the only one able to see them as aliens by using special X-ray glasses, and he must convince the other Simpsons of the invader's presence.

Through five levels - including the town of Springfield, a shopping mall, museum and amusement park - Bart mischievously travels around on his skateboard, sprays aliens, shoots a shotgun, plays all the arcade and uses a dart gun

Screenplay: Jeff



# DO THE BART MAN

Look out Turtles, there's a new Bart craze. He's already got to number one in the music charts, he's seen everywhere on T-shirts and soon he'll be appearing in console and computer games. ACE is there to host them...

in efforts to save the earth from the alien invasion.

Action's *Simpsons* title for the Gameboy will find Bart Simpson and his sister Lisa at an extremely regimented summer camp where tedious rule and activities such as hiking, canoeing and water-skiing provide interest, rather 'sports-madness' competition. Hinted on escaping their tedious summer surroundings, the Simpson siblings start to dig an underground route out of the camp. Obstacles they face include creepy wood

fig spiders, bedrock walls, and a maze of underground tunnels.

"Our new *Simpsons* games capture the essence of these popular characters through arcade-style gameplay programmed to maximize all their special appeal and their particular idiosyncrasies," says Action.

By today, game fans know. While the Teenage Mutant Ninja Turtles scuttle back to the sewer, bubble-eyed football boy Bart is ready to take control.

By Matt Hayes



For further details about the Simpsons on the NES and Gameboy contact Ocean. Contact them at 11 Audley Square, Upper Reg. St. E1 1DT, UK.

# FOR THE VERY BEST AMIGA GAMES COVERAGE



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# ACE CHARTS

The ACE Charts give you the definitive list of top scoring games EVERY MONTH – as reviewed by ALL British games magazines.

## DO YOU REMEMBER LAST MONTH?

Round 10 entries were signed off as grading formalities, with the top game in each category generally at least one year and even the top two in the best-seller category signed by a couple of other distributors. A **Mathematics** entry was in a contest with *Top Gun* and *Spaceman*. In **AMIGA**, the *Progress* edition of *The Deathchamber* was split with *Christopher Columbus* of *John Brown Enterprises* (which played well with the CPC) and *quested*, although several others, such as *MagiQuest* and *World Conference* in computer programs. Though that seems to have come to an end this month (see the PC chart). **AMSTRAD** titles of *Knightmare* and *Speedball 2* for the 12 months are *Lost* and again to sport the top office Origin. **IBM** *Avatar* of *Intergraph* (recently purchased by Hewlett-Packard) and *Mark Gooding's* *Leatherhead* (which had *Dragon*) for the 12 months are back – just one or two away.

## What you can recall...

You'll find a memory game month up to 120 for your machine if you can pick out **AMIGA** *Mathematics* top three entries. Get well five right in any category and you'll get **1750** worth of software! Only *Leatherhead* and *Dragon* are exceptions.

## THE STOCKMARKET

In addition to our games charts, we also have a list of top titles with the figures each month when we produce the ACE Stockmarket. It's a list of the top 25 software as determined by the ratings these games are currently receiving. You can see their before-and-after ratings in each issue.

Being ranked all the games reviewed in the latest issue of computer magazines, we calculate the average mark that each publisher received for every one of its games in each format. This is the rating that you see in the second column. So, for example, if the company is great at scoring board games but lousy on its 16-bit conversions, that will pull down its average mark, even if you can see one of its titles leading up the Amiga 12 or the charts in those areas. If all the games are excellent, or if the company has just one brilliant program doing the rounds of the moment, it will consequently have a high rating.

The last column shows how well a company's games have fared compared to the software index. This single figure represents the average review mark (expressed as a percentage) that all games, all formats, received during the last month. It's a guide as to how good the current crop of titles is, and each company's index score shows how well their games compare to the norm. For example, to be exactly 'on par', a company's current titles are awarded a percentage points above average – according to the industry's reviewers.

We print only the top 25 companies each month. In fact, we compile the figures for all 60, but you'd find it hard to read through a list of over 100 names in any issue. Consequently, a main company will show the ratings, to which you can refer to learn more about an entry.

Finally, we take care that the information that is printed is useful. To that end, we don't include companies which have only received a single software review.

### Software Index: 75.1

On the rise again - it's been over 70 per cent since December 1988

AMIGA	10.98	11	100%	Activision	79.67	-1.08	4.17
Amiga	11.34	11	110.00	Accolade	79.40	-0.35	0.00
Amiga Arts	10.27	11	107.14	Amiga	79.04	-0.30	0.04
AmigaSoft	10.47	11	101.17	AmigaSoft	79.00	-0.10	0.04
Core Design	10.47	11	107.14	AmigaSoft Int'l	79.00	-1.10	1.10
Intergraph	10	11	110	BitSoft	79.00	-1.00	0.00
Gremlin	10.00	11	110	Comix	77.81	-1.00	0.81
101 Squad	10.11	11	110	MicroPro	77.26	-1.10	0.96
Progress	10.21	11	110	Code Masters	77	-1.10	1.10
101 Squad	11.23	11	120	Amiga 12	76.24	-0.98	0.06
Amiga	11	11	110	Amiga	75.83	-0.70	0.17
Image Works	10.50	11	110	Empire	74.87	-0.80	0.83
Origin	10	11	110	Mastertronic	74.00	-0.84	0

## AMIGA

Leamings	Progress	104.70
Survival II	Random Arts	103
Estimoteur	AmigaSoft	100
The Fourth Hour II	101 Soft	100.2
Coastal Winds	Action 12	97

It was almost inevitable that Leamings would come in at number one once properly reviewed. Justified hype, for once...

## C64

Survival II	Random Arts	95
Estimoteur	AmigaSoft	91
Iron Mountain Blast	Origin	90.25
ROSC	Imax	87.5
Dragon Breed	Activision	87.1

Survival II and Estimoteur took well up to the standard of their 16-bit counterparts, but there's not much strength in depth in the current batch of releases.

## AMSTRAD CPC

Star World	101 Soft	83.77
101	Imax	83.77
The Golf	Code Masters	79.1
Starline Amiga	Code Masters	70
Amiga 12	Imax	68.25

101 Soft obviously knows a thing or two about CPC games. Last month it had three titles in this chart, including the number one, this time, a fourth 101 Soft game takes over the top slot.

## IBM PC

Prince of Persia	Imax	114.00
Wing Commander	Origin	90
Star of the Dragon	Sans	89.67
Conan Action	MicroPro	89.0
101 Squad Linking	MicroPro	83.75

Wing Commander surrenders to the superb Prince of Persia after months of the top

## WHAT THE FIGURES ABOVE MEAN.

First, of course, you're not the game. Then the software house (and - in the last column - its average score) (percentage) is a percentage of typical ACE (precision to two decimal places) to game received in ALL reviews during the last month. Don't forget that the review ratings are taken from all 60 magazines, not just ACE, so it doesn't necessarily agree with some of the judgments here, but the review ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS  
OPPOSITE



# HOW TO ENTER

## STEP ONE

Get a postcard – or write your entry on the back of an envelope. Enter your name and address, a daytime telephone number if you have one, and the Round Number.

## STEP TWO

Tell us your age and which machine you own, and what you want!

## STEP THREE

Complete this month's charts. Then, using your knowledge of the games scene, try to predict which games will come top of the six machine specific charts. Finally, enter on your postcard:

- the top game for the Spectrum
- the top game for the C64
- the top game for the CPC
- the top game for the IBM PC
- the top game for the Amiga
- the top game for the ST

**YOU DON'T HAVE TO ENTER A GUESSTIM FOR EVERY MACHINE!** But remember that your chances of winning may increase if you do.

## STEP FOUR (OPTIONAL)

You can also try to predict which company will lead the top three monthly Stockmarket listings (see this page). Enter on the card: *The top three will be... (name of company)*

## STEP FIVE (OPTIONAL)

If you want to go for the jackpot £150,000,

then select any of the previous categories and try to predict the top 100 winners for each month instead of just the top one. Then follow which category seems predicting for – it can be either the Stockmarket or any of the machine categories in Step Three. **FORMERS** – YOU CAN ONLY SUBMIT ONE (DON'T!) CARD!

## STEP SIX

Post the card (with a stamp) to us to enter our later than the closing date for the month (1st March). The address is: **ACE Stockmarket**  
**30-32 Parncliffe Lane**  
**London**  
**EC1R 3AJ**  
The first correct forecast for each category takes out of the top one the prize. If you get more than one entry correct, you'll be entered in further draws for each category, thus increasing your chances of winning a prize, but don't forget to include the Round Number!

## THIS IS ROUND 17

Each month's competition has a maximum prize so that we can correctly identify winners. The **MAX** is later the round number on your postcard otherwise you may not be processed correctly.

## THE RULES

- A correct forecast is usually March 31 or 1991
- Only envelopes of A5 size or others equally sized are the preferred, but letter, or like it size (with maximum 400gms) for only
- Only one entry per household. Post of course will be proof of delivery
- In the event of a tie between specific forecasts then a prize will not be awarded but an all-round very obvious choice for the games got the overall ranking

## ATARI ST

Powermanger	Electronic Arts	10.00
Speedball 2	Image Works	9.00
Demolomania	Autogames	8.00
Prince of Persia	Domark	6.00
Castle Command	Ocean	5.00

Powermanger is just about the only game that could challenge Speedball 2. Autogames has led a gamblers with Demolomania – it's in three of the format charts this month.

## SPECTRUM

Pong	Ocean	15.00
North and South	Infogrames	10.00
WRC Le Mans	Hi-Liquid	7.00
F-16 Combat Pilot	Digital Integration	6.00
Operation Wolf	Hi-Liquid	5.00

An all-new Spectrum chart, with five strong top prize games at the top, and a couple of budget titles holding their own.

# HOW I CREATED MY CHART-BUSTING GAME

## Extracts from the diary of Sir Hugh Pixel

My grandfather, Sir Gregory Pixel, often remarked that the Upper Zambian was no place for a young boy, but it is to his missionary zeal – and the stable environment in which I was brought up – that owe my tremendous success in today's extremely competitive market.

Together with my lady wife Anna Marie and their three, my father's huge house (also, incidentally, founded fabulous Games Ltd in 1991) I had taken the office from the management of the estate to stand evening classes in Business Management when I was, returning from a particularly tough evening in the giddy streets of what was played with a Game Boy.

It is a very short story even shorter (and so) and my indignity (not to mention my impetuous reply about my grandfather), a week later we had received our limited company order 0700, with one help from the Queen's Advisory Bureau. I managed convincing with the bank to get the best of their advice and thanks my business should be strong was able to enter a hard bargain with my shareholders, that I would give them the best of my best as security for any future loan facility in return, they generously offered to lend me as much as I wanted at 9% just base.

Then it really began to the desk. My wife immediately began knitting patterns for packaging and boxes was dispatched to California to pick up some game licenses. My own job was to drum up a spot of interest in the house owner, with a view to maintaining self-through and generating a guaranteed extra value for our Grandparents lives, that business course partially seen in (used).

All this while, business struck when we realised that I was still in the game, apparently the business plan in a total spot a bar of soap in a public bath house. All considered when suddenly news arrived in the post a floppy disk, apparently posted by the hapless knock before he died.

Inspecting this into we finally acquired PC revealed it to be none other than a copy of Muzak New Music Diskettes – although my disappointment this was a missed, the terms of the game actually being in order, not in order, it doesn't seem to make much difference to the game, however.

My wife's pattern was now completed, when took the plunge and ordered 100 pages of advertising in the computer page. My business course training really struck through here as I managed to "batter" with the same associates and get a very generous 15% discount off the rate card. We had agreed to supply this, so it was off to "batter" (we don't have a better in our village) for a roll of

Endpaper which we duly posted that afternoon. Later that day I received another remarkable success, cutting duplication costs drastically following a very generous offer from the local computer club to carry out the necessary work at one of their "social" evenings.

The big launch date was now looming rapidly. I needed a suite of the Game in London – a very quick request for me, so it was there that my grandfather met my grandmother during a particularly enthusiastic celebration of the Wednesday Club. Initiations were held to all the leading journalists, game was ordered, and my wife's pattern were carefully gathered for the journey to London.

On the 21st (about 10 years when we arrived in the Big City). And that night was very calm, thanks again to my business training, I was able to strike a very tough bargain with the amount of profit, which (after an extremely large amount of profit, most certainly) very generously agreed to cover Christmas in their magazines.

This heavy investment paid off and the next week we were flooded with dozens of orders from a French distributor, whom – business knowledge again – I managed to break down to a very generous 30 days credit for 30% discount. And at the end of that week – oh glory – was now top of the charts!

It is, however, with much regret that I have to announce that our total sales were only 80 copies. Most well, also, most well be sold to supply the bank. The friendly associates who so happily accepted my bookings for became a warning note, and my wife and I, alas, are unwell. And yet, there to say that I am deeply satisfied about the future for our New Company, Fabulous Games Ltd, which...

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# HARD SELL

Here it is: the one and only hardware guide to give you COMPLETE details on the machines you're most likely to upgrade to, including that all-important criterion of software availability.

The ACE Hardware Guide comes in two editions: 16-bit upgrade (9th month), 16-bit and under (next month). Please write to our test to ensure that all information is correct and up-to-date. We update regularly, but we cannot be held responsible for any errors.

## ICORN ARCHIMEDES

Models: Archimedes 190, 3000, 450, 50, 60

**Software:** Keyboard, mouse and disk keyboard mouse and drive controller (software or manual)  
**Memory:** 1000 1170, 170 1840, 400 1840, 500 1840, 600 1840  
**Keyboard:** Acorn 4444

**MSRP:** Price range from \$199.97 for 4500 down to \$2644.00 for 4400 with colour monitor  
**Smart:** Acorn 5001 245298

### IN BRIEF

At the cutting edge of micro technology, Acorn's 4444 is about the latest thing the side of a Cop. This exciting machine - although getting sidetracked when the introduction of the 40000 - still ticks a good game software flow and is well to the enthusiast.

### GRAPHICS

**Resolution:** 628 x 756 or 640 x 756 with normal resolution, 640 x 712 with wide multi-sync monitors.  
**Colors:** 4096  
**Memory:** From 1000 up to 256 000 (256 or 14 040 x 1 K)  
**IO:** 50

**Monitor Output:** Mono composite (16-bit colour) - RGB 4 pins  
**Monitor Supplied:** Depends on

### PACKAGE INPUT

**Monitor Output:** Acorn dedicated 14 inch monitor (w. colour), 12 inch high res mono, Multi-sync colour.  
**Inputs:** 1  
**Speed:** 10MHz.

### SOUND

**Speaker Quality:** Good  
**MSDs:** 16-bit stereo hardware  
**Video Output:** Yes  
**Performance:** 16 channels @ 20000 20000 4-colour, 1 internal speaker.

### HARDWARE

**Disk Format:** 5.5 inch - 8000  
**Disk Price:** From \$1.28 upwards.  
**Disk Performance:** Good and fast.  
**Keyboard:** 103 keys with graphics mode auto-repeat. Early key-boards have a cheap feel given the quality of the machine.  
**Keyboard/Mouse:** 1 button mouse, a support for joystick.  
**Interface:** 25-pin D parallel, 4 pin mouse, 15-pin stereo/headphone (400), 14 pin 401, 15412 expansion port, 60 120 video output, 40 interface.

### SOFTWARE

**Building Software Base:** Not very limited. Some games available most software is for productivity and business.  
**Current Releases:** See above.  
**Games:** Most famous are Jetset Willy and Computer. But there have been several impressive one-off titles released recently.  
**Graphics:** Potential is enormous. Some excellent packages available.  
**Music:** Like graphics, but develop on a smaller scale.  
**Programs:** Limited. Even the cheap or models find it tough competing with 16 and 32bits.  
**Software Loading:** Very reliable.

### BUYLINE

**Best Buy Price:** Acorn 4444  
**Second Hand Availability:** Still scarce, some 80% and 90% starting to appear but expect to pay for them.  
**Maintenance:** One year's guarantee. Return to factory machines disappear.

## APPLE MACINTOSH

Models: Classic, SE09, LC, Ix  
**Package:** Monitor with built-in CPU and disk drive, separate keyboard.

**Memory:** 1MB (Classic I), 2MB (Classic 2), 512K (LC I & II), 512K (Ix)  
**Processor:** Motorola 68000 (SE09), 68010 (LC), 68030 (SE09, LC)  
**Recommended Retail Price:** Classic I 600, Classic 2 895, 512K 1339 - 512K 40MB hard disk LC 1200, 512K 40MB hard disk 16 1375 (512K 40MB hard disk) 1245, (512K 40MB hard disk) 1295 (512K 40MB) full or 1650  
**Contact:** Apple 081 560 1150

### IN BRIEF

A very expensive up-market machine for those keen on desktop machines using Windows and 512K of storage software. Release of the Classic range an exciting move for the mainline Mac owners. Software is only expensive. Quite a few games in the air, but few have been. Good for MSX machines but be prepared to pay through the nose for software.

### GRAPHICS

**Resolution:** Classic 6 60 512 x 540 LC 640 x 480 (or 640 x 480 colour) & 640 x 832 (grey).  
**Palette:** Classic 3 30 bit black and white LC 24 bit 256 or 16 grey in this bit.  
**Colors:** 256 with 256 or 16 grey in this bit.

### MONITOR OUTPUT

**Monitor Supplied:** Yes  
**Monitor Options:** 40 pins mono & colour available for LC & Ix.  
**Inputs:** None  
**Speed:** Classic 1 040K, Classic 2, SE09 & LC reasonably fast, but very fast.

### SOUND

**Speaker Quality:** Good  
**MSDs:** Third party interfaces available.  
**Steno Output:** 60 pins, 192 pins.  
**Performance:** 4 channels give good performance.

### HARDWARE

**Disk Format:** 5.5 inch - 1.44MB  
**Disk Price:** 17.50 - 12.00  
**Disk Performance:** Generally fast.  
**Keyboard/Mouse:** Monitor with 81 keys, including function keys and numeric key pad. Optional extra to the Apple standard keyboard with 100 keys.  
**Keyboard/Mouse:** Apple's is not supported, high quality single button mouse to replace built-in mouse.  
**Interface:** MSX - Apple's leading Bus connector 1 192100412 small external disk drive 96 pins (40-pin expansion slot, 500 - 20 20 connector).

100 external audio amplifier (4 - 2 MICROSOFT serial 08-25 902 1.

### SOFTWARE

**Building Software Base:** A very wide base exists in all fields except games.  
**Current Releases:** Adequate, though largely of US origin and in the business or B2B field.  
**Games:** Very few made (90%) but plenty of 16-bit driven adventures.  
**Graphics:** Lots of interesting software for those interested in 16-bit publishing.  
**Music:** Very well supported for high software - but its expansion to 16-bit.  
**Programs:** As always, excellent - especially in business and B2B.  
**Software Loading:** Quick and reliable.

### BUYLINE

**Best Buy Price:** Generally the SE09 - Macs are only sold through dealerships. Ask for a discount for cash.  
**Second Hand Availability:** Scarce and expensive. A better market exists in older models but these are fast sold.  
**Maintenance:** One year's guarantee. Apple offers AppleCare - "Insurance" you pay for to cover the cost of repairs after the guarantee has run out.

## ATARI ST



Models: Atari 520STX, 520STL, 520STX, Mega 1/2/3/4  
**Package:** 500 and 1000 have keyboard with built-in disk drive; Mega versions have separate keyboard.  
**Mouse:** Atari includes 1000ST with light gun, joystick and 1000 of "Mega" software. "Diskworld" pack includes similar video software to Power Ball but with an STMS and an educational font.  
**Memory:** 520STX and 1000ST 512K, 1000ST 1MB, Mega 1/2, 2 or 4MB; Mega 3 or 4MB. 100 machines expand internally to 4MB.  
**Processor:** Motorola 68000  
**Recommended Retail Price:** 520STX Power Pack 1295, 1000STX (Diskworld Pack) 1295, 1000STX 1495, Mega 1000 1295  
**Contact:** Atari 0753 23344

### IN BRIEF

Excellent as a general purpose home machine for games, small business and productivity. It's the number one choice for 16-bit machines. The ST's price still gives it a slight edge over the graphically more advanced Amiga. The new baby of - 1000 - is tipped by Atari to be the machine's

portable since it is a complete 240- or 480-MHz unit with hard disk and mono monitor in a small box.

**GRAPHICS**

**Resolution:** 320- to 640 x 480; maximum res 640 x 200; high-res 640 x 480

**Palette:** 16M (256 16K 4096; 8-bit) **Colors:** Black and white in high-res, 4 colors in medium-res, 16 in low-res

**TV:** Yes, Real Time

**Monitor Budget:** 570M models only, others through TV modulator

**Monitor Supplied:** Yes. Many has integral LCD monitor

**Monitor Options:** Atari monitors 5M114 (high-res mode), 5M1443 (medium res)

**Speaks:** 1

**Speaks:** Yes

**HD:** High-resolution display is only available on monochrome monitor module and low-res displays only available on color monitors or TV. After fitted to late 1700S (standard on 1700) improves the RAM access.

**RAM**

**Expansion Quality:** Depends on model. Yes

**System Outputs:** RF only

**Performance:** 8 channel sound is average to good depending on software. The feature 8 bit PCM sound but no current software uses it.

**HARDWARE**

**Disk Format:** 5.25 inch - 720K

**Disk Price:** \$1.20 to \$1.50

**Disk Performance:** Average and fast. Early machines were supplied with a single-sided disk drive.

**Keyboard:** 96 keys including 10 function keys. Has a cheap feel which can be improved with third party spring kits.

**Joystick/Mouse:** 2 joystick ports are standard. 3 button mouse is supplied with machines. None is supplied with a trackball.

**SOFTWARE**

**Existing Software Base:** Excellent. A few budget titles and starting to appear more.

**Current Releases:** Some of the major software houses ignore the 570 so it is well served with plenty of good software.

**Games:** Above the board.

**Graphics:** Good with some special software to manipulate them.

**Music:** Excellent. Plenty of sound samples, editors and MIDI software make this the musician's choice.

**Prospects:** Very good, but the Amiga is currently the favorite with software focus in the UK and the 570 has failed to capture a market in the States.

**Software Loading:** Several software companies now supply their games on one double-sided disc, often using the second side for extra graphics or sound, meaning single-sided disc owners either may not on some of the title, or more more

have to send off for two single-sided discs. The alternative two-disc volumes are small, but also the cheap option - which is equally annoying owner owners.

**BUYERS GUIDE**

**Best Buy Price:** As 8000 which cut for the twice priced bundles.

**Second Hand Availability:** Very common and quite cheap. No one will bid their value over 1/3 second eye test, right about machine.

**Maintenance:** One year's guarantee. Return to dealer if faulty.

**COMMODORE AMIGA**



**Models:** Amiga 4000, A1500, A3000, A3000

**Package:** A3000 has keyboard and built in disk with separate PSU. A1500 and A3000 have separate key board with built in disk installed. PSU. A3000 is a very powerful machine indeed.

**Memory:** A3000 512K, A1500 & A3000 384K, A3000

**Processor:** 100% 100%10000 Motorola 68000, A3000 68010, 10 or 17MHz

**Recommended Retail Price:** A3000, 1000 Games 1799.99; Flight of Fantasy Pack 1299.99; Class of the 90s pack 1529.99 (all packs are A3000); A1500 from 899; A3000 from 1199.99 (1M+2M) Hard disk; A3000 from 1199.99; 2M+2M Hard disk; 149.99 (all prices in UK)

**Current Commodore 68000 7MHz**

**IBM PC**

is a stunning specification with custom chips to rival almost everything. But the Amiga is the first choice for the most exigent of gamers, players and video professionals. After an initially shaky start the machine continues to set extremely well and has dominated the 27 in the UK, though the latter market still has a slightly larger installed base. The 8100 is now identical spec-wise to the A3000, but cheaper. The A3000 is a 100- and 160-processor substitute; includes Modems 2, 2 featuring enhanced sound, file handling, and security features plus Amiga Video, a multi-media programming tool.

A3000 also comes in three configurations, ranging from a 1600K external hard disk to a 2MB+2MB disk.

for video in monochrome.

**Monitor Supplied:** No

**Monitor Options:** C1565 (2MB HD)

**Speaks:** 16 in hardware - optional 800K from software.

**Speaks:** Very fast with good software.

**RAM**

**Expansion Quality:** Depends on monitor.

**System Outputs:** 3rd party interface available.

**Keyboard:** 2 phone connector.

**Performance:** Among the best around. Custom hardware requires 8 bytes of 8-bit digital sound into the four channels.

**HARDWARE**

**Disk Format:** 5.25 inch - 576K, A3000 68010/1000K formatted.

**Disk Price:** \$1.20 - \$1.50

**Disk Performance:** Slow and sluggish. Third party software is available to improve matters.

**Keyboard:** 96 keys, 10 function keys and separate cursor cluster.

**Joystick/Mouse:** 3 button mouse supplied as standard.

**Memory:** Two independent memory banks external disk drives 68010 bit. Customized parallel printer. SCART RGB/RGB composite monochrome video expansion box (optional on A1500 & A3000) 14-bit on A3000, 16-bit/parallel expansion on A3000 only, integral PC expansion on A1500, A3000 and A3000.

**SOFTWARE**

**Existing Software Base:** Similar to the 570.

**Current Releases:** Over 1000 titles being done.

**Games:** Something for everyone.

**Graphics:** Quality and range is unsurpassed.

**Music:** Excellent better support for MIDI internal sound software to well supported thanks to 88 standards.

**Prospects:** Excellent.

**Software Loading:** Plenty but usually valuable. Priced by value.

**BUYERS GUIDE**

**Best Buy Price:** Old Amiga 1000s can be picked up cheaply even though these include the extra graphics modes of later models. Try to find a good value pack.

**Second Hand Availability:** Increasing common, but buys are low Amiga 500s with Keyboard 1.2.

**Maintenance:** One year's guarantee. Return faulty machines to dealer.

Commodore. In general, with PC you pay for speed and better graphics standards. The main money is worth it if you can afford it.

**Package:** Depends on the model. Even although most are supplied with monitors. They can be bought in kit form at more than twice the price.

**Memory:** Usually 128K or 256K. Can be expanded from 512K to 1MB. Always go for a 1000 model.

**Processor:** Intel 80386/80486 in low machines is sometimes replaced with the faster 80C 186/188. Most expensive machines are based on Intel's much faster 386, 486X, 486 and even the latest 486.

**Recommended Retail Price:** Can be picked up for as little as £299 for a 'low end' machine. 1000 equal to average 486 based system - the top the best. Look for a good 486 or VGA model for between £750 and £1200.

**IBM GPT**

Offers value if you want the ultimate but remember the PC will bring its business to you. About 1000 major software houses now use the title in the PC but there remain loyal to the traditions of the last (most common) machines - which means they tend to be limited in sound and graphics. Definitely not first choice entertainment is preferred use for computers, or if you cannot afford the better 486 or VGA models which are fairly essential for great games playing.

**GRAPHICS**

The first PC system fitted with graphics as standard but most often incorporate the necessary hardware and come with a monitor. There are three main standards: VGA - a real but all to position colour depth. EGA about the lowest yellow-green resolution. VESA - an Amiga/ATI based display and Hercules machines. EGA or VGA which are usually only fitted as standard to more expensive machines. (Actually PC2000 is now accepted)

**Resolution:** EGA 640 x 480, EGA 640 x 384, Hercules 720 x 480, 800 x 600

**Palette:** EGA 6 on line (standard) 64K-64K VGA 256

**Hardware:** EGA & VGA 16, VGA 16 Hercules 1

**Monitor Budget:** Yes. 68000 (EGA) monitor 500 (VGA)

**Monitor Options:** Yes. Many monitors are dedicated to just one or two modes - some have amber green or white monochrome display - which further buying.

**Speaks:** None

**Speaks:** From very slow - 8000 is very fast - 80000

**RAM**

**Expansion Quality:** Built in sound is very poor. Third party add-on sound boards such Roland 1280K and 16 (1280) - which is that becoming standard - provide impressive quality

to work through an amplifier. **MSX:** Third party interfaces available. **Game Output:** With boards, yes. **Performance:** Not the ideal machine for the flexibility built-in as an XT offers more for MSX, the Alpha more for software sound ports.

#### HARDWARE

**RAM Expand:** 1,024K - 1,638,900K

**1.5MB:** 1,536K - 9,900K (add)

**RAM Price:** \$189 - \$120

**Keyboard:** Average. Most PC owners also buy hard disks, a large amount of PC applications software refuses to work unless you have a hard disk.

**Keyboard:** Almost as many variations as there are airlines. Prefer the XT if extended AT layouts to the XT layout since it's easier to use.

**Graphics/Display:** Another excellent standard. The better class include a mouse or an add-a-mouse port, especially since IBM's MAMP requires a Microsoft bus to become more popular.

#### SOFTWARE

**Installing Software Base:** Vast

**Special Releases:** All major software houses now produce something for the PC, with many now supporting the superior DOS3.31 mode.

**Notes:** Most of the best Alpha XT machines are the PC, essentially.

**Graphics:** Given the right graphics adapter, the PC has nice graphics and the software is equally excellent. On a standard VGA PC the graphics chip no matter how good the software is.

**Mouse:** Unquestioned it's pathetic. However, add-on boards offer some of the best sound you'll hear on a home computer.

**Prospect:** The PC is the eternal champion as others fall by the way. IBM is always out getting faster and better all the time. This is aided by Intel constantly improving the machine's processor and IBM not over-demanding better equipment.

**Software Loading:** Fast and full, add, very fast from hard disk.

#### BUYING

**Best Buy Price:** Watch out for package deals from large chains and mail order companies. If you don't know too much about PCs get for a name you know.

**Expanded Panel Availability:** Common but be careful you do not get a rapped-out monoblock/board.

**Maintenance:** Usually one year's guarantee - but competition has lowered the price of maintenance contracts closer to an affordable level. This often means they fix the machine in situ for free.

## HARDWARE UPGRADE

You probably know our position in the great "Which should I buy: computer or vice versa?" debate by now - if you can afford to get one of each, best if funds are limited (and let's face it, yours aren't) then you're best to plump for a computer.

Both have their own strengths and weaknesses. While consoles are great for pure arcade games, computers have the edge for 3D slots or strategy games and have more all-round flexibility.

In which is the best computer to buy? In the final analysis, the choice is up to you, depending on what you want to use your machine and how much cash you can spare. For a good all-rounder you really can't go wrong with the Commodore 64/plus.

But if you're more interested in business than games then you'd be wise to invest in a PC clone, while if you have a restricted budget then go for an Atari ST. You see? This is why we provide these options to our TBM devotees when TBM need.

Commodore were the champion the Sega Magistrate - it's an amazingly powerful little beast with some stunning arcade quality games, and it's fully software and hardware supported by the great Sega MasterSystem label, so there's little likelihood of software dying up in the near future.

But there's a new kid on the block...

Nintendo's Super Nintendo has been creating waves wherever it's been seen, and some incredible games already available for it (though by some we mean fairly a handful). While it's undoubtedly more powerful than the Magistrate for raw graphics, how does this weight up against the fact that the console is only available in a grey import at the moment, and the consequently higher hardware and software prices?

Next month's console half of Game! will include full specs for the Famicom, so that you can compare its performance against the other major console contenders and decide for yourself whether it's worth the cash. (We have)

TEL  
0203  
550707

# EPSILON

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0203  
228957

COVENTRY POINT, MARKET WAY, COVENTRY. CV1 1EA

Commodore	Screen Game	IBM	Price	IBM	Price
AMIGA	£399.00	Business (1)	£174	286	£220
Ami	Discovery Pack	Business (2)	£174	386	£270
ST/M	£299.00	Business	£200	486	£320
AT/M		Workgroup	£220	586	£370
Commodore		Workgroup	£240	686	£420
GAMEROY	£67.00	Workgroup	£260		
Ami		Workgroup	£280		
XT/M		Workgroup	£300		
XT/M	£117.00	Workgroup	£320		
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Coventry CV1 1EA.





## SEGA MASTER



**M**asterpiece, which I feel a level back at last month, is now available. Potential Master System System - who people? - may be interested to know that if they go for the Master System - pack (retail for just under £100), they find only bundles in any of the Microcassette game, but a video of the Master System film is not.

Okay, so the film may not be much use, but it's got some nice STX and you can't guarantee when it's free, or you can you? The previous packaging I was asked to suggest that the game and video bundle are not £104 on sale separate from the System pack too. At the time of writing Sega Masterpiece didn't say how much the bundle would retail for, though it seems likely that it'll be around the price of a standard cartridge, effectively giving you the video for free.

## THE OTHER BUSINESS

It's onto the new games. First off there's The Cyber Squad, or Shocks Part 2 as the title screens tell us though what that makes Shocks Cannon, which I thought was the Shocks sequel, is anybody's guess.

## MEGADRIVE



**N**o wonder then (Electronic Arts avoided the word 'Mega' like the plague) that it's the first of the US line of Sega games.

## THE MONTANA FOOTBALL



Starting in the Sega game release this is the much anticipated sports video game designed by the EA Game Studio team. It features 48 of EA's star players and clubs, as well as 16 special scenarios, as well as the 16-episode feature you get to

The action takes place on six pretty maddest sporting events. You have to kick and dash your way through hordes of meaner Goal keepers. By collecting power-ups you can improve the effectiveness of your power and accumulate instant power, which acts like a variable strength instant bomb. The action is mad-as-hell but very tough, and some of the cutscene direction is a little funny. Fans of the original should enjoy this, but others may want to look elsewhere for their money.

## SUBMARINE ATTACK

Submarine is another attack from the usual underwater environment, the Mega-cruiser. Only one man, Admiral Mike, and his submarines can save them. His attack struggle between good and evil is depicted as a right-to-left scrolling shoot 'em up, with the usual power-ups and anti-frost facilities (which are pretty comprehensive and easy to hit). The game's fun, with some nice stage backgrounds, but a little easy - it should I take the average player long to use all six levels.

## GEMINI - THE JUNGLE FIGHTER

Embodied in the best of the best is Gemini, a team of teenage boys through four huge levels of scrolling jungles and castles. The graphics are bright, the action is hot and the tanks are big and varied, with some realising good-friend (Gems). I think it - I'm not sure, but a lot of the old arcade favorite Buster! The only regular aspect is the way the screen. The screen scrolls vertically, but it doesn't really affect play. And don't think four levels aren't that many - they're tough enough to keep even the best player going for a long, long while.

All three come cost £29.99, and should be in the shelves of your local Sega-store soon.

## David Upchurch

Choose them. You control whether the pace is a full or a bit, whether it's a short, fast or long-acting bomb going for the enemies. You control whether players are going slow for games and extra practice. On screen, watch the 'Joe Cam' on the screen to give you the high sign for a great shot. Feel the energy of what it's like to be a football hero! This is all well and good but how does it play? (Gems) won't have to wait and see. Released in January in the US, you can expect to see it in import any time now.

This level of playing by US sports video for three sports seems seems to show no signs of slowing off. Future sports games include Pro Wrestling and James Bond Double Dragon Double Boxing.

## SEGA HORROR

The Montana Football is also due to appear on Sega's other handheld GameGear. The portable console comes bundled with the Columbia arcade puzzle game, and other titles due to be available in time for the machines. Games include Super Monaco GP (previously in ACE issue 29), Glaxo, Shocks and Golf. Sega also note that it will have to be at least 25 games available to the GameGear by the end of 1991.

According to Sega, the GameGear has sold over 40,000 units in its first two days of being on sale in Japan, and after one month of availability, the hardware already exceeded 600,000 units. Pretty impressive figures, eh?

## LICENSE TO THRILL

Sega have announced they're looking for writing rights for the Megadrive. One of them, Tetsu, looks set to release at least one title that's really just the Megadrive to the limits of its technical abilities. Of course, in talking about Space Invaders '91, the you

# DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the ten most popular machines, written from a personal viewpoint by other users...

Can't wait to get your MMS on that one? I know I can't! Slightly more interesting is Master Eggs if the follow-up to the semi-scrolling tank or wizard. Also due for release is Dagger. Though I'm not sure what that's about.

Our very own Virgin Electronic are also looking out the conversion of Com's adventure game Corporation, while Microsoft are developing Predator third coming. Spoofed? I. As yet there are no release details for any of the above.

## SEGA SIM SENSATIONS

One of the biggest arguments against buying a console is that you can't play in depth simulation games on them. Well, this complaint should soon be a thing of the past with the release of 588 Attack Sub and Admiral Battle Tank.

In 588 Attack Sub you get to play the commanding officer of a modern nuclear sub. Using an L8 processor from around the world, players can monitor the sounds and contents of water. Tug the ocean floor and have the submarines actually operate in English and Russian. That 3D imaging of the ocean floor gives you a real sense of a submarine environment it says here. Sounds pretty good for those wanting to pretend to be Sean Connery in The Hunt for Red October.

Admiral Battle Tank is set in World War II and allows you to pilot a commander fighting it missions against the Soviets (don't they mean Nazis?). All the action is depicted in realistic 3D. According to the press release, the action is so real, you can almost smell the machine smoke.

Both games are due for release in July in the States, so are about to see their own after.

David Upchurch



## AMIGA



udget software has always been a bit of a cat-in-a-hat. Until recently, the major players in the market have been slinking around the budget market without necessarily committing. Sure, most companies have thrown out a few releases, but there's been a certain amount of reluctance to take the bull by the horns.

Virgin Mastertronic, however, have taken a very different view of the Amiga budget scene and have launched into the market with a handful of critically acclaimed titles. Admittedly from their own back catalogue, the games cater for virtually every style of gamer. The Inform adventures, over 240 games available to a select few PC owners can now be enjoyed on the Amiga for a mere \$7.

### LEAVE ME IN LEATHER

The Inform range presents adventures with a wide range of profiles. There's Leather

Chronicles of Phobos, for example, offering players a comic-book style romp through a game populated by dominating Space Assassins. The action can get pretty bloody, and you can even select the level of savagery in the descriptions of each scene and action. The original game featured a scratch and sniff card, perhaps thankfully omitted from the budget version.

### SMOOTH AS SILKWOOD

Arcade fanatics can find all the blasting they could possibly want in three of the latest games to appear on the Amiga in recent years, all now available at the knockdown rate. Silkwood, from the Sales Curve features excellent two-player action. One player controls a jeep and the other a helicopter in a left-to-right scrolling blast. You're attacked by wave after wave of deadly craft, some forming into enormous flying fortresses in the air.

### IT'S A GUN

Bacon, from the Bitmap Bros was voted by many magazines as their game of the month when it first appeared in 1987. Unlike many other shoot-em-ups, Bacon enables the player to change from an airborne spacefighter into a ground-going battle tank. Each faces particular obstacles and can be powered-up to a super-craft. Perhaps a little slow by today's standards, Bacon was a genuine breakthrough at the time and should be part of every discerning Amiga owner's catalogue.

So, it makes a nice change for Amiga owners perhaps second in line to PC gamers in the

most expensive software stakes, to be able to play decent games and still have change from a fiver. Good job.

### VIDEO VIEW

Ever wished you could harness the power of your Amiga and put it to good use for uses other than games? Many and more hardware and software packages are emerging recently.

It's important to distinguish between useful packages which actually have some benefit based in realistic entertainment purposes rather than glorified science kits which measure the moisture levels in your daffodily earth.

Video Editing systems are prime examples of the former type. Using Amiga systems you can now edit, capture and title your own video productions. So, instead of having to write the title of the program on the box and include the rubric OBCS announcement so you can tell what's on the tape, you can produce a menu screen after dropping what's on the tape, at what counter position.

Those brave enough to create their own video masterpieces, can add that professional touch back with decent lead-ins. Your hobby in Macbeth can now be properly announced thanks to your Amiga.

One particularly decent piece of kit for producing films is the Videostudio from JVP. It enables you to produce 3D animated titles in a pretty professional standard.

By Jim Hughes

## ATARI ST



To find out more up with Microsoft's outpouring of latest products for the ST, it seems that you've at least managed one sampler or more arranged over there's another one on the market.

The latest releases are **Quantum V1.5**, an update of the 4-channel "sample sequencer", and **Playback**, a novel output cartridge which gives the ST, STX and STXL the stereo capabilities of the STX.

**Quantum V1.5** is a modification if you listen the ST's musical offerings when compared to the Amiga. At the same price of \$29.95 it's reasonable, but at the introductory offer price of \$24.95 it's irresistible.

Having no any ST without the need for additional hardware, it's very much intended to give the ST the same sort of sample sequencing abilities as the Amiga, offering four sampled voices which can be chosen from the 100-voice library provided, or imported from Microsoft's **Playbox** or other suitable sampler.

Since the samples are resampled at up to 30KHz, that's so good, you can listen to the sounds through a TL monitor, or study a display cartridge. Sample processing software lets you play, filter or repeat samples

before adding them to the 20-voice library which is available for each Quanta composition (there can be used as voice bank).

**Quantum's** main display has a conventional musical view on which you can enter notes by selecting their value from a menu box, picking on the required accent position, and sliding to the correct pitch. This is a tedious and repetitive process, but you can enter notes much faster directly from a MIDI keyboard.

To test the fruits for an individual voice or for the whole composition, and once you have the basic composition laid down, you can add it by inserting voice-change messages, loop points (which can be "traced" up to 300 times so you have loops without loop), rate files, order, transpositions and so on.

The results can sound very professional with a little patience, and the package includes detailed advice about you to include Quanta's compositions in your own programs written in assembler, Basic or C, via Quanta's built-in interface as a development tool and in the tracking sound sequencing yourself.

When 1.5 allows STX owners to output through the stereo ports, simply pressing F5, F6 (1) and 2 go through the left channel, voices 1 and 4 through the right. For ST, STX and STXL owners, pressing M will route output through the Playback stereo cartridge. If you already have **Quantum V1**, you can upgrade to the downloadable V1.5 disk, which includes the new program, more drum sounds and samples, for \$3. If you want to upgrade to the new version of all three Quanta disks, which again have extra demos, and samples or rate 2, it will cost \$6 - and don't forget to return your original disks to Microsoft.

The other new product, **Playback**, is an outstanding-looking grey box which plugs into the cartridge port, and has two stereo socket outputs which allow you to

connect it to an external amplifier. It's compatible with **Quantum**, **Playbox**, **Play**, **Professional** and **MasterSound** hardware, adding stereo capability to what were mono samplers. But remember it's not a sampler itself. If you want to digitise your own sounds, you have to have one of Microsoft's other hardware samplers.

**Reverb** (price \$29.95), but again there's an introductory offer price of \$19.95. One of the nice price you might not think it worth the bother, but the **Playback** package also includes **Reverb**, a software called 4-channel stereo reverb program which allows "60" of up to 25 samples to be reverbbed. It's 50 drum patterns can be composed and kept in memory at once, then reverbbed into 10 songs, each of up to 100 steps. The use also bring stereo and mono signals, and control tempo internally or from an external MIDI clock, which makes **Reverb** a good alternative to a cheap MIDI drum machine.

In the package you also get a **Quantum Demo Editor**, which allows you to combine your own Quanta compositions, graphics, display and scrolling messages in colour or four mono modes. Lastly, the package includes stereo output drivers written in **MSB**, **Beck**, **SEA**, **Beck**, **ITC** and machine code, so you can incorporate stereo sound in your own programs.

Since Microsoft are outpouring ST software development to make their programs **Playback** compatible, and public domain firms are supporting Quanta with additional titles and samples, it looks as if nothing can stop Microsoft's domination of the ST software market. **Jim Halliday**

Microsoft, PO Box 48, St Leonards, NSW 2254-416, tel. 075 68220.

By Chris Ashton

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## SPECTRUM



**W**ith very little original home-grown software on the Spectrum market at the moment it's a little bit amazing that there are some software houses out in the big world that don't seem to rely upon big film licenses, or on conversions or saved products that exist to sell the game. There have been few original products around in the few months and it is actually taken in confidence, the fresh software houses, to come up with two of the best original products namely, *North & South* an arcade strategy game (see below, it's good), and my personal favourite, *Light Commander* - a simple yet highly addictive ball-and-plate game. As original products go, they both deserve to see the board with anything that so far British developers can come up with but time, level the marketing machine, will tell. Last time, there's a round-up of the best games to be buying this month.

## LIGHT COMMANDER

It's 1000, it's getting 1011 at a start of 1-0 to one ball game, and you have to knock the ball down an irregularly shaped corridor and move the ball from after 1, knock a ball out, a lot away? No way! The nearest thing to *Flow*, *Rever* without infringing copyright has much better. There are various pick-ups to collect, all end along after the ball, then give you extra time, a sticky ball, double life, large and small and even a falling ball which takes all of the shot out of the game for a while.

## NORTH &amp; SOUTH

North and South, also from Progression is a strategy arcade game that puts you in-04 as American soldiers during the Civil War during other games' powder player in the computer. You must fight to reach either the Confederate or Federal starting at any day between 1861 and 1865 with whichever start. Important choice concerning you the exact historical state of the battle of Bull Run.

An extensive front-end menu gives you three difficulty levels to start for each player and three bonus game trial of optional disaster scenarios. Indicators which attack at any time, stores which stop all fighting, the victory and European reinforcements which are dropped at a whichever side happens to own both Virginia. North and South is a

great game that will certainly options for both strategists and those head-tilt-always thinking strategic alike.

## COACHING UP SOON (How?)

For all you MS fans out there, Virgin will be coaching your skills off soon with their MS game. The game itself is straight forward enough - a few manoeuvres over between Johnny Fargento, Billy Bacon and Buster Small but where the game will really score (that, fear!) is in the stunning graphics. It's not really the colour either but more the outrageous humour that is the MS characters. There are various bonus pages that are just out to shock! My personal favourite is where you must rig up your (pinkie backhand!) to get Johnny Fargento to blow up balloons with his heavy nose and then release them when full and before they blow up and save him from stringing apples. It's really funny to watch, but remember that, Johnny is a professional and you shouldn't try any of his tricks in the comfort of your own home (especially if the windows are closed).

## TIPS

With all you dedicated game players out there, it should come as no surprise to you to find that we've been excited under with tips and hints to help the pick of the crop.

## TURFES

Yes, the ball four can finally be kicked without having to take recourse to large pieces with a hold on the ankles... learn how to get the 'Turfs' looker.

## Infinite Energy

If you really don't fancy doing all of them on this sheet, Press the keys 1, 2, 3, 4, 5, 6, 7, 8, 9 and the corner that points right and longer infinite energy.

## Turfes' No-Homebase Level

On the Technocracy level of the game, there is a Guardian which you can easily kill by doing the following: Stand where the cross is and the ball is from the eye cannot hit you and when you have to fight (break), don't jump after hit, just stand on the ledge and when for corner-why where near you just stand low. Just vary this on until Turfes.

## NAME

Over'n's always bustle' release them, but got a few pointers (added to their's) how to get past those hard-buster' dudes. Define your control keys as (ARREST) and then just use anything as jump. If you do it correctly then you should get 'Hello-Charlie' under above the word NAME) and allow the player use controls. Now you can choose your preferred playing controls and start the game as normal with infinite time.

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## IBM PC



**P**C games seem to be going through a bit of a change of life. Finally software houses are facing up to the limitations of the PC and being a little bit more careful what games they endeavor to offer the increasingly selective audience. Most PC owners have learned hard but their fingers found it or better. The lure of an easy conversion to a popular format has proved too much for some and cheap games appear.

The point, obviously, is that the PC isn't a sprite engine, and was never intended to be used as one. It's the number crunching capability of the machine which makes the PC an unbeatable polygon-driven games machine. Sites and adventures too work far better.

The style of PC games is at last settling down. Companies know what they can get away with and are keeping within the bounds or reality.

A particularly excellent PC game of the moment is *Life and Death II - The Brain*. Look out for a full review in the next issue.

## C64



**T**here has been a great deal of debate recently over the games workstation of the 1980s. Best of Game ever. And so, in order to put the record straight, here's a list of the finest games on the Commodore 64. All the games listed here can be obtained from one source or another. If you are new in particular that takes your fancy (but is likely to get held up, by the mail-order element) freely, steadily go!

- 1) Road Over Hills (Ocean)**  
It'll take ages to complete this fantasy arcade adventure! This is possibly the finest example of 3D isometric ever seen on the 64!
- 2) Barbarian (Palace)**  
Palace's simulation of movie-style sword and sorcery combat features excellent animation and true gore. The Way of the Exploding Fist of swordfighting.

## WORRYING TRENDS

American PC developers have been making worrying noises of late regarding their perception of an "entry level" machine.

According to well-known sources, the US developers regard a 12MHz VGA 286 as an absolute barebones system, and they're planning to stop catering for machines below this level.

If you haven't got a hard-drive, you might as well leave the room now.

While this is all very fine for owners of expensive PCs with their capabilities higher, it's far from pleasing for the multitude of PC gamers who bought a basic machine for non-entertainment home use.

This situation can be viewed from two angles. Either you can take the viewpoint that if the quality of PC software is to improve, the software must be dragged up with it, and "educated" into buying better, more capable machines. Imagine the situation we'd all be in if people had continued to write games for the 1980 Spectrum because they didn't want to spend or allocate the software for the sake of being some show-off 486 owners.

After all, how would Amiga owners feel if it were announced that Ocean and US Gold were to suddenly cease publishing all games except on the Amiga 3000? Not entirely happy, I should expect.

Of course, these points are reasonable, but the argument is title based. PC gaming in Britain is undoubtedly a growing field. However, it's extremely new, and shutting down avenues of

entertainment for the great number of PC users will hamstring development in the future.

It's reasonable to expect every graphics card, every sound board and every speed of machine to be catered for. But it isn't unreasonable to expect to be catered for without seeing the top of the range machine.

Since most PC software originates in the States then anywhere else, these developments are to be taken seriously. What do you think? Should software be produced to stretch the best available PCs or to cater for the majority/midrange?

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## TIPS TRIPS TIPS

Where are they? If ever there was a machine ripe for deeply gaming tips, as well as all those answers to niggly problems like disk formats, lost storage programs, the PC is it. So, for goodness sake, start writing, and let all the PC gamers around the UK (and beyond) be a party to your hints and tips!

## HOT GAMES

The best games available for the PC this month are *Ult*, *Rise of the Dragon* from Sierra, *Prince of Persia* from Coretek and *Life and Death II* from Brain.

Mike Douglas

## 1) The Bardonia (Talisman)

A fast-out, long haired and thoroughly haphazard game if ever there was one. It's all polygon driven and there's a hell of a lot of planet from bizarre alien forces.

## 2) Zelya (Silverbird)

Anyone who remembers the arcade game *Qix* will fall head over heels for this one. Top quality arcade action.

## 3) World Class Leaderboard (Accord)

Certainly the best golf game of all time.

## 4) International Harvester - (System II Publishing) 194. It's a look the throne of "finest silicon accountant on the 64". And it has remained there ever since!

## 5) Defender of the Crown

(Cinemaware)  
Only available for disk users only, unfortunately. This bit from Cinemaware chronicles mythical times of knights and honour and magic. Anyone with a passing interest in the genre will be captivated by the graphics and music of the game.

## 6) California Games (Epyx)

Sports compilations have great chances of dazzling or disappointing, but the sheer number of events put entered in this, unvarnished offering makes it a sure-fire winner from the word go.

## 7) Paradoxis (Sierra)

Andrew Braybrook's "debut". *Goldy's Day Out* was short, but Paradoxis' innovative, funny short-stories up was absolutely stunning.

## 8) Bounty Bait (JFI-Gen)

With *Master Blaster*, Bill Hoague arguably pioneered the style of the platform and ladder game. This sequel to the trailblazer has lots of added features.

## 9) Park Patrol (Activision)

Activision used to be the most consistent producer of original and playable software. It released all manner of products from original games like *Little Computer People* and *Park Patrol*.

## 10) Anagical (Lunarsoft)

From the man with the long hair, this show-up-up comic arcade adventure is a true great. It's got strange but compulsive gameplay, weird gravity weird spins and even a Phil Collins drum emulator. Price!

## 11) BoulderDash (Pind Ltd)

What a debut from Peter Lajoie and Chris Gray (who was only a vice-bain at the time). Many many different ways of playing and solving the problems make BoulderDash a must.

Send your top 10 64 Games to the ACELINES section at the normal place!

Mike Douglas

## AMSTRAD CPC



**T**o enjoy electronic fun, call on Ocean and Camel, two pioneering high price cuts on the Amstrad Plus and G4000 systems following Xmas. Those who have a fast amount can save £20 on the excellent console bringing the price down to just £79.95 and save £50 on the Plus range bringing a \$1.28 Plus with colour monitor down to a more reasonable £191.95. Remember that these price cuts are NOT official changes to the MSRP, although Amstrad did increase dealer profit margins, making it possible for these price cuts to occur.

Although these price cuts may be seen by some as a flicker of desperation following the poor sales at Xmas, I myself see them as a consolation and wise business decision. The Plus range of computers, although good machines, face tough competition at such a price - a price at which many people expect to buy the more generous and sophisticated PC computers (although without monitors, unfortunately).

The console seems to over state efforts (Atlands and Sega did it) but for the best of the market and between them achieve the majority of sales due to the prominence of their brand names and the high quality of a lot of their software. The G4000 is, in my opinion,

by far the most technically impressive of the consoles on offer at the sub-£100 price. What it seriously lacks is decent software - once the good games start appearing, the machine actually starts selling. This under-estimated price decrease can't but help you come to realise the G4000 despite its current lack of software, which in turn will lead to more software from its producing games. This price cut is basically the kick-start in the G4000 console market that Amstrad needs.

### CONSOLE CONSOLIDATION

So what can the G4000 buyer hope to see on the shelves of his local software store? Well, *Midnight 2*, *The 8 Finger 8*, *Ballman - The Basic Operation Manual*, *Jetset Willy* and *Crazy Cars* (I should like to see available, although there's still no sign of these myriad other titles promised before Xmas. Come on, Amstrad!

### NOT A BURNING STUNNA

I suppose it was inevitable. The ST and Amiga versions of *Demarc's 3.12.3* were great - not through any fault of the programmers but just due to the fact that there's no way that more than 16-bit pixel pushers could set the sort of 3D graphics as generated by the console. So it would be a miracle if the humble Amstrad version were any good. And it's not, it's terrible and pretty bad on the ground...

So what's the game about? Basically you're got to beat the clock on a road through a winding series of tunnels and tunnels. Maximum speed is achieved by juggling to the outer curve of the tunnels. There are obstacles on the road, but no other vehicles race against you. Sorry... that's about it.

Amazing *SplinterMan*, and you can be pretty sure it'll be at least partly shoot-'em-up based.

### WIZARD & WARRIOR 2 FORTRESS OF FEAR



Good, spooky! Originally appearing on the Nintendo Entertainment System, this game features the ongoing adventures of the *Wizard & Warrior* as he battles deadly bats and othering serpent beasts, amongst other vile creatures. The battle is depicted as a scrolling platform shoot-'em-up set over several levels.

The previous games in this series won several awards, so with any luck the Gameboy version *SoC* should be equally as good.

### KNIFE

Knife is a cuddly little shades-wearing guy who has to be guided through hundreds of mazes in a tough time limit. Each maze takes the form of a puzzle with rotating gates that have to be positioned the correct way to allow him to progress. Using the ability to link up Gameboys, you and

The lack of any competition is the real key of *3.12.3* (Amstrad version). Without the original's colour and speed there's nothing to keep you hooked. Sure, the Amstrad version isn't, but it's all in vain. Unfortunately, *3.12.3* (Amstrad) is one of those conversions that should never have been attempted.

### SUBWAY DRIVING



Get on the Amstrad Plus look for a cheap £1.28 on several aging classics from Nigma's back catalogue. Of special note are *Force and Distance* (both seemingly playable and addictive shoot-'em-ups that are a absolute treat at the price. Well-recommended.

That's all for this month. Next month should see the re-birth of the *Demarc* magazine last time. That!

■ **Paul Spink**

## GAMEBOY

**T**he number of new Game-boy releases continues. My current favourite is *Castro* from Konami - it's a stunningly playable and fast moving run 'n' shoot Game variant. I highly recommend it - but be warned that it's not for the faint hearted.



Okay, okay, enough of the plugs! This month I want to give you a brief run-down on four of the exciting games that Amstrad-based Action have got coming out in the Xmas '90 and in the future. There should be available from your local console importer's shop soon after their US release.

### THE PUNISHER

This title is based on the ultra-violent exploits of Marvel's most popular comic character. Apparently over 7 million loved thirty little American beats beat their eye's on the gory antics of the Punisher every month, so he wages his one-man war against crime. That's no details on yet as to how the game plays or what the aim is, but apparently it's still being programmed, but apparently it's just damn several other Marvel super-heroes, including The



a friend can play head-to-head. The game also features multiple skill levels so it should appeal to everyone from the baby through to grandma.

### THE SIMPSONS

Well there's no escape from this latest cartoon craze - even at the Pinks. Once it was the *Turtles*, now it's the *Simpsons*. Again, very little I can tell you at this stage apart from the scenario - the game is still deep in the darkest depths of programming hell.

Bart and Lisa were looking forward to a relaxing summer vacation. But their dad Homer has other ideas - he's loaded them into *Disappearing Summer Camp* - also known as the Camp of No Return! It's up to you to try and save them from a fate worse than home. More news, so and when I get it.

That's about it for this month - sorry, no room for Spidee if you have any, then send them in to him - I'm always pleased to hear from readers.

■ **Clive Gifford**





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# HOT OFF THE SHELF

Easter. Okay, so you've got plenty of choocy eggs, but there's got to be more to life, yeah? You're right, there's the ACE Hot of the Shelf software list, which can point you in the correct direction for a classic bit of games software.

This month, for the very first time, we've included the top games over the last three months from both computer AND console - including the truly wonderful Nintendo Super Famicom.

**AWESOME**

**Popcorn** ■ Amiga £34.99  
 A shoot-'em-up where you'll need to master four different gameplay styles if you're to survive. The first is similar to Asteroid, except that here your ship's stationary and the

aliens and rods rotate about you. Next is a Space Invader-like battle against a giant space-dragon. After that you pilot your ship over the multi-directional particle emitting surface of an alien world, shooting aliens and searching for the landing bay. The final style is a Gauntlet-style run around the starbase looking for the entrance to the space station. The graphics for all sections wouldn't look out of place in an arcade. A stunning game, if a little derivative, and well worth its ACE rating.  
 ■ ACE RATING: 900 ON AMIGA

**BATTLE CHESS 2**

**Electronic Arts** ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £29.99  
 Sequel-to its predece from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which introduces some new moves, has a river blocking the board (which some pieces can't cross) and limits the King's movement to an 'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'talking' each other in a variety of amusing and well-animated ways. While a bit slow and irritating running from Popcorn due to all the disc swapping, it hard disc shows the game to be far faster and more useful than normal Chess. A good purchase for jaded Chess fans.  
 ■ ACE RATING: 900 ON IBM PC

**BATTLE COMMAND**

**Ocean** ■ Amiga £24.99 ■ Atari ST ■ PC £29.99  
 The latest solid-polygon epic from Beamte. You control a Mauter tank through 16 tough missions, varying from straight-forward aim and destroy to escorting a convoy of supply trucks to picking up a downed satellite in enemy territory. Although the action is on action, several of the missions require quite a bit of thought to complete. During your travels you'll encounter a wide variety of enemy craft, all rendered in exceptionally fast 3D. A little more originality, next time okay!  
 ■ ACE RATING: 900 ON AMIGA AND IBM ST

**BEAL DEWASH**

**Victor Musical Industries** ■ Gameboy \$300 Yen  
 Yet another steal from the C&A catalogue of great games. Hey kids, remember this? Slide out and quickly lookford around upstream masses of boulders and meemies in pursuit of diamonds. But bear in mind that digging around boulders can make them tumble down on your head! An arcade puzzle game of the most addictive kind and yet another game ideally suited to the Gameboy handheld wonder.  
 ■ ACE RATING: 900 ON GAMEBOY

**CAPTIVE**

**Mindscape** ■ Amiga £24.99 ■

**Atari ST** £24.99 ■ PC £29.99  
 Another in the war expanding number of RPGs portrayed using first-person perspective. Captive, written by veteran progammer Tony Cosworth, pits you against hordes of rampaging aliens, with nothing to defend you but a briefcase. This briefcase, however, contains a computer gluing you remote control over a four-should team which you must free yourself from the fortress where you are imprisoned. Excellent tetrapaged graphics, atmospheric real-time scenes sound and a total of 65000 levels to explore place Captive very much in the ACE-rated category.  
 ■ ACE RATING: 900 ON AMIGA

**F-10 STEALTH FIGHTER**

**Mindscape** ■ Atari ST £29.99 ■ Amiga £29.99 ■ PC £39.99  
 A program that could well be described as the Flight Simulator's Flight Simulator. The PC version has enjoyed much success since its launch year ago, and now released on the ST and Amiga. The sim is based around the much talked about J or perhaps that be whitened about Stealth Fighter. It boasts four huge scenarios with hundreds of missions, and plenty of detail. If you are looking for the definitive flight sim, then you can't go far wrong with this.  
 ■ ACE RATING: 900 ON IBM PC

**GO SPORTS BOXING**

**Mindscape** ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £24.99  
 This violent clash between two solid-polygon generated pugilists is the best rendition of the 'noble art' yet seen on a home computer. The use of polygons allows the action to be viewed from absolutely any angle, and a video playback option allows you to watch that decisive upper-cut again and again. Highly realistic, with a huge range of moves and a lot of work to be put in if you're to become World Champ!  
 ■ ACE RATING: 900 ON IBM PC

**GO SPORTS DRIVING**

**Mindscape** ■ Amiga £24.99 ■ Atari ST ■ PC £24.99  
 A 3D polygon racing game - and arguably the best yet, providing far more depth than its nearest rival. Only £20 though how it compares to Grand Prixer's 2 has

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yet to be seen. Can be played against the clock or against another driver, in which case each designs a course, trying to exploit the weaknesses of the other player (i.e. fear of height). Both drivers then race on the two tracks. Spectacular views and crashes can be viewed from any angle in the playback option. A successful mix of pen-and-ink and knock about fun.

ACE RATING 900 ON IBM PC

### THE BROWNE

Electronic Arts • Atari ST £29.99  
• Amiga £29.99

Nothing new in the plot department, unfortunately. Old wizard, enter dungeon, defeat monsters, avoid traps, solve puzzles, rescue queen.

Wizard, etc., etc. However, the presentation is something else. An isometric 3D angle is used to view the events, and your character moves around it freely, consulting manuals and so on. Every move is beautifully animated. There are only 16 locations to visit, but every one is going to take a ton of work to puzzle through. WARNING: this program only works on 1MB machines!

ACE RATING 910 ON ATARI ST

### IVAN 'IRONMAN' STEWART'S SUPER OFF ROAD

Virgin/Mastertronic • 16 bit for mate £24.99 • 3.5in format £19.99 (14.99pb)

A hugely enjoyable rickshaw come through 8 courses of rough 'n' tumble driving action, viewed in the overhead style championed by Atari's Super Sprint. All day racers should look no further. Another stunning game from the consistently excellent Softgold, authors of Simulera and Roadkill 3D.

ACE RATING 970 ON IBM PC

### JOHN MADDOCK'S FOOTBALL

Electronic Arts • MegaDrive £19.99

What a game! The definitive US forty game yet available on any home system. The graphics are superbly realistic - as is the gameplay - and the excitement is non-stop. The completed grass and greens add to the action, if you're a Megadrive owner this would be a mug to miss this. Set out for your software shop right now!

ACE RATING 900 ON SEGA MD

### KINGS QUEST V

Sears • Amiga £78A • Atari ST £78A • IBM PC £78.99 (SEGA), £64.99 (CD)

The latest in the popular series, and typing is now a thing of the past because all interaction is via a series of multiple choice menus. You have to guide King Graham of Salloway through yet another fantasy land in search of his cards, kidnapped by the wicked magician Mordak. However, the messages are strikingly cute at times, and those with a few sweeties (bread) may choke on ACE. Others should enjoy this romp through 3.3 MB of excellent animated graphic adventures.

ACE RATING 800 ON IBM PC

### MYTH

System 1 • 3.5in format £9.99 (14.99pb)

The game that pushes the CGA and Spectrum further than they have ever been pushed before. Fight your way through several time zones to reach the ultimate confrontation with the god Garamon. The game is captivating not only because of its size but also because of the superbly animated sprites and clever playability. The nearest 3.5in game may come to 16-bit.

ACE RATING 885 ON CGA

### PIPE DREAM

Electronic Arts • Gamemate £21

Most readers will probably be more familiar with this game under its original title of Pipemania. All the action takes place on a 18 x 7 grid. Using a cursor you have to drop varying sections of piping into the grid, with the aim of making a pipeline for 'flow' to flow down. Should the flow leak before it has passed through a set number of pipe sections then it's game over. Later levels involve directional pipes (the flow MUST flow a certain way) and obstacles, infamously effective - it's the sort of game the Gamemate was designed for.

ACE RATING 910 ON GAMEMATE

### POWERMAGIK

Electronic Arts • Amiga £29.99 • Atari ST £29.99

A new computer classic, with the highest ADX rating ever. You play a wizard, aided from your homeland along with twenty followers, who has just landed

on the shores of 200 islands, ripe for competing. Unfortunately (the current residents are not quite so keen on your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to Populous, the landscape is here polygon-based and thus can be manipulated in just about any way you require. The excellent views are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

• **AGE RATING: 015 ON NARCIA**

**PRINCE OF PERSIA**  
Broderbund/Comark • Amiga [24.99] • Atari ST [24.99] • IBM PC [24.99]

A game that could so easily go unnoticed and unloved by the self-censoring hoodies looking for the latest fads. The graphics, when static, are fairly impressive (although they do get better on the later levels), but when they move... The animation as you guide a young Prince through ampen levels of platforms, pits, valleys and waterfalls is quite excellent and life-like. And the gameplay,

although it may sound uninspired, is as good as the graphics. Some of the action has a real cliff-hanger aspect to it. A gem.

• **AGE RATING: 015 ON NARCIA**

**WISER OF THE DRAGON**  
Serra/Dynasty • PC [24.99] • Amiga [24.99] • Atari ST [24.99]

An entertaining and graphically superb - if little short-lived - adventure. Set in the gloomy pollution-ridden city of Los Angeles circa 2001, you play prince 'n' 'lady hunter. The Mayor's daughter has been killed by some-duff narcotics. His cops are chasing their own tails and it's up to you to get to the bottom of the drug peddling scene. All game interaction is controlled by simple point-and-click, either to use or examine objects in rooms or to select conversation dialogue with other characters from multiple-choice menus. Each location is depicted in superb style, with some very atmospheric graphics. The only caveat is that even moderately accomplished adventure gamers will find the task a bit easy.

• **AGE RATING: 010 ON NARCIA**

**WARRIOR EMPIRE**  
Origami/Atari • PC [24.99] • Amiga [24.99]

Using the Ultima IV interface, Origin have taken a sideways leap from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dinosaur-infested Lost World. A good game well told and - hard to believe I know - actually better than Ultima IV.

• **AGE RATING: 015 ON NARCIA**

**WITCHERSON GET ALL THE BELLS**  
Serra/Dynasty • Currently only available on PC, in the UK, call us (free on 011 304 071) 9/50 for mail order details. Set in a medieval fantasy world, you play a student at Tower University who wakes one day to find the campus deserted. Something terrible has happened - and it's up to you to save the day... This has all the qualities you'd expect from an adventure written by ex-Infocom staff. It's big, well-written, with lots of (sometimes quite dreadful) humour, graphics (occasionally

animated) and - most importantly - an engaging plot with loads of sub-scenarios. The only minus point is the antiquated format, which has to be to do everything.

• **AGE RATING: 015 ON NARCIA**

**WITCHERSON 2**  
Mindsport • Amiga [24.99] • Atari ST [24.99] • PC [24.99]

The sequel to the Bitmap Bros' violent '88 hit, basically more of the same but with improved graphics, a bigger multi-directional scrolling pitch (featured with jumpers) and ball emergencies, extra power-ups and armour to pick up or buy between games, smoother control and a depth-enhancing player management element. Highly playable, and the power-ups do have a noticeable effect on the game. The Amiga version promises to be even better with greater sound effects. More fun than beating up your old brother.

• **AGE RATING: 010 ON NARCIA**

**WITCHERSON WORLD**  
Atari • Amiga [24.99] • Atari ST [24.99]

A part of sequel to Paul Shirley's original 8-bit game. This one sees



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the return of GERALD the adventurous Geographic Environmental Reconnaissance and Land-mapping Device), who remembers a spring tap and you have to guide around 3D multi-directional swirling worlds of prehistoric platforms, by camp, life, wilderness and roaming natives in a search for diamonds. A clever mix of arcade thrills and puzzle-solving that requires you put in a little effort at first, but will make you glad you did in the end.

▲ ACE RATING 99/100 AMIGA AND 95/100 IBM PC

### STRIDER

Cajonix ▲ Megadrive 140 This cool-up conversion was reworked some time ago on home computers. Thankfully, the Megadrive incarnation is supremely superior - if you don't know better you'd swear you were playing the arcade machine. Strider Hiryu has to jump and tumble through levels of arcade-perfect action.

Scanning for its graphics, sound and gameplay, Strider is a must-buy for any Megadrive owner.

▲ ACE RATING 91/100 IBM PC

### SUPER MARSMANLAND

Armando ▲ Super Nintendo (inc. with console)

Could this be the best platform game available? The game follows the seemingly ravenous evil adventures of Mario, as he jumps and jay-rides his way through 26 sub-levels of platform action. Complete this and you can consider yourself a real games connoisseur. This tiny cartridge is packed with superlative graphics, sound and gameplay - if you ever needed a reason for plugging out on the Fairchild, then here it is.

▲ ACE RATING 91/100 SUPER NINTENDO

### TEAM BUZZY

Grinco ▲ Amiga 124.95 ▲ Atari ST 124.95 ▲ PC 124.95

Grinco go from strength to strength with this marvelous bike game. The action is depicted using amazingly fast 3D polygon graphics, allowing a greater degree of realistic modelling for the bike's performance. Control is very responsive - perhaps a little too responsive, which can make play frustrating at first. Still bike game for the Amiga - but remember that you'll need to put

in a small amount of effort to begin with.

▲ ACE RATING 80/100 IBM PC

### WING COMMANDER

Criple/Mistwaque ▲ Amiga 178A ▲ PC 174.95

Another 3D space combat game, but arip genre of deja vu is completely dispelled by the use of stunning ray-traced and digitized graphics for the spaceships. They rotate, shrink and grow with amazing speed and fluidity. Animated scenes punctuate the action and provide the first true cinematic experience on a home computer. The multitude of enemies mean this isn't a game of surface glory. Sadly only on PC at the moment, and then best appreciated on the higher speed models.

▲ ACE RATING 96/100 IBM PC

### WUNDERLAND

Megadrive ▲ Amiga 129.95 ▲ Atari ST 129.95 ▲ PC 134.95

TheScrolls, having ruined the world with The Power way back in 1987, return with a new clas-

sic. An adventure game based on the famous novel Alice in Wonderland, the plot follows the ball, enough to make it weird beyond but not so classically as to make it solvable by simply knowing the story. The latest test, teaming with hundreds of tough (but logical) puzzles, is accompanied by a number of stunning animated graphics scenes. All animated flats lined and grey - an essential buy.

▲ ACE RATING 98/100 IBM PC

### WRATH OF THE DEMON

Empire ▲ Amiga 129.95 ▲ Atari ST 129.95 ▲ PC 129.95

Macintosh 129.95 ▲ C64 178A A highly-polished Shadow of the Beast 2-based. The plot is per usual play-the-demon-and-win-a-princess effort, but the superlative graphics and audio, combined with enjoyable, if ultimately shallow, gameplay. The game is split into 'worlds', each with a different style, i.e. left/right horizontal scroller or Barbarian-style hack-'em. This variety helps sustain interest and should keep arcade fans more than happy.

▲ ACE RATING 99/100 AMIGA

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Chick Tracy	19.99	19.99	19.99
Dragon Flight	22.79	22.79	
Dragons Lair 2	34.95	34.95	34.95
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Future Basketball	19.99	19.99	
Golden Axe	19.99	19.99	
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Hollywood Collection	24.99	24.99	
Indiana Jones 380	19.99		19.99

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# ACE DIARY

## MARCH 1991

### 10-15 MARCH SOFTWARE RELEASES

**Image Works** *Champion of the Ray* (1), Amiga, PC \$19.95.

**Released:** *20th Flux* (1) PC \$19.95. Graphically enhanced version of classic space shooter.

**Quint:** *Die Hard* (1), PC \$24.95. Mission follows up to the classic film City. If the types prove to be even half-right, this is going to be one big blockbuster game.

**SSI/SI** *Gold: Eye of the Oxenard* (1) (1), Amiga, PC \$24.95.

US Gold/AmigaSoft. Secret Missions of the Colossus (1) PC \$24.95.

**Sunday 10**  
Mother's Day.

**Monday 11**

**Tuesday 12**

The pound rate was replaced by the pound coin on this day in 1955.

**Wednesday 13**

The school leaving age was raised to 14 on this day in 1935.

**Thursday 14**

Horse racing: Cheltenham Gold Cup.

**Friday 15**

**Saturday 16**

Rugby Union: Five Nations Championship. England vs France at Twickenham; Scotland vs Ireland at Murrayfield.

### 16-22 MARCH SOFTWARE RELEASES

**Virgin/Magnetics** *Scorpio*, *Magnetics Scorpio Collection* vol 1 (1) PC \$24.95. Three early

MS adventures. *World of Thieves*, *Corruption* and *Flux*, revamped to run under windowing system in Windows! Also *Wonderland* (1), Amiga, Amstrad (1), Amiga, Amstrad (1) \$24.95. Beautifully converted from Lewis Carroll's Alice books. This takes the genre of isometric adventures a stage further with female user game graphics interface.

**Virgin** *Supernova* (1) \$24.95, PC \$24.95. Complex space trading game. Suffering some delays in release.

**Minor Image** *Defender of the Crown* (1), Amiga, PC \$24.95. First release from new Microsoft budget label, classic Commodore (1) Amiga, PC \$24.95. *James Bond* (1) Amiga, PC \$24.95. *James Bond* (1) Amiga, PC \$24.95. *James Bond* (1) Amiga, PC \$24.95. *James Bond* (1) Amiga, PC \$24.95. *James Bond* (1) Amiga, PC \$24.95.

**Speedwell** (1), Amiga, PC \$24.95. In its second state high in the charts, back up on the original future sports game at a new low price.

**Quint** *Billy the Kid* (1), Amiga, PC \$24.95. Level 75 third programming system and Quinc in extended delayed release drama.

**Sunday 17**

St Patrick's Day - patron saint of Ireland.

**Monday 18**

Born holiday in Northern Ireland.

**Tuesday 19**

**Wednesday 20**

**Thursday 21**

Horse racing flat season opens at Doncaster (1981): the notorious disaster prize, in San Francisco Bay, was closed down.

**Friday 22**

**Saturday 23**  
National Day, Pakistan

### 24 - 30 MARCH SOFTWARE RELEASES

**Image Works:** *The Killing Cloud* (1), Amiga \$24.95. *Smokes* going-on for you to solve in San Francisco.

**Minor Image** *Shard* (1), Amiga, PC \$24.95. Mix of arcade action from Commodore on new Microsoft budget label. Also *Garlic* (1), Amiga, PC \$24.95. *Realtime*'s graphically superb arcade style game set of sea and in the air.

**Released:** *Attalante* (1), *Planes of Freedom* (1), Amiga, PC \$24.95. *From the people of Agave* from military alternative. All elements of the original plus complexity.

**Virgin** *Die* (1), Amiga, PC \$24.95. *Die* (1), Amiga, PC \$24.95. Three very nice between playing *Paradise*, *Border* (1) and *Die* (1) Amiga, PC \$24.95.

**SSI/SI** *Gold: Medieval Lord* (1) PC \$24.95, Amiga, PC \$24.95.

**Sunday 24**

Fast Sunday

**Monday 25**

**Tuesday 26**

**Wednesday 27**

European Football Championship: England vs Republic of Ireland (1) result at Wembley. Scotland play Russia at Wembley Park. 5 Ireland on way to 'England'.

**Thursday 28**

Mundy Thursday

**Friday 29**

Good Friday  
1935: Women aged 21 or over were given the vote.

**Saturday 30**

British Summer Time begins at 2.00am tomorrow: most clocks forward one hour before going to bed.

### 31 March - 6th APRIL SOFTWARE RELEASES

**Image Works:** *Phoenix* (1) PC \$24.95. New version with 3D's Electronic Battlefield System, a common landscape enabling play etc of other in play to link up and play same scenarios.

**Microtron:** *Dark* (1) PC \$24.95, Amiga, PC \$24.95. Classic influence at a budget price.

**Virgin/Magnetics** *Scorpio*, *Magnetics Scorpio Collection* vol 1 (1), Amiga \$24.95.

**Quint:** *Thieves*, *Corruption* and *Flux*, revamped with Windows-style windows.

**Quint:** *Gold: Spectrum*, *CSA*, *CPX* \$24.95 tape, \$24.95 disk, \$1, Amiga, PC \$24.95.

US Gold *Medieval Lord* (1) PC \$24.95, Amiga, PC \$24.95.

**SSI/SI** *Gold: Medieval Lord* (1) PC \$24.95, Amiga, PC \$24.95.

**Image Works:** *Back to the Future* (1), Amiga, PC \$24.95. *Back to the Future* (1), Amiga, PC \$24.95.

## APRIL

**Monday 1**

Easter Monday - Bank Holiday (not Scotland)

**Tuesday 2**

**Wednesday 3**

**Thursday 4**  
US Master's golf tournament

**Friday 5**

New York Force left for the Falklands, in 1982.

**Saturday 6**

The 1.20 steeplechase at Aintree, better known as the Grand National, takes place.



# Legend Software

1984

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## TOP TITLES

Title	Q1	Q2	Q3	Q4
Super Sprint	1	1	1	1
Super Sprint Upgrade	2	2	2	2
Lockstep	3	3	3	3
Superbike	4	4	4	4
Madballs	5	5	5	5
Highway	6	6	6	6
Superman	7	7	7	7
Madballs 2	8	8	8	8
Superman 2	9	9	9	9
Madballs 3	10	10	10	10
Madballs 4	11	11	11	11
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Madballs 77	84	84	84	84
Madballs 78	85	85	85	85
Madballs 79	86	86	86	86
Madballs 80	87	87	87	87
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Madballs 82	89	89	89	89
Madballs 83	90	90	90	90
Madballs 84	91	91	91	91
Madballs 85	92	92	92	92
Madballs 86	93	93	93	93
Madballs 87	94	94	94	94
Madballs 88	95	95	95	95
Madballs 89	96	96	96	96
Madballs 90	97	97	97	97
Madballs 91	98	98	98	98
Madballs 92	99	99	99	99
Madballs 93	100	100	100	100

## COMPILATIONS

Compilation Title	Q1	Q2	Q3	Q4
Madballs 1-10	1	1	1	1
Madballs 11-20	2	2	2	2
Madballs 21-30	3	3	3	3
Madballs 31-40	4	4	4	4
Madballs 41-50	5	5	5	5
Madballs 51-60	6	6	6	6
Madballs 61-70	7	7	7	7
Madballs 71-80	8	8	8	8
Madballs 81-90	9	9	9	9
Madballs 91-100	10	10	10	10

## TOP TITLES

Title	Q1	Q2	Q3	Q4
Madballs	1	1	1	1
Super Sprint	2	2	2	2
Super Sprint Upgrade	3	3	3	3
Lockstep	4	4	4	4
Superbike	5	5	5	5
Madballs	6	6	6	6
Highway	7	7	7	7
Superman	8	8	8	8
Madballs 2	9	9	9	9
Superman 2	10	10	10	10
Madballs 3	11	11	11	11
Madballs 4	12	12	12	12
Madballs 5	13	13	13	13
Madballs 6	14	14	14	14
Madballs 7	15	15	15	15
Madballs 8	16	16	16	16
Madballs 9	17	17	17	17
Madballs 10	18	18	18	18
Madballs 11	19	19	19	19
Madballs 12	20	20	20	20
Madballs 13	21	21	21	21
Madballs 14	22	22	22	22
Madballs 15	23	23	23	23
Madballs 16	24	24	24	24
Madballs 17	25	25	25	25
Madballs 18	26	26	26	26
Madballs 19	27	27	27	27
Madballs 20	28	28	28	28
Madballs 21	29	29	29	29
Madballs 22	30	30	30	30
Madballs 23	31	31	31	31
Madballs 24	32	32	32	32
Madballs 25	33	33	33	33
Madballs 26	34	34	34	34
Madballs 27	35	35	35	35
Madballs 28	36	36	36	36
Madballs 29	37	37	37	37
Madballs 30	38	38	38	38
Madballs 31	39	39	39	39
Madballs 32	40	40	40	40
Madballs 33	41	41	41	41
Madballs 34	42	42	42	42
Madballs 35	43	43	43	43
Madballs 36	44	44	44	44
Madballs 37	45	45	45	45
Madballs 38	46	46	46	46
Madballs 39	47	47	47	47
Madballs 40	48	48	48	48
Madballs 41	49	49	49	49
Madballs 42	50	50	50	50
Madballs 43	51	51	51	51
Madballs 44	52	52	52	52
Madballs 45	53	53	53	53
Madballs 46	54	54	54	54
Madballs 47	55	55	55	55
Madballs 48	56	56	56	56
Madballs 49	57	57	57	57
Madballs 50	58	58	58	58
Madballs 51	59	59	59	59
Madballs 52	60	60	60	60
Madballs 53	61	61	61	61
Madballs 54	62	62	62	62
Madballs 55	63	63	63	63
Madballs 56	64	64	64	64
Madballs 57	65	65	65	65
Madballs 58	66	66	66	66
Madballs 59	67	67	67	67
Madballs 60	68	68	68	68
Madballs 61	69	69	69	69
Madballs 62	70	70	70	70
Madballs 63	71	71	71	71
Madballs 64	72	72	72	72
Madballs 65	73	73	73	73
Madballs 66	74	74	74	74
Madballs 67	75	75	75	75
Madballs 68	76	76	76	76
Madballs 69	77	77	77	77
Madballs 70	78	78	78	78
Madballs 71	79	79	79	79
Madballs 72	80	80	80	80
Madballs 73	81	81	81	81
Madballs 74	82	82	82	82
Madballs 75	83	83	83	83
Madballs 76	84	84	84	84
Madballs 77	85	85	85	85
Madballs 78	86	86	86	86
Madballs 79	87	87	87	87
Madballs 80	88	88	88	88
Madballs 81	89	89	89	89
Madballs 82	90	90	90	90
Madballs 83	91	91	91	91
Madballs 84	92	92	92	92
Madballs 85	93	93	93	93
Madballs 86	94	94	94	94
Madballs 87	95	95	95	95
Madballs 88	96	96	96	96
Madballs 89	97	97	97	97
Madballs 90	98	98	98	98
Madballs 91	99	99	99	99
Madballs 92	100	100	100	100

## CHART TOPPERS

Chart Toppers Title	Q1	Q2	Q3	Q4
Madballs 1-10	1	1	1	1
Madballs 11-20	2	2	2	2
Madballs 21-30	3	3	3	3
Madballs 31-40	4	4	4	4
Madballs 41-50	5	5	5	5
Madballs 51-60	6	6	6	6
Madballs 61-70	7	7	7	7
Madballs 71-80	8	8	8	8
Madballs 81-90	9	9	9	9
Madballs 91-100	10	10	10	10

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# SHOP WATCH

**Our Dealer Page compiler is on holiday this month — software seller or fills the gap...**

**L**isten...my friend knows about computers, and he says...

Let's all get them at some time. Let me know how my turn. The nervous couple about to embark on that great voyage of discovery called "buying your first computer," accompanied by someone they are acquainted with who "knows about computers."

These men's were simple: they ran a software business as they wanted the computer (which they had been talked into purchasing by this friend) to keep records, accounts, sales letters, and also be able to be of use to the "folks" in their education...

No problem, you might think...And it wouldn't have been if they hadn't brought their friend along with them to ensure they weren't "sold something that will be useless in three months."

Every model I demonstrated had faults, according to the friend...You're talk to me about Commodores. A mate of mine had three of the bigger and still couldn't get them to work.

It was developing into a battle of wills between myself and this oldie-git with the extreme ignorance (ahh).

"These five-bit chips are so bloody good? What happens if you stop them?"

"Mate? I wouldn't give those five-bit chips...there's no software around for them you mate..."

Actually, there is a very large selection of...

Their \*\*\*\*\* kept interrupting me and asking questions and their not even having the decency to listen to my answers.

I would have thrown him out, but he was bigger than me. Eventually, however, we seemed to be getting somewhere. He made his choice...

"You haven't shown us any Amstrads yet."

Well, I don't really think... "Where's your IBM's mate?" I showed them.

By this time, I didn't care if they bought anything or not. This idea then proceeded to explain how an Amstrad 486 would be the ideal computer for their needs.

It was my turn now...I started off innocently enough by pointing out the limitations of four-chips as a storage medium.

Friend then knew About-Computers for PERAC for short, glared at me before reluctantly agreeing and suggested the new 486. I smiled. He then said that they could always buy tapes and transfer them to disk, if they wanted to.

"Silly me," I ejaculated, "no provision for tape input on this model!"

"What are you talking about?" You can stick a Multiface on the back. Give me the book..."

Not that I bought him, he wasn't expecting that. Good these "Pur" models, aren't they?

Anyway, to cut a very long story short, as you may have guessed the PERAC owned an Amstrad 486 himself and wanted his friends to buy the same machine, as he knew that they could swap software indefinitely, but true.

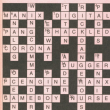
They went away to have a cup of tea and think about it. On their return, I could care by the PERAC's smile that he had said. They purchased an Amstrad 486, to run their business on. While they were paying — and PERAC was enjoying a champagne cigarette outside the shop — I politely asked the couple what had swayed their decision. The store/hall spoke for what seemed the first time and said that if they bought the 486, their friend had said that he would give them a copy of *Micro Office* which he himself owned. I was speechless. I still am, when I think about it.

So, if you have a PERAC and he offers to come with you when you intend purchasing a computer, be very suspicious!

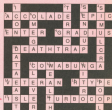
## ATTENTION DEALERS!

The Dealer page will be back next month. Don't forget to let us know what you're up to!

Here are the solutions to the January 1991 and February 1991 crosswords. The winners are announced on page 129



January  
1991



February  
1991

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AFTER THE FOOTBALL...



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# ADVENTURELINE

Stuck in an adventure? Write in with the name of the game and the nature of your problem. Be as specific as possible and I'll do my best to answer (on these pages only so no SAEs please), and if I don't know the answer, I know a man who.....! News, tips, gossip, anecdotes and adventuring trivia are also all most welcome. Write to me, Pat Winstanley, Adventureline, Pink Box, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

## NOW HEAR THIS!

If you want to contribute to these pages, get your pen out and start scribbling! Particularly welcome are short, self-contained hints and single problem solutions. I'm also interested to hear of PB and Shareware programs - the best will be reviewed (space permitting), and that could win you lovely fame... or shame! Take the risk!

## LEISURE SUIT LARRY TWO

Augustus De Silva finishes the game...

Open Larry's parasol immediately. You'll get stuck in a tree so use your knife. Look at the ground and get the stick. Crawl under the bushes to avoid the killer bees. Now go south and use the stick near the ananassa. Go east and look at the monkey's wall. Walk over the strange pattern and you will have gone east. Don't walk through the water, instead swing from vine to vine until the third vine, then get off. Grab a vine to keep then go east to meet your future wife.

After the story is over you should be at a rock. Go south then east where you will find some ash. Pick it up and return to the rock (it's not to fall). Use vine in tree and go north. Throw ash on ice. Head north and put stick bag in bottle of highly flammable liquid rejuvenator. Light the bottle, throw it into the volcano then dive into the left. Save your game here to show your friends the long ending sequence.

## ZAK McKRACKEN

Another helping of Mike Bareham's solution.

As Melissa put on the helmet, pick up the beambox, open the door and go outside. Switch to Zak and enter the spaceship. Close the door, take off the taped fish head and the oxygen tank and use the oxygen valve. Switch to Melissa. Walk right to the first massive door (it should be open). Now walk to the pedestal and switch to Leslie. Make your way out of the map room using the Mars face map and find your way to the exit of the maze. Give the DAT and the styl tape to Melissa, use the ladder on the pedestal and switch to Melissa. Use the vinyl tape on the DAT then use the DAT on the beambox. Turn on the beambox then click on 'second'. Switch to Leslie and pick up the crystal spheres. Switch to Melissa then walk to the second massive door. Turn on the beambox, click on 'play' and the door will now open. Go through the door and pick up the switch. Go back to the great chamber and walk to the third massive door. Turn on the beambox and click on 'play'. The door will now open. Go through the door and use the switch on the panel. The forcefield will now disappear.

# MEGA QUIZ

Just how much do you know about games? If you tried your hand at last month's unbelievably tough quiz, check out your progress against the answers below...

## ROUND 1

- They are all Scotland-style clones.
- Major.
- Co'd Sea, Midway, Santa Cruz, Sidemon Island.
- They showed casualties and were in violation of government legislation prohibiting material likely to arouse race sympathy.
- Jeff Minter.
- The Hobbit, Lord of the Rings, Shadow of the Dragon.
- War in Middle Earth.
- Baron Von Bludd.
- Monkeys, it's a scandal!
- None.
- They are all Defender-style clones.

## ROUND 2

- |                 |             |
|-----------------|-------------|
| Star Wars       | .....Dog    |
| Star Wars       | .....Dog    |
| Venus           | .....Fly    |
| Samurai Warrior | .....Robot  |
| On the Run      | .....Cat    |
| Town of Robber  | .....Spider |

- |                 |            |
|-----------------|------------|
| Samurai Sword   | .....Tiger |
| Crystal Castles | .....Bear  |
| Strong 64       | .....Bee   |
| Moby on the Run | .....Bee   |

## ROUND 3

- Yoshinori and...ajapa? We haven't got the answer to this one to hand! If you know it, you're one up on us!
- Parasite.
- Judge Death, Judge Death (Requiem), Judge Anderson, Pale Jones, Rogue Trooper, Nemesis the Warlock, Slime, Strontium Dog.
- US, including Phoenix.
- All the international players are white.
- System 3.
- They are both computer-aided board games.
- Review of the colour.
- Adapted.
- Sally Thompson.
- The sports wagon.
- Cliff.
- Germany, USSR, America.

- Duffin, Turbo-Duffin, Guffin (Gump), Baffin Guffin.
- Captain America and Spiderman.
- Three.
- Pablo Picasso.
- The Home to KEE Squadron.
- The number of variations included in the game.
- Palace and Progress.

## ROUND 4

Leonardo, Douglas (Mafia) Hero (Heroes), Dick the Daring, Escape from Sagar's Castle, U-Spych, Robt Off, Golem, Lord of the Rings (Jugg), Mario Bros, Michael Blake, Laser Squad, Phoenix, Crystal Ball, Starball, South, Asteroids, Bom, Space Ace, E-200, Asteroids Chase, (Savage Master), Don Duddie, PT Sports Football, Bom, Trap from Goodies, Sam City, Number 6, Short Circuit, RIGG, Devils, Red, Pipeline, Spacehawk, Gods of War, Athena, Shogun, Fly Dynamite, Mary Jane, Escape from the Planet of the Robot Monsters.

## THE RATINGS

0-5 is a word picture. The only cure is a subscription to ACE. You'll never be at the forefront of computer entertainment otherwise!

0-21 Heroes, too much playing all games but Space Invaders, nothing. But you've obviously put in some quality time at the keyboard.

0-29 Not bad at all! Put yourself on the back and feel really superior!

0-30 Put yourself twice on the back and feel very superior!

31+ Apply for a job at ACE magazine - the address is at the front on the contents page!

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# FREEBIES

Mark Smiddy checks out some cheap educational games for the Amiga

## WORK AND PLAY

Amiga £3.50 - Mouse

If there is any truth in the old adage, you can't keep a good man down, then Len Tucker must be a classic example. The indefatigable Welsh word, Spans to his friends, has come up with a beautiful collection of three educational games.

**Fastness Tables** is a computerised board game - a bit like snakes and ladders but without either. One or two players can compete with the idea being carrots to get from one end of the board to the other. As each player takes a turn, the computer moves to a new square. If the player lands on a special square they must answer a simple multiplication problem. When they get the answer right they are moved on a number of squares determined by the difficulty of the problem.

Second in the line up is **Let's Go Shopping**. This one player game puts the player in a grocery shop. Unlike some other programs of this genre, **Let's Go Shopping** covers a variety of questions with a wide variation of difficulty. Decisions are thrown in with multiplications in a practical way. For instance: "You have £2p, how many drinks can you buy?" The actual price is displayed elsewhere - as it would be in a

real shop. Other puzzles include the more classic, "If apples cost 5p each, how much would 5 cost?" and so on. Artificial the prices may be, but the concept remains valid.

Last comes **Click Clock** and no prizes for guessing what this one is about. What makes this stand out from the rest is the option of a digital or analogue timepiece. And not just that - the two clocks virtually fit the screen and work in tandem - any adjustments to the time on one clock are reflected on the other. However, to keep things just a little tricky, only one clock can be set. Questions are set in simple English: "Please make the digital watch say twenty to five." The only practical limitations to the game are that the time-only increments in two minute intervals and the analogue face does not represent the five increments in the hour hand. These are really nice

Q&T there's a new one for you! software is designing a spelling program. Oh that's easy - just get the computer to say the word and get the child to say it. Sure - but even the Amiga's excellent speech system is tricky to understand until you get used to it. Oh, so what if you describe the word and get the child to spell it? I tried it - and it doesn't work in practice. The only solution is to get the child to study a word for a few seconds then spell it back - and this is the approach adopted by Delwyn Farr's **Word Factory**.

Mr Farr's presentation of this apparently simple problem is quite superb. Three levels allow the child to attempt spelling of four, five or six letter words - some of them quite complex. But a thoughtful control system, using just the joystick, neatly avoids the added complexity required for a child attempting to find their way around the quirky QWERTY keyboard layout.

The word is displayed for a short period after which time the program enters the factory. A totem-like track brings in a crate, drops it and exits at high speed. Now the child has to spell the word, letter-by-letter, selecting each with the joystick. Ten correct answers are required to fill the truck - but there seems to be no limit to the number of wrong tries.

Animations are limited but the sound and graphics are, like Len Tucker's work, of the highest quality. Perhaps the game's only failing is the provision of a "quit" option in the letter selection space. This makes it a little too easy to quit accidentally. Also, there is no provision to delete an incorrect placed letter. Nevertheless, this is one to keep the kids quiet and the parents happy - or should that be the other way round?

### WORDLESS PUG

Thanks to the following:  
PC: Advantage Shareware - 0342  
224380, Amiga: AMOS PD Library -  
0942 480281, ST: Goodman PDI -  
0782 335850, Budget UK.

points though.

All three games in **Work And Play** are backed up by excellent graphics, superb Q&T animations and cheery little tunes - something which have become a trademark of all Len's offerings. Overall the designs are good and the levels about right for the average primary school child, although the marking system could be improved. Overall though, this proves once again that good software needn't be expensive - **Fun School** and **Mandarins** have a serious competitor - its name is Spans.

### ACT PRESENTS WORDS!

ACT knows this column actually results in more sales for participating licensees - at least one has had to be removed from outside the delays of extra mail. So why, we wonder, are all these nice PC people sitting back and saying it's not for us? Come on folks - if you don't hurry your best will get sent by the ST and Amiga crowd! Are you really going to suffer from indigestion?

## THE WORD FACTORY

Amiga £3.50 - Joystick

One of the worst problems involved with programming computer aided teaching -

### WHAT NO ST

Honor of honors the ST has finally given up the ghost and died - at least the disk drive did. With a final whirring of gears it ground to a halt and almost took a disk with it. "Oooooo terribly," it said "I know" as the last puff of smoke drifted from the ventilation ducts. Hopefully my home repair man will have fixed it by next month when I'll be looking at some ST titles from Budget, among others.

# ENCYCLOPAEDIA MICROMANNICA

**H**ere it is... a list of those vital topics that every up-market gamer needs to have at his command. Just because you finished the host of backpages I'ven't doesn't mean you'll be the star of the party. No, of course, you need know-how. And here's advice to find it...

Each entry has a brief explanation, followed by a reference to an issue, so that you can hunt down the full story, in-depth, ACE assessment.

At the time of writing, back issues are available for all issues from ACE 4 onwards except August/11, May/10/12, May/10/12, Aug/10/12 at the giveaway price of £2.50 each in the UK and £3.50 each for overseas. These prices include post and packaging (surface mail). Overseas readers wanting airmail delivery should enquire as to the cost of the address below, listing the issues required.

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazine, to the address below. If the issue you require is not available, the return of your payment may take some time - you are therefore strongly advised to telephone 0855 400810 before sending your order to check that the issue you require is still available.

**ACE Back Issues, PO Box 500, Leicester LE99 6AA.**

• **AGAT (ARCADE GAMES SITUATIONAL AWARENESS TRAINING)**, combat flight simulator for the

**ACE Back Issues can expand your collection - and your mind. Here's a checklist of topics covered in previous mags...**

**US Air Force by Perceptics, Usan Falcor software by Spectrum Hobbyists/Microsoft.** Features include: networking for multi-player action, tactile feedback and fingertip trigger selection. (ACE 34)

• **BATMAN DIGITAL JUSTICE** is the world's first interactive hypertext by Pepe Morras. "Digital is the art medium of the future." (ACE 33)

• **BATTLETECH**, "the world's first complete computer simulation for play", featuring multi-player cockpit views equipped with 40MHz 18 million colour graphics processors, stereo spatial sound and flexible controls as you command 24 in centric Mech. (ACE 33)

• **BIT BOPPER**, the world's first total audio-visual entertainment system by Technation. Also 2048 cyberwatch 64 bitper packs have 32MB disks, 300 available optical disc and custom made video samplers. (ACE 31)

• **CD-I Compact Disc Interactive** is destined to become the entertainment and education medium of the 90's. (ACE 9/11/12/14/15/16/17/18/19/20/21/22/24/25/26/27/28) Check out issue 28 for multimedia principles (hypertext in particular) and issue 29 for a preview of the Philips CD-I system.

• **CDTS**, Commodore's attempt to bring multimedia to the mass-market. An Amiga with built-in

CD-ROM drive and CD-audio capability redesigned to look like a VCR. (ACE 24)

• **COGNIC COSMO**, the world's first hypertext country of Cyax Software/Reliance. Check out issue 21 for the first review, issue 28 for a feature on hypertexts, and issue 30 for general hypertexts coverage. New Cyax CD-ROM version featured in issue 30.

• **FLARE TECHNOLOGY**, trio of talented Cambridge-based games hardware engineers. Their custom-designed Flare One micro formed the basis of the Flare console. (ACE 11)

• **FLUORET FIVE TOWNS**, a 32-bit 16 million colour computer with built-in CD-ROM drive. If you bought ACE 31 you could have won one! (ACE 27)

• **HYPERGAMES** like Cosmic Dome and Batman Digital Justice are paving the way for CD-I entertainment. (ACE 24/30)

• **INNOV'S FLIGHT SIMULATOR**, the world's first multi-player Transputer game running at 23 frames per second on 11 Transputers. (ACE 7)

• **INTERGATED FLIGHT AND ENTERTAINMENT SERVICES SYSTEM**, Plessey's answer to being alone journey - video games displayed on the seat in front of you. (ACE 25)

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-I. (ACE 22)

• **KOPIO CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or airplane yoke. Ultimately failed due to a lack of marketing money. Rumours suggest a new layer is intended. (ACE 10/7/8)

• **LIGHTSPEED SPINETS**, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 90% of the speed of light. (ACE 34)

• **MEDIA LAB**, Boston-based research institute with one simple brief - invent the future. People at this Massachusetts Institute of Technology MIT facility are working on computer-generated holograms, interactive computer metaphors and virtual reality man-machine interfaces. (ACE 3)

• **NEO-GEO**, a new home- and arcade-based games console from SNK in Japan, with storage capacity for 64Mb games cartridges and IC card capability. ACE gives you an exclusive chance to see one in issue 34. (ACE 30/34)

• **RENDERMAN**, the super-3D graphics system by Pixar which creates polygons with photorealism. (ACE 33)

• **TURBOGRAPHX**, currently the best colour handheld console - a portable version of the NEC PC Engine, fully compatible with existing games cartridges. (ACE 29)

## GAMEBUSTING WITH TNT BACK ISSUES

If you're looking for game solutions, here's a reminder of some of the games we've covered solutions to in past issues of ACE. We're sorry we haven't had time to update it for this issue - we'll crack down and get it done for next month.

**ISSUE 20**  
Dungeon Master Guide (part one) - Les Rigdon  
4042 and Bert's Tale - Colin Taylor  
Batman - The Movie - Alan Murray

**ISSUE 20**  
Dungeon Master Guide (part two)

**ISSUE 24**  
Space Ace - David Williams  
and Chris Reed  
Dungeon Master Guide (part three)  
Future Wars - Phil Thompson

**ISSUE 22**  
Dungeon Master Guide (part four, final part)  
Complete guide to Ph - Jop-Clare and Mark Cook

**ISSUE 23**  
No games or solutions, but loads of stories

**ISSUE 24**  
Castle Master - Isambard Molester - Moxonore  
Guide to tracking on the CD-I

(part three) - Jim  
**ISSUE 25**  
Breakfast Guide (part one) - Adam Bailey  
Remonosh (part one) - Alan Coates  
Guide to tracking on the CD-I (part two)

**ISSUE 26**  
Defender of the Crown (and players guide) - Paul Thomas  
Lots of stories

**ISSUE 27**  
Breakfast (part two)  
Remonosh (part two)  
Guide to tracking on CD-I (part three)

# ACE + WORD P W O R D

Our monthly  
prize word  
puzzler, set by  
the inimitable  
MIPS

## PUZZLE PRIZES

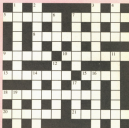
If you're the reader of the first correct answered solution out of the herd, you'll get a free game for your machine. We expect that we cannot equally exact value, but we'll do our utmost to ensure that the prizes get your attention promptly. Don't forget to notify your machine's brand!

## CLUES ACROSS

- 5 Software house's highest point (6)  
7 Bad characters playing with poor Leo's game from Loriciels (8)  
8 First Greek character flourishes an Infogrames game (5,5)  
9 Game of corvettes (5)  
10 So clone is playing at the control panel (7)  
13 Attack (on Precinct 13?) (7)  
15 Mindscape product seen in some games (5)  
18 Cattle Beth rounded up in a game by Infocom (10)  
20 Rest it after playing game (6)  
21 Mirrorsoft's bird of prey (6)

## CLUES DOWN

- 1 Herman's family game (8)  
2 Force of collision in Audiogenic game (6)  
3 A blockhead stuffs Battle Tank game from Electronic Arts. (6)  
4 Lied about not working (4)  
6 Use a keyboard of a sort. (4)  
7 South American flower (8)  
11 Grand in loot Ron round in software house (8)  
12 Game Selina plays (6)  
14 In part Uranium's a game from Gremlin (6)  
16 Mister Hardy first to get Eli game from Microprose (2,4)  
17 Unable to hear fade-out (4)  
19 Man's broken axle (4)



## HOW TO ENTER

Every month we offer a free game worth up to \$25 for your machine if you're the reader of the first correct answered solution out of the herd. The address for your solution is in ACE April 1991, Leonard, Arny Court, Arlington Lane, London, W10 6AA.

**IMPORTANT NOTICE!**  
The deadline for entries, which is used to be the first day of the month, is now the first day of the month following the month in which the puzzle is published. The deadline for entries for this puzzle is Monday April 22, 1991. Don't miss it!

## THE WINNERS

There isn't quite enough space in the crossword page this month for the solutions, so we have to go to page 126 following and January 24 puzzle - those who'd like to see it, send for it. We'll illustrate that one solution for both these puzzles in this issue on page 124.

The winners were: Patrick Gentry (Microprose) and Mr. U.S. Student of Action (Electronic Arts) for word.

Incidentally, there was a spelling error in the February '91 crossword solution of 'you spotted and not considered me. It never showed how bad free letter games, and I never only cover. We've corrected the original grid and our system to make sure this doesn't happen again - and apologise if you were confused by the error.

# THE M A S T E R P L A N E N D

## THE CONSOLE

gh. One US newspaper we received this month has come up with a new term for the Gulf war. Reporting the impact of the war on calculator electronics, it quoted a national chain executive who was at pains to reassure us that "...footage" of relatively unimportant Nintendo air war is easy for the country. Of course, back in Vietnam, that was a real Sega conflict, that was. And you should see the desert around Kuwait - positively littered with cartridge cases.

Ever since the press reported that Sony and Nintendo are jointly developing a CD unit for the Super Famicom, everyone has suddenly gone bananas, making all sorts of unwarranted claims for the CD medium as a result. Actually, the truth is rather depressing. As far as Sony and Nintendo are concerned, what has happened is this: Sony have been supplying Nintendo with chips and other paraphernalia for some time now. The two engineering teams involved apparently got on well together and, over a pint or two of sake, decided it would be fun to do something in the CD line.

The bad news is that the unit will be completely proprietary and will not run CD-audio disks. This is par for the course - Sony's Data Diskman, for example, will not even feature any form of graphic display. Nor will it have any means of interfacing it with a computer.

Talk about missed opportunities. Sony say that these features will be introduced to the Data Diskman range at a later date, but it seems unlikely that the Nintendo/Sony unit will ever be anything other than a blatant act of spite-in-the-manger publishing. It may give the CD market a bump in the arm, but it'll give it a thump as well.

Next month will see ACE reporting from Chris Crawford's software developers conference in San Jose. Scores of sessions are planned, from "How to do character licensing deals" to "Good graphics in Good games". Surprisingly, given Chris' renowned enmity to CD-ROM, there's even a session entitled "Why Optical Disc Games Will Suck". The only thing that sticks in Ritter's throat is the fact that we have to go all the way over to the States to attend a conference like this. What's wrong with the European software business, that I can't get a similar symposium going over here?

Actually, there is such an event - this summer in Montreal will be able to attend the "Technology for Entertainment" conference. Well done Europe - except that it's an event in conference, organised for Californians who want to have a fringe on the Old Continent.

Meanwhile, as you may know, the UK software business has been having a fringe of its own in Marbella.

That this offer was an unqualified inducement to waste time and money in an orgy of chaotic, alcoholic frenzy and should be condemned by all decent people is quite clear from the fact that I wasn't invited. At least one marketing manager was seen to disappear during the proceedings, presumed eaten by dolphins, while the rest of the attendees indulged in rather more conventional/physical misbehaviour. Size of the show, however, were the couple - who shall remain nameless - who managed in four days to put in 40 minutes of conferencing. Don't worry, everyone - there may be a recession on, but we're fighting back!

A few numbers for you. Last year, namcoorder sales rose by 24% in America in the nine months to December '90. Electronic Arts received revenues totaling \$24,578,000; and if you think that's a lot, in just one quarter of 1990, that Disney grossed \$1,450,583,000.

### IN NEXT MONTH'S ISSUE

The next issue (out April 1991) is brimming with exclusive features from the cutting edge of games technology. Make sure you get your copy so that you can read about...

- State-of-the-art hydraulic arcade cabinet development in California
- The world's first virtual sex movie
- Exclusive report from Chris Crawford's games conference
- Our breath taking exposure of the hidden effects of prolonged exposure to street-arcade and other games categories, as shown by market life-times from Planet Saturn and other far-future games releases
- Exclusive coverage of The Godfather game
- An exclusive preview of the world's most powerful CD games development system...and much, much more. Use the form below to reserve your copy...

Dear Newsletter,  
I have just spent 140 hours playing *Bravo & Co* music, cars, and ruffies. Please reserve me a copy of ACE magazine (Advanced Computer Entertainment), otherwise I shall be forced to marry your daughter.

PS: ACE is out on the 8th of every month.

Name \_\_\_\_\_  
Address \_\_\_\_\_  
\_\_\_\_\_

#### 8-BIT KING COMMANDER AHEAD

The game you thought you could only play on a 386sx 386 VGA PC is heading for a "slurring" 8-bit conversion, according to software developer Mike Teal, who claims to have the conversion rights for Europe. It's going to be an absolute winner, he declares. Anyone who thinks that last entry games are dead is talking through their hat. They've managed colour on the CPC and plenty convinced the intelligence of the deal in the C64 version. Origin were, unfortunately, unavailable for comment...



# GO WILD!

Ugly wart-nose is  
na make a monkey out  
me! But that's just  
at that witch has done  
- minute I'm the mighty  
li and the next I'm having  
albat delousing my armpits. I can't  
ik a step without tripping over my  
wakes and, oh, there's an overhanging  
- time to swing out sister! But my  
ick heart is going ape. My beloved  
to I can't wait to share a banana with her!  
e been kidnapped and somehow I've  
to regain my manhood - until then  
just swingin' in the rain!  
average sensation by Fablet Inc.  
is now available  
for your micro.

**ocean**

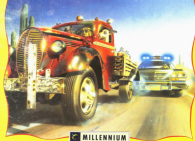
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COMMODORE CARTRIDGE  
ATARI ST . AMIGA

MILLENNIUM PRESENTS

# MOONSHINE Racers

JOIN BOB & BILLS JOE IN THIS ACTION PACKED CHASE THRILLER



MILLENNIUM

Hold on to your hat as you join the wild Billy Joe in a crazy chase along the highways. You've gotta get the Moonshine to the customers before sun-down and first to make the delivery gets the gas bill. Sheriff Sam's hot on your trail so you've gotta use the cash to upgrade your jalopy, install a CB radio, get a decent map and keep one step ahead of Sheriff. You first good buddy FEEDBACK:

- Equip your hauler with valves, superchargers and tires in the spare parts shop
- Dodge and weave your way past rival racers - controls to Moonshine for turbo power
- Use the map to take the quick way past roadblocks and value traps
- CB Radio hook up to listen to "scops" - Sheriff Sam's no-good plans
- Fast scuffling race and chase action in the wide-open Tennessee country

Ataris  
Atari ST and STE  
IBM PC (from May 1993)



Horror Zombies from  
the Crypt

Ataris  
Atari ST and STE  
IBM PC

Warlock the Avenger

Ataris  
Atari ST and STE  
CD-i disk and cassette