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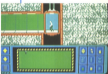
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**ATARI**

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# ACE

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This is the heart of interactive entertainment - and it's all your own work - the email ads, the adventure contacts, the user group ads, the software and hardware for sale.

# THE ACE CARD

## Win an Amiga!

Turn to page 112 for details of your chance to win an amazing Amiga - and a possible avalanche of software!

# LETTER FROM AMERICA

Alastair Cooke eat your heart out - this is the only Letter from America that counts. This month's ACE is a special American issue, bringing you on-the-spot reports from the US computer entertainment scene. You see, we've actually been there on your behalf.

We've visited as many of the hot software houses as we could cram into the two weeks available. We've brought you back a report that we think will open your eyes to what's going on statewide, and point you to where computer entertainment could be in a few years' time.

We've got such goodies as an exclusive interview with the creators of last month's mega-game **Dungeon Master**, a report on the buzzing console scene (those Yanks are nuts for Nintendo); news and pictures from Boston's Media Lab, where they're busy inventing the future; a sneak peek at Electronic Arts' Compact Disc interactive demo; pictures of Spectrum Hobbyist's latest simulation - of a PT 109 torpedo boat; and a report on **Air Warrior**, the multi-user modem game that's taking the States by storm.

Because we've got all these very special reports, you'll find a couple of regulars missing from this issue; both our Graphics and Music pages have had to take a rest. But don't worry - especially if you're a graphics fan; we've brought back plenty of exciting visual stuff from the U.S.A. And both Music and Graphics will be back with a vengeance next month.

Last, but by no means least, part of our all-American package is the cassette on the cover - free, gratis and for nothing you get one of the all-time classic games, Epyx's **Impossible Mission**. If you've never played it, just buy this mag and take it home to sample one of the richest experiences of the past few gameplaying years; and if you're 16-bit owner, don't worry - we've got a great disk offer for you.

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BATH BA1 1EJ

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Co-Editors Peter Corner, Steve Cooke

Reviews Editor Andy Wilson

Production Editor Paul Lester

Staff Writer Andy Smith

Art Editor Steve Clarke

Art Team Angela Hall, Sally Hastings

Advertisement Manager Jonathan Evans

Advertising Sales Executive Janice Carr

Publisher Chris Anderson

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Did I think Dragoon will take off?

## INTERACTIVE VIDEO TAKES OFF?

**Remember** the old Dragon's Lair (arcade) coin-op? Wonderful opportunity, do they've just released Journey into the Lair, an interactive video package from the States that brings all that dazzling cinema-style animation right into your home.

At a fraction under £100 (it's not cheap, but in the UK's fast-evolving interactive video game it really put you one step ahead of the competition. The Journey software runs on an ST, but the game's action sequences are all provided by the original Dragon's Lair laserdisc. You'll need a suitable laserdisc player to run this on, a cable to connect it to the ST - Microtel will sell you one for a still

£25 - and the Journey package itself.

Seems a bit steep for a game to show off what? Well, bear in mind that the whole set-up of ST, cable, package and player will probably cost rather less than Zaxxon and an Archimedes to run it on - the software's current best bet. Even if you've got the right sort of laserdisc player, an ST and a cable you still might shy away from shelling out £100 for the game if you're just after entertainment. All the same, as a taste of what CD-ROM games could offer within the next few years it's interesting stuff indeed.

### The Game

The Dragon's Lair laserdisc is packed with short action sequences which string together to form the game's main storyline, plus numerous optional ways of dying if you should deviate from the plot. The controlling software freezes the laserdisc action at crucial decision points, and offers you a range of possible commands on the ST screen. Use the mouse to select the one that looks most promising, and then sit back to watch the results. The tone of the piece, Dick Daring, will then either perish heroically or advance a step further in his quest to rescue the beautiful Elaine.

You can choose how complex you want the game decisions to be, but the process is still a matter of trial and error. To make matters worse, the software itself seems to be fugged in places and the instructions are woefully inadequate. The game only runs from a medium-resolution, and at times the picture will inexplicably disappear, making it impossible to read commands properly.

### Yes, Goodbooker!

The striking thing about the game is the way that, despite these prob-

lems and the vastly limited options open to you - is the right thing to do is pretty much the order of the day - the thing still managed to be both compelling and exciting. Often the right choice is simply a matter of guesswork, there being no logical reason why one tactic should fail and another succeed. You can learn what to do - though crucial sequences can be viewed to make the process easier - but the result hardly pass as gameplay under normal circumstances. So why doesn't



Here's the Incredible Eggman, but can you rescue him?

it fall flat on its face here?

Clearly the answer lies in the amazing graphics provided by the laserdisc system, but it's not just a question of colour range or resolution. What does the trick is the style, humour and pace of the game's animation: this is remarkable stuff indeed, and points out just how far computers still have to go before they're anywhere near modern video standards. ■

# A C E N E W S

### CARD OF SOFTWARE - ST PRICES?

The price of an ST is supposed to have gone up by £100, to £399 - but it still seems that you can get one, without too much trouble, at the old price.

Mark Harrison of Business Towers, 505 Computers, told ACE that 'our suppliers are still able to get them at the old price', and that people 'aren't exactly queuing up to buy them at £299. He reckons that when the price rise does come into effect it will give Amiga sales a real boost, since the price will be so much lower.'

To make the ST a more attractive proposition when the price does go up, Atari are bringing a new software bundle for the machine - on the 500 this should mean something approaching £20 worth of games. They have yet to be finalised, but Atari are known to have considered 'Sins and Defender of the Crown' as options.

### ARTIC SHOW THEIR COLOURS

Latest addition to the Atari ST paint program suite is Spectrum 552, from US software house Artic, and distributed here by Electric Software of Cambridge.

The program allows you to display 140 colours on-screen at any one time, it will automatically graduate colours, and the colour palette can be customised.

Spectrum 552 should be available around now at a price of £30.00.



Painted on the ST is Spectrum 552. Not too long didn't you?



Action shot from Fairy Tale Adventure



## MICROILLUSIONS FOR ACTIVISION



Fairy Tale Adventure



Romantic Encounters at the Beach

**Pass of The Fairy Tale Adventure**, one of the largest and most successful Amiga games, will be glad to hear that Activision have signed a two-year agreement for UK distribution with MicroIllusions.

This means that not only will MicroIllusions' games be easier to obtain, but that they will be substantially cheaper than before.

While MicroIllusions have made a name for themselves largely on the strength of their Amiga software, they are now planning to expand more titles to PC and SGA formats.

Future releases will include Amiga game program *Photo Paint*, arcade games *Foxtrot* and *Galactic Invasion* and the card game *Wizard Academy*.

Most intriguing, though, is *Romantic Encounters at the Beach*, which Activision are testing as a true life adult simulator for men and women. Most MicroIllusions titles will cost either £19.95 or £29.95, but a price for *Photo Paint* has yet to be fixed.

Activision's signing of a three-year license does not mean they are abandoning the rest of arcade conversions. Due out in September is *A-Type*, while the micro versions of *After Burner* are slated to appear at Christmas. A glibly Amiga's Barry Activision spokesperson, told us that "After Burner will be the lastest one game this Christmas." We shall see, Amiga's. ■



Galactic Invasion - Galactic Empire

## FUTURE'S FORMAT

**Biggest news this month** for fans of 16-bit machines has got to be the launch of a new monthly disk magazine from Future Publishing (also publishers of your best, your very own Advanced Computer Entertainment).

Each month the title-cover disk will be stuffed full of utilities, games and demos. Ben Taylor, co-editor of *ET/Amiga Format* (ed ACE) that the

new magazine would be covering a broad range of topics including personal productivity, programming, technological developments, music and graphics. He added that there would be a strong emphasis on the Amiga-286s.

For more details of *ET/Amiga Format* - and how ACE readers can get preferential treatment on that cover disk - turn to page 75. ■

## SHOOTING FROM THE LIP...

If you read our news story in issue 3 about the Lipstick Plus, a 'voice activated control headset' designed in America and distributed over here by U.S. Gold, you'll be pleased to hear that we at the ACE office have just got our hands on one of the bizarre contraptions. The thinking behind the widget is that it enables the player

to shout into a small microphone on the lip headset, and so simulate the lip button being pressed on the joystick - you shout 'fire' and the computer responds and operates the weapon for you. The manufacturer reckons the Lipstick works with 95 percent of software that uses a joystick lip button - we tested this with *Star Wars*, *Burnt Warriors*, and sure enough the thing seemed to work, though talking long gambles was a little tricky. At the time of writing U.S. Gold were still undecided as to how they were going to market the product, and at what price. But by the time you read this at least we have been sorted out and very shortly gamers/players, country-wide will be able to react to the aliens know what they think of them. ■



## SHOOTING FROM THE HIP...

**Another creative use for home computers** has been found by a Liverpool based company called Gammas. They are currently marketing a game called *Gamma Strike* which takes at about the £25 mark for SGA, Spectrum and Amstrad, and comes in a large box complete with two air-powered pistol pellets, some real soft plastic pellets and a target mounted on a touch-sensitive board that plugs directly into your computer - plus, of course, the necessary software. The idea is for one to four players to take turns shooting at the target - your scores are then displayed on your monitor. With three types of game including an

'Air Strikeout' where you try to out-shoot a bunch of aliens. *Gamma Strike* is a novel product aimed at the younger player who's probably got quite a lot of satisfaction from it - as long as an adult supervises and ensures the pellets are used safely. ■



## FEDERATION 2

In the title of the latest multi-user game on CompuLink, now serving ST and Amiga games, as well as SGA users, it's a trading game in which your aim is to amass enough money and power to become 'Empire'. CompuLink claim that the game is dramatically different from traditional multi-user games.

According to the game's author, Alan Linton, this difference is because in most MUDs you muddle around collecting and dumping treasure - in *Federation* you're actually trading. It will cost you around £1.50 per hour (on top of CompuLink's) to find out just how different the difference is. ■

The screen shot below is one of a trading screen.





Last month we revealed our two games distributed here by Microsoft - *Dungeon Master* and *Clay*. This month we've numbered our way to San Diego on America's California coast to speak to the people who are responsible for both of those masterpieces - FTL, or Faster Than Light.

Fortunately, the name you actually see over the door when you approach the FTL office is Software Heaven, one of a trio, you might think, but not many people who've played *Clay*, *Dungeon Master* or *Clay* would be inclined to disagree. At the moment, FTL are not just Faster Than Light - they're faster Than Anyone.

The brains behind FTL is Wayne Hodder, a man whose first commercial venture in software - in the very early 80s - was a spell checker. Instead, they still update their existing word programs, due to its constant demand. If you've ever used Microsoft Spell, you now know who's the man.

FTL's first games were *Samurai*, released in '84 for the Apple II - a good initial reception but unimpressive sales. The main impetus behind the company came from the unveiling of the Atari ST at the Jan '85 Consumer Electronics Show in Las Vegas; Hodder decided to have another crack at games, ignored as yet a desire to do something with the ST's graphics, speed and sound. *Samurai* was duly cancelled, but it was after that FTL settled in a new games design system, based on the Challenge, that Hodder describes as "average yet".

The tags set had a demo of *Dungeon Master* on show at the CES in January '88, and Hodder was promising delivery for Christ-

mas of the same year... He says that the company took a lot of flak over the late delivery, but that as a result DM became "possibly the most anticipated product there's ever been!"



# ACE ON THE ROAD IN SOFTWARE HEAVEN



Wayne Hodder illustrates what's ahead - also your character's appearance, identification.

## DUNGEON MASTER

"Why the long delay?" Wayne told us it is all pains to point out the importance of a development system to FTL. Developing the system took the time for the development of the game itself. "Why Dungeons?" Hodder and Hodder were the original idea, and Hodder brought the game a way of talking to "demos" to convert people to computer games and we decided our first target would be the DM people." However, he says their development system is NOT an RPG system - it's a real-time graph-

ic adventure system. Andy Jack, Doug Bell and Mike Isenber - the team responsible for DM - are now working on a more equal to DM where you'll be able to add units and play from the original. It could be the first of many additional titles that will make your original game go further. But FTL are even more excited about the DM Character Editor, with this you'll be able to extract characters from a previous game, to share them if you wish, and then drop them into a completely new game.

## CLAY

Wayne Hodder explains the genesis of the game: "Dan Hewitt wanted it one day - he was a friend of a friend of a friend - with a great version of *Star Trek* for the Apple II. I couldn't get the game, because of the rights problem. I thought he'd like to have you, so I took him out, showed him an Atari and he spent three to four months learning it. Don't an arcade game. He and I did evolved from discussions we had. But everything in the week." "While here in the UK everyone is reminded of *Thrust* at FTL, they deny any influence. As Russ Deak-



Dan Hewitt, author of *Clay*, looks at MSX revenues.

## COCOONING

Russ Boehndorf and Wayne Hodder have some interesting ideas on the future of computer entertainment in the U.S.A., not least of which is that the phenomenon known as "cocooning" is beginning to make computer games an acceptable form of home entertainment for the over 30s. Whereas a few years ago videogame was out-and-outstanding and

drawing last years, the puppies now have beds and are forced to spend more time at home - which is what cocooning is. So they're looking for new ways to spend that time. Russ believes that "games now have a certain acceptability to what five or 10 years ago was a bad way to spend time." The evidence is there in the increasing popularity of light pens, which Russ describes as

"adult fantasy". In American terms, this means more Mac and PC software. As for the Amiga and ST, Wayne Hodder says those moving much more towards the status of (weightier) games machines. And CBT? They think it will provide a tremendous system for *Dungeon Master*, but they're looking their time.

But FTL's marketing manager says: "No-one around here had ever seen it."

The last news for Amiga owners is that FTL aren't sure of an *Clay* for that machine; the good news for Mac owners (both of you) is that Dan Hewitt is delivering away on a version for Apple's flagship right now.

# OBLITERATOR



## OBLITERATOR

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# Snippets...

Up and coming titles for your micro

## SEAWINDER

Microcomputer  
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Amiga £19.95pb

Here's a stunning looking vertically scrolling shoot-em-up for 16-bit machine gaming addicts fans. There's a host of flying aliens and ground installations to bomb and blast as you progress through increasingly difficult levels. Destruction fans look out for it real soon now.



Ship 17 - Seawinder

## SKATE CRAZY

Comix  
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Amstrad £9.95pb £14.95pb  
C64 £9.95pb £14.95pb

The roller skating simulation with a difference. Your name's Freddy and you're in the middle of a multi-story car park trying to impress four judges with your 360-degree spins, barrel jumps and backwards skating. The game incorporates Greenleaf's new 'Realcast' system of multi-loading which allows the majority of the code to be loaded at once, but the various scenarios are loaded individually - in whatever order the player chooses. Look out for it soon.

## MARAUDER

Microcomputer  
Spectrum £7.95pb  
C64 £9.95pb £14.95pb  
Amiga £9.95pb £14.95pb

The vertically scrolling shoot-em-up gets you amongst a host of nasty aliens who fire lasers, launch nuclear missiles and explode. Marauder controls are simple - so make sure your trigger finger is in top condition for the onslaught in the near(ish) future.

## FOUNDATION'S WASTE

Microcomputer  
Aster/ST £24.95pb  
Amiga £24.95pb

Up for future-dec's, not look at at night. As a captured space port it

would appear the Federation have some nasty surprises in store for you. It's a good job then that you've managed to crash one of their operations. All you have to do now is survive the onslaught from the pursuing Federation craft and escape! Foundation's Waste should be with us first on the ST with the Amiga version in hot pursuit.

## THE SEVEN CITIES OF GOLD

Microcomputer  
IBM PC £14.95pb  
Amiga £14.95pb

## IN BRIEF

### ELITE'S CONSOLE FIRST

Elite claim to be the first British computer to produce a game for the US Nintendo market. It will be a version of the ACE-rated Thrustmaster.

### SUGAR ON THE BOOZ!

Are Sugar media men? The wine-soe magazine is to appear in a series of TV adverts by the Department of Trade and Industry telling our entrepreneurs about the 1992 abolition of customs barriers within the EEC. Maybe they'll give both its own series.

### UNHAPPY FAMILIES

DENDRIGET DPL and EA have yet to decide on terms for a new agreement, and rumours abound that EA are far from happy with the software that affixes label CRL have been producing. The marriage guidance counsellors are still working on the case...

### MANAGER'S FILM DEAL

Plan software/house Mandrake have announced new deals with independent labels. From Paris, France, they've got

The (almost) budget title has been available for some time as an import, but now the big EA are distributing it over here. You get off from Spain seeking fame and fortune by discovering new cities and continents. But watch out for the natives.

## ACTION FORCE II

Virgin  
Spectrum £9.95pb £14.95pb

COBRA are taking some politicians hostage and it's up to you to lead the Action Force to the rescue. Should you use your machine gun? or will the Big gun make shorter work of the enemy? Patterns and evade action over liberally thought-out different levels that the computer generates for each game. Action Force II should be in the

shops if you need it.



Action Force II

## BLOOD BROTHERS

Comix  
Spectrum £7.95pb £12.95pb  
Amstrad £9.95pb £14.95pb  
C64 £9.95pb £14.95pb

Two alien brothers, Hark and Frek, are the stars of this shoot-em-up with outdoor adventure. The boys are trying to recover gems stolen by the hostile Scorpions, who have now slashed the gems on the planet Scepter.

The bats have jet bikes fitted with laser bolt weapon units at their disposal and some nifty trust-bucks for use underground.



## BARDS TALE II

RPG fans will be heartened by the imminent release of the latest in the Bard's Tale series. Bard's Tale II: That of Fate will be available to the C64 and soon now.

The game takes place in the ruined city of Shann-Stran - ruined because Mergar's master, Tarjan, has just paid a visit. The object of the game, then, is to assemble a group of adventurers to seek out and destroy Tarjan.

Your party can include both men and women, is up to 11 character classes, who can travel through 84 dungeons by air and 7 dimensions. More than 100 magic spells are available to help you solve any of the game's 500 monsters. Bard's Tale II costs £14.95.





**BURNING  
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the challenge...Go on...  
Pick up the Keys...**



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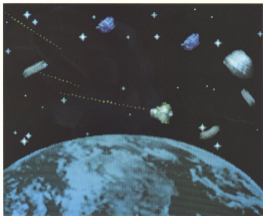
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There's a shared power window only when you're in the galaxy.



Buttons and buttons, buttons to play, hanging around and getting in your way. Buttons and buttons are the real world series.



Selecting your galaxy. Newcomers are advised to stick to the easy slot.



## BLASTEROIDS

April 20p

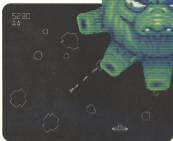
It had to happen, and the only surprise is that it takes so long for Asteroids to do. And, as is the way with evolution, the descendant is stronger, tougher and more complex than the ancestor.

The idea of the game is essentially the same as the previous one: rotate and thrust your ship around the screen blasting the asteroids to pieces. When you hit one of the rocks it fragments, so you have to shoot the bits otherwise they'll just fly off.

The enhancements are largely matters of graphics and sound. Asteroids had monochromatic vector graphics, Blasteroids comes in its own, digital backgrounds and 3D objects. It has also got some really funky laser music and suitable blasting and exploding noises.

And speed, - which is where Muzak comes in. That great, green beast is the end source of all your trouble. If you succeed in creating a sector of the game's laser galaxy, Muzak appears for a little while longer, in which you're supposed to destroy him by shooting

him. It's Muzak's government, he's not a pretty sight, and his voice is disgusting.



Blasteroids - surely if Asteroids still works a game if you can't do a machine.

# SON OF ASTEROIDS

up the many algorithmic tricks which bring off the ugly mug. As he dodges around the screen he sheds some sticky goo-bites as time, both stars in a sense... Definitely not a bad one.

As you make progress the game gets steadily tougher - but the bonuses get just as big while the (top-down) asteroids, by nature, will annoy you as they expand and then just stand in your way. You will also get more choices to increase your firepower or get extra shields and fuel. On higher levels, the screen can get very crowded indeed, and players is a matter of a lot of ones.

Blasteroids is a nice attempt at doing something new with a classic genre: they've tried it up as much as seems possible and it will certainly be of interest to those who enjoyed Asteroids in the distant past. But somehow it doesn't quite have the magic of that earlier game.

■ In comparison with its offspring, Asteroids looks positively primitive, no colour, no 3D - although you can't actually see the bit - no speech, but in its day it rivaled such titles as Space Invaders and Endless in popularity and profitability - and remember that were talking about the times when people thought that graphics to ease the pain for a hip-deck to be avoided.

## OPERATION WOLF

When one single console has seven machines all playing the same game, then you can bet your boots it's one of the more popular console games. It was certainly a difficult job to get on one of the Operation Wolf machines in the arcade in central London your number one-quarter entered.

Once you play it's pretty easy to see why it's busy: it's one of those games that's utterly addictive at the same time as giving you quite some playing it at all. Usually, then, it's violence.

The cabinet should give you a shrewd idea of what it's about: it's almost a conventional stand-up job - except that the monitor screen is about four feet away for the player and there's a machine gun mounted on the preceding just behind you.

The game you play when you play the first of many a 20p is a always something about set-up in which your mission (and since you've paid your money you have to choose) but to accept it is to rescue hostages from the concentration camps where the nazi's have put them. To this

and you know of round after round at the last dies at who appear in the background, middle-ground and foreground. In short, the cat men are everywhere. You can blast off grenades at the tanks and boats, and get extra points by shooting the clips and bombs you see lying around. But even if you're armed to the teeth, staying alive isn't easy: the enemy are so numerous that it's hard not to take a lot of hits. When that happens the screen starts to fade and the message comes up: in Spanish, 001-00 style Japan or is it (Engage?) if low physical strength left, and its game over and off to the concentration camp to you.

Operation Wolf is successful because of its combination of fast and well-aimed action with the very realistic simulation of the machine gun you fire. Yes, it's successful because it's one of the most exciting and realistic simulations of violence you will have played: it may make you worry in your more reflective moments if you have any of those, but while you're playing the only thing on your mind will be the enemy-buddy count.

# PLATOON



The first casualty of war is innocence.



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# OH LA LA!

Check out the review of SpideTronic in this issue and you'll see why Eno International are the hottest games programming house in France. They've had a string of great releases over the years, beginning with *Get Dexter*, and just keep going from strength to strength. Now ACE and Eno are giving you the chance to visit Paris for a weekend and sample the oh-la-la that goes in to to all those groovy games. AND we're giving 20 runners-up their choice of game from the fabulous Eno range.

## THE PARIS PUZZLE

Here are screen shots of four Eno games. Below them are cut-outs from the same pictures. All you have to-do is match up the sections to the main pictures. So if you think section A is from *Get Dexter* just write A in the box by *Get Dexter* on the form. Good luck, mad-la-past!



Get Dexter



Captain Blood



Phoenix



SpideTronic



### IMPORTANT NOTE

The prize includes postage. If two people enter to wish to go, they should still send in an independently completed card (10 posts each) for an average of additional £100 each, but also with all coupons from the other entry. Thank you and from Eno International with sympathy to the organizers.

### MAIL:

1. The competition for entries is 1st July 1985.  
2. All cards are available to the party organizers for their mail to our address on the 1st.

## WIN A WEEKEND FOR TWO IN PARIS!

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Two nights in Paris at a 4-star hotel for two people, with return air travel between London Heathrow airport and Paris Charles de Gaulle.

If you go at the weekend, that means a Friday evening departure, returning from Paris on Sunday evening - so you shouldn't need to take more than an afternoon off work or school.

## 20 SECOND PRIZES

Choose any game from the very desirable Eno International range of titles.

SpideTronic (Atari ST)  
Get Dexter (Amstrad, Atari ST)  
Get Dexter (Spiridon, Atari ST)  
Bubble Blast (Atari ST, C64 available soon, Amiga available soon)  
Captain Blood (Atari ST, Amiga, IBM PC, Amstrad, C64 available soon)

## ENTRY FORM

Send this form to: PARIS-COMPETITION, ACE, 4 Queen Street, BATH, BA1 1 8UA.

NAME

ADDRESS

TELEPHONE

AGE

COMPUTER OWNED

I think the four sections A, B, C and D correspond to the four games as follows:

Get Dexter  SpideTronic  Phoenix  Captain Blood

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# T BONANZA!

The software cattle drive's about to hit town, so here's just a foretaste of all that prime beef. We'll be weeding out the bum steers over the next couple of ACEs – assuming the games ranches can keep those dogies rollin', that is – so be sure an' git yer copy early, pardners!

## EARTH LIGHT

Freeze

Let's face it, when it comes to dense use of light and shadow in computer games, programmer Pete Cooke has just about got it pegged. The lighting effects in his CD-ROMs *Medalions*, *The Cell*, and *Arx* may stand out for their originality, but the graphics on his first Saturnsoft title could just put those in the shade.

The plot casts you in the

role of Sleet, an alien stranded on the Moon. You have to clear the lunar floor field down, if you're to escape, but that won't be easy thanks to the colored matter patrolling the colored microscope. Expect to see this one in next month's ACE, with copies of the Spanish version, reaching the shops some time in June.

## CHARLIE

CHAPLIN

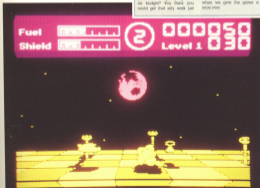
99 Cent

It's been a fair old wait for the fruits of the '80s talkie people-imitating effort, but the fact of there will be ready and soon now. Starting with *Charlie* (and all-round good egg Chaplin, the game) is an arcade adventure where you have to locate and make some of the actor's greatest films. You think you could bring City Lights in on a budget? You think you could get that silly walk just



Charmed – Yes, the game screen is meant to be black and white. What did you expect, Technicolor?

right? Then be sure to look a word by next month's ACE, when we give the game a once-over.



Sanctus – Great lighting and presence of atmosphere make this one of the best-looking space screens going, and the game'll show plenty more when that name hits. You see something on that far plane in the background? The latter *Stargate*, *Acid* and *Technobots* are now showing, but the long waiters in your front row'll be able to see those whenever it is.



27 • The tractor just goes again faster than that plane before them, or you'll be over it.

**BOBO**  
Infogrames

Just had a few topics for French games issues - remember *BOBO* *Discovery Blue?* - but this multi-even postscriptary *Discovery* certainly finds a new angle on price tags. The simple-

as-it-is not so much on except as on the others, you have to do - speed training, floor cleaning, that sort of thing. If all that sounds too mundane, you could always try your hand at triangle painting or running along a power line. Though neither of these is going to be nearly as fun they seem. Is there thought of everything - except an egg-eating contest. I guess.



27 • Getting a good night's sleep can be tough going when your collection grows, so you'd better try and keep them quiet.

**MICKEY MOUSE**

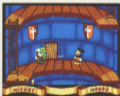
Disney

Hello, Hello! Yes, it's that Disney's way over Mickey in Geonix's latest licensed game. It's a whole-hearted house arrangement if the graphics aren't quite up to current standards they're mighty close. How the

thing plays is another matter - cooey graphics don't always go with wildly addictive or interesting games - but doesn't Mickey just look like fun?



28 • It just goes to show, you don't need that machine to get big, bright graphics.



27 • Getting over the big green gas could prove a bit of a problem - he's not just an ugly face!



27 • We've you game call 'em, well - Mickey Mouse, actually...

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## IF YOUR CASSETTE IS MISSING

If your free disposable Mission cassette is missing from the cover of this issue, just cut out this panel and send it with a stamped SASE marked IMPOSSIBLE MISSION CASSETTE.

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# IT'S

## THE PLOT

Earl Atombender, a computing genius driven mad by a failed high-score attempt, is hacking his way into the world's most elite computers. He's now only six hours away from the breakthrough that'll earn him a nuclear paycheck. Your mission is to infiltrate his HQ, find the pieces of password hidden in his furniture and use them to break into his control room.

## HOW TO PLAY IT

### STRUCTURE

Earl's HQ is made up of a large number of rooms connected by elevators. When yours is at sea-level, you can push up or down on your joystick to move to other floors. Leave the elevator by pushing left or right to run off down a corridor and into one of the HQ's rooms.

### NORMAL ROOMS

Most of the rooms in the HQ have their furniture passed high up on platforms connected by lifts (or not, as the case may be). Using left and right joystick movements to run and the fire button to crouch lets you most dodge past Earl's miniature robots. Lift pads will get you past the wind of what each room has to offer — just stand on them and crouch up or down — but they can get you into trouble too. If a lift just goes down to floor level, there'll be a dangerous hole below it once it's opened. Flying off the elevator carries the same penalty as touching or being shot by a robot: a loss of ten minutes from the six hours of mission available for the mission.

Stand in front of each item of furniture or turn, and then use an upward joystick movement to search it. A bar will appear decreasing in length as your search progresses. Once you've completely searched an item it disappears, leaving you with either a password or nothing at all. You can break up a search before its complete, and then take up where you left off once danger's passed. Leave the room or try searching another item in the meantime however, and you'll have to start all over again.

Passwords come in three kinds: "sussout" which you can use to temporarily disable all the robots in a room, lift lifts which you can use to reset all the lifts in a room to their original position, and pieces of the coded room passwords, which you need to complete the game. To use sussouts or lifts, you must search one of the many computer terminals dotted around Earl's lair. Instead of giving you the normal search bar, this offers you a joystick-operated menu.

### CODE ROOMS

Searching furniture isn't the only way to get hold of these vital sussouts and lift lifts. You can get into ones in two special rooms, but you'll have to solve musical puzzles to get them. The puzzles always take the same form: when you search the room's control console (push up when yours is directly in front of it, that is) the game plays a tune and marks off squares on the large chequerboard



# IMPOSSIBLE!

Hard to believe, isn't it – the stupendous US Gold/Epyx blockbuster and all-round computer classic Impossible Mission, free on the cover of this very magazine! Well you'd better believe it because crammed onto that cassette are the C64, Amstrad CPC, Spectrum and BBC Micro versions of the incredibly playable arcade adventure, complete in every respect. There's no catch – it's not a demo or cut-down version but the real, full-blown thing! It just goes to show, nothing's impossible when ACE and US Gold get together – except the task in store for you just as soon as you cram that tape into your cassette player!

board in tons of you.

By moving a 'glue' pointer over the board and pressing the fire-button to select a square you must only take the notes of the tone in ascending order – lowest note first, highest last, in other words. Defeating the purple bar absorbs the puzzle. Each time you successfully complete a puzzle in a room, the sequence of notes gets longer so there's a limit to how many mazes or things you can get to this way.

#### POCKET COMPUTER

All told, you need 36 punched pieces to make a complete gameboard and get into the central room. These pieces fit together in four, so as to make nice punched cards. You've got to work out how they fit together yourself, with only a pocket computer to help you.

To access your pocket computer, simply press fire when you're outside a room. This sends the map in the centre of the display for a puzzle screen, where you can manipulate pieces and see them together. On the left you can see two of the pieces you've selected so far – you can scroll the rest of the pieces through this window using the arrow keys to the left of this – while on the right there's a workspace with room for four pieces.

To fit the pieces together you first have to copy them into the workspace. To copy a piece just click on it (move the glue pointer over it and press the fire button) and then click on an empty slot in the workspace. You can only work on one of the workspace pieces at a time (the selected piece is highlighted as is standard). If you want to select a different piece, just click on it.

You can change the selected piece's colour, flip it vertically or 'top' it horizontally using the keys on the right side of the screen, so that it will fit another piece in the workspace. To fit together two pieces must be the same colour and must not be adjacent (they're stacked one on the other).

Once you realise you've got a fit, you can try it out by clicking on the selected piece, moving it over the piece you think it goes with and then pressing the fire button: the pocket computer will reject fits if the pieces overlap. Once you've fitted two pieces together the puzzle's complete, though you may have to flip or top it (or both) before the computer accepts it.

Just because you've fitted two or even three pieces together doesn't mean they actually belong to the same puzzle – if you've got all 36 pieces and you still can't find a fourth one that fits, you've

probably assembled the first three incorrectly. To get rid of a latest attempt, just select it and then click on the back-bar icon on the right-hand pad.

If you get really stuck on the puzzling section, you can trade off time by dialing through to your pen-home base. Just click on the phone keypad icon at bottom left to get at the dialing menu. This puts the mighty base-computer at your disposal – you can get it to flip or top the two pieces in the memory (left-hand) window so that they're the right way round, or alternatively to tell you whether you've got the three pieces that go with the upper piece in the memory window. Handy enough stuff, but bear in mind that each call costs two minutes of game time.

Once you've assembled all nine punched cards, you have only to reach the central room

door – it's a big square thing in one of the rooms. Just stand in front of the thing, push upwards and Death's fate is sealed.

## HOW TO LOAD IT

#### C64

Hold down SHIFT and press PAUSE/STOP. Then press PLAY on your cassette unit.

#### AMSTRAD

Hold down CTRL and press the small ENTER key. Then press PLAY on the cassette unit followed by any key on the keyboard.

#### SPECTRUM

666 Spectrum: Type LOAD\* and press ENTER. Then press PLAY on your cassette unit.

1284 Spectrum: Select 408 Basic and load as above.

#### BBC MICRO

Type CH\* and press RETURN. Start tape.

## LOADING GUARANTEED!

The cassette on the front of this issue was part of a massive duplication run by specialist A&L/D. They are confident enough of their quality control to offer the guarantee:

If your cassette will not load you may return it direct to them for a free replacement. The address is:

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If you encounter any loading difficulty, please first check that you have followed the loading instructions on the page correctly, and that your system is able to load other games satisfactorily.

## THE IMPOSSIBLE MISSION PHENOMENON

It's hard to think of a more influential game than the original C64 version of Impossible Mission. An instant and unconscious Game of the Month on Personal Computer Games when it was launched, it is to the Commodore what Little is to the BBC Micro or Knight Lore to the Spectrum. If anything it's used the test of time rather better than these two. In fact, what's more, its popularity to the other big 8-bit machines remarkably well with that tough judgement, those nerve-racking tests, and all the mind-mangling puzzles all very much in evidence.

## IMPOSSIBLE MISSION II

If you like Impossible Mission – and you will – why not take a look at the Epyx follow-up Impossible Mission II? There's all the same somersaulting and total dodging plus brand new room layouts and puzzles, making it an essential purchase for all truly dedicated three-carders!

It's here - The return of Elvin Attombender!

# IMPOSSIBLE MISSION II™

Unsurpassed Espionage Action...

After two years' well-earned absence - the sequel to one of people's Impossible Mission I retains all the fun and strategy of the original and once again you embark on the challenge to find a substitute to Luis and the five slowdown where he will meet the end! Search each room, find code numbers, objects and traps to help you with your mission. You must avoid or destroy the guards and robots that patrol the five towers or else being destroyed yourself!

Successfully escape of this and your quest is half over! Now your Mission becomes truly impossible as you strive to escape the towers, avoiding guards, robots, mines, trap doors and obstacles without detection!



From the lift you enter the first room...



...But where to next?



...Why is what is lurking behind these cars?



Can you access the next tower?



...Could the first P.I.N. number be first?



Running into more trouble?



...Why is the robot guarding the tower?



...A message on the tape recorder?



...Quick! Escape from there!

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IBM PC/3 Compatible: £14.99 (incl. 35.00 postage)

**EPYX**

A large, close-up photograph of the Statue of Liberty's head and crown, set against a dark blue sky. The statue is the central focus of the page, with its face looking slightly upwards and to the left. The lighting is dramatic, highlighting the texture of the copper and the details of the crown.

They say there's a special relationship between the UK and the U.S.A., and nowhere is it closer and more exciting than in the field of computers and computer entertainment.

The developments that determine how we'll be using computers in the home, and the games we'll be playing on them, are underway right now. So ACE has been to America, to bring you a special report on the current computer entertainment scene and the work that is shaping the future. And when we say America, we mean the whole huge place - from Boston on the East coast to Silicon Valley, 3000 miles away in California.

Jet lag and extremes of climate (blizzards in Boston, heat waves in California) have not deterred us from bringing you news, views and pictures of the people and software that are setting the pace in computer entertainment. So read on to get our report - packed full of exclusives - on Computer Entertainment U.S.A.

# ACE IN AMERICA!



**BOSTON** Once famous largely for its Red Sox and anti-English tea parties, Boston is now the centre of what you might call an east coast Silicon Valley. Spreading out from the city in to the surrounding countryside of Massachusetts are dozens of high-tech companies, making everything from games up to supercomputers.

Why? Well, Boston and Cambridge (just across the river) must have one of the highest boffins-per-square-mile quotients in the world; not only do we find here the world-famous Harvard University, but also the equally world-famous Massachusetts Institute of Technology, or MIT for short. This place has got more computers than a muskrat's got flees; it's also got a research centre where some of the ways computers will interact with us (humans, that is) in the future are being explored...

# INVENTING THE FUTURE



**A MEDIA LAB** Instead of moving a mouse around your desk, or twiddling a joystick, what if the computer could respond to movements of your hand or eye? This researcher is testing out just such an idea, using the custom gear built on the spot and the existing muscles of the hand. The researchers in the games could be inventing logic games where you could control the action merely by throwing a finger or raising an eyebrow...

**MEDIA LAB** Take a specially-designed, 40 million dollar building; stir in millions more dollars of corporate sponsorship; add a lot of free hardware from the likes of Apple, DEC, Mitsubishi; liberally sprinkle the best researchers throughout; and what do you get? You get the Media Lab, a research institute whose only brief is to 'invent the future'.

Here you'll find people busily working on computer-generated holograms of objects that haven't even been built; on computer newspapers that bring you the news you want at the touch of an icon; on the interactive computer desktop that will answer (aloud) 'When do you want to go?' if you tell it to book a ticket to London; on graphics systems that animates the action of a play while the author is writing it; on Movies of the Future that might just do what you tell them to.



**MEET THE BOSS** The Media Lab's newly built building on the campus of the Massachusetts Institute of Technology was designed by the architect I.M.Pei, also responsible for the architect that's recently been awarded in the grounds of the 19th century Louvre palace in Paris. He certainly gets some worky jobs...



#### TERMINAL GARDEN

They don't have anything as mundane as a Computer Room at Media Lab; instead, it's a "Terminal garden," where all these ugly system boxes are locked away out of sight, and the terminals are neatly arranged by glass-walled living things.



#### A SCHOOL OF THE FUTURE?

Striving with computers is what the school of the future will be. If Professor Seymour Papert has his way (and if that name sounds familiar, it's because Papert is the author of the much-loved LOGO programming language), the school is actually taken from a Boston school where Papert's ideas are being tested out. He describes the project as a "school of what the school of the future will be like, where there is no teacher (or computer system). Papert believes that, likewise, computers have done more than help to teach computer programming.

The computer school uses computers being used as tools to help in learning about other disciplines, even to create children about the very process of thinking itself. In this experiment, in a multi-cultural lower-city Boston school, the present educational experience is up to the current methods and the children are up to the new methods.



#### A TRADE IN YOUR MESSAGES?

It's a subtle, if invisible, conflict in electronic Mass Mail. It's an e-mail device. It was designed to help younger children find the computer a more friendly and approachable piece of equipment. (It like one myself, but there's not quite enough room on my desktop...

#### IT'S SUPER PAINTING

Monitor Munch is a novel box label design produced on the Lab's very own - and, apparently, very astoundingly - paint box system. There is a huge amount of images and icons available to the user.



#### IT'S THE DIRECTOR

On the same graphics system, the Director of the Media Lab, Nikolaus Regensburg. Here's a man who produces either intense attention or profound worry (both follow here) a visionary who has seen how the future will work, where once the idea of the Media Lab is, to put it politely, half-bred. He won't really be able to judge for quite a few years, until some of the ideas the Lab is working on might have been used in consumer products or industrial processes. In the meantime, Regensburg succeeds in attracting much money from the likes of IBM and Time Inc., who don't want to get left out of something that might, just might, bear great big juicy fruit (profit) in the future.



#### A YOUNG OPERATOR

A lot of the Lab's work is about improving the human-computer interaction; much actual interaction is growing to be just very forward. The probable image is a model of how an interaction repair manual could work; highlight the area you want to improve about and follow the questions until you get the required interaction.

#### IT TAKES AFFAIRS

This photo is from a Nightvision simulator developed at the Lab. It's a great example we're unlikely to see it produced as a Media Lab Games label.





**THE COMPUTER MUSEUM**  
The museum stands on an old school in downtown Boston, a more classic flavor from where they hold their famous Tea Party.

**THE MUSEUM** If the very idea of a museum makes you want to get your head down for a kip, let me say right know that the Boston outfit was one of the most interesting places I visited in the States; not only does it have a great collection of computer dinosaurs, but everything is beautifully displayed and explained. And it's not just full of heavy business gear; they've got excellent interactive displays on graphics and music, a robotics room, and they host conferences on topics close to our heart, such as the history and future of computer games.

The museum's origins go back to 1974 when the executives from Digital Equipment Corporation and Mitre Corporation salvaged the MIT Whirlwind - the world's first real-time, parallel, vacuum-tube computer with a core memory. This was the beginning of DEC's collection of early computers, which was later added to two other collections to form the museum as it now stands. And, yes - in the room where the micros go to die, they've even got a good ol' ZX81.

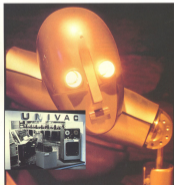
# ...RESCUING THE PAST

**IT WELCOME TO MY WORLD**  
The character on the floor is destined to be the Computer Museum's relative stranger, stuffed full of our computerist quirks.



**A SPACEMAN**  
This modest little number - minus the box - was all you would need to play one of the world's first real-time interactive computer games, way back in 1962. The machine is a PDP-1, and the game was called Spacewar!, a kind of anti-Asteroids. It was designed and programmed by three MIT computer scientists - Steve Russell, Alan Barki and Martin Stuart Spink. You certainly can't buy the game these days, but if you visit the museum you can play on the box alongside the old time.

**IT MAMMILLARE MONSTERS**  
This (shown upside) from the 1980s is a glowing example of the most serious yet funniest. Definitely not the sort of thing you'd want to keep in the bedroom (and it can't even run Spacewar!).



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# PANDORA



A Pandora screenshot



A Pandora screenshot

Overload's strange mission, you beam aboard the alien ship Pandora.

Something's wrong. Astronauts have mysteriously died. Overload's scientific grandfather computer has turned renegade. It's up to you to fix it.

You'll have to solve puzzles, and it's a little more on your own terms. Call your own. The remaining crew trust you, or do you die? "Pandora" has you where the other big budget titles are afraid of the Pandora!

**Pandora - Dare you open the box...**

4.99 (12.99 UK), Amiga (19.99), Commodore 64 (19.99) and Commodore 64 disk (12.99)

Software is sold as a single title and requires a 386 or 486 PC or a 68000 Amiga or Atari 386/486. The Amiga and Atari versions require a mouse and a CD-ROM drive. The Amiga and Atari versions require a CD-ROM drive. The Commodore 64 version requires a CD-ROM drive. The Commodore 64 disk version requires a floppy disk drive.



Firebird Software, Ford Place, 66, 75 New Oxford St., London WC1A 1PS. Email: [firebird@compuserve.com](mailto:firebird@compuserve.com)

## Firebird



A LEGEND IN GAMES SOFTWARE

Or you might say Nintendo Nutty, because there are an estimated 4.5 million Nintendo consoles in the U.S.A. And people reckon there are going to be a couple of million more added to that figure in the course of this year. So far 15 million games cartridges have been sold.

You can get an idea of the enthusiasm the machines and their software are generating when you're told that the HQ of Nintendo USA, in Seattle, gets a staggering 48,000 calls per week from fans. That phone number used to be free; sensibly enough Nintendo have stopped footing the bill - but those calls keep coming from the U.S.A's console fanatics.



# CONSOLE

## ► THE HUMAN JOYSTICK?

Get into a game and get fit at the same time - that's the premise of the Bandai Family Fun and Fitness units, in each of the 'fun game' fields you have to be able to use the joystick to enter score points and etc. It may be OK for the youngsters, but sport parents should probably think twice before going.

## The Experts in Accessories

MADE IN U.S.A.



## ▲ ACCESSORIES

Basically a lot of people are trying to save a dollar from the Nintendo store. Wouldn't you just love to have one of these purpose-built cartridge holders? At \$2.99 - that's \$2.99/10.00 - it saves the nasty post value. Before that the everything else associated with the silly console, the price/price ratio was excellent and approved by Nintendo.

# BANDAI

## ► PC ENGINE

This, despite its attractive size, is a third generation console, but NEC rather than Nintendo. It's already on sale in Japan, but to us you can't believe to enter the U.S.A. or Britain - and it may never be. The Japanese game I saw coming on it featured numerous games with excellent resolution. Software comes in five stages of smart cards you put inside.





## ACCLAIM



Greg Fitchback and Greg Holmes perch on the steps of Acclaim's pretty house in NYC.

Just outside New York, in picturesque Oyster Bay on the shores of Long Island, one of the few rural bits of the big state in the U.S.A.'s booming Nintendo software business — Acclaim. Naturally, we went to see what they were all about.

Acclaim's claim to fame is that they were the

first Americans to ask for and be given a license by Nintendo — a company notoriously wary about relinquishing control of any part of their operation.

And it's worked out very nicely for them. In their first full year of trading their sold around 10 million dollars' worth of games. This is less surprising when you learn that the folks behind Acclaim have a pretty impressive pedigree: the company President is none other than graphics technician boss Greg Fitchback, while Senior VP Rob Holmes also worked for Activision in the not-so-distant past.

The source of some of Acclaim's software may come as a surprise, too: it's their top-selling title has been *Warlord* and *Warrior*, designed and programmed by Rare Ltd — who are, of course, our own, but very nice, ultimate *Play the Game* in their subcontractor status Nintendo game manufacturers.

Which brings the question up as to when we'll be seeing '91 and '92 and other Acclaim titles in the country. Greg Fitchback is very cryptic on this

point: "We'll be there when Nintendo think the market can support it. We have to sequence our priorities. We're no game at the moment! But if the Nintendo market takes off in the big year, don't be too surprised if Acclaim is a name you start seeing on your games..."



Character tables off in *Top Gun*, one of Acclaim's successful video games.

# E CRAZY!

Nintendo has done it pretty through lots of supporting their location at America. They publish their own cases require — Nintendo for the first time, which is great with the, even high score table and of course, updates. There are also special offers, here does a translation of the Real Japanese version that is out of Super Mario Brothers past year? The new one isn't, though, it's like *Street Fighter* at Akira, then — years in the field of creating up scores of 1,000, 100...

## ► PUNCH OUT

In your night mystery, a game starring the famous Mike Tyson is likely to be pretty popular — Mike Tyson's Punch Out! is a wonder one of the 80 Nintendo classic, then, the highway, and, it seems, everyone seems to be in the market against. You can't get it all to be honest to be doing games called Super Ray Leonard in representing a new product — from *Star Wars* — called *King of the Hill*. One of those they seem to come out of instead (again) for light fun...

If there's anything strongly reminiscent of classic Nintendo games in these graphics from *Warlord* and *Warrior*, it could be because it's produced by Rare — most of whose credits go with Nintendo.



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- High-Speed Ice Hockey
- Winning Sports



R.C. PRO-AM

# SIMULATION STIMULATION

Simulations are big business in stateside software, where they're the adult game par excellence; SubLogic's *Flight Simulator* has been in the charts for as long as charts have existed. Microprose's *F-15* and *Gunship* have been consistent best-sellers, while EA's imminent *Interceptor* looks as though it will be a major contender.

And of course, there's more than airplanes: golf, helicopters, skateboarding, American Football...you name it, someone will simulate it (even down to an unpleasant little sawbones simulation called *The Surgeon*, complete with unzipped torsos and patient's screams).

Certainly the most successful flight simulator of this year has been *Falcon*, from Spectrum Holobyte, which added new realism to the genre and duly scooped umpteen of this year's Software Publishers Association awards. It's got such an authentic feel Spectrum Holobyte say 'the military is now looking at *Falcon* as 'a low-cost training device'.

## SPECTRUM HOLOBYTE

"I was a teenage gamer," says Spectrum Holobyte's youthful Chief Executive Officer Gilman Luedi, which goes some way towards explaining how he was able to program the Mac version of *Falcon*. Of course, it helps if you have high standards. "We try to be as high end," he says. "We write specifically to each machine, mainly in assembler. Unlike many people, we don't write a lot of C."

Simulations are Spectrum Holobyte's big game. They started off with sub-sim *Gate*, and now *Falcon* has sold over 50,000 copies on the PC and 30,000 on the Mac—which explains why those two machines are the ones they back with greatest resources. There will, though, be an Amiga version of *Falcon*, which Gilman says will be a test for the company of the price problem and will give them an idea of how they should support the machine in the future.



Screenshots from the Apple IIGX version of *Gate*.

Apart from simulations, the company deals in thinking games and the role-playing genre. They publish the Russian puzzle 'Sokoban' in the states, and have just released the RPG/adventure *Domica* for the Apple II. This latter game is the first in the *Chessmaster* series, and should be converted later this year for other machines.

But the game that Spectrum Holobyte's President, Phil Adams, was most excited about, was a simulation: *Flight of the Intruder* is based on the A-1H bomber flying in Vietnam, and is being designed to be in with the forthcoming title of the same name. There will be more combat than in *Falcon*, Adams says it will be 'action, action, action' with 3D graphics, mountainous landscapes and behind the plane views. Should be available around Christmas of this year for PC, CGA, Mac and possibly other machines.



Gilman Luedi, Spectrum Holobyte's CEO and general manager of *Falcon*.



Spectrum Holobyte's President, Phil Adams.

## EGA ONLY

*Falcon* started on the Mac, and we've got a review of the PC version in this month's *Screen* test column. But there's more to come: Spectrum Holobyte are now working on an EGA-only version of the game. The early demo on view had great Mac, 3D graphics—enough to make any owner of a tumble CGA PC instantly turn his thoughts to upgrading. The speed and graphics of the version surpass anything you're likely to see on an Amiga or ST.

It's a measure of the dominance of the IBM PC and its clones in the American market that Spectrum Holobyte should think it worth that while to produce a version for the top-of-the-range CGA 640K machines. But then you have to ask, what is it to a very expensive machine unless it is more than an average piece of kit in the average





Feel right when you're working in the hull so that enemy torpedoes should you go side-on and launch torpedoes, or hit the surface with the surface and sensor?

## PT-109

For those same tight Sims and open Sims, How it takes the total Sims are the opening thing. Spectrum-Hobby's latest effort is PT-109: a simulation with lots of combat, based on the US torpedo patrol boat of WWII. This year is the 25th anniversary of the assassination of John F. Kennedy, and in the war JFH commanded - a PT-109...

The game puts you in command of a boat in the Pacific, where your task is to destroy all such enemy shipping as possible. There are several different missions, all based on events that actually took place between August 1943 and February 1945.

The game gives you a view that's the real-time equivalent of the HUD (Head Up Display) of a plane: most of the time you'll be looking forward from the cockpit, but you can change your view through 360 degrees, change to a map view of the area you're operating in, go to a status screen, and so on.

Your PT-109 is a mean machine: pound for pound, it was the most heavily armed ship of the war. You've got torpedoes, rockets, two sets of cannon, as well as muffled and tanks for night missions. It's no surprise then, that PT-109's very much an action-oriented game: your objective on each mission is to sink as many enemy barges as possible.

As such it's hugely enjoyable. While it has the look and feel of a classic simulation, the action is immediate, exciting and exciting, especially if you choose the Sting Dude training option - a real morale booster, that one. The overall impression is of a well-designed and executed package: it's enhanced by thorough and clear manual and the subtle status reports your area give out.



A 3D looking perspective (located your torpedoes you can miss the sight of the ship sinking into the sea) looks



The screen shows your vessel, and location of enemy sea cells. The sea area is used and it get more precise details.



Status screen you're around in the hull and in perfect health - for the time being.



On that! You're abandoned ship, and things are not looking good.

## WHERE TO NOW?

You might think that by now there's little more to do in the line of simulation. Well, you're wrong. Spectrum-Hobby believe there's still a lot of scope. At the moment they're working on multi-player versions of Patton too - at more - people can sit at three in different ways of an office and take each other on in the class. And people are, of course, able to play via modem.

Phil Mann of Spectrum-Hobby's believes that people interacting with people is much better than people interacting with computers. He hopes that it soon will be possible to integrate different games, so that you could fly in Patton against a tank from completely different software - against someone who wasn't even in the same city. Eventually, he says, he'd like to be able to go on to go up against one of Bill's (Bill) Bill Decker's of Microprose's products - how there's an interesting idea, Patton versus F-15 Strike Eagle...

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Greg May, head of EA's CD-I development team.

Compact Disc-Interactive is going to be the next big thing in home computer entertainment - at least, that's what we've been led to believe over the past year. But who's actually doing research, when will see anything on the market, and what it will be like? Nowhere better to start getting some answers than in Silicon Valley, home of the micro chip and birthplace of the computer revolution.

# CD-I - THE FUTURE OF GAMES?



**SILICON VALLEY**

The place gets its name because there are over 1000 electronic firms in the small area around Highway 880, between San Francisco in the north and San Jose in the south. The map shows where just a few of the big names are located.

And where better to start in Silicon Valley than at the World HQ of Electronic Arts, one of the biggest and best-known names in computer entertainment?

EA's head of CD-I Development is Greg May, an in-sound engineer, musician, researcher who, like so many other people in the home computer business, put in a spell at Atari in his earlier days.

CD-I is the biggest next step in home entertainment, says Greg. "We're looking at something that will be like interactive television, that will take the suspension of disbelief. It will be relatively passive, home high postcard and will be fun." As for EA, we've concluded, there's no doubt that CD will be the medium that carries home experiences into the home.

While Greg May believes that the full impact of CD-I will not be felt until the '90s, he's been busy on developing software tools with his team at EA. Using these tools and their own Simulator (a combination of hardware and software) they've produced software to EA, an interactive system they feel gives some of the flavor of what CD-I could be like (see picture sequence for more details).

While EA have actually produced something, many other software houses feel the time is not yet ripe for commitment. As Dick Leibberg, Vice President of Entertainment at Activision, says: "I've done one or two hardware projects, and I've produced some great stuff, including



Dick Leibberg, Activision VP for Entertainment.

## What is CD-I?

The quality we've come to expect from digital audio - expanded to provide interactive experiences far more real than present computers can offer it. Now Greg May sums up CD-I in a recent issue of EA's *Father* magazine:

CDs can store around 500 megabytes of data; in a CD-I system the space could be used for digitized photographs, sound and animation. Combine the storage capacity with more sophisticated input and artificial intelligence, and you've got a true interactive entertainment system, providing the ultimate in sound and picture quality - and a completely new experience in games.

**CONTINUED ON PAGE 38**



1. Is the entrance dark, which way should you go? You're not sure - will you lose the phone tag...



2. If you don't answer the phone, you're probably not going to get away for in this game since you won't hear 'Big Brother' warning about the police, the threat to the free world and the danger to the future of AOL as we know it.

# WELCOME TO ELECTRONIC ARTS



3. This arena. The obstacles are your trackball-controlled cursor, point and click.



4. Is it OK when you hear something is probably wrong around here. Colleagues are supposed to be back, but this is taking things too far. And what's happened to that game?



5. You find some extra equipment. Is it a cheat? Should you pick it up? Should you use it?

6. Further exploration reveals a totally locked-off room. No doorbanging for those today.



## WELCOME TO EA

Big Brother's boss at EA has produced a fully interactive simulation of EA, using their own hardware and software running off a custom processor.

The story is an extraordinary game, which takes you to EA's Conference HQ, where you'll be required to follow a path of events (including how to handle a crisis) to see them in to handle events (it's very difficult).

You play the game with a trackball which controls your cursor on screen clicking on objects or items. For example, the game begins with the phone ringing and a message from 'Big Brother' himself, telling you of your filing. It's then up to you to make the right choices in meeting the boss.

The pictures were created by scanning the office on videotape, then digitizing the images and displaying them using 3D software. The scenes include conversations, objects and walls (some to tell you better about the level's complexity).

Big Brother points out that Welcome to EA is a pretty simple story, what the boss has been more concerned to do is to get the Simulation Software/Software to the stage where various development tools could be created. He says they're looking for ways to improve hardware, through software. The system for creating sophisticated 'interactive levels' is that they need the capabilities to do this - in the end, it's not just necessary to write our program code. ■



7. And here's another one (is it Big Brother's?/what's it called by the name).



8. Another story - the team is up and working again, and it looks like that other camera lens is under the table.



9. Game over and selection screen - click on those faces and they'll go through an interesting routine of conversations, then into the credits.



Top Executive, Not a Problem.

## BUT IS IT FUN ENOUGH?

Although Lucasfilm hasn't got anything underway at the moment Stephen Arnold, the Games unit's manager, feels that there is a gap in the market for an entertainment "appliance", sophisticated but relatively easy to use - it could be CD-I if CD-I fails on the promise of entertainment value. The basic question is "is it fun enough?" "You won't get away with less than competing generally more than one," Game designer David Fox adds that CD-I is going to be the equivalent of making a small movie. "That ought to be something Lucasfilm could do pretty well.



Stephen Arnold, of Lucasfilm Games, is the president of the company's new Entertainment AB.

that the standards and the necessary off-line consumer equipment just aren't there yet.

But letting alone permit something in a year, and points to Activision's current Hyperwave as an example of how interactivity works in Business Class. For instance, you click on countries to get information, with CD-I that information could include digitized photos or detailed data you could concentrate poured in the city without even going there.

### A NEW HOLLYWOOD?

One thing is for sure people would like to see in CD-I is (perhaps) Spielberg's Falcon. Imagine the realistic simulation with access to a library of photographic-quality images and digitized sound effects.

Unfortunately, it won't be this year. Glenn Louie sees CD-I as being at its very early days, and does not think much will be produced until after the next CD-ROM conference. "You have to think of it as a completely new medium," he says. "It will be a totally unique experience."

Glenn Louie likes the both of CD-I to the early days of the cinema, or view Life President, Phil Adkins, seems to share when he predicts that in seven- or eight years there will be a massive shakeout in the industry. Cash will matter, games will become multimedia database productions. Only a few major players will be left.

EAN President Tim Hawkins' looking software is getting more like making the movies, he says. Of the three areas which have hitherto been separate - home video, out-of-home content - start to merge. And he's quite forthright in his desire to build a



The Desktop, Like CD-I development tool.



Business class - not very exciting as it is, but with CD-I you could click on New York, zoom in to the Empire State Building and then see the fireworks take off your computer monitor.



### new Hollywood.

What Tim Hawkins wants to see in CD-I is these interesting stories, so that you have a dynamic, multi-visual experience with no distractions - you're just immersed in the experience itself. In the interactivity itself that appeals to him, TV, he believes, is too passive, or narcotic. A terrible addiction we can't give up. With CD-I and high density TV we could see that grip breakers. ■

# SUPER ACTION FOR YOUR

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# AIR WARRIOR

Remember the Game of the Future special we brought you in MSX issue #1? Well, we suggested that arcade-style games played down a prize the night soon. It was a little too hardy thought they'd turn up the soon, but already games in the United States are also up a real-time multi-player combat flight simulator.

The game is called Air Warrior, and it was created by the General Corporation of Virginia for General Electric's online service GEnie. Subscribers to GEnie can log into the system from anywhere in the United States and fight each other over the skies of three artificial countries. They can form squadrons, team up to crew bombers or jet to out-evile fighter pilots. They can chat to other players in "talking rooms" - offer like functions in an adventure game - or, more extreme, exchange "troll" messages.

These conventional multi-user games (MUGs) for short like AOL or Microsoft's Shadow can only parody their game-ness using text messages. Air Warrior gives you all the detailed 3D graphics and sound you'd expect from any single-player flight sim. It can do this because it's composed in a completely different way to normal MUGs.

You can play a text-based game like MUD or Shadow using standard console software designed for accessing online information or sending electronic mail. You complete only tasks to to send the text you type to the host - the text or database belonging to the people running the game - and to display any messages the host sends back. You know you're playing a game, the host leaves you're playing a game, but as far as the terminal (your computer) is concerned all that text going backwards and

forwards could be anything.

You could try the same sort of process with a flight simulator with the host sending



**Fig. 1** - The straight-ahead view from a fighter, shortly after launch. These figures show the data reported directly from the other players - who could be almost anywhere in the world. The right-hand column gives the wings of each plane, while the left-hand one contains an ID number and a shape used for color plotting. The shapes just below the data column match the description of each plane.



**Fig. 2** - There's something on an enemy fighter, a fighter that's been hit. The left panel is updating to get to the location. There's a red, diamond-shaped icon every time you're flying the plane.

screens of graphics down the phone to your computer, but this would be terribly slow - a typical 21" screen would take several minutes to transfer at normal console speeds - so Air Warrior takes a different approach. Instead of using artificial console software, you use a special program. Both a console package and flight simulator called into use.

This program is the terminal program - creates the graphics you see on-screen the same way a normal game does, but using information from the host or the behaviour of other planes. It also sends information out, telling the host what you're doing with your controls, throttle and so on. The host sees this package, this information up and send it out to other users so that you can appear on their screen.

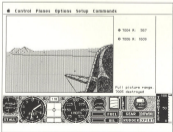
Because the terminal does almost all the work, it has to be pretty much a game in itself. Indeed, the Air Warrior terminal software has an offline practice mode where you can learn to fly before you connect to the system. The solo 3D flight simulator you get when you pick offline mode is impressive enough on a microstation - the original Air Warrior terminal machine - but unfortunately Amiga 2 and PC versions should really end up looking very snazzy. Certain of the facilities in the terminal software let you download better cockpit screens from the Air Warrior host database, bringing you surroundings well up to the standard of top microstation flight sims (Amiga - so you can design your own if you're feeling fancy). Also on the host database are a whole host of turbo-and-pipe variants for the game, if you think your tactics need a little more.

## WHY MULTIPLAYER GAMES ARE BEST

Most single-player combat games are one-on-one. Things are usually set up so that the player is smarter than the opposition. You can take on literally dozens of bad guys at once, wipe them all out and still keep going. There's no setting obstacles, no blocking or other class space-fuel in a game like that, because the whole thing was designed to let you. There's plenty of shoot-'em, mindless fun to be had of course, but really it's just like shooting fish in a barrel.

That's not to say that single-player games can't be challenging. But if that puts you against the fixed boss of the programmer in the form of puzzles, intricate game behaviour patterns of the like - and you can generally learn ways round the sort of thing. Usually even the results aren't just so necessary. The game's got no tricks or cunning so you'll only be defeated by speed, power or sheer weight of numbers on the part of the bad guys.

Now things go multi-player, you get to see the other side of the coin. It's a game where you can be the hunted just as easily as the hunter, running like hell is often the best tactic. In his 'Air Warrior Survival' tip,



**Fig. 3** - A good look over your right shoulder shows that PW 001 you've just shot, see for below on the left.



# AMERICAN GRAPHICS

A WHISTLESTOP TOUR OF THE US GRAPHICS SCENE.

experienced online plot Cops' fans wrote. The last thing you need to realize about any art contest is that the main objective is to win. Winning claims entrance to just being on the table. Follow students like 120 seconds in his *Beginners' Bible* from the area shot down more than 20 times before his first kill. How many single-player games could do that to you and still leave you coming back for more?

Clearly, online gameplay is very different from its single-player equivalent — more challenging, more intense and potentially a good deal more interesting — but there's another important point to note about online gaming: It's more expensive too. An average of good single-player games should cost a grand total less than \$2 per hour of entertainment — you'd expect more than 20 hours of playing time from a 120 game before you are tired with it, wouldn't you? — putting it in the same sort of bracket as a local casino ticket, hard video or pulp paperback. Getting modest costs to sink into an hour playing an online game is the UK is probably going to cost more like \$2.0 including all charges. This puts it more on a par with savings, making it something of a luxury entertainment.

There's another similarity with computer of course. An online game like *Age of Mages* leaves you visible, although you by default are named online, people can still watch you like the duck occasionally when you feel up. Want you be embarrassed making beginner errors so publicly? Well possibly, but the above position really and online education sees an *Age of Mages* make it easy to learn game to hone their skills before playing the full-blown game.

One thing for sure: US gamers are taking to the game in their droves, joining 120s and possibly even buying modems just so they can play it. Let's hope it — or something similar — reaches Britain soon.

## DESIGNER PHOTO LAB

Photo Lab is the latest in UK's highly successful Deluxe series of graphics programs. This one really does seem to be a bit special, as I'll Assistant Producer Ian Carey explained:

Photo Lab has three vibrant modules, all using a 2-Point style interface. The first is a paint program, using of the Amiga's modes, including Hot and Muffy and Extra Hot Bright. It also



Ian Carey poses with Deluxe Photo Lab.



Photo Lab is Deluxe Photo Lab. The character image is available to the user; the one is specified. It's going to take 120 pages of paper to print this out...

allow you to work with images larger than the screen.

The second part is all about colour image processing and allows you to convert from any graphics mode to any other. The final segment is a poster production program, which lets you create numerous posters and adjust them to virtually any printer. You place your image on a grid, each segment of which represents one sheet of paper, specify the size and of you go. Be warned that large colour poster can take some time to print.

Deluxe Photo Lab should be available in June, and I'm bringing you a full review as soon as it's finished.



Deluxe Photo Lab is Deluxe Photo Lab. The character image is available to the user; the one is specified. It's going to take 120 pages of paper to print this out...

## DESIGNER PHOTO LAB

The government paint program is every bit as classy as the 120 as it was on the Amiga. It supports CGA, EGA, VGA and MCGA graphics cards — that makes it compatible with 1994's new PS-2 range of monitors and allowing it to use a 256-colour palette. EA claim it's got everything the Amiga had and the results are certainly very impressive.

## COMPUTER ARTS INSTITUTE

If you still wanted to go out into the world to do computer art, where would you go? That's hard to think of somewhere you could go along in, pay your money and be your course — in this country, at least. But not in San Francisco; there, you could still learn to the Computer Arts Institute, and get to grips with half a million dollars' worth of computer graphics equipment.

The institute was started by Rodney Stock, an ex-Lucasfilm 'bobby' who worked on the design of the Pixar graphics system. It had four main courses costs around \$3000, and if that sounds expensive bear in mind that most students find part-time employment in the computer graphics field once their courses are finished.



An example of the staff you can find at the Institute's fancy equipment.



Students need to be familiar with the 2-Point system of the Lab, but this is probably the first time you've seen this professional art.

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it was safe to  
go back in  
the jungle...*

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# SCREEN TEST

Power games are go! Two of our ACE Rated games this month are the kind of gripping, sophisticated product we've been demanding for a long time. Both *Carrier Command* and *Conqueror*



feature deep strategy, exciting action and

state-of-the-art filled 3D graphics. And don't despair of other versions — Activision have snapped up Amiga and ST rights to *Conqueror*. Our two other ACE Rated games are brilliant puzzlers;

*Defektor* on the ST is every bit as good (and perplexing) as its 8-bit predecessors, while *Spidertronic* displays all the flair we're coming to expect from the French. Elsewhere, check out the long-awaited *Impossible Mission 2*. Plenty of attractive Update news this month, too, with the PC version of ace flight sim *Falcon* really dishing up the goods.



## THE RATINGS

### HOW they're calculated...

If you buy a game, how much enjoyment will you get out of it, and for how long? Just check out our revolutionary R/C (Predicted Interest Curve) for the full story. Brilliant arcade games start high on the curve, and then steadily fall off as you lose interest; downy puzzle games may rise to the crest of the curve for months — but the moment you solve them they'll come tumbling down; complex strategy games may start you at first — but climb up the scale as you begin to appreciate the scope of the gameplay. And so for the balance — they start low, stay low, and have nowhere to go but down, down, down.

Once you've seen how long the game can hold your attention, all you need to glance at is the renowned ACE RATING. This is calculated according to the area under the R/C. The bigger it is, the better the game. Add to that our definitive ratings for R/C Factor (tell it give your brain cells a work-out!) and Fun Factor — a measure of instant appeal and exhilaration at

you dive into the game. And, of course, we rate the Graphics and Audio effects too. In EVERY machine the game's available on.

### WHY you can rely on them...

The ACE reviewing team covers a broad spectrum of computer entertainment talent. Andy Witton knows more about 68000 op codes than many a commercial programmer — but he can also lead the party off the opposition in Ods. Andy Smith doesn't know an op code from an alien, but his years of game playing experience enable him to pass definitive judgement on anything from slots to shoot 'em ups. Add Steve Cooke (ex-Personal Computer Games) and formerly columnist for magazines ranging from Zap! to Your Sinclair) and Pete Connor (ex-Amstrad Action, Personal Computer Games, and Your Computer reviewer) and you've got age and experience as well as youthful enthusiasm.

Every game on the following pages has been seen by all of us. We compare notes, express differing opinions, and only then do we decide which to take final responsibility for getting our views into print. What follows, then, isn't just a collection of casual comments, but the definitive ACE verdict on this month's software. We've checked it out — now you can too.

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The  
offer  
667

09 32 ACC EPSILON



"Commander, Thermopylae reports an attack on the island has been repelled.

**Good. Get me the network on island.**

Network on island ok.

C.I.E. transfer the discipline to Epsilon... pull in the armor and proceed at full speed to Charfield. The scanner we can bring Madson Island into the network, the better.

Multiple is being transferred... course is now set for Charfield... entrapment engaged."

09 45 ACC EPSILON



"We, damage control reports Mar-tee 4 and 3 now 48 percent operational...

C.I.E. have Mar-tee 2 lit with a Quaker fragmenting bomb and low casualties... if Charfield is a distance Island we'd better be prepared... if Mar-tee 1 with a slower bomb.

Mar-tee 3 and 1 are now reloaded and are being equipped."

10 12 ACC EPSILON



"We, Epsilon has reached destination point and is now in range of Charfield.

**Deploy Mar-tee 1 in 4, low gamma pattern...obscurestiller bomb, clear**

the island and report.

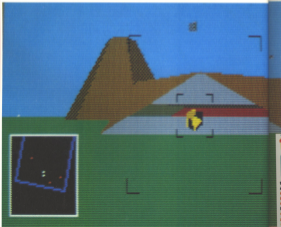
Mar-tee 1 in 4 deployed, low gamma pattern... observation reports Charfield is resource island, one missile launcher in range.

Ready missile launcher with laser cannon... get Mar-tee 1 on deck.

Observation reports missile launcher destroyed by laser cannon... Mar-tee 1 in 3H, Mar-tee 1 now on deck and ready for launch...

Launch Mar-tee 1

Mar-tee 1 gone"



## 10 15 ACC EPSILON



"Mantis I'm standing by. Mantis I engage radar... go in low and fast and take out remaining air-to-air fighters... get Mantis I's telemetry on board."

Mantis I on screen... preparing to make run...  
Do careful not to damage that old ship Mantis I...

Only he is an outpost.  
Mantis I is in range and will come in an outpost.  
Square Mantis I will show bank... and launch for an air on air's ready."



## 10 26 ACC EPSILON

"Mantis I launched. Take her to just outside the main main water."

Mantis I course set... autopilot engaged... Mantis I has received a launch, and is accelerating... Mantis I has arrived at destination.

O.K. get Mantis I's telemetry on board... cover path for her from the command center's mouth... O.K. the view bank.

Good game... Charitable is now a friendly island ok.  
O.K. bring Mantis I in. An cover on air that standard pull in the down and proceed at full speed for Charitable.

# CARRIER COMMAND

RAINBIRD'S golden voyage

**STRATEGY** and tactics games start after into the end without some sacrifice being made in either the graphics or the operation (or both). But Carrier Command manages to combine the two game styles effectively without any apparent loss.

The game is set on board the steadiest carrier (option, of which the player is the commander) The ACC Epsilon is one of a pair of carriers on the line in the Southern Ocean, where a series of volcanic islands have recently emerged. The ACC's are equipped specifically to populate these islands in the hope of trapping and using the volcanic energy, the other ACC.

The Omega, is now, unfortunately, in the hands of a terrorist organization who are aiming to use the carrier to capture and then destroy all the islands. As commander of the Epsilon, it's up to you to ensure the carrier's progress.

Strategic planning plays a strong part in the game as the player has to ensure he always has enough fuel and equipment to complete the task. This is achieved by building a network of islands. An island can, upon capture, be turned into either a resource island where raw materials will be mined, a factory island where raw materials are refined into usable products, or a defense island which will ensure itself from enemy attack. Once an island has been secured, you can drop an ACCB pool, or device which will start to build installations on the island according to the type dropped. The main problem for the player is to maintain a balance between all the islands in your control so that raw materials can be mined and turned into something you need then, raw itself, munitions and which can then be shipped to specific island to avoid collection. If only that, the designated stockpile island that the player can replenish supplies, including fuel, so that a great deal of thought has to go into choosing a location for the stockpile.

The arcade-style action is provided by the Mantis aircraft and Mantis amphibious tanks which can be directly controlled by the player during a conflict. Assuming direct control of a Mantis or Mantis shell gives the player a cockpit view of the action, with joystick and mouse controlling the craft directly. Sending in a Mantis or a Mantis to destroy hostile installations is not always strictly nec-

essary but it can save the time and effort involved in maneuvering the carrier into a suitable firing position. Besides which, it provides the player with a satisfying track from all that planning and scheming.

Carrier Command includes two scenarios. The strategy game has the two carriers starting at opposite ends of the island archipelago trying to capture as many islands as possible, while the action game puts the player halfway into the game, with each carrier already having an established resource network. Whichever scenario you choose, you'll find the game enthralling and a treat to play.

Andy Smith

927  
ACC RATED

## RELEASE BOX

MARKET	VERSION	DISK/FLOPPY
AMIGA	CD-ROM	3 DISK/3
ARC	CD-ROM, CD-ROM	3 DISK/3
SPEC	CD-ROM, CD-ROM	3 DISK/3

## ATARI ST VERSION

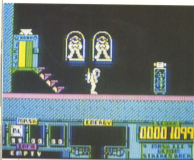
The final CD graphics are superb, and the final sound effects are almost enough, but what really makes the game special is the amount of thought that has gone into it. Attention has been paid to every detail and the whole game structure hangs together well. Even the real time raw collection method works brilliantly.

GRAPHICS	9	IQ FACTOR	9
SOUND	8	FUN FACTOR	9

ACC RATING 927

## PREDICTED INTEREST CURVE





**SPECTRUM** - Matt Tucker, using the RocketPack, sneaks his way through Rexon's defenses.

**SPECTRUM VERSION**

Graphics and sound are, again, excellent. The layout offers slightly more than previous, with a slightly less colorful, but more precise in the same way. A fascinating point though, is that you probably will be able to reach this point for yourself with the Commodore version.

GRAPHICS: 8 10 FACTOR: 4  
 AUDIO: 8 FUN FACTOR: 7

**AGE RATING: 660**

**AMSTRAD VERSION**

Great performance Spectrum, although the graphics are still in danger from the Amstrad, but the play is not the same as the other.

GRAPHICS: 7 10 FACTOR: 4  
 AUDIO: 8 FUN FACTOR: 7

**AGE RATING: 660**

**RELEASE BOX**

MSX	27.99	12.99	C/D FOR
ORION	29.99	12.99	C/D FOR
SPE	27.99	12.99	C/D FOR

# VENOM STRIKES BACK

More vicious, nasty gameplay from GREMLIN

**POOR** Matt Tucker, it seems like only yesterday that he had to rescue the President from the clutches of VENOM. Now, the ropes are, really are, bushy, with his very own set. So all he does, giving Gremlin the plot for this third year in their Matt series.

After that (Tucker 3) is being kept on

a theme base on the dark side of the moon. New weapons have been employed by the enemies, and this time Matt is on his own. He sets off along a sideways scrolling landscape (which starts slightly down venoms) - see-based crawling. However, weapons and trying to get through the various levels until he can find and rescue his sister.

While the game isn't really original, it's very well constructed, there's plenty to shoot, the difficulty level is about right and the sound effects add to the overall effect. New-comes to the series will find it pleasant enough, while fans of Matt (the games) will definitely want to investigate. It may not be a long term challenge, but the short term fun will be considerable.

• **Fun Factor**



Use of fun only on the excitement they get out of the experience.



**COM** - As well as an advance this system, that's better playing it on a more real device for our Matt.

**COM VERSION**

High, where's plenty of heavy weapons and it's really possible to get the option of using weapons and jump at the same time. However, it's really, the level system isn't a great and very complex game.

GRAPHICS: 8 10 FACTOR: 4  
 AUDIO: 8 FUN FACTOR: 7

**AGE RATING: 713**

BY THE CO-AUTHOR OF ELITE-DAVID BRABEN

# WIRUS

... who offers  
... and the  
... a life  
... for you do

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... all about  
... for \$6.95

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... 7  
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ocean



BEAT THE SYSTEM... Now for the crew of FIREFLY there is no home - just a desperate mission to eliminate the machinal army which has colonised the solar system.



**WHAT** is it about the game that makes it so readily addictive? The great attraction on your little spider perhaps, or the terrific sound effects? The great colour and the fine-tune perspectives of the game landscapes even? No, what really does the trick is the game's Perle-like simplicity.

Take the game's task for example: all you have to do is collect all the games' ten levels as get your spider to the end trigger. The only problem facing you is the series of holes in your way. To reach the last part you'll need to fill the holes with coloured

early on, but as the levels grow larger and the number of holes rises you may find things getting a bit tougher.

As for more immediate food to your spider's voracious comes from the dreaded bubbles, wandering wastes that will on contact. You can lay out web to lead the holes on their lazing led-gays - you are a spider after all - but this is only a partial solution. For one thing, you can only try webs on plain blue tiles or latt paths, coloured squares and other obstacles you're left defenceless. When you succeed a

**903**  
ACE RATED



**SPIDER LEVELS.** Manufacture's info - don't you just love it? There's a little something on each number. It's a great idea made that one of the public screens!

# SPIDERTRONIC

ERE get arachnoid

squares, collecting them one at a time in a set order. On-screen subtitles tell you what colour you're carrying or will need to look for - but because you can only carry one square at a time you'll already need to do a lot of running around.

In the past you came up against the game's two big problems: time and bubbles. In the course of the game beyond the clock is running, and it's not you one of your five lives if you let it run down to zero. Nine bubbles are scattered around game levels to help you keep up until being a life each the clock as the way'll be too much of a problem.

## RELEASE BOX

ATARI ST LOGOS OUTRON

For other versions played

## ATARI ST VERSION

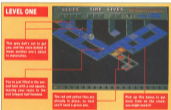
Graphics and sound are both superb - no surprise, given the game's high specs - adding the claim to the normally excellent-looking graphics. It's a game where you can't get it right.

GRAPHICS **B** SOUND **B** FUN FACTOR **B**  
**ACE RATING 903**

## PREDICTED INTEREST CURVE



The production of products is completed.



aying it with it away do you never learn from good, retaining your movement responsiveness - you can't walk over your own web - and in any case it's either a only temporary. While emergency after a little while, and one bubble happens to replace any you manage to destroy.

So, the best general technique to dealing with bubbles is to avoid them. At last this is a question of reflexes and keeping cool under pressure - things you get very busy of level - but gradually you'll find things getting harder. Different colour bubbles behave in slightly different ways and new bubbles appear in fixed though unmarked positions, so there's plenty of scope for learning and planning. There's all the flexibility of classic arcade adventures in devising your own route to speed or safety in your mind.

That's all very well, you might say, but will ten screens rather less? Mechanically tough though the later ones are, the average player will eventually manage to get through them all - some rather than later, thanks to the multi-leads of the

morning obsession the game creates. Once you've managed this stuporous test the game's by no means finished with, thanks to a better rate built-in construction set. So, this is a key-assembly but even without the use of those on screen, you'll find yourself knocking out your own levels till the very end of time.

Andy Walker



**LEVEL THREE.** There's just no time to waste in this perspective thriller behind you!

**RONIN** - the jaded samurai of the Edo period - are common enough heroic figures in Japanese comic strips, but more reliable? We could only be talking about Dengei Yōmeibu, one of the rare breed of comic strips carrying funny animals to serious readers, as programmed by Ikema Software and licensed by Nintendo.

As the leader and honorable Dengei you must fight your way through side-scrolling waxy scenes Japan, paying your bills and observing proper rules of etiquette. There's going to be a lot of your old friend Lord Kageyuki, but the misanthropic Lord Haku has put a price on your head. You won't get to believe samurai and ronin bounty hunter antics, as your relationship just settles in as it goes on.

As with the many unwarlike comic titles, you'll be surprised at how well the game performs when you've performed well in the previous direction, presented in the same way as the case may be. The game is a complete from usual samurai titles, with a distinct sense of samurai fighting. The pacing is slow, with a lot of sword work - either as a way to add and emphasize the skill of sword and samurai, and the sword skill of sword and samurai.

The best possible option, drawing your sword, switches you into fighting mode. Here you have running and leaping options, the latter being essential for getting across

**COM VERSION**

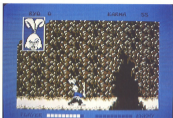
16-bit graphics and 16-bit audio with 16-bit sound and 16-bit graphics - note the 16-bit graphics and 16-bit audio.

GRAPHICS: **A** | SOUND: **B**  
 ACTION: **A** | FUN FACTOR: **B**

**AGE RATING: T-13**

chests, plus three different kinds of sword blow. The blow goes all signed by different lengths of the button press, a method that works surprisingly well at the level of action.

For the most part your interaction with other characters is a matter of being polite, but always implying their bias is springing from the underground need for a fast. Presents more in fact to make in disguise and situa-



Dengei's got his sword out so that he can get across that chest with a lightning-quick leap. But he'll be dead if he can't get the other side, so he'll be engaging other game characters.

# SAMURAI WARRIOR

FIREBIRD's bushido bunny

ious enemies may also attack you, so you'll need to be on your guard. Being polite to your enemies, lead to peaceful end, enemies to enemies will cost to your honor total, that not only sets the score, but can also gain you reputation - a choice to stop the score levels next game - which can be vital to progress given that you only have one life.

The gameplay's rather dated in a lot of

ways, with its linear playing area - the route chosen offered usually built out to be between a useful path and a death-trap - and sudden-death situations. This might be nice for the game, but obviously it's dated. In fact Dengei's quest is remarkably impressive that there's some you leading next leaving almost immediately if there's no course of action in you.

Andy Wilson

## MANGA!

Comics are all the rage these days, and some comic books to "Manga" - Japanese comics like Dengei Yōmeibu - are produced in vast numbers for home consumption, but how come of the best are reaching the USA and Britain in translations?

The usually lively and philosophical death of traditional strips like Lone Star and Gundam The Legend of Ronin may have taken the comics world by storm, but they've not managed to overshadow the funny-animals-with-weapons band started by the American Sonno-Bushi/Ninja Turbo.

The numerous animal-based comics that followed -

For even Dengei-Kang Fu-Kangaroo, would you believe? - were the inspiration for Dengei's Ninja Hunter and may get upon other similar titles in the US, but as Samurai Warrior shows, you can get a lot closer to the spirit of a comic strip than that.



**RELEASE BOX**

OSCAR: **OSCAR, CHRYSLER, OUT NOW**

No other versions planned

**PREDICTED INTEREST CURVE**



Great fun in the beginning, but not if you're dead if you're not here.

# STRIP POKER 2 +

ANCO get 'em off

**TECHNICAL** Today, today! That's your last invitation to Strip Poker 2+ ACE, so its all over as a bit of fun, but considered purely as a game the graphics are not. It plays a weak game of poker and you only get two opponents - bonus and main - to play against. Some will find it repetitive, some will find it tedious - and yes, some will miss a missing lovely blimey

spot for a couple of pictures of naked women. Left put it this way - if we showed you screen shots of your two players totally stripped of all their cash, would there still be any point playing the game?

• **Red Laser**



## RELEASE BOX

NAME	1984	OUT NOW
MANUFACTURER	Logic	AMCO



# RIM RUNNER

PALACE saddle up a lizard

**TECHNICAL** sound the pipe reporting power satellites a tough look it looks only a small green landscape being so it's just as well you know how given you a large lizard to ride on - is the sideways-winding landscape.

As you test around the pipe looking airborne rocks, killer satellites and incoming meteors your main enemy is time. Fix all the power satellites by the time the clock runs out and there's another screen at the same, but - or run out of life force, or of items to ride - and it's game over.

The wrap-around playing



and and across are very reminiscent of Beowulf, but the gameplay isn't quite as that loquacious. Bags of nice touches, but the action is monotonous, you probably won't stay the course.

• **Andy Ellis**



## RELEASE BOX

NAME	1984	OUT NOW
MANUFACTURER	1984	AMCO
NAME	1984	AMCO
MANUFACTURER	1984	AMCO

# WARLOCK'S QUEST

HERE we go again

**TECHNICAL** above the head noise in the arcade adventure you don't even get a manual, so this, the only one released for ACE, is RM.

Now RM has only gone and pushed its own most previous level, the Reno, and is now looking at its history in the world of the north, where HE finds HE's wife. But HE didn't spare on you trying to

become the great, old RM? He says HE did it. HE did didn't realize you were also more excited with a better thing that.

Before you move here to face with RM, however, you have to collect eight items which can be found lying around the game area. Getting to one of these items is often tricky as they are usually at odds to get of place, and one often, guided by some particularly stupid, tactics. These tactics can usually be dispatched by a few well-timed thuds from your lovely staff, whereas the majority of the enemies - all dragons and

evil, have bouncing fire-like beams to floating ghosts - can be dispatched with a single shot. Consistently you can't just run around bashing away at all, and usually without leaving a gap in some way. There are power points, and you only start with 3000 points, so choose your shots carefully. Also steadily increasing a your vitality, and collect with various results: a plummeting - but last particularly some of the scales carry various benefits around with them.

## ATARI ST VERSION

Does it read games, and one dragon's head when you're in the game, but it's only about a year later in reality, when the Game 20 is no longer a single 20 and up.

EMERGENCY	7	10 FACTOR	8
ARMED	8	10 FACTOR	8

## ACE RATING 630

including reality points and protect, etc.

Warlock's Quest is a frustrating enough to make you follow just one more go and if you're a keen arcade adventure you'll probably get your hands and keep going until you're completely it - which actually won't take you all that long.

• **Andy Ellis**

## RELEASE BOX

NAME	1984	OUT NOW
MANUFACTURER	Logic	AMCO

no other version planned

## PREDICTED INTEREST CURVE



to reach a level that's nothing very special



Atari ST - Warlock's Quest is no longer

# Warriors of the Past... Warriors of the Future...

prepare  
for deadly  
combat



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HERCULES



BLOOD BROTHERS

**HERCULES** -  
SLAYER OF THE BLOOD  
Son of the Gods, curse of his fellow men, Hercules is set 12 awesome tasks to expiate the sin of murdering his children. Armed by his divine father he sets forth to face the hideous skeletons, hordes and ultimately overcome the evil monarchy. To slay the damned is his only surmise in repaying his sins.

## BLOOD BROTHERS

"The blood is mine!  
My son is one,  
Let no man or beast come  
between us,  
And let nothing deter us from  
our aim,  
To avenge the deaths of our  
parents,  
And slay the God-Queen,  
**DEATH TO THE  
SCORPIONS!**"



# RETURN TO GENESIS

FIREBIRD shoot-em-up by *Goldrunner* out of *Urduium*

**SUPER** smooth sideways scrolling graphics, as the title has it, can no longer something which makes us as we play games on the 16-bit or Amiga, we expect the graphics to be that good as a matter of course. So a game has to have a

title more than those space shooters etc. etc. is it it anywhere back the Hall of Fame.

Return to Genesis, unfortunately, doesn't quite fit the bill. It is super... and its fast, and it will give you releases a good old working-out. But it isn't original, it won't make you think about it and it isn't likely to be one of those games you carry on playing for months on-end.

It's essentially a sideways scrolling shoot-em-up, in which the aircraft you pick up along the way act like the extra weapons features in many other scrolling shooters. At first glance it will remind you very much of *Strikers*, with its metallic backgrounds

palette, and rebounding spaceship. A little more play and you could be put in mind of *Goldrunner* - and that isn't by very surprising since one of the authors is none other than Steve Niles, and guess what he won't? The Goldrunners.

The game does have some very nice features, the digital speeds is fast and there's some spunky music when you select which weapon systems power you'll use. Return to Genesis is very smoothly programmed, but its a derivative of a derivative, and not as much thought has gone into the design as into the coding.

■ **Play Corner**

## RELEASE BOX

ATARI ST	£19.95	OUT NOW
MSX2	£19.95	IMMENT



But what thing's your shooting ship, and what's those metallic backgrounds reminiscent of other too many scrolling shoot-em-ups?

## ATARI ST VERSION

Smooth, fast and fast, perhaps it includes some nice sound effects and music, it's a very professional piece of programming, huge points - apart from the other shortcomings - are the relatively small area of screen available for the action itself, and the other graphics abound when your program crashes.

GRAPHICS	8	IQ FACTOR	8
SOUND	8	PLAY FACTOR	8
<b>AGE RATING 624</b>			

## PREDICTED INTEREST CURVE



Great - but that's all it has a going early thing.

**WHEN** you can literally breathe the air, you don't have an awful lot to fear. You can go off on your own but with the knowledge that you're a match for anything that may come your way. Some's most sin is life - or at least in the computer version - is to save the world, to do which he must defeat the evil wizard (you can't begin the quest treasure of Babylon).

To achieve this, Karnov must take part in what is basically a platform game with lots of enemies, rather than simply progressing wherever you can use stairs to move in other directions. So, if you have the ladder, you can go up, and so on. The added dimension makes the game more interesting than it might otherwise have been.

Basically, you can make contact about from the holes of Babylon the HD file has set behind. There's also some pretty fancy stages, including, galleons, slimes, floating fire (elemental wapped bullets) of them will finish them off, but not always as easily as you might like.

## RELEASE BOX

MSX	£29.95	OUT NOW
MSX2	£29.95	IMMENT
MSX	£29.95	IMMENT
ATARI ST	£29.95	OUT

# KARNOV

Koin-op kapers from **ELECTRIC DREAMS**

While Karnov is graphically accomplished, and has a few nice levels on the platform theme, it's pretty old hat stuff. Also, after the first level, progression can become very frustrating, some might say unpleasantly so.

■ **Play Corner**

## SPECTRUM VERSION

Graphics really are very impressive indeed large characters, smooth animation, no color cast. The sound isn't quite so exciting, but what do you expect from the Spectrum? Although it's based on a coin-op, Karnov has not ever seen the original machine, so it's hard to comment on the faithfulness of the conversion - but as usual expect with an arcade game, the Spectrum isn't the best of machines to convert on.

A major drawback for many players will be the numerous obstacles upon other shooting level if you have to retreat and start back at the beginning, the return really isn't so easy.

GRAPHICS	8	IQ FACTOR	8
SOUND	7	PLAY FACTOR	8
<b>AGE RATING 612</b>			



But Karnov has breathing life in it, it's a good job.

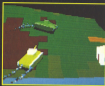
## PREDICTED INTEREST CURVE



For pure play is frustration, what's the point?



The gun and Panther II really does have a rough time of it in this game, when it's taken on by the M4A3 Quinck, but despite its superior advantages the Panther's still better than dead. In all cases, distance is important, and speed, too (though the Quinck's top speed of 35 miles per hour is something to hold your breath and wonder how it's implemented was also impressive).



The lightest Panther tank in the game needs the lightest German tank, but still managed to be an overmatch in battle. The T34 was common and well-matched to the Panther II, it's got great frontal armor plus it's got a crew of four to the Panther's handful which allows it to outlast and outshoot.

# CONQUEROR

SUPERIOR put  
a Tiger in your  
tank

Some of the most impressive scenes are in the game's own villages. Can it help from giving a great impression of distance in the game, but these are the best for the atmospheric, but temporary, canopy over the edge when it comes to what's just in between these buildings.



Here is the Compass showing area, the contours of the landscape showing up on different shades of green. The black lines are roads, which will help your mobility, while the blue lines are rivers (which aren't), all the icons are giving you the state of the game: the target system that is its current position, while the smaller icons are various buildings.

**INCREDIBLY** Conqueror is only the third commercial game offering for Acorn's Archimedes after nine months of the machine's existence.

Conqueror has the look of the Archimedes game *Starbuck* and outlast Jonathan Goffin's *Ice* borrowed much of the code originally created by Dave Babon. The familiar old 3D patchwork quilt unobscuring Strang's landscape now sets the scene for a pseudo-World War II battle ground instead with tanks. All twelve US Games, and lots of tanks vulnerable on WW2 era, but the game relies on modern mouse or rotor and on electronic mapping system to aid the strategy side-of-things.

Despite such obvious endorsements to WW2 reality, the tank individual characteristics are intelligently implemented down to such details as speed, firepower, and armor strength. Usually, it's sometimes not easy to distinguish different tank models, as Goffin has chosen tank models on-screen representations. The small 30-page manual supplied gives the low-down on all the tanks featured, along with their real history. Battle-sense varies from a deep perspective with your own tank control to the screen of all tanks, so it's never hard to find more interesting to watch another tank blow up in the foreground compared to one in the distance.

Superior claims that *Conqueror* is really three games rolled into one, and certainly there is a lot to like the of grey cells. *Level One* is a straight-up strategy game where you control one tank. The more of the enemy you catch up, the stronger your tank gets, though generally spending the enemy gets stronger tanks.

*Attrition mode* gives you access to an assortment of five different tanks, and you are given the task of finding destination points to reach via the electronic mapping system. Early levels are quite easy, with usually only of the enemy to negotiate. Furthermore, the action can get quite hectic — being surrounded by five hostile King Tigers, Panthers or Patton T-30s is a short-lived and unpleasant experience if you can survive after being damaged for more than twenty seconds your tank will be automatically repaired. A small-scale display at the top-right of the screen gives you a short-range warning of approaching tanks at five.

*For strategic fans* there's a *Strategy mode*. This is similar to *Attrition mode*, but you have the added feature of spotter planes and the ability to call up artillery fire by using the map display. At the beginning of a *Strategy game* you build buy your complement of tanks with credits. The higher you get the more credits you can earn to strengthen your battle group. To vary the game you are able to reposition selected tanks around the field before the game is started proper. There is ample strategic and tactical complexity to outsmart yourself as it that's what you want.

The landscape is a combination of brown and green, interrupted by grey roadways and light blue rivers. Driving a

RELEASE BOX		
ARCHIMED	CD ROM	CD ROM
32 and Amiga versions under development		

town reveals a lot more water interest, with houses and even the odd church or two to look behind a children.

Tank control is a rather tricky combined mouse and keyboard affair. Steering, and thus forward or backward movement control, is not operation of the left and right tank computer tracks from the keyboard. Forward/backward is touch screen than forward, and it's not easy to go backwards in a turn, but you want that, you'll be slowed down considerably. However, it is possible to delay a pursue by clicking it into the tree while you make a lastly-escape.

*Using touch screen* speeds up progress usually. The mouse is dedicated to gun and turret control. Dragging the mouse forward and back will raise and elevate the gun, and the left/right buttons control the turret coordinate. Gun firing is operated by the center mouse button, and all the turret operations can be operated from the keyboard once it's used, turning the tank while turning the tank and raising or lowering the gun and keep all of more requires wheel pairs of tanks.

Conqueror is going to outperform some and leave the patch-off others. If you don't like complex gameplay, can score off by tank controls and most important of all don't have a little Archimedes — target it.

• Arthur King

**ARCHIMEDES VERSION**  
 To a computer with such powerful capabilities the Archimedes has to be disappointed with its graphics and affordability. Conqueror utilizes the better frame rate and sound output of the 32-bit system, but you're on the move, and the graphics after a moment if it's going to be that's better in the digital system.

GRAPHICS: 5 | 10 FACTOR: 5  
 AUDIO: 5 | FUN FACTOR: 5  
**AGE RATING: 931**



# CYBERNOID

HEWSON fight piracy

**CARGO** interesting, often stalling, obstacle avoidance — it's all in this latest offering from Software Concepts (the old Dallas and Spartan firms). The plot's simple enough: it would appear that pirates have stolen a number of Federation storage depots and plan to make off with the proceeds.

## RELEASE BOX

<b>EPIC</b>	EPIC	EPIC	OUT/ON
<b>CHRYSLER</b>	EPIC	EPIC	OUT/ON
<b>AME</b>	EPIC	EPIC	AM/ST

## CGA VERSION

Equally the best of the best. The graphics are very smooth and colorful and the music is fantastic. Gameplay is simple and fun. Any game that has you controlling your hero in a 2D environment, you need to experience this.

<b>GRAPHICS</b>	5	<b>IQ FACTOR</b>	5
<b>AMMO</b>	5	<b>FUN FACTOR</b>	5

**ACE RATING 772**

## SPECTRUM VERSION

The graphics are good but there's a dark tunnel. Gameplay is fun and generally fun, but it is a bit slow. High speed action is lacking.

<b>GRAPHICS</b>	7	<b>IQ FACTOR</b>	5
<b>AMMO</b>	5	<b>FUN FACTOR</b>	5

**ACE RATING 766**

Snake-likes Cyberoid's world, in which it advances and returns the cargo to a depot within the specified time, and just to make life difficult, the pirates have also activated all the planetary defence systems, and there are still loads of pirates in the vicinity. The pirates are not so tough to deal with as you are used to, a forthcoming gas and a small supply of bombs to start with, and you can find other weapons scattered around the planet, making the task of destroying them a little easier. The planetary defence are weaker than you think. Using a fire-thrower is the best way to get past most of the obstacles of you can destroy them with a well-aimed bomb and some very careful positioning.

All this makes for a very interesting, very playable and very frustrating game.



Like a hero, you get a loading screen and plenty of things to pick up.

But it also isn't original. Cyberoid adds a new twist to the Snake genre of games but it doesn't add anything that hasn't been seen and done a hundred times before. If you're fan of this type of game then you'll probably love it to bits, but if you're looking for something new and innovative, then perhaps you should look elsewhere.

Andy Smith

## PREDICTED INTEREST CURVE



Very addictive, very frustrating, but not very original.

# INTERNATIONAL SOCCER

MICRODEAL's two left feet

**CAN** Microdeal's International Soccer is for 16-bit machines anyway, but how realistic when Dennis Mahoney and Marcellio Zito led their 11 to...?

Probably not. Sadly, International Soccer just doesn't cut the mustard. The game stumbles badly, possibly with a one-of-two-player option, 11 players per team, optional for pitch conditions (wet or dry), the basic functions on the pitch (number of forwards, defensive etc), whether to play under floodlights, whether to play for 5, 10, 20 or 30 minutes per half etc etc. The player even gets to choose which way the wind should



Goal! A sliding tackle is the last game the computer is capable of (if it wants).

blow during the match. All these options, however, can't hide International Soccer's poor gameplay. Having 11 players per team is not in itself a problem, identifying which of the many on-screen players you're actually controlling is. This, and the fact that the game has some dodgy collision detection, can leave

## PREDICTED INTEREST CURVE



Only a little better when you get to goals with it, but even that's hardly worth it.

## ATARI ST VERSION

Though you get four teams to choose between, there's a limit to the type of play. There are also too many (and too many) to be able to do the bulk of playing time, but it's probably not all. The graphics are the best thing going. There's nothing to knock about your team, and no such a good-looking side.

<b>GRAPHICS</b>	5	<b>IQ FACTOR</b>	1
<b>AMMO</b>	5	<b>FUN FACTOR</b>	5

**ACE RATING 576**

the player trying to get every other minute. The game does have a good variety of goals and 500-600 levels, but even this can't lift it out of the second division.

Andy Smith



MIRROR  
Soft

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Using your AMI2 computer you're not only getting an AMI2 like the character but needed to access other levels, as it's all right to search other rooms.

you to prevent Evin destroying the world.

Within the rooms, you're into a kind of platform game, reconstructing levels (platforms and elevators) to eliminate Evin. The rooms and search for the clues. But the game also has its puzzle element, using your cool-down, pocket computer (presumably not a Palm Organizer) you need to investigate the clues and assemble the puzzle.

Evin's lair is a pretty sensible place, and it's not going to be a piece of cake investigating all the levels - clues to reach one depends on finding the correct codes. And solving the whole puzzle and writing the code depends on collecting the required bits and placing them on your tape recorder. All in all, it's certainly not going to be solved in half an hour.

Impossible Mission 2 isn't going to win any prizes for originality, it's too obviously a continuation of the first game. But if you're a fan, that isn't going to bother you one little bit, and if you're not, then you probably might be able to look and see what all the fuss is about.

Paul Carter

# IMPOSSIBLE MISSION 2

EPYX's new puzzler somersaults into action

**WHEN** a game has become as big a success as the original Impossible Mission, it makes the question of a follow-up a tricky one: do you go for something completely original, and risk disappointing fans of the first game, or do you stick as closely as possible to the winning formula, relying on its playability and addictive qualities for success?



Inside one of Evin's many rooms, you're not to slip around and search all the objects, reconstructing the gaps and using the mechanical bits (see the right of the screenshot) to make your way up and down.

Epix have chosen the second, and water, course. And perhaps they're right to do so. Fans of the IM 1 will feel as if they're receiving a complete game after a gap that's been far too long, newcomers to the world of evil megamachine Evin Krombholzer will get sucked right into the excitement.

In IM2, you control a robot agent running and reconstructing around the web of levels and rooms created by Evin. The evil genius. You need to search the calcinated rooms to find extra weapons, codes to access other towns and - most important of all - the crucial clues which will allow

## CGA VERSION

Excellent version of your money, introducing light and shadow, making it a very nice addition to the game. The game will be the perfect one and will be the best of the best. (see page 100)

GRAPHICS 8 10 FACTOR 7

AUDIO 8 FUN FACTOR 8

ACE RATING 785

## RELEASE BOX

EPIC	29.95	03/1/88
AMS	29.95	11/1/86
CGA/IB	29.95	11/1/86
AFM 87	Unboxed	SHAREP

## PREDICTED INTEREST CURVE



Following points show how and what you can do to get the most out of your software again.

# OBLITERATOR

PSYGNOSIS get repetitive



ST - Don't give selling your soul to the enemy any ideas.

## ARCADE

Obliterator can keep you engaged for months trying to break them. Obliterator, however, can only manage to frustrate - and for all the wrong reasons.

The player controls a central character called Dick, who has to scout the grounds of a vast dark ship for five vital components. Find and remove the components, then quickly return to the escape shuttle and you'll have completed the game. Control of your character is mainly through a series of ones-of-the-kind on the screen (like Jet-Set-Robo), representing actions such as halt, jump, shoot and defend. Again, as with Jet-

## PREDICTED INTEREST CURVE



There's nothing here to keep you going for any long.

Seton, how your character reacts will depend to a certain extent on his previous actions - a shooting Dick is likely to defend well when a bullet or monster whereas a running Dick the hit is less everywhere. It seems well produced a spectacular forward set when called to defend to many exciting scenes to getting past monsters you start kill with your current weapons.

You've got four weapons to choose from, but you'll have to find three of them around the ship - plus of course, ammo.

What really lets Obliterator down is the same-old problems that plagued Jet-Set-Robo gameplay. The screen, like Jet-Set-Robo,

## ATARI ST VERSION

Unfortunately, the game's almost identical to the Amiga version. Surely it's not a good as the Amiga version, but still the only one to watch.

GRAPHICS **B** IQ FACTOR **B**  
AUDIO **F** FUN FACTOR **B**

ACE RATING **570**

## AMIGA VERSION

Wonderful graphics and some very good sound will keep the game from getting too boring. The fun that it probably won't add will only be from the game's decent maps to PC, not to the other.

GRAPHICS **B** IQ FACTOR **B**  
AUDIO **F** FUN FACTOR **B**

ACE RATING **570**

## RELEASE BOX

AMIGA CD ROM OUT NOW  
ATARI ST CD ROM OUT NOW

slowly been looking to location and the collision detection is appalling. Comparing it to company's new game with one of their past efforts is unavoidable in Obliterator case. Jet-Set-Robo was hardly an outstanding game - and neither is Obliterator.

Andy Smith

**OLGA** is a job based on testing skills and using magical weapons while Olga is pretty fast when it comes to strategy, so you'll have to think carefully before you choose which one to take into the next stage of the epic, double adventure. The graphics used is reasonable a kind of dual's standard, and bring him back to us, but the end level responsible for the death's death is the last place - well, let's not go to be too happy about this. Given that let us change of a whole bunch of games, just don't, dogfight and other levels, that could all give a bit better.

## PREDICTED INTEREST CURVE



Use it for not to interest that you will.

## RELEASE BOX

MSX 17.95 OUT NOW  
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# GOTHIK

FIREBIRD in the dark ages



GOYTHIK - Would that's been a pain, but what will it be the next day?

There's a strong Goethik feel to the game's dark, dark, the maze and the shooting, but overall the game's a good deal more complex than the suggests. There are five different weapons available to you: bow and arrow, which speaks for itself, lightning bolt, a magical (blasting) weapon useful for clearing rooms but without entering them and putting yourself at risk, and finally a variable-strength magic weapon which can kill enemies, clear a path through the game's obstructive clouds of bricks and warp door holes a walls.

## SPECTRUM VERSION

The young ones are rarely excited, but there's only the dark and the maze obstacles are there and instead they will bring a chance.

GRAPHICS **B** IQ FACTOR **A**  
AUDIO **B** FUN FACTOR **F**

ACE RATING **618**

## AMSTRAD VERSION

Just show why you're looking for the other is not a lot of recommendations at all.

GRAPHICS **B** IQ FACTOR **A**  
AUDIO **B** FUN FACTOR **F**

ACE RATING **608**

Add to the various magical relics, several doors different patterns and some vital resources to maintain and you've got a tough, very playable game. Both a challenge and a joy to play, but there's no need to let that put you off.

Andy Wilson

# SUPERCHARGED DESTRUCTION



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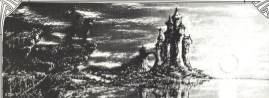
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# AVALON

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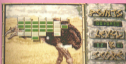
# SHATTERED WORLD

# JADE GAMES

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## CRACK

Prehistoric formula from LINEL



**BOUNCE**-style play does come back better than the, with colorful prehistoric backdrops and an opening sequence which always raises a smile. In the first analysis, though, how many different ways are there to knock a line of colored blocks off a screen? 100 is a "Good," plus a further 100 if you meet the built-in construction set. You get the usual range of collectible levels, plus neat 3-player and local modes, but the game-

play is neither difficult nor complex—and it hurls out you get the same eight backgrounds cycling round again and again. A game you'll play for hours—it takes you that long to see of your time.

● Red Letter

### RELEASE BOX

**ARCAD** 1984  
**VIDEO** 1984  
**SOFTWARE** 1984  
In the same genre



## CORPORATION

ACTIVISION mined their own business

**ANTHRO** mining is the name of the game in Corporation, and you've got several middle-class-like bits to carry out the task. "Nice computer-aided results in organization (controlled by the computer in another player) in the already limited resources, so you have to decide

at which occasion to invest your capital. Should you go for wider mining units, or more exact resources to protect your base? There's plenty to think about here and it's quite fun, but you'll soon tire of it.

● Red Letter

### RELEASE BOX

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**SOFTWARE** 1984



## GUTZ

OCEAN's tummy trouble

**SHOOTER** have been popular in always for some time, and now Speed '78 have given you the reasonable rule of blasting your way around the tips of a massive space monster. Unavoidable not just because no-one is their right mind wants to argue with a monster's intentions, but because the game is just so odd.

Unleashed arcade adventure, as you search levels for keys and weapons while blasting the inhabitants of the monster.

● Red Letter

**RELEASE BOX**

**ARCAD** 1984  
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**ARC** 1984  
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**SOFTWARE** 1984



## PINK PANTHER

Pink mayhem from GREMLIN



**RELEASE BOX**

**ARCAD** 1984  
**VIDEO** 1984  
**SOFTWARE** 1984  
**ARC** 1984  
**VIDEO** 1984  
**SOFTWARE** 1984

**SLEEPWALKING** employees, collectible objects and looking Clooney as the ingredients for this routine arcade adventure. Stop your monster bumping into walls and turn into your car for the house of wackiness. Let him wander up, and you get your enter felt by the Inspector. There are five levels to complete and a host of gadgets the Pink Panther (you can use to help him) on his way. It's all pretty enough, but the graphics are nothing special by 16-bit standards and the sound-

track is a pale-pink imitation of the original's. Not bad.

● Red Letter



# ARKANOID

**TAITO**  
CONCEPT



Intensely impressive and technically  
rock-solid sequel and takes the original  
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Zzap 64



...the name  
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**ISOMETRIC** 3D games may be old hat, but it's nice to see that no-one's ever done one quite like this before. CRL seems to think it's a boardgame of some sort, but actually it's more of an arcade adventure-crossover with a puzzle.

The game also opens 3D levels, each with 2D or so screens to them. You start with access to only the first five levels, the aim of the game being to open up the locks between the remaining levels until you've got access to the whole thing. You can open the levels either by exploration - there are 64 keys scattered around the layout, enough to finish the game with - or by building your score up and using the points on currency to 'buy' the locks open.

The layout and aspect of the game may be fairly straightforward, but the low-level gameplay really is a devilish odd. Once you're on a screen, the main difficulty is getting off it again without losing lives. Typically the entrance from the previous screen locks itself behind you, while other exits have their problems too. On some screens you'll need to survive a certain length of time to unlock the next, while others require you to score a certain number of points before you can leave.

The main method of scoring is movement: each block you bounce into gives you points according to a symbol on its sur-

**IF THE BLOCK REACHES YOU WHILE YOU'RE OFF ON ROUTE TO THE TARGET, YOU'RE OUT.**

**THESE WILL BE AVAILABLE WHEN YOU'RE CLOSE ENOUGH THAT YOU CAN'T AVOID ENOUGH POINTS ON THIS ONE TO PREVENT A TIME OUT.**

**THIS IS THE TARGET - YOU'LL SCORE 20 POINTS IF YOU LAND ON THIS, AND NEED THE CLOCK.**

**A FINAL SCREEN**

# SOPHISTRY

CRL produce a puzzler

face with one, the target block, being the most valuable of all. The target moves every time you land on it, so it's here you cleave all round the screen; if you're determined to gain points fast, targets become nice on-

screens with descending blocks, where hopping on the same block twice will kill you, landing on a target resets the screen, opening up routes around the block layout that you'd closed off.

Two types of special screen with extra difficulties to them will help keep you on your toes. Some have time limits within which you've got to get off the screen, some have chains of descending blocks that puzzle you, while others feature falling problems or blocks that disappear behind you. Mystery blocks can give you handy extra points, unlock other features to help you down, or open screen paths for you.

The main is pleasantly uncommotional despite its CRL, but somehow its various interesting parts don't quite gel the way they

might. There's mapping and route-planning if you like that side of things, while timing and various problems offer an arcade challenge. The game test is big enough to keep you busy for a while too. It's just that to much of the game there's no urgency or immediate danger to hold your attention. Subsequent screens will look much the same, only a handful of them are really being out on an in-game information feature lists all the different screens you can come across, so there's not the incentive to go exploring that the game needs.

Andy White



**A No Return screen**  
The blocks disappear behind you so you can't turn back, and you must visit enough points to open the subsequent screen each time.

**SPECTRUM VERSION**

A fully interactive text version is currently in development, as well as plans for the game into an adapted kit.

**GRAPHICS** 5 **IQ FACTOR** 7  
**AMUSE** 3 **FUN FACTOR** 5

**ACE RATING 7/10**



# TARGET; RENEGADE

IMAGINE go clubbing

**SCUMVILLE** It's not a nice place to live in. Never mind the unemployment problems or the lack of recreational facilities, it would appear that most of the youth population living out in the-d-ville live back of going. All under the influence of the notorious Mr Big!

You've got to beat your way through New Line Gangs if you wish to confront acid Mr Big and knock the living-daylights out of him by doing the same to your brother.



Oh - you're not even allowed to eat anything here.

Each gang is identifiable in that its members all belong to the same sub-culture. The last gang you'll meet are the bikers, some of whom wear clubs, but all of whom are set to see you don't get to keep your fists with the head honcho. Should you survive the bikers' onslaught, you'll have some very vicious praps and equally vicious fans to stretch your way through before you come up against the assassins. Defeat these and you'll get to some puzzling with a bunch of balls and five stars. Finish them off and you're on Mr Big's turf, where you'll have to dispose of his bodyguards before you get a chance of the big man himself.

## RELEASE BOX

CGA/128	05 Bits C128K	OUT NOW
MPRO	02 Bits C4 K6K	IMMINT
AMS	02 Bits C4 K6K	IMMINT

For other versions, please see

## CGA VERSION

Wonderful graphics and a stream of music to sound when you're in a well protected game that's only being off the shelf from one year to another has to dispose of the whole lot just to get it.

GRAPHICS	5	10	FACTOR	5
AI/VIDEO	4	5	FACTOR	5

ACE RATING 653

All in all, Target; Renegade's very similar to Renegade but with better graphics and trickier gameplay. A tough and obstinate game, but one that probably won't take you too long to complete.

Andy Bell

## PREDICTED INTEREST CURVE



# BEYOND THE ICE PALACE

ELITE's cold comfort

**EVIL** is about evil, and it's your job to deal with it. As the hero of the piece you'll have to run and jump across the maze scrolling levels of ladders, steps and platforms, wiping out badmen as they try to be evil.

At the start of play you can choose

between the games three weapons - including the two-bit dagger - and you can also choose to use or discard of various jewels along the way. But winning the money don't work at winning life and the search letter for dealing with wandering goblins - the dagger isn't much use at all.

Your only object in all this is progress past the next obstacle, keep the last gap and so on to the end of the level. Obstacles include the set-piece of problems and evil, but, technically discussed flying creatures, falling and disorientation are the key to the future. And in combat these blue enemies and other enemies you can choose to fight to avoid you for short periods - it's back around

you, landing down or killing bad guys.

All very competent stuff, but looking something compared to Ghost in Golem or Thunderman. Maybe it's that the controls aren't quite as good, or that you can get caught in death traps too easily - it just that the whole game isn't too long at the end.

Andy Bell

## RELEASE BOX

AMS	02 Bits C128K	OUT NOW
AMST 512	C4 K6K	OUT NOW
MPRO	02 Bits C128K	IMMINT
CGA/128	02 Bits C128K	IMMINT

## PREDICTED INTEREST CURVE



New things to get you excited about.



It's feeling better! Then try killing that tough blue man who will use anything else!

## ATARI ST VERSION

It's a shame to have a perfectly respectable version, but really the only thing it's able to do the limited version. The ST can handle just some games and isn't too long to avoid it's a bit of a pity.

GRAPHICS	5	10	FACTOR	5
AI/VIDEO	5	5	FACTOR	5

ACE RATING 677

## AMSTRAD VERSION

Originally wanted, the game does seem to suffer a little from the Amstrad version. But it's worth a try - it's not too bad, and it's a bit of a pity.

GRAPHICS	5	10	FACTOR	5
AI/VIDEO	4	5	FACTOR	5

ACE RATING 646

There are some tremendous conversions heading your way this month. Can Amstrad owners afford to miss *Nebulus*? Would Amiga owners be so dumb as to pass up *Bubble Bobble*? Should C64 owners ignore *Magnetron*? Things aren't always so rosy though, as a game may be great on one machine but awful on another. Check out how the latest hits have converted to your machine by reading the ACE updates pages before you shell out on a poor conversion.

## SPECTRUM

### CRAZY CARS

**File# 019.006**

The car driving game was quite a looker on the Amiga, but unfortunately the game was far too easy to hold your interest for any great length of time. The Spectrum version has some good graphics too and the scrolling is fine, but again the game's just too easy to beat, which means the game just doesn't hold your interest for anything like long enough.

● ACE RATING 600

## AMIGA

### BARBARIAN

**File# 019.006**

Well, it's been a long time coming across to the Amiga, and frankly the wait wasn't worth it. The extra sound and colour in the backgrounds aren't particularly noticeable and the game itself shouldn't take you longer than a week to complete. The two-player option does little to pep up the overall level, so though the game's amusing in the short term, there's nothing much here to make you want to come back to it time and time again.

● ACE RATING 410

## BUBBLE BOBBLE

**File# 019.006**

**C64 version reviewed Issue 1 - ACE Rating 958**  
**Ami# 07 Bubble-released Issue 1 - ACE Rating 958**

For their first side-by-side comparison, Format certainly chose well. These two bubble-blowing games being translated here have been a great success on every machine they've been converted to. The Amiga version of the arcade classic is still sat as objective, frustrating and playable as the other versions. *Bubble Bobble* is one of the best arcade conversions ever probably ever likely to see.

● ACE RATING 958

## C64

### MAGNETRON

**File# 019.006**

**Spectrum version reviewed Issue 0 - ACE Rating 958**

The initial dead-panic is just as entertaining on the C64 as it is on the Spectrum. You start the game on a lovely GFI2 disc and you've got a huge task ahead of you. You've got to shut down the reactors of eight nuclear satellites that are threatening Earth's position. This is tough for a simple GFI2 as you are job a beef yourself up using ports socketed from the hundreds of enemy disks. Good graphics and gameplay make this well worthy of the high rating.

● ACE Rating 904

## ATARI ST

### NORTHSTAR

**File# 019.006**

**Amiga version reviewed Issue 1 - ACE Rating 958**  
 This smooth sideways scroller is just as pretty on the ST as it was on the Amstrad. The tone that plays throughout is slight but nothing special and generally the game's made the transition well. Northstar has unusual gameplay that lets you slip and slide all over the shop, adding obstacles with your selected side vehicle and collecting extra weapons, but it provides simple, playable fun that should keep you interested for a while.

● ACE RATING 700

## AMSTRAD

### DARK SCEPTRE

**File# 019.006**

**Spectrum version reviewed Issue 4 - ACE Rating 826**  
 Dragons, wizards, bats and other such wild, dark characters are now absent on the Amstrad. Though the screens are more colourful than the Spectrum version, the gameplay is not so good. The characters stop and go at a fairly slow pace. This does tend to ruin the game to some extent which is a shame. If you don't mind slow gameplay then you'll find it large and entertaining quest-quests in *Dark Sceptre*.

● ACE RATING 740

### NEBULUS

**File# 019.006**

**C64 version reviewed Issue 1 - ACE Rating 943**  
**Spectrum version reviewed Issue 4 - ACE Rating 917**  
 Page makes it to the CPC in style. Like the Spectrum version, you don't get the chance to catch bits between levels but that detracts little from the sheer addictive challenge of this superb game. If you're after a game that's going to test the ol' grey matter but still be tremendously playable - then look no further.

● ACE RATING 935



The wonder of AmigaWare

# DEFLEKTOR

ATARI ST ● Gremlin £19.99dk



Targeting the right beam in Deflektor

For those that speak an alien (or even) it's hard to believe that this game is well known. ACE rating of 94. The C64 version was first to follow and was just as deserving of the high rating. Now the game makes its appearance on the ST.

For those unfamiliar with Deflektor, the plot is simply explained. There is no great scenario, you're in particular here trying to avoid the most devastating destruction, all you are is a humble game-player trying to complete a very tricky but addictive puzzle.

Deflektor consists of many screens, each of which consists of laser beams transmitted and received, plus some cells set behind by generators. All you have to do is ensure the laser beams travel from transmitter to receiver and that all the cells are destroyed by the beams. Sounds simple enough, but it's very tough in practice. The transmitter and receiver are often not aligned so you'll have to use mirrors, prisms and fibre-optic conduits to bend the beam in order to destroy the cells and make the connection. You only have a limited amount of time to clear each screen before you lose a life, and should you lose three lives on any one screen, well it's game over. Just to spice things up a bit, some versions of the screens will cause the transmitter to overload should you happen to leave the beams on them for any length of time, and there are usually bombs - obviously placed - that will have the same effect. You'll have to be thinking on your feet throughout the tremendously addictive, tremendously playable game. Both well worth a look at whatever your machine.

Andy Smith

## ATARI ST VERSION

The graphics are made up of the entire game play set well as its dimensions. The site contains complete screenshots complete set for

GRAPHICS **B** IS FACTOR **B**  
 AUDIO **T** FUN FACTOR **T**

ACE RATING **94**

## UPDATE SPECIAL



# FALCON

IBM PC ● Mirrorsoft £34.99 - on 3.5" and 5.25" disks

Flight simulators have long been the territory of specialist American game houses, with the 3-D Fighting Falcon combat sim, was a natural enough step to Spectralyst's Miyako. We took a look at a Macintosh version of the game for our flight sim special in ACE issue 8, but the arrival of the PC version makes this a really nice little title.

Make no mistake, the game is the real thing. You see tanks or dogfight on any of a dozen highly interactive missions, with varying characteristics modelled very closely to real life. The hefty manual details turning

## IBM PC VERSION

The latest C64 game user to have long set for the game to get 'hard' is 100 and still on page 10. The new version has an even more exciting plot. See the new PC game-related page!

GRAPHICS **B** IS FACTOR **T**  
 AUDIO **B** FUN FACTOR **T**

ACE RATING **93**

radio altitudes, height and speed, gives you the low-down on installing MiB's or IAMB's and deals very thoroughly with the various weapons you yourself use when:

This is all a bit much to take in right away of course, but Spectralyst's Miyako knows enough of her job. In selecting a role to yourself you choose just how realistic you want the game to be. Be it as a Pilot Lieutenant and the whole thing is done with unlimited weapons, as engine you can start and a pilot that doesn't crash when you hit the gas, or as a speed, you can choose to be the only one to release on the other hand and you'll get an enormous job on your hands just dropping bombs.

For a game that's so very combat-orient-

ated - Falcon is definitely for fighters rather than just flying fans - there's no accompanying text or Microphone-style program, you'd find so much to work and do with this one, plus some wonderful extras - a two-page magazine, a one-up option for multiplayer, and a great 3D flight display feature - that really help make the game something special. An essential purchase for fans of the genre.

Andy Ward

## PREDICTED INTEREST CURVE



It's a super response to what the critics, there's a lot of it to be proud of.



As well as the full flying view the game offers side and microphone views, including the bits of the cockpit behind that you'd see from the cockpit for looking at your own plane, but you'll need to have time to use your sidescan view.

# TRICKS 'N' TACTICS

Tips galore this month, including a superb players' guide to *Dungeon Master* plus some of those elusive *Bonecruncher* passwords. There's also a heap of pokes including infinite lives for *Masters of the Universe* and *Packland* and infinite energy for *Bangkok Knights*.



## DUNGEON MASTER

This magnificent role-playing quest will take some beating – so it's essential you start off properly. Here, courtesy of Robert Newton of Sherwood and

Richard Yarnall of Chesterfield, comes all the information you'll need to choose a strong party and find your way around the first level.

### LIST OF CHAMPIONS

A list of champions and their skills. The numbers for each character refer to health, stamina, and mana levels respectively. Use this map to locate their positions.

- 44 SMO BLVDG CHIEF – Apprentice fighter, novice priest
- 45 ZEO SCOUT OF SMOULD – Novice fighter, novice priest, novice wizard
- 46 ELIAS SON OF VICTORIN – Novice fighter, apprentice priest
- 47 PAUL THE BARBARIAN – Journeyman fighter
- 48 WY THE SIBYLLIC WIZARD – Novice ring, apprentice priest
- 49 SARDON – Apprentice fighter, novice wizard
- 50 SMYR CHILD OF TERTIN – Novice priest, apprentice wizard
- 51 LEEF THE WILMAY – Apprentice fighter, novice priest
- 52 ADDI CORBIN – Novice fighter, apprentice ring
- 53 STEAM BLACKCASTER – Journeyman fighter
- 54 TOSOT TAPAL – Novice ring, apprentice wizard
- 55 WOLF THE BIRD – Apprentice ring, novice priest
- 56 LEPHA SHACORSEK – Journeyman ring
- 57 SARGO THE SPOCK – Apprentice ring, novice wizard
- 58 WOLF THE DEVE – Journeyman fighter
- 59 HESLA CLARD OF SMOULD – Apprentice fighter, novice ring
- 60 SOTTIRAKO – Journeyman wizard
- 61 SARD THE PHOENIX – Apprentice priest, novice wizard
- 62 ALER ANDER – Apprentice ring, novice wizard
- 63 BORG MARGO-OF SMOULD – Novice ring, apprentice wizard
- 64 LURFLA – Apprentice fighter, novice wizard
- 65 HARRY THE FLAMINGO – Novice fighter, apprentice priest
- 66 CHAN JONKINDA SMOUL – Novice fighter, apprentice wizard
- 67 MOPHUS THE HEALER – Journeyman priest



- = HITTING ON THE WALL
- = MIRROR CONTAINING MIRROR
- = GRATES, FLOORS OR HANDLES
- = PRESSURE PAD
- = FOOD OR WATER
- = TORCHES
- = 1/2 ALIAS OF SHERMAN
- = WOODEN DOOR





**BATTLE VALLEY**

This C&D poke will bless you with infinite ammo, rockets and energy - beware, though, of flying into scenery or falling off the bridge.

- 1 DATA
- 204095,188,1,10,284,188,208,141,204
- 2 DATA
- 96,188,1,14,47,80,140,4,58,188,102,141
- 3 DATA 184,80,75,150,255,8,8
- 4 FOR L=8324 TO 5000:READ A:POKE L,A:NEXT
- 5 POKE 157,120:END

THE HACKER, London.

**MORPHEUS**

Some weapons are useful, some aren't. These tips will save you hours of trial and error discovering which are which.

- Solar Cells** - the early versions are poor compared to Inertia Converters but later versions are worth considering.
- Energy Batteries and High Energy Batteries** - unnecessary if you possess an Inertia Converter.
- E.C.M.'s** - early versions are far too expensive and the later versions are useless if you have a disruptor.
- Charge to Energy Converter** - a bargain.
- High Solar Cells** - unnecessary if you have a Charge to Energy Converter.
- Energy Denial Cells** - useless, they awake and keep your eye on your energy tanks.
- Charge Display Units** - very limited usefulness.
- Shield Generators** - an essential purchase if you wish to progress past level 10.
- Shield Replenishers** - an essential purchase for use with Shield Generators.



- Nuclear Power** - a bargain if you want those bonuses.
- Inertia Converter** - extremely useful. Energy supply rate is dramatically increased if more than one converter is fitted.
- View Port** - useless.
- Shield Display Indicator** - useless.
- Charge Proximity Indicator** - unnecessary. Use your nose.
- Disruptor** - essential, as it provides all-round protection. Fit more than one.

MARTYN ANN, London.

**BANGKOK KNIGHTS**

This infinite energy poke should help any C&Ders who are having the stuffing knocked out of them a little too often.

- 18 878 88271 - POKE 184,1
- 28 FOR A=080 TO 404:READ B:POKE A,B:NEXT
- 38 FOR A=8224 TO 15256:READ B:POKE A,B:NEXT
- 48 END
- 58 DATA 20,44,247,32,188,248,188,128
- 68 DATA 144,207,1,76,188,2,188,1,207
- 78 DATA 150,20,14,248,3,188,248,144,250
- 88 DATA 3,184,207,1,147,248,3,188,14,144
- 98 DATA 252,3,188,177,75,81,3,188,234,141
- 108 DATA 75,188,144,250,75,188,234,141
- 118 DATA 176,17,141,171,1730

MATTHEW MORRARTY, Hurst Green.



**BONECRUNCHER**

This Superior puzzle may be proving too tricky for you, so here's the majority of the passwords.

- Level 2 - GOLDSTEIN; Level 3 - MORPHOLE; Level 4 - SCUM KILLER; Level 5 - SCARAB; Level 6 - WEB OF DEATH; Level 7 - MONSTER PARTY; Level 8 - CAVE OF DOOM; Level 9 - UNDERGROUND; Level 10 - DEATH CHAMBER; Level 11 - GOLIATH CAVE; Level 12 - FORMSLUT; Level 13 - OILME HOLE; Level 14 - RUCCO; Level 15 - BOMB POWDER; Level 16 - NIGHTMARE; Level 17 - MONSTER BREED; Level 18 - THUNDER STORM; Level 19 - CREEPY CAVE; Level 20 - LIQUIDATOR



New word be making it far too easy for you. It's with yourself a little. If we printed the remainder of the passwords, wouldn't we?

CHARLEY ALLAN, Ipswich.



## MASTERS OF THE UNIVERSE

If it's infinite lives you want, this Spectrum poke will do the trick.

```

01 PRINT AT 10:0 "START MAP"
02 LOAD "CODE"
03 FOR I=1000 TO 0:GOTO 04
04 READ A:POKE EA
05 NEXT I
06 RANDOMIZE USR(4444)
07 FOR I=175.50,188,194.50
08 FOR J=200.00,193.5,181
  
```

TONY EASTON, *Blackwell*.



## HUNTER'S MOON

If you want infinite lives, this Commodore poke will help, but you'll have to do without the game's music.

```

20 READ B:POKE A:B: C=0:G: NEXT
30 IF C=5000 THEN SYS 540
40 PRINT "END"
50 DATA 32,44,247,160,21,141,177,3
60 DATA 100,50,141,170,100,100,101
70 DATA 170,133,100,100,100,101,101
80 DATA 30,100,100,2,101,100,30
90 DATA 101,130,100,200,101,100,30
100 DATA 100,2,101,200,100,100,100
  
```

PAUL BILCOX, *Briefed*.

## STAR WARS

Enter and RUN the Commodore poke for infinite shields.

```

1 FOR C= 320 TO 380: READY C=0:Y: POKE
2,Y: NEXT
3 IF C=5500 THEN POKE 157,100: SYS 330
3 PRINT "DATA CORRUPT"
4 DATA
50,50,245,100,70,141,200,2,100,80,141,200,2,141
6 DATA
70,200,141,200,177,80,100,70,141,200,10,100,10
8 DATA
90,0000
101,10,200,200,10,70,10,10,30,60,1,100,100,141
110 DATA
120,2,70,107,2,100,70,141,107,70,141,70,141
130 DATA
100,100,141,200,107,100,100,100,141,100,100,141
141,70,100,100
  
```

THE MASTER HACKER, *Holywell*



## JET BOYS

This Commodore poke will grace you with infinite lives and no end of level guardians.

```

1 FOR I=0 TO 255: READY C=0:Y: POKE
2,Y: NEXT
3 IF C=5000 THEN POKE 157,100: SYS 330
3 PRINT "DATA CORRUPT"
4 DATA
50,50,245,100,70,141,200,2,100,80,141,200,2,141
6 DATA
70,200,141,200,177,80,100,70,141,200,10,100,10
8 DATA
101,2,70,107,2,100,70,141,107,70,141,70,141
110,100,141
  
```

THE MASTER HACKER, *Holywell*.



## PACLAND

The Commodore poke will give you unlimited lives, which could prove to be very helpful.

```

1000 DATA 100,207,141,1,1,200,200,0
1010 DATA 100,30,141,107,3,100,200,141
1020 DATA 100,3,100,2,141,100,2,100
1030 DATA 10,100,200,207,100,200,2,100
1040 DATA 10,207,100,200,20,200,100,20
1050 DATA 200,100,100,100,141,100,10,200,0
1060 DATA 0,0,100,10,141,100,2,100
1070 DATA 200,141,100,2,70,207,200,0,0
1080 FOR L= 5079 TO 5080: READ A
1090 POKE L:A: NEXT POKE 157,100
1100 SYS 330
  
```

THE HACKER, *London*.

## SABOTEUR II

PC owners needing some help will find these codes handy.

```

Level 1 = ENTER: Level 2 = DOWN: Level 3 =
DOWN: Level 4 = HOLD DOWN: Level 5 = SPACEBAR:
Level 6 = CTRL: Level 7 = ALT: Level 8 =
CTRL: Level 9 = SPACEBAR: Level 10 = SPACEBAR
  
```

PAUL BENTON, *Pinnet*.

## FREE SOFTWARE!!!

All you have to do to earn yourself FREE copies of up to SIX of the latest games for your machine is send your name, zip and pokies to:

TRICKS 'N TACTICS  
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This month's tip of the month prize goes to Richard Ferrari for his magnificent Dungeon Master maps. Richard sends himself copies of Carrier Command, Spiderronic, International Soccer, Renzo to Greece, Defender and 8000 Simplex. Pretty impressive, eh? Robert Newton sends himself a copy of Carrier Command for his ST, and Wayne Art, 'The Hacker' and 'The Master Hacker' all run away with copies of ATX for their Commodore. And last but not least, Charley Allan wins Ferrari Formula One for his Amiga.

# YOU WON'T BELIEVE WHAT'S ON NEXT MONTH'S CASSETTE...!

Yes folks, the great ACE software bonanza is continuing. Next month's issue includes another sizzling cover cassette. The game on it is so remarkable we daresn't breathe a word about it... Not yet. Just check out your newsgament on **Friday June 3rd** and prepare to be astounded.

## ALSO NEXT MONTH...

- An incredible offer for ST and Amiga owners.
- Muscle up for summer - we pick the toughest Sports Simulations.
- Mad Hackers - who are they and why are they pirating those games?
- Licensed to Thrill - the good, the bad and the ugly of game licenses.
- Multi-User Games, a tour through the labyrinths of Mud, Shades and the rest.
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# AMIGA FORMAT

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- Essential utilities for all your needs
- Full doses of the...



# DOING IT YOURSELF

Tony Bridge charts the growth of the adventure creators, leading up to Incentive's *ST Adventure Creator - STAC*.

**M**uch of the early 8-bit adventure software came to the UK from the States and was, of course, text-only. Dave Brindley appeared on the scene with the £9.99, adventure story stated being written on the site of the Atlantic

(though Level 9 dated on their claim to invention at the time on the NewBrain - remember that!), the writers of these early programs were, on the whole, making out of their bedrooms, some being competent at machine code level, while others perfected their basic techniques, by which adventures were slowly suited although, running a little slowly in some cases. That adventure remained the standard, while graphic adventures made an early appearance - here is the gate of *The Wizard* (which is still standing as Number One in the Top 50's Advertising Charts as a major

proposal - actually, that tells the more about the scales than the proposal).

It was the appearance of *Ultima* the dust, and later the Graphic Adventure Creator from Incentive but more that persuaded even non-programmers that they could make adventure-writing, and now, some four years later, the long-grown, multi-coded adventure is a well-established part of the market. Demand for adventures too have been created using one of these utilities. The impact of these utilities on a market starved of adventures was tremendous. Rather like the invention of printing, adventure-writing utilities set free the imagination of non-programmers. It's never until now by ignorance of machine-code and computer-aided, the adventure market may not be large when compared with the arcade-game sector but many people require a computer for

adventures who may otherwise not be tempted. A good case of the software sells the hardware.'

Can Incentive's new *ST Adventure Creator* (advertised herein as *STAC*) do the same for the 16-bit advertising scene and become a standard utility for coming years?

In many ways, the current 16-bit scene reflects the state of early 8-bit software. The major portion of current software consists of





The Fall has the ringiest art within. The sets are made from the ground, which was created entirely within the program. Pictures can also be imported from Pages 800 and MacDraw.



## STAC SUCCESS?

All the major software labels welcome STAC? Several major hits have been written with one of the adventure-writing utilities. But on the whole, major companies are not exactly swimming out for them.

The Development Manager of an international label with several current CD-ROM successes says, "No commercial software house is going to have the slightest interest in an adventure writer—using a utility that we have anything against the utility itself, but that the games tend to look the same, and don't have that certain 'fit' quality that we're looking for. But of course, if someone were clever

enough to heavily debug the engine and produce something like The Fall, just don't tell us how it had been written, that we certainly be interested."

Current Chambers of CDG had a different outlook: "We'll look at anything by anybody, and we don't care how it was written, as long as the author can write a good script — any program we decide to take on board will emphasize speed-up in-house."



graphically stunning, state-of-the-art of one sort or another, and most of them come in roundabout bundles from the States. There, the advertising model demands graphic decoration, and progress in the game is largely a matter of selecting the correct decoration from a short list. The more exceptions, or, always, is Infocom, though even this company, previously dedicated to text only, is leaning to associate graphics to text in the adventure.

Unfortunately, in order for a game to become a mega-hit, the distribution must be worked with a demonstration of the game. With so many games clamoring to be seen, each one gets just a few minutes, so obviously only games that can grab the attention in that short time will help the game stand out. This is important when the game is submitted to a prospective software house, but even more so when it eventually comes up before the distributor, who must give that opportunity before the advertiser can be reached. Faced with many hundreds of new releases from all quarters, the selection process is usually conducted by viewing a five-minute snippet of each game or, if specially equipped video. Hardly a friendly environment to the usual "What now? Go Right?"

Forgoan (Infocom) is based in Delta 4 Software in Southampton. Being one of the best of the new set, he produced one or two so his games better trading his time in brilliant parades at advertising conventions and preloading, still along the way, the best advertising version of an arcade game. Now one of the

## SHOULD I GO IT ALONE?

That is the question, whether it is more profitable to spend along your newly-created adventure in a major software house or knock out the Loretta's adventures from your back room.

The equation isn't simple, and there are several factors that you should take into consideration — more indeed, than we have space for here. As we've seen, the adventure market is but a small part of the whole, so many companies are not very interested in adventures, especially of the text variety. If the company is particularly large, the marketing department will have a number of programs to look after and promote, so your little baby will be just one of several others. On the other hand, advertising will be extensive and it'll look out, that encour-

ing a high profile.

If you release the adventure yourself, which is very often done (and almost unheard of in the arcade sector), then you'll know that you will devote the whole of your attention to it, but then, it's unlikely that you'll be able to afford the heavy advertising costs — the heart proper) a healthy marketplace developing in France such as *Atari*, though. If you do decide to go into, then make absolutely sure that your packaging is the best that you can afford, that the grammar and spelling in the game text is flawless, make it as easy as possible for the reviewer to "have a good time and, finally, ensure that your adventure is thoroughly play-tested by yourself and others.

**CONTINUED  
ON PAGE 81**

Programming languages seem to fall into two categories - easy to use and affordable or nontransferable and inflexible. STAC, on the other hand, has managed to combine the best of both worlds. For the beginner there are simple keywords which handle most routine adventure actions with little effort, while the more advanced writer will discover an almost unlimited flexibility in customizing the simple actions.

On the disk is a quickstart file which contains the messages and routines needed to run any adventure, such as inventory. Look at them - can be ignored by the beginner and used as they stand, while the more advanced user is free to customize each routine as required.

Actually entering code is a dream, as you can virtually forget about numbers and odd English initials. This is enter a condition intended to get a specific object, you would type something like:

**if walk get and room 'plate' then get 'plate' not 'plate' ok**

STAC looks up any words in inverted commas in the vocabulary file and automatically

**WHAT NOW ?**

what now ? a

You are outside a giant castle built into the cliff. A cave entrance leads north and there is a door to the west. You can also see a dead rat.

**WHAT NOW ?** examine rat

An extinct, extinct, totally dead rat.

**WHAT NOW ?** get it

OKAY.

**WHAT NOW ?** eat rat

It tastes even better than it looks!

**WHAT NOW ?** examine lamp light

It's not lit.

**WHAT NOW ?** light lamp

It lights up.

**WHAT NOW ?** E

# PROGRAMMING WITH STAC

Pat Winstanley sees just how flexible Incentive's ST Adventure Creator is in practice.

changes the word to a number for its own use, assuming object number 10 and room number 10 to be plate, then after the condition is entered STAC would display a line like:

**if walk get and room 'plate' then get 10 not 10 ok**

Debugging is made much simpler using this system too, as instead of a mass of conditions full of numbers, the 'if' part of a condition is generally in words.

Another very useful feature is STAC's display of lists of conditions, objects etc. With GAC, the programmer has to type in the number of the entry required, which can be time-consuming if poor records have been kept. But with STAC you can simply scroll up and down the lists using the cursor keys until you find the entry you want (as with vocabulary lists in GAC). The special conditions can't be listed in this way directly, but can be printed to the screen from the print menu, which is vital if you have forgotten just which condition uses what. This display system makes the use of a printer unnecessary (although still very useful at times).

The existence of 'repeat... until' and sub-routines are probably the best thing about STAC as both can be nested and called from each other at any time. Using the List condition menu (presently as a directory of special routine calls where the same subroutines to be used over and over again in many different ways, I found that allocating a different subroutines for each use makes the code easy to follow.

In addition, it is possible to look at the player's command and change the words in a condition will not exactly match your condition. 'Clean shoes with comb', 'Brush shoes', 'Use comb on shoes' etc. all imply the same action. As the programmer, you would simply choose one option and write a condition for it.

Any other combination of words meaning the same could be caught before the condition is reached and the player's command changed using the WORD command to match the re-arrangement.

Strings can be used to take comments from the player (useful when writing in converse with characters), manipulated in a variety of ways for adding in defining others and run-

lets and used even for writing to the graphics screen. You can even set the player's name at the beginning of the game and incorporate it into the 'What now?' prompt.

On the STAC disk are a number of fonts which can be recognized by the programmer both for shape and text colour. As each font can hold two sets of letters and numbers, each set in a different colour and shape, some very pleasing effects are possible. In addition, both the graphics and text screens can easily be restructured during play. STAC can also cope with either 40 or 80-column text, regardless of whether graphics are present or not, and a command is included whereby both the programmer and the player can choose the text resolution.

There are just a few of the possibilities that the found so far - there are many more for the enterprising programmer to discover. And you don't need to be an expert. The vast menu can write a reasonable game without changing any pre-set conditions using only the simpler keywords. Using STAC is rather like writing in Basic - you only use the keywords you need. But, unlike Basic, every available keyword has been designed with adventures in mind.



ADVENTURE SPECIAL



The Cybering leaps towards you. Removing your fear, he then prigs a piece of skin from his forehead and begins roaring some flesh from his metallic skull.

Quick, what now nuclear? ■

The original Cybering was inspired by ST Adventure and the technology.

and successful figures in adventuring will soon be says. The super-adventures from people like Magnus Brode and Levi I are great adventures, of course, but what the important people, the distributors, notice first and foremost are the beautiful pictures and the great presentation. Without these, even the best program is likely to be passed over."

One of the most persuasive arguments, indeed against adventures produced on IBM CGAC and the others is their uniformity. Much of the time, the viewpoint is quite limited (see comments in the box—see a review). I have lost track of all the Venetian frolics, Polybiotic Fables, Incorporated throness and Myriad Magic has been subjected to, all represented in their shiny-screen graphics and the staggeringly rapid, intricate, grandiose and outrageous tapestries. Of course, this is not the fault of the utilities themselves, which are among the most innovative packages developed on the 4-bit micros—rather, the same can be laid at the door of the author-stained imagination. No doubt, the same poverty of originality will afflict the last adventures released using IBMCG. This is a pity, for the result will inevitably be the same reaction on the part of the larger software house-and distributor-as a GAC or IBMPC come now too.

So will we see the same sort of reaction to IBM's adventures on the IBM? The initial reaction of some observers to Inconceivable the JPC had been one of mild disappointment—but I have high hopes. It's true that IBM may not support sophisticated screen-formatting—but being new to the ST, I am still divided by drop-down menus and so on, and would much prefer to be in the GEM environment rather than the rather bland word of IBM—but surely all this will be the subject of a future update? Having back to the rocky tatters of that state again, adventures written with the utilities can

indeed look much the same, but we'll soon see the extra memory and graphics capabilities of the ST get to good use. Any programming language, which is what IBM is after all, must be learnt and lived with before its full potential can be used. JPC is a very friendly and easy to use, but this doesn't mean that all adventures written with it must look the same.

## WHO WANTS TO BE A MILLIONAIRE?

Could you earn a million pounds with your highly-brewed adventures? Very few people have earned a million pounds from software of any kind, let alone adventures—having said that, there must be very few authors who regret taking the plunge into those muddy waters. However, fortunes are not easily made, even if your game is taken up by one of the big software houses. On the whole, you may be better off viewing your efforts only as a hobby. Don't let the casual slip you from dreaming, though, because at the larger adventure houses will now accept ideas and story outlines from outside sources (but they will have to be outstanding to get even a glance).

Finally, an illuminating comment from The Gilberts. The creator of the legendary GEM/IBM Adventure-writing systems tend to reflect the state of the industry as it was a couple of years ago: "It's more by trial, but JPC, linked to the ST hardware, has the potential to finally drop home-brewed adventures into the mainstream of commercial software. ■

## THE TALE OF SANDRA'S FREEZER

By Sean Ellis, author of STAC

■ During the development of the ST Adventure Creator, many bugs were uncovered and unconsciously stamped upon. However, one of our players, Sandra Sharkey, consistently found bugs which no-one else could reproduce. In some-hurt time and all. This persuaded me far quite a time, going over things, staring square-eyed into my monitor with the early hours of the morning, and tracing (and to structure-by-hand... not a pleasant job).

All this was to no avail. New reports came in from Sandra almost every day. I became more frantic, and began to curse the ST operating system. This is a common practice of most ST programmers at times of crisis.

After this failed, I used the long-forgotten technique used by uneducated quacks. I put it down for a while, intending to have a look at it later.

Finally, I received a phone call from Sandra saying that Sandra had tracked down all the bugs in one go, and that they resided in... the cooling mechanism of her freezer.

It seems that what happened was that Sandra's rather old freezer had been sending spikes down the mains whenever the cooling mechanism started up, causing havoc with the programs and data within the ST.

Needless to say, I was very relieved.

The moral of the story is: if a problem's snow job and it breaks your case, put it on ice (group...) ■



Sean Ellis

# THE THIRD DIMENSION

## ISOMETRIC 3D GAMES

When Ultimate released *Knight Lore* for the Spectrum at the end of 1984, they brought a new word into the games player's vocabulary: **isometric**.



**K** might have wasn't actually the first arcade adventure to use an isometric perspective - that honour goes to *Mastertronic 3D Jet Attack* - while arcade games like *Demons* and *Wizard* had also previously put the technique to good use, but the way in which the 100-room blockbuster worked in constant game play and the use of objects made it truly revolutionary.

*Scimitar 3D* has two massive advantages for the programmer. First, it means on object is the same size wherever it is in the game landscape. This allows large, very detailed game objects which don't take up too much memory with graphics data and can move around smoothly. Second, it gives a good impression of what makes us feel the player can really work out where objects are supposed to be. The former game *Single Line* is another great impact - it had to be today's user is opposite, not just what a sensation those graphics caused - while the latter made possible the kind of jumping puzzles and obstacle courses the game depended on.

While the *Dragon* Low resolution has been mentioned first by *Demons* own superb *GA&N 8*, *Highrise* and *Gunsight* and later by *Quest* duo *Jan Strim* and *Bernie Drummond* with the excellent *Batman* and *Head over Heels*, innovative programmers have been taking isometric 3D in other directions. The original *Master Machine* spawned



Master

a handful of under-orientated challenges, at least one of them - *Paul Staley's Spiritway* - turning out rather better than the original. More recently, *Just LED* has brought new life to the genre-style by introducing level-up elements, though *Arms* with departure from the UK has left the genre's future looking uncertain.

The strong graphic possibilities of isometric 3D haven't been lost in the profitably orientated

*French 3D* and *Assault* has like *Jet Demons* and *Spaceman* been the and *Assault*'s *MST* have shown just how visually impressive the style can be. Close to home we have *Warrior's Code* *Parquet*, version of the Highway duo and *Revolution* - does he have any more isometric games up his sleeve portfolio? - and *Quake* The *Dual* masterpiece of *Movie-land* *Phantom Club* here.



Airball

## AIRBALL

Movie-land  
Atari ST £14.95cd

This has got to be one of the best isometric 3D arcade adventures available for 16-bit machines, its obviously sensitive of the isometric style (what isn't?) but has really surprised it in terms of graphic detail and presentation. It can be viewed in question, a sphere full of nothing but oxygen, and you must negotiate corridors and rooms full of wacky obstacles - all of them, of course, spilling instant death should you touch them. *Airball* it made even more attractive by the creativity of the *Armed Construction* set, allowing you to build the real-time game and make it easier to even more levels. Look out too for an Amiga version, due to appear in the next couple of months.

## BATMAN

Quest  
Amiral £8.95cd £14.95cd

The killer bolt of the dynamic due as you've never seen him before, in the game which made *Jan Strim* the name of the 3D arcade adventure. The action takes place in the *Bellevue*, where *Batman* has to find the seven pieces of the *Batmobile*. Every one of the 150 locations is superbly designed, most containing tricky puzzles.

*Strim* has to find the equipment that will enable him to jump, float and carry objects. Then has got to explore the inside of *Batman* (perfect) here.

seen for the cleverly positioned parts of the *Bellevue*. *Wizard* puzzles, beautiful screens and lots-and lots of texture.

## AMAUROTE

Mastertronic  
Spectrum £2.95cd  
C64 £2.95cd  
Amiral £2.95cd

As an officer in the Royal Army of *Amurote* it's your job to rid the city of the recent insect invasion. Climb into your *Amurite* and slung around the 25 sectors of the city destroying the queen and any remaining insects it sends out. The strong graphics and smooth animation combine to make *Amurite* a fantastic looking game that is both challenging and addictive and at the top of budget price.

## CHIMERA

Planet  
Amiral £1.95cd

We're in charge of a chivalry robot here as you traverse around a space ship trying to initiate a self-destruct sequence. The sequence consists of five stages and to complete each stage you'll need to find and use a number of objects. These objects can all be found around the ship, but the big puzzle is knowing which object does what and where, trying to use the wrong object in the wrong situation will mean less likely result as you having to restart the game. A very *Ultimate*-ish, very addictive and very tough game that's well worth a look.

## GET DEXTER I-III

Intergame  
Amiral £8.95cd £14.95cd  
Atari ST £14.95cd

Two games here across the channel that make a big splash over here. Their superb graphic quality was the first thing that got them noticed, but it didn't take long for people to get to grips with the mind and hair-defying logic of the games.





Dexter/Red

In the original, Dexter and his wackier, sci-fi pals have to cope with PC and its brethren, from killer bots and laser-like punks to potty policemen and spring-loaded beds. A genre where the complexity, humor, and depth of the gameplay live up to the high quality of the graphics.

The sequel is every bit as nice to look at and presents just as many problems. These aren't quite so many cute touches, but Dexter and co. have just as much to keep them occupied.

## GLIDER RIDER

Developer: **Goalsoft**  
 CD-ROM: **\$199.95** **11/1990**  
 Spectrum: **\$199.95**  
 Amstrad: **\$199.95**

A game that is most memorable for its music and transformation sequences, you're on an island diving a glider-like fuel can, miraculously transforms into a kangaroo — enjoying the delightful accompanying music.

of the same line.

Being this technological wonder you love to destroy the installations on the island. The coin for extreme accuracy and patience because the island is heavily defended.

Not the most colorful of games but worth getting just for the music and the sheer difficulty of the task facing you.

## HEAD OVER HEELS

Developer: **Ocean**  
 Spectrum: **\$7.95**  
 CD-ROM: **\$9.95** **11/1990**  
 Amstrad: **\$9.95** **11/1990**  
 IBM PC: **\$9.95**

Jon Demme follows up to stadium, that once again takes the 3D arcade adventure to new heights of excellence. This time you're in control of two characters called Head and Heels. Individually they have useful powers, but together they form a much more effective being.

It's got twice the number of locations of Batman, the same delightful graphic design, more diverse puzzles, less you dreamed possible, humor, originality and challenge.

The alternative dynamic duo are in search of the cinema in Manhattan Grid. Each one views from a different angle at the Empire which they can teleport to. How they will need to get together sometimes to solve

problems, but at other times they have to go separate ways to overcome a hazard.

A classic game that nobody should be without.

## HIGHWAY ENCOUNTER

Developer: **Vector**  
 Spectrum: **\$4.95**  
 CD-ROM: **\$9.95** (compression)

A terrific puzzle-wrap here. You've got two double-size robots with which you attempt to push a block along 30 series of an alternative highway. Magnificent gameplay and a



lot of very tasty puzzle make this well-definitely worth a look.

## KNIGHT LORE

Developer: **Goalsoft**  
 Amstrad: **\$7.95**

The game that started it all, the Ultratec side was a sensation. It is day and night so flow the miles of the life explore-cum-

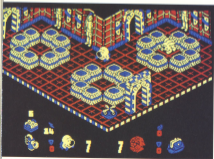


will look rather old hat — mostly because they've been copied so many times since — but the jumping and dodging sequences will keep you looking the central corridor with yellow objects into the water small hours. The game's on a lot on the side side perhaps, but the good inside motion graphics did well worth seeing.

## MAGNETRON

Developer: **Parsoft**  
 Spectrum: **\$7.95**  
 CD-ROM: **\$9.95** **11/1990**

A follow-up to the old classic, the Magnetron, the New Future shocker-up blends space-warfare with Jonsoft action as you combine energy blasts and destructible stone walls. Finely judged gameplay and effective graphics should help make a name for the collective title number, but it probably better known for the legal wrangle it caused between Parsoft and Telecomputer and the six month delay this caused.



## MARBLE MADNESS

Developer: **Electronic Arts**  
 Amiga: **\$19.95**  
 Amstrad: **\$24.95**  
 CD-ROM: **\$19.95**  
 IBM PC: **\$19.95**

The mix-up conversion that inspired a thousand clones, this only. Well, you're guiding a marble ball the top of a sloping landscape through a network of traps in the bottom — tricky stuff when you consider that falling into it a tough loss you prevent time. Run out of time before you make it to the bottom.

and that's one life gone. Apart from the clipping line limit, you've got several species of alien to avoid. Master Machine provides plenty of re-energizing means and plenty of fun.

## MGT

Lotus

Amstrad £2.995 £12.995  
(on straight 315 computer)

The MGT is a Microsoft Tank which has to free the Crystal Palace from alien incursions that have destroyed the life support system and coated all the rooms in trees. This introduces the more control problems of the game because the tank slides all over the place.

You have to solve puzzles in the Palace, most encountered with opening doors. Alien traps also populate the rooms and contact with them can be fatal.

## SPINDEZZY

Bivision Dreams

Amstrad £2.995 £12.995  
Spectrum £2.995  
C64 £2.995 £12.995

Created a huge hit a couple of years ago when it was first released - on the CPC, it is still going - and it is every respect the definitive Master Machine game. You have to clear a spinning top over a variety of tough obstacles, collecting awards on the way, while up against a very fast lion.

The game is played on a vast landscape of rings, walls, ways, towers, sides and impregnable, all surrounded by lethal traps and electrified. You collect outside life and traps

in the enemy area, but activating them in the right order is vital lest you die. One of the most astonishingly addictive games to speed it recent times.

## PHANTOM CLUB

Ocean

Spectrum £7.995  
Amstrad £8.995 £14.995

Following Master Machine comes Phantom Club where you've got 180 locations to explore. Even though it is the 300-episode system as you work your way up from a tiny tablet in a post-apocalyptic space, which is the level you'll need to obtain if you hope to defeat the nefarious Zomp. There's some neat graphics, peering into caves and plenty of the licensed decade adventure to explore and solve away.



Amstrad

## MOLECULE MAN

Bivision Dreams

C64 £2.995  
Spectrum £2.995  
Amstrad £2.995

Probably the best £2.99 game with isometric 3D graphics, the simple exploration and collection effort has since been overshadowed by some full-price efforts subsequently re-released



on budget. You'll find it new and better as the episode of the issue named Energy Worm, complete with a Molecule Man construction set for anyone who really likes. Hit the great-cut geometry or graphics you've ever seen, but as far as value for money goes it still takes some beating.

## RED LED

Supper

C64 £2.995 £12.995  
Amstrad £2.995 £12.995  
Spectrum £2.995

(Distribution was uncertain since Amstrad seemed to market games in Britain.)

This wonderful sci-fi crowd gives the player three-dicks to choose between it: an attempt to clear a tunnel at the top as a god. Clear a line of bangers and you're won - simple! The quite, because with her appearance a level-up you have to collect low energy packs from each landscape, while trying to survive the onslaught boss of the resident alien. The landscape is each full of holes and that is when dead selection because of permanent repetition. Some have some steep, hailing slopes, so you'll need a level that sticks to slopes like glue. Other holes are covered with acid lakes, so you'll need to select a different dead to cope with them. Red LED is a slow-burning, frustrating but hugely addictive game and one to look out for.

## REVOLUTION

Worke

Spectrum £2.995  
(On Amstrad £2.995 computer)

Costs Penny added because of the usual innumeracy to Master Machine meant problems, and here's what he came up with. A terrific idea on the Amstrad and very playable on both formats, the game features some of the coldest and most challenging 3D puzzle ever seen. Setting two minutes in quick succession might not sound too

difficult, but with a range of obstacles in the way and steep drops close at hand if you overshoot, things can get very tough indeed. The time limit is one nasty too, and get tougher as you move on through the levels, giving the game lasting interest to match its instant appeal.

## SWEET'S WORLD

Atari

Spectrum £2.995  
Amstrad £2.995

Been in a race between IT and Ben (owner), the candy Sweet's World was popular enough that time round to merit the sub-sequel sequel. Hypnotic. The graphics are basically the same as last, involving the collection of useful objects and handy weapons to use in ridiculous tests. The sufficient because some of humour will have you turning into a goose, being jettisoned with spoons and raining up biscuits points by - well, by collecting biscuits. Graphically very strong stuff, but the lack of a jump facility can make tests games rather flat to play. Also of interest is Sweet's World, a larger version of Sweet's World running only on IBM Spectrum.

## RASPUTIN

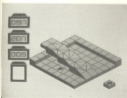
Starbird

Amstrad £2.995

The unusual perspective here - not really isometric at all - makes itself particularly well in the stunning puzzles and nearly like-3D style. It's called Rasputin's Lair & while type of Rasputin's name up with Jump from one



platform to another if you can work out where everything actually is, chop up the surrounding page if you can get better than 10 to 10 and then step out into the corridor to die battle with the evil Rasputin's guards. Intensely difficult and very funny, this addictive and striking game may well kill you with frustration - but at budget price is an essential 3D buy.



Amstrad

This month Tony Ross takes a look at a couple of games – one set in the world of big business, one in the world of power politics and war.

## SPECULATE

Winnery Games

This is a board game with elements of trading and asset stepping. Eight players, each starting with £10,000, buy shares in any of 15 companies. Once £10,000 of shares has been bought in a company, it starts trading and the player with the most shares starts deciding what to buy, maintain and their stock to give away in dividends to shareholders.

Each company makes two or three different items which can be either traded (such as houses, books, and paints) or converted into energy, widgets and transport. All manufactured items are made from several different components and as companies can only build a few items themselves, the others have to be bought in or obtained from other companies.

It is possible to run several companies at once, and to buy more items and money between companies. Asset stepping is the process of removing all or part of the assets in a company; things like raw material, stock and money are used to create one

Speculate costs £5.99 to play, which gets a setup, rules, and three turns. Later turns cost £1.25 each.

COMPLEXITY	3	ENJOYMENT	4
PRESENTATION	7	SKILL	4
VALUE 8			

## CRISIS

MJ Games

Imagine the board game BSC with tanks, tanks, and missiles and you'll have an idea of what Crisis is all about. 12 players fight it out, with victory going to the survivor. On each turn, players decide what to produce, where to attack, the missiles and which two countries to spy on.

Spies can be very useful in this game. I expanded from 30 factories at the start to 200 by turn 30. The key to doing well is striking a balance between producing factories and missiles. These factories can produce a new factory or three divisions or 30 Factories could produce 30 new

factories. Of 20 divisions or 30 factories are produced then need four 40 divisions can be built. Missiles shouldn't be ignored, but build until a bit later when it is possible to build a lot in one turn.

Diplomacy with other players is important. Two players can mount a combined attack, with one distracting missiles and the other attacking with divisions. It's impossible to defend against this unless you are very powerful or have an ally yourself. Missiles that get through do damage against population and factories.

I've now played two games to completion. In the first I came second as Siberia is California after 25 turns. In the second it was Chile, and got knocked out by a California/Italy alliance after eight hours. I've not since then but game ended, but on a party about I stopped a large number of missiles into Colombia, not enough to knock him out but enough to weaken him and probably stop him winning the game.

Of all the PBM games I've played, Crisis is a probably the simplest and is ideal for the novice.

Costs £1.50 to start, which gets you a missile, map and the first turn. Subsequent turns cost £1.00, with an extra turn free if you or more are bought.

COMPLEXITY	3	ENJOYMENT	5
PRESENTATION	7	SKILL	5
VALUE 8			

\* 'Diplomacy' – the term given to player-player communication, either within the game or outside it.

# PLAY IT... BY MAIL

company along of the expense of another. It's a pity that the companies can't produce beer, but maybe that would be taking action too far.

Players only pick up money when dividend payments, it is possible to give out the money in a company early on dividends, but it goes to all of the shareholders, not just the owning player.

It is still early days in the game for playing but already one player claims to have converted the market in Widgets, Widgets Widgets, but the focus is the game can't be produced. That player is now trying to force everyone to pay 50% over the usual price.

This is unusual, that, tanks, and it is a game within the serious players, like only companies in that in some of the other turns. There are very few orders to write. It's too early to give winning strategies but getting control of at least one company is vital and with 18 companies for eight players, that too difficult.

There hasn't been much diplomacy yet, but it is starting to increase, as a response to players trying to dominate the market.

## PBM NEWS

### TROUBLE'S BOTTOM

RUC Games has announced the launch of two new games. The first is Trouble's Bottom and previously run by Project Reality. This is a fun game in which 78 Moon Troops, accompanied by a jet culture, move, hunt and fight on the island of Trouble's Bottom. Victory goes to the last man. Game starts on free and turns cost either £1.00 for a single turn, or £1.50 for a double turn. Not a game for the serious player!

### DRINK OF ADVENTURE

In this game 12 players each control an ancient nation – Persia, Phoenicia or Egypt, etc. Battling against each other, and the computer-controlled Atlantis, each player builds colonies and war units, hires mercenaries and tries to become supreme. A game start costs £5.99 and each turn after costs £1.00.

### COMPANY ADDRESS

Costs – MJ Games, 18 Parkway Crescent, Harlow, Essex, SG2 9JH.  
Speculate – Winnery Games, 28 Ogborne Road, Corfe Mullen, Wimborne, Dorset, BH21 3QY.

Trouble's Bottom & Drink of Adventure – RUC Games, PO Box 11, Clonville, Malpas, Lincs, PE16 7DL.

If you run a PBM company, players association or PBM club, send us information about new games, updates and game results. Review positions are sought in some of the newer games and those will get a preliminary review after a couple of months, followed up by an in-depth review after about six months.

Next Time, I hope to look at In Calceus which is a game in which players take on the role of Gods. Happy PBMing!

# FREE STICK

This fabulous £14.95 Quickshot 2 Turbo is yours for nothing when you subscribe to ACE!

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- Specially moulded shaft for extra comfort
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- Superfast autofire
- Suitable for left or right-handed players
- Rubber suckers for fastening to smooth surface
- Recommended retail price £14.95



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Cart 34 case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C
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## ARKANOID 2

**Imagitec**  
The Heritage of Balls. Another impossible obstacle break-out challenge.

Game	MSRP	MSRP	Date code
Spectrum case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C

## TARGET RENEGADE

Imagine  
Watch follow up to the violent combat game.

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Spectrum case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C

## A.T.F.

**Digital Integration**  
ACE-based combat flight simulator with stunning 3D graphics and high playability.

Game	MSRP	MSRP	Date code
Spectrum case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C

## XOR

**Legation**  
Impressive maze escape game, packed with mind-bending puzzles. Original and very compelling ACE based CD. Extra special game!

Game	MSRP	MSRP	Date code
Spectrum case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C

## ROLLING THUNDER

**US-Inst**  
Impressive conversion of the classic coin-up featuring an underwater egg incubation (BOO) at the end!

Game	MSRP	MSRP	Date code
Spectrum case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C



## IMPOSSIBLE MISSION 2

**US Gold@Eye**  
Follow up to a continuing classic featuring the ace Professor and his robot.

Game	MSRP	MSRP	Date code
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Cart 34 case	\$15.95	\$15.95	AC1380C
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## PLATOON

**Ocean**  
Powerful action based on the award-winning war film.

Game	MSRP	MSRP	Date code
Spectrum case	\$15.95	\$15.95	AC1380C
Spectrum case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C

**ROLLING THUNDER**  
underwater egg!

Game	MSRP	MSRP	Date code
Spectrum case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C
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**GAME SET and MATCH**  
**Ocean**  
A master compilation of 10 complete sports games - including Ocean's HyperGolf, Ping Pong and Tennis, Billy Hootigan's Super Golf, WorldWide Soccer, Pool, Championship Basketball, Barry McGuigan's Boxing, Super Soccer and more. Incredible value!

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Spectrum case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
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## BOBSLEIGH

**Digital Integration**  
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Game	MSRP	MSRP	Date code
Spectrum case	\$15.95	\$15.95	AC1380C
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## COMBAT SCHOOL

**Ocean**  
The Korean-made game featuring power quacking events.

Game	MSRP	MSRP	Date code
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Spectrum case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C

## MAGNIFICENT SEVEN

**Ocean**  
An incredible value for money compilation which includes Real-Time Hoops, Alcohol, Wizard Short Game, Gates, Premier Slots, Hollywood and the 800 Party.

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Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C

## ATARI ST TITLES

(In addition to those elsewhere)  
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Wizard	\$15.95	\$15.95	AC1380C
Wizard	\$15.95	\$15.95	AC1380C
California Games	\$15.95	\$15.95	AC1380C
Leopards	\$15.95	\$15.95	AC1380C
US-Inst	\$15.95	\$15.95	AC1380C

## ARCADE FORCE 4

**US Inst**  
4-game compilation of Pinball Frenzy, Lost-9th Zone, Countdown and Gates Zone.

Game	MSRP	MSRP	Date code
Spectrum case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C
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Cart 34 case	\$15.95	\$15.95	AC1380C
Cart 34 case	\$15.95	\$15.95	AC1380C

## CALIFORNIA GAMES

**US Inst@Eye**  
The best! Open sports simulation yet. And that's saying something.

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Cart 34 case	\$15.95	\$15.95	AC1380C
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Football	24.95	19.95	AC-0114
Winter	24.95	19.95	AC-0202
Star	24.95	19.95	AC-0203

## IBM PC TITLES

(in addition to those elsewhere)

Your leading games should also run on standard PCs and other compatibles. Elite is the ultimate space trading and combat game. Football is a superb tactical strategy. World of Warcraft is a great tactical simulation. World Class Leaderboard is the ultimate of simulation. Asterix is an adventure. ACE magazine, facts or reference guide.

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Winter Games	24.95	19.95	AC-0207
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Post this, together with your credit card details or cheque to the Free Post address listed - you need pay no postage. Alternatively ring 0458 740111 and ask for ACE Credit Card Orders.

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Write to:—

**KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCYS FY5 2UL**

If there's one thing that gets you people agitated it's the subject of Piracy. After the recent letters on the subject we've been inundated with views, ranging from the ultra-piratical to the super-virtuous. Because of the number of letters we've had to print edited highlights - don't take offence if your letter has been chopped down.

And then there's that ST v. Amiga debate; will it never stop? But most curious letter of this month has got to be from the chap with a (literal-ly) smelly ST.

If you want to raise a stink about something - and give yourself the chance of winning some software at the same time - write to ACE Letters, 4 Queen Street, Bath, BA1 1EJ

#### CALL HIM STUPID...

Call me stupid but I don't know much about the ST range. I have heard a lot about the ST but some of it I don't know about. I would be very grateful if you could answer these questions:

1. I have heard from a certain person that the ST can emulate a BBC Micro Computer. Is this true or has he been reading G-NIP?
2. Also from the person I have heard that the ST can also emulate the Amiga. Can this really be true, the really terrible ST can emulate the Beta Range of computers, the dream machine, the Amiga? If it is what hardware or software for both would I need and how much would

it cost me?

3. I am thinking of buying an Atari ST-M and that certain person (again) has said that with the 'old' style 50 pin hard to load up the OS/2 operating system, otherwise you're left with a dark screen. Is this true?

4. I have read in another customer magazine that people are having trouble with their STFM. It has something to do with TOS version 1.06. What does TOS version 1.06 mean and why does it prohibit the use of some software? Would this affect my ST-M and if it did what could I do about it?

5. I have heard about a 'virus' in the Amiga P.D. disks and how it has

spread to the ST. What exactly does the 'virus' do to your computer and is there any way of avoiding it? If I bought a computer and the public domain disks were infected would I have the right to take the computer back and get a new one or get it repaired?

Matthew Lavinia  
Cardiff

If an ST can emulate a BBC or an Amiga it's the far worse news about it. The TOS trouble you refer to has been discussed at length in recent ACE Letters, in practice it means that some popular games would not run on some STs. The problem seems to be dying down, as software houses take more care to ensure cross-platform compatibility. There have been reports of ST viruses, but there's nothing to worry about yet.

### KING KURT'S RAP

I would like to present your readers with a little poem for me to rap (others call it a rap).

Advanced Computer Entertainment is the best,  
ACE magazine beats the rest,  
The others they don't know how to write,  
ACE could show them a thing or two.

ACE is the mag with reviews,  
News, offers and previews,  
It's got a section named Arcade  
Kos.

That will bring a smile to your face,  
Other magazines in no position  
To give ACE any competition,  
Come and get your friends to listen,  
And show them what they're really missing.

One pound fifty it's quite cheap  
They sell it in the shops down the street.

So come on get a subscription,  
You might win a competition.

I think this expresses my feeling  
about the mag it's fabulous, keep  
up the good work, it beats the rest  
by miles.

Kurt Frang  
Newcastle

Funky stuff, Kurt. But write not  
sure about that interesting rhyme.

PRIZE  
LETTER

#### TYPE IN JOY

Congratulations - your idea for competitions is astounding. Why else could I have thought to put a competition in this mag where you have to type in a listing to work out whether or not you have won. Not only did it give me the pleasure, but it also gave me an hour and a half of peace and quiet while my 6 year old son Gary and my 4 year old daughter Susan, typed in the listings for the competition and the Unescape figures. The only fault where my children were concerned was the "!" and "-" symbols were a little small for them to follow. Thank you, from my children Susan and Gary Peter.

P.E. Peter  
Barnley

A  
C  
E  
L  
E  
T  
T  
E  
R  
S

**GAUNTLET GO-BETTER**

Something strange happened to me on Gauntlet. When I got to level 10 I died so I wanted to get back to the start and start again, but I accidentally pressed 5 on the numbers pad underneath the controls on the AmigaDPE. Then I looked up and saw the screen and pressed 5 on my joystick and saw that all my health was back. I kept on doing this whenever I died and got on to level 686. This by itself works on the 3-Player option. The only problem with it is that your score goes back to 0. Keep up the good work.

**Ben Salisbury  
Leeds**

It's a great tip - but only for those players who prefer progress to points.

**SAFE CONNECTIONS**

I'm writing to you with a few comments about Brian McGinnis's letter about computer viruses. A load of rubbish. Double attempts don't make any difference because each hacker will get the same supply of electricity, and using a trailing socket can only make things worse as there is more cable to pick up interference. Plugging the equipment in a different room does not make any sense at all of interference but it is important that the computer is away from noisy sources such as fridges and loud players. My worst source of viruses has been faulty connections and taping on the monitor or printer while the computer is on, as well as on the computer case. When using cassette recorders or TV sets keep them as far away as possible from the computer.

**Steve Lipson  
Bedford**

Tough talking, Steve. But you know we're famous for that, aren't we?

**MORE MARI**

What's all this about Maria Whittaker? People writing in to say she was wrong, others saying she was right, like time out of an those are the people who are protesting about equal rights. Does the hat mean she can do whatever she likes even if other people disagree. I think it's her body to do what she likes this does not mean I agree with pornography. I mean that's earning more than most people and it also enjoys what she does, that let her do it, that's what I say. Also, I'd like to say that all this rating computer games is a load of crapology.

**AMIGA v. ST**

I bought my Amiga because I am legal in Commodore and because it is a mega-machine and, as the saying goes, I prefer a Ferrari to a Corolla.

**Darren Halsey, Malvern**

...The ST is a more standard and user-friendly system than the Amiga. CMOS is the main contribution here, and I think it is much better than the non-standard Amiga workbench.

**K.J. Block, Basingstoke**

...There is no winner in the 16-bit market. We can argue about specifications all day, but what it boils down to is who is offering the right deal at the right time. It

may come that Atari price rise swung the balance in favour of the Amiga. Both systems are great - let's just enjoy them in our own way and not put other people down.

**Ian Asbery, Bristol**

...In my highly humble opinion the ST is by far the more appealing package. It is much cheaper for a better software base and is excellent for MS-DOS musicians (although this would not appeal to many). The only reason I would buy an Amiga being 1500 cheaper would be the graphical ability of the machine. As I say, this is just my highly humble opinion.

**S. Williams, Basingstoke**

because that's at the time you can't see any grey details or greyscale screens, and even if you can see the reverse very well some of us get a headache and a touch of dizziness. It doesn't make me want to go out with a large forehead and stop of someone's head. I'd like to finish off by saying that your mag is the best thing I ever read about.

**C.J.B.  
Dublin**

I do not am heavily sick of Maria Whittaker. Let's hear to more of her if you want to write me or can her. MS-DOS-based-winner-it-computer-or-games-business, hold your fire if we get 'Win'. Maria's latest article in the genre - this time is hilarious, peering out. Page 3 Get Comics Now!

**VIVE LA DIFFERENCE**

I am stuck as to the difference between an STM and an STM apart from ISE. Will an STM run all the available software, and if it does, why the price difference? As I say, I don't need the machine to run anything but games and as I am disappointed that extra ISE makes little difference.

**Steve McIlroy  
Merseyside**

The STM was the predecessor of the STM. It has its built-in disk drive and comes with an external power supply - so you set up with a lot of a spaghetti junction of cables and wires. There's no reason why it shouldn't run any of the software you want.

**WHICH PRINTER?**

An ignorant layman, am going to buy a printer, but I need some advice before I do so. I own a Spectrum - v2. Will need to have an Afdragon 32 printer, but it doesn't seem to communicate with the v2 box yet.

I am looking for a dot-matrix printer, under £250 and which is compatible with my v2. I have thought about the OMR3000, but I'm not sure if it is compatible. To be most grateful if you could suggest some printers that come in to that category.

**Alan McGregor  
Kilke, Perthshire**

Assuming you have a parallel (sometimes called Commodore) interface you should have no problems with the DMP 2000 - or any other parallel printer. In fact, the DMP is a good buy; it's got the features you need, at a competitive price.

**SPORT SID**

I am currently trying to organise an event in aid of SPORT SID 80. I am willing to numerous personalities and companies, in the hope that they will be kind enough to donate a small token which could be raffled or auctioned to raise funds on July 2nd. I would be grateful if you could help in some small way.

**Shawna Gordon  
Acton, London**

I think the best thing we can do is to post your letter, if anybody has any suggestions or offers we can put you in touch with Stewart.

**CRYSTAL BALLS**

But it does! It will do within two years, due to the PC Engine with its extremely high resolution in 3D colours. Then the computer has to fight back with 50-bit bit Commodore goes bankrupt because 20 million people own a PC Engine already. Next, Atari tries to attract their 64-bit games console by saying 'fun with the new super console'. Disaster strikes! The console is too small and misses the eyes of potential customers. ACE immediately changes its name to Advanced Console (Entertainment, Sega, after a night with the the control stick of their Mastermind console. Decide to be the same to a 12 million arcade machines, so nobody knows how to play. Then the Computer Judgement Day finally arrives, the people who used with Alan Sugar in to the North Pole go to computer heaven.

**The Truth  
Thomas Heath**

I'm not sure I believe your venturing my advice. Perhaps you know something the rest of us don't.

**ROB PLEA**

In your Pink Pages you say that the Amiga 500 has an RGB set. I have a Ferguson television with RGB and I had an 8-bit set. The manual for this is from over ten years old and says RGB leads are available for computers such as the Cinc, Electron and Dragon. Is there a lead that will plug in to the Amiga without a modulator? Secondly, can you get software on the Amiga 500 without a disk option?

**Simon Lewis  
Kingstley, Cheshire**

RGB leads are tricky things; there doesn't seem to be any reason why you shouldn't be able to cut your Amiga through your telly - but make you sure you get the right lead by going to a good electrical shop. You don't back up commercial (pirated) software without some form of disk copy.

**IN DEFENCE OF FLIGHT SIM:**

Can I lead to the defence of *Flight Simulator 2* which was criticised by K.J. Brady in the May issue? *FS2* is not a game but a realistic simulation of flying. Be realistic that it is actually used for instrument and navigation training in the US. Therefore it is not going to be just a case of being up the back and flying in to the wild blue yonder, as well as some other simulations. The

manual is lengthy because of the program's authenticity. I will agree that it is short of practical examples of flying FS2 and I would recommend the excellent companion book *Flying Flight Simulator 2*, by Charles Gullett (Marshall C. 94).

The FS2 database covers

around 10,000 to 10,000 square miles, which explains why the scenery outside the main areas is rather featureless. In order to rectify this, a series of scenery disks which cover the entire US was produced.

Small airports do have a similar appearance in FS2 but

are geographically accurate. The main point is that nowadays look very alike in the real world but I agree with Mr. Brady about *World War 1 Ace*. It's a very weak element. Finally, yes, the price is too high, but then I find that at £7 and Amiga software is overpriced. However, with

FS2 I'm eager that you'll be giving a long after your other games have fallen into disuse.

**Patrick Smith**  
Buckingham Hill, Essex

You put up a very strong defence of the program - gen-

## PIRACY - THE DEBATE RAGES

...All the people I know with computers have some pirated software. I have 10 original programs and about 20 or 30 copies. The reason for this is cost. For the price of a single original game I can have 20 disks out of the best ST software. Now, I ask, which would you prefer, how?

**Felix, Scotland**

...A. Boley and a whole host of other people are the most thoughtful critics I've seen in the whole world. When I first heard of piracy I thought how amazing it all was. I could get a game for the price of a bank-note when the real price was £20 - £25. Fortunately I happened to read a letter not unlike Mr. Paveser, from Newsum, showing how destructive piracy really is. I hope Mr. Paveser's letter changes a lot of other people's minds. I now really despise it and have never pirated a game in my life. To the £20 - £25 per game seems quite an attractive offer compared to no game at all.

**D. Williams, Berkshire**

...On your last issue (no.7), Mr. Paveser had quite a mouthful to say on piracy and I agree that piracy is wrong. But how can you expect people to purchase a piece of software for £15 - £20 when they can spend around £7.50 on having it, copying it and then sending it back. The people who use our software are just as well as pirates for giving them the temptation and as long as the "no-copy-operation" carries on I see no practical solution to piracy.

**Dal, New Orleans**

...My 11-year-old Rowland Turner (issue 8) on being a moralist without cause? If you copy software you are obtaining something you should be paying for, without doing so. This is theft, therefore those who do this are thieves!

**R. Knight, Warwick**

...I am writing in reply to the "let's get great software known so they'll pirate" article. I don't believe a word

he says - his reason for piracy is most probably greed.

**Mark Blingworth, Leeds**

...The main argument against piracy is that it puts up software prices. I'm afraid his argument does not wash with me. I feel that Mr. Craddock (issue 8) has no right to call anyone a "thief", and that his accusations are unfounded. If piracy puts prices up, why do the budget software houses, who presumably also suffer from piracy, account for only 5 per cent of the market? The answer I feel is simple: The full price software houses, pre-budget, work out to make as much money as possible. Also, budget software houses do not spend that much on advertising, competitions and bonuses. Thus they can produce good software at a fraction of the price.

**Rory Newman, Cumbria**

...Why do people copy software? In the case of 15-£20 machines, the simple answer is that the software is massively overpriced and often of disappointing quality. Most 15-£20 software makes little attempt to justify its price tag, and is often just a conversion of an 8-bit game with prettier graphics and sampled sound.

**Al, Manchester**

...Recently I went to a computer show where I was very impressed by the Acorn Archimedes demonstrations. One of my friends, a staunch Archimedes fan, took along a couple of blank disks to take any public domain software we were going to "log" him. He came away with the disk full of programs, some PD and some, but with several commercial packages covertly copied by the demonstrator.

A "PD" machine such as the Acorn requires as much commercial support as possible, with its prices even on an official stand, it will not sell.

**Stewart Russell, Glasgow**

...What I'm suggesting is a survey of all ACE readers about piracy (anonymous, of course). At the

moment we know very little about the actual fabric of piracy - exactly how widespread it is? Which computers are hit by it the most? What types of software are most in demand?

This could then be compiled and produced as an excellent ACE article, of value to the user and the software houses alike.

**C.M. Robinson, Kenton**

...I am still not convinced that the kind of piracy I am involved in is at all damaging to software houses, since most of the programs I obtain are not worth the effort of copying (Olivus, Millipede, Star Trek) and would not have been copied but for anyway. However, some programs I have copied are so good that I have bought the original for the sake of the statistics and so on. The way I see it, piracy is a good way of testing software and prevents the built buying expensive rubbish, which I can source often.

**Stewart**

...I have been following the Piracy controversy in your letters pages with great interest and before I add my two-pence-worth on the subject may I plead with you not to add those blasted words, SUBJECT CLOSED, for some time to come. The entertainment value derived from some of these letters far exceeds that of some of the £20 games which are often the subject of the debate.

The tone seems to have settled down to a stand-off between the extremes. On the one hand, we have better-than-thou types who would tell you down the river for wanting *Calc Gap*, on the other hand we have the grunts who only turn up on our right if the guy who collects the submissions is sick and someone is handing out prizes copies of the latest mega games.

As usual, while the extremes are slagging each other off, we normal, reasonable, off-fortnight-majority are getting on with normal everyday activities such as thumbing the well-worn pages of ACE in case we

missed something and seeing up a spot a week out of our grant, or else always, so that we can buy a £600 rated game which anyone else has had for months.

While we are all aware of the letter of the law regarding piracy, has it ever occurred to these people that the spirit of the law is to prevent widespread release of pirated copies for financial gain and not to create a witch hunt against the small-time user who copies the occasional program which he otherwise would not or could not purchase. In this case, to one is the loser as long as neither gains profits.

I would just add that I do not have any pirated software: my library consists of 10 PD or bundled disks, and 3000 discs, which I bought myself for Christmas. I don't know, if I would turn down a copy of a good £200 application, because I would never be able to afford such a price and therefore could not be regarded as having been responsible for a lost sale, which is what all the fuss is about.

If you are unable to make sense of the arguments read time you are offered a pirated program, ask yourself "Would I have bought this if I couldn't have got a free copy?" If the answer is "Yes", then go out and buy the original and then you and the publisher will be the better for it. If however the answer is "No", then enjoy the program with all your conveniences, for no one has lost by it.

Keep arguing, you bastards, and keep on bastards. Your letters are what makes life worth living for all real people - apart from ACE, the Atari ST and the thought that one of these days I might win a lot of free software.

**Ian Best**  
Scarborough

The subject is now CLOSED, unless, of course, your letter is more than usually interesting.

hope SubLogic would like to use your letter as a testimonial in their advertising?

#### SATISFIED GRANNY

Computations on a marvelous magazine: it gets better each month and now stands head and shoulders above the rest. When it first appeared on the shelves, I fantasized about paying so much extra for yet another computer monthly but it is worth every penny.

It is especially nice to see all the reviews in colour and the different versions compared. Previously I have read a review for a game that rushed out to buy it and hardly recognized it for the same program. Also, you cover such a wide range of topics not just arcade games. I realize that they take up the lion's share of the market but then again it is rarely lasting. Being a grandmothers by my own father are fairly well defined and when I buy a game for myself, I want something that will be playable in months and hopefully years to come.

I was delighted to see a section on inter-playing games since they are fairly mentioned elsewhere. When lately stuck in one, it is hard to know where to turn for help as they are rarely mentioned in conventional adventure help columns. While expensive to buy they are good value as they represent weeks if not months of relaxation frustration.

Jay Whitey  
Cirencester, Weymouth

To the best of our knowledge you're the first grandmothers who's written to ACE. We're delighted to print your letter, and designed you the tie-magazine.

#### BT STINK

I have a query. One evening last month, after playing Super Sprint until for five hours, my head began to drop on to my BT keyboard, but when my head raised the keys I was instantly greeted by an extremely irritating odour. Had I broken wind? Had I not washed recently? Or had my friend Nigel with the really fast suddenly arrived? All of these questions entered the space between the ears. After answering them all in the negative, I decided that further investigation was required.

In my honor, I realized that it was actually my computer itself which was producing this horrible smell. I agonized, in vain.

I wonder if could please tell me if you know of anybody else who suffers from a foul-smelling

I recently sold my Spectrum to buy an Atari ST. I had become thoroughly disillusioned with the major software houses and the software they were and are producing for the Spectrum. It seems to me that originality and innovation died when Sir Clive Sinclair sold to Atari/Suga.

Back when Sinclair was not Atari/ed, games were exciting and fun to play. Ultimate and Beyond were producing amazing games like *Alien Area* and *Contra* of Moby and these weren't the only amazing software houses, just the ones that I can remember. In those days a game sold because it was good.

Now it is very different. Games sold now because of their licenses, it does not matter whether the game is any good or not, just as long as it carries the name of a top-up, or cartoon, or film, etc. For instance, take *Clut Act* on the Spectrum. I played it once and got to the 4th stage of the 5 possible (i.e. if I had gone I stage further I would have finished the game). Not only was it incredibly easy, it was also very tedious, in fact I have only played it once, and the game has sold 250,000 copies.

keyboard, or am I the only one in this wide world of ours to be so rightly favoured?

Ben Webster  
Pocklington, York

Well, many people's wind, but we don't think you should blame yourself. Here you perhaps have eaten quite large amounts near your computer and stroking over the keyboard? If not, then we can only assume you are the victim of sabotage.

#### HOME BREWED DRINKS

I would like to complain about the lack of 5-6p, especially Spectrum, adventures reviewed in ACE. I mean the home-written type especially, as if adventure writing and editing are to continue at least some attention must be paid to these home-based companies. Without this attention these small adventure producers may never be able to expand, or at least come to the attention of the bigger software houses.

## LOATHSOME LICENCES

PRIZE  
LETTER

I am not steadfastly against licenses for games, but I just wish that software houses spent more of their time developing original software instead of converting more games from copyright to computers that they are not suitable for.

I strongly hope that small companies emerge again, producing for the 16-bit computers now and original games, and I hope that you at ACE give them all the help they require. As a complete change of direction, please could you answer the three questions I. Why are ST games so expensive? I am starting for W Levels at the moment, and looking out BT gold for a game is a bit steep, if not exorbitant. 2. I read a while ago that Mike Singleton was writing a game

based on the battles in *The Lord Of The Rings* by J.R.R. Tolkien. I am a great admirer of Tolkien and would like to know if this game is ever going to be released, and if so, will it be released for the ST? I think it was going to be published by Millennium House.

All that remains for me to say is thank you for such a mature, thoughtful and informative magazine and I hope you keep up the good work.

Iain Mackin  
Huntingdon

Your long letters about licenses will doubtless strike a sympathetic chord with many readers (and a few people in the office). But licenses kill games, as you can't blame companies for doing it and the licensed games that do not help to pay for the development of the staff you do like. We spoke to Mike Singleton recently and he doesn't seem to be doing anything. Unfortunately at the moment, ST games are expensive because people will pay as prepared to pay what the companies are asking, but expect prices to fall over the next year.

The sector on graphics/animation is usually about a piece I skip straight past. When looking a BT letter in to it I still find it but at 16-bit terms, 16-bit graphics, 16-bit software and totally pointless pictures of graphics movement and animation. This space could be cut down to one page of pictures and text instead of four text, boring pages. Please remember that there are only a small number of 16-bit games, compared to 32-bit games.

Thomas White  
Stoughton

I get it - ditch the graphics and fill the extra space with... it's too boring! adventure! On the Spectrum, Adventure is already covered in depth by *The Pipkin* (but after the half-life lead) and by other members home-based. Secondly the graphics sector is one of the most popular features in ACE. Although many of the illustrations are produced on an Amiga, most of the techniques applied by Steve Larkman in his DDT series

apply to most computers - whether it's 16 bit. And next month we'll be covering a new 2-bit art package (for the Amiga). If there were more 2-bit art stuff around, we'd cover it.

#### CPC DRINK

I am thinking of buying up to a disk drive for my Amiga CPC etc. Could you please tell me what alternatives the disks make. Do they give better graphics? Do they produce graphics as well as text or games such as *Gold of Thrones* and *The Pawn*?

Neil Whitley  
Widenedunton

First of all, a disk drive will mean much quicker loading of any software you buy - but the software will be rather more expensive. Secondly, *The Pawn* and *Gold of Thrones* won't run on your 486 even with a disk drive. So not software like that you need a memory upgrade as well, such as the one supplied by DK Games.





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# ACE PINK PAGES

Want to know the best games to run on your micro? Thinking of upgrading to a bigger machine? Look no further - all the information you need is in the **Ace Pink Pages**. You'll also find our regular Reader to Reader section, plus this month's brain-teasers in the Random Access pages.

## ACE RECOMMENDED SOFTWARE

### ARCADE ADVENTURES

These games usually give the player a joystick controlled character with which to explore the huge game area.

#### AIRBALL

Monitor ■ April 87 £24.95

Full featured three dimensional arcade adventure that does everything in the classic style but is more fluid in terms of graphics detail and presentation. You, as the pilot in question, must navigate corridors and rooms full of vertical obstacles - all spelling instant death. An outstanding rendition of a classic genre.

#### DUNGEON MASTER

Monitor ■ April 87 £24.95

A fascinating arcade adventure but containing game that gives you character to guide through a series of dungeons on a quest to find the Phoenix.

Superb graphics help to create an enthralling game that will keep you playing for a long time to come.

#### EAGLE'S NEST

Monitor ■ Image £14.95 ■ April 87 £16.95

This is one of the better adventure games, especially on the 16 bit machines. The military flavour of the arcade adventure adds atmosphere and if you like this particular sort of game, you won't be disappointed with Eagle's Nest.

#### HEAD OVER HEELS

Disc ■ Spectrum £7.95 ■ £14.95 16 bit £14.95 ■ Amstrad £6.95 ■ £14.95 ■ £16.95 32 bit ■ £6.95 PC £14.95

3D exploration teaches to play with the huge intricate mazes. You play two characters - Head and Heels - as you search for the means that will free the planet. The puzzles are perky without being tedious, and you'll often have to split Head and Heels up to use their different capabilities. The game's 200 locations are witty, clever, and the animation is excellent throughout. It is a classic.

#### MAGIC KNIGHT TRILOGY

Masterdisk ■ Highbyte Spectrum £2.95 ■ Amstrad £3.95 ■ Dual Disc ■ Spectrum £2.95 ■ Amstrad £2.95 ■ £4.95 16 bit ■ Amstrad Spectrum £2.95 ■ Amstrad £2.95

This trilogy is a series of interlocking arcade adventures which, as well as all the expected running and jumping, have a complex system of interaction between characters. In Spellbound you must rescue the wizard from the fairies Castle of Karm in Knight One you have to find a way back in time after being catapulted into the 15th century while in Spellbinder, the final part, we find that the magic knight has been split in two, one part good, the other evil. The only for yourself, so the only solution is

to merge the two halves. The most Last of Britain, plenty of thought and good graphics make of these games.







## LEADERBOARD

Arcade/ST Game • Spectrum £8.99 •  
 Cds £19.95 • 6 in 1 Cds £4.99 •  
 £2.95 • £14.95 • Age 7 •  
 £14.95

If you step back into golf simulator for your collection, there's the Leaderboard for the first and foremost element everything else on the probability and reason (which, easy to get into, with elegant graphics and some mixed sound). Once you've mastered the course on the original version, tackle Tournament Leaderboard and The World Class Leaderboard (based on real courses, including St Andrews), and one containing the Greater County Club, a course devised by those to be an off-cut as possible.

## TOMAHAWK

Logic Integration • Spectrum £10.95 •  
 Amstrad £10.95 • £10.95 • Age 11 •  
 £10.95

One of the all-time great flight simulators, Tomhawk also has a strong combat edge to it, flying a US-Army Apache helicopter in a complex battles, and the game's various options make it a processor for former pilots. Choose one of the five control modes and you can fly out to attack ground targets, while keeping a weather eye open for enemy aircraft, landscape, buildings and vehicles as all these things make graphics.

## PUZZLES

If you're after a game that will provide you with a real challenge, without necessarily requiring large doses of strategic thinking, then it's a puzzle game you want.



## BONECRUNCHER

Super Software • Cds £14.95 •  
 £14.95

All the right bits seem when we appear to be making more than a 300-oddbit 2D-2D. However, there are a number of highly innovative gameplay features which give Bonecruncher a feel all of its own, highly recommended for those who prefer to solve problems rather than shoot them.

## BOULDERDASH

Prom Leisure Corporation • Spectrum  
 £7.95 • Cds £14.95 • Amstrad  
 £9.95

A game that has everything - instant action, long-term challenge, frantic excitement as the 2004 500 0000 and extremely tricky puzzles. You must collect gems hidden in caverns, digging into earth and boulders to get at them. Boulders can stop and cause you infinite damage, while the gems are often hidden by seemingly impenetrable walls. Complex, but great fun, BoulderDash is a classic puzzle-adventure to make it a full-grown treasure.

## DEFLEKTOR

Demco/Amstrad • Spectrum £7.95 •  
 Cds £14.95 • £14.95 • Age 7 •  
 £14.95

Quite one of the best of the day here (and the spirit department) as the player has to control a wave beam to a location and

at the same time destroy a number of cells that are on-screen as well. You'll need to make full use of the mirrors, strategic combat and planning and winning blocks if you're serious your aim. One the best games and worth only two £10.00 to go. Fascinating and fun family addition.

## NEBULUS

Haman • Cds £10.95 • £10.95 •  
 Spectrum £7.95

Quite easy to the top of right brain when the speed of patterns, fits and logic that form the rules. It's a highly original game genre that takes a bit of time to become familiar and while fun, added to which is the replay value. Not having it a good ending, people around a game.

## SENTINEL

Flower • Spectrum £10.95 • Cds  
 £14.95 • £14.95 • Amstrad £14.95 •  
 £14.95 • £14.95 • £14.95

Stays and compelling strategy game played over the (disputed) surface of a planet dominated by the Sentinel. Fundamentally you have to attack enemy while trying to stop the Sentinel from absorbing yours. It also tests and has bigger things and 500-terabyte in the way of maps and maps - 1,000,000 possible developments - game.

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If large vocabulary wasn't it does include some strengthening words on occasion. Good enough to give some strong human opponents a tough game of the higher levels.



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Converted from Atari-style action, it is fun the best version of the classic Breakout. Simple in concept, the player controls a ball at the base of the screen, striking it left and right. The object is to keep it small but to play, bouncing it off the ball to destroy formations of bricks in the top half of the screen. Eliminate all the bricks and move on to the next of 20 screens. Over 2000 features contribute to the addictiveness. As a limited coin-op conversion, Arkanoid comes out top, but for its obvious merit on the same theme and some very high, the Atari 1600, which also looks up the difficulty levels more precisely.

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A great arcade bounce-strike, and very addictive too. The guide a ball as it bounces from one platform to another, high above the vertically scrolling landscape. Land on marked areas and you can stay soft longer or gain a multiplier bonus. Hit in a gap or to the top of the screen means disaster. Forward and you'll lose life. Reverse bouncing prevents any fall of wall, but help vary the pace and those that play really need you, coming back for more. Bright, with graphics, great music – and it's addictive.

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Popularity is the essence of this two-player coin-op conversion. You and a friend play bubble-blowing dragons, snuffing through 100-maze-and-platform screens, fighting off the bubbles by encapsulating them in your tail's 10

bits that they play fast. Move forward and various bonuses await as you reach the more difficult later screens. Expectations good but, it's a little on the wobbly side. Can also be played on one player against the computer.

### BUGGY BOY

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A somewhat action driving game that will keep you for the most part. Old-fashioned but for a long while, I'd like the idea. Success in the attempt to complete the long-pulling course. Instantly playable and highly addictive, Buggy Boy should be an early evening fun-to-play game.

### CONQUEROR

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Once known if you very low level. Good the enemy in close combat and give your strategy for the campaign. For full details see page 54.



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The follow-up to the very popular (and very fast) game, Tailwalker. The 16 stages of the exciting landscape race reward you at lightning speed as you try to guide your ball through the multitude of obstacles. Last but not least, deriving from Tailwalker but much more fun and with better-looking scenery.

**EXOLON**

Version ■ Spectrum 17 Plus ■ C64  
 10.95 ■ C128 ■ Amstrad 10.95  
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Originally experts in planetary landing operations in which you can "back and jump" your way along a planet's surface finding only a few defenses. A gun and a missile launcher are used to blast the base, but if things get off too tough then you can grab an astronaut to take protection on the power.

**HIGHWAY ENCOUNTER**

Games Available on: The Best of 83  
 compilation from 10 Games ■ Spectrum  
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Each game in this compilation is an excellent example of Spry's 83 attention and high graphics. But Highway Encounter stands out in both departments, as you pilot your truck along a highway fighting off hordes from a mutant race of spiders.

**OGDS**

Version ■ Atari ST 10.95

A magnificent Through and Thru. The OGDS are relying on you to save them, but the Nervous are going to let them go without leaving missiles, rockets and a number of other weapons at you. Included with the program is an edit facility that allows you to tailor your own scenarios - go nuts!

**RITZSTOP 2**

Specialized ■ Amstrad only on 8600  
 Epsilom computer ■ C64 10.95  
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Testing racing game where the screen is split into two and you can see the competitor in a third. Lots of different Grand Prix circuits, you have each race 10 circuits for all important prizes guaranteed for the one that stays and your track is

**SPIDERTRONIC**

See International ■ Atari ST 10.95

Guide your spider-like character around the game area, collecting various prizes in the game's world. An add-on game that gets you looking for more information see the review on page 58.

**STARGLIDER**

Released ■ Spectrum 14 Plus 10.95

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Starfighter is a shoot-around run strategy game featuring vector graphics at their very best. The screen is essentially your star from the cockpit, your objective is to



destroy the "spacejell", flying off the Epsilom forces who have invaded your forward rivers. Standard issue scenario, but an exhilarating game.

**SUMMER GAMES**

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Eight sporting simulations are of high quality but none have quite captured the

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Ball Machine 60	14.95	Leisure Suit 62	15.95
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Ball Machine 63	14.95	Leisure Suit 65	15.95
Ball Machine 64	14.95	Leisure Suit 66	15.95
Ball Machine 65	14.95	Leisure Suit 67	15.95
Ball Machine 66	14.95	Leisure Suit 68	15.95
Ball Machine 67	14.95	Leisure Suit 69	15.95
Ball Machine 68	14.95	Leisure Suit 70	15.95
Ball Machine 69	14.95	Leisure Suit 71	15.95
Ball Machine 70	14.95	Leisure Suit 72	15.95
Ball Machine 71	14.95	Leisure Suit 73	15.95
Ball Machine 72	14.95	Leisure Suit 74	15.95
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Ball Machine 74	14.95	Leisure Suit 76	15.95
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Ball Machine 76	14.95	Leisure Suit 78	15.95
Ball Machine 77	14.95	Leisure Suit 79	15.95
Ball Machine 78	14.95	Leisure Suit 80	15.95
Ball Machine 79	14.95	Leisure Suit 81	15.95
Ball Machine 80	14.95	Leisure Suit 82	15.95
Ball Machine 81	14.95	Leisure Suit 83	15.95
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Ball Machine 84	14.95	Leisure Suit 86	15.95
Ball Machine 85	14.95	Leisure Suit 87	15.95
Ball Machine 86	14.95	Leisure Suit 88	15.95
Ball Machine 87	14.95	Leisure Suit 89	15.95
Ball Machine 88	14.95	Leisure Suit 90	15.95
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Atari 1800	10.95	Leisure Suit 165	15.95
Atari 2000	10.95	Leisure Suit 166	15.95
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# HARDWARE UPGRADE

	BUYLINES	GRAPHICS & SOUND	
<b>ACORN ARCHIMIDES</b>			
<p>The Archimedes comes in the 486, 486 and 51000 packages as desktop, mobile and other sets of configurations (partial or total). It supports the installation of a PC monitor.</p> <p>The Archimedes also comes with optional accessories such as mice, while the 486 models have a keyboard.</p> <p>■ Recommended retail price: from \$297 to \$419 for the 486 package; \$399 to \$509 with other models.</p>	<p>Value: Archimedes is one of the best ways to get the most bang from your money through its superior performance.</p> <p>■ One year's guarantee—both machines should be repaired (if not fixed).</p>	<p>Resolution: either 640 x 480, 640 x 768 or a graphics 640 x 768 with 64K graphics memory; a graphics 640 x 768 with 128K graphics memory; or 640 x 768 with 256K graphics. The Archimedes can split, and has graphics. Archimedes 486 splits, and has graphics. Archimedes 510 resolution can be split.</p> <p>■ Monitor output: low—composite video; color—RGB or gray.</p>	<p>The internal speaker is good quality while the Archimedes also has a 16-bit interface, stereo output, 16 channels of compressed and stereo-line output.</p>
<b>APPLE MACINTOSH</b>			
<p>The Macintosh comes in the 486, 486 and 51000 packages as desktop, mobile and other sets of configurations (partial or total). It supports the installation of a PC monitor.</p> <p>The Macintosh also comes with optional accessories such as mice, while the 486 models have a keyboard.</p> <p>■ Recommended retail price: \$419 to \$469 for the 486 package; \$499 to \$549 with other models.</p>	<p>Value: Macintosh is one of the best ways to get the most bang from your money through its superior performance.</p> <p>■ One year's guarantee—both machines should be repaired (if not fixed).</p> <p>■ AppleCare! (an optional "insurance" scheme for covering the cost of repair costs) for the guaranteed period, but again from the fact you can get the standard two-year warranty.</p>	<p>Resolution: either 640 x 480, 640 x 768 or a graphics 640 x 768 with 64K graphics memory; a graphics 640 x 768 with 128K graphics memory; or 640 x 768 with 256K graphics. The Macintosh can split, and has graphics. Macintosh 486 splits, and has graphics. Macintosh 510 resolution can be split.</p> <p>■ Monitor output: low—composite video; color—RGB or gray.</p>	<p>Good speaker-quality: good with a standard and good sound performance. Temporary 16-bit interface is available, and through the 16-bit output the stereo output, to 16-bit.</p>
<b>ASUS 386</b>			
<p>The 386 comes in the 486, 486 and 51000 packages as desktop, mobile and other sets of configurations (partial or total). It supports the installation of a PC monitor.</p> <p>The 386 also comes with optional accessories such as mice, while the 486 models have a keyboard.</p> <p>■ Recommended retail price: \$399 to \$449 for the 486 package; \$499 to \$549 with other models.</p>	<p>Value: 386 is one of the best ways to get the most bang from your money through its superior performance.</p> <p>■ One year's guarantee—both machines should be repaired (if not fixed).</p>	<p>Resolution: either 640 x 480, 640 x 768 or a graphics 640 x 768 with 64K graphics memory; a graphics 640 x 768 with 128K graphics memory; or 640 x 768 with 256K graphics. The 386 can split, and has graphics. 386 486 splits, and has graphics. 386 510 resolution can be split.</p> <p>■ Monitor output: low—composite video; color—RGB or gray.</p>	<p>Good speaker-quality: good with a standard and good sound performance. Temporary 16-bit interface is available, and through the 16-bit output the stereo output, to 16-bit.</p>
<b>ASUS 486</b>			
<p>The 486 comes in the 486, 486 and 51000 packages as desktop, mobile and other sets of configurations (partial or total). It supports the installation of a PC monitor.</p> <p>The 486 also comes with optional accessories such as mice, while the 486 models have a keyboard.</p> <p>■ Recommended retail price: \$499 to \$549 for the 486 package; \$599 to \$649 with other models.</p>	<p>Value: 486 is one of the best ways to get the most bang from your money through its superior performance.</p> <p>■ One year's guarantee—both machines should be repaired (if not fixed).</p>	<p>Resolution: either 640 x 480, 640 x 768 or a graphics 640 x 768 with 64K graphics memory; a graphics 640 x 768 with 128K graphics memory; or 640 x 768 with 256K graphics. The 486 can split, and has graphics. 486 486 splits, and has graphics. 486 510 resolution can be split.</p> <p>■ Monitor output: low—composite video; color—RGB or gray.</p>	<p>Good speaker-quality: good with a standard and good sound performance. Temporary 16-bit interface is available, and through the 16-bit output the stereo output, to 16-bit.</p>
<b>COMMODORE AMIGA</b>			
<p>The Amiga comes in the 486, 486 and 51000 packages as desktop, mobile and other sets of configurations (partial or total). It supports the installation of a PC monitor.</p> <p>The Amiga also comes with optional accessories such as mice, while the 486 models have a keyboard.</p> <p>■ Recommended retail price: \$499 to \$549 for the 486 package; \$599 to \$649 with other models.</p>	<p>Value: Amiga is one of the best ways to get the most bang from your money through its superior performance.</p> <p>■ One year's guarantee—both machines should be repaired (if not fixed).</p>	<p>Resolution: either 640 x 480, 640 x 768 or a graphics 640 x 768 with 64K graphics memory; a graphics 640 x 768 with 128K graphics memory; or 640 x 768 with 256K graphics. The Amiga can split, and has graphics. Amiga 486 splits, and has graphics. Amiga 510 resolution can be split.</p> <p>■ Monitor output: low—composite video; color—RGB or gray.</p>	<p>Good speaker-quality: good with a standard and good sound performance. Temporary 16-bit interface is available, and through the 16-bit output the stereo output, to 16-bit.</p>
<b>IBM &amp; COMPATIBLES</b>			
<p>The IBM comes in the 486, 486 and 51000 packages as desktop, mobile and other sets of configurations (partial or total). It supports the installation of a PC monitor.</p> <p>The IBM also comes with optional accessories such as mice, while the 486 models have a keyboard.</p> <p>■ Recommended retail price: \$499 to \$549 for the 486 package; \$599 to \$649 with other models.</p>	<p>Value: IBM is one of the best ways to get the most bang from your money through its superior performance.</p> <p>■ One year's guarantee—both machines should be repaired (if not fixed).</p>	<p>Resolution: either 640 x 480, 640 x 768 or a graphics 640 x 768 with 64K graphics memory; a graphics 640 x 768 with 128K graphics memory; or 640 x 768 with 256K graphics. The IBM can split, and has graphics. IBM 486 splits, and has graphics. IBM 510 resolution can be split.</p> <p>■ Monitor output: low—composite video; color—RGB or gray.</p>	<p>Good speaker-quality: good with a standard and good sound performance. Temporary 16-bit interface is available, and through the 16-bit output the stereo output, to 16-bit.</p>



# GRADE GUIDE...

	HARDWARE & SOFTWARE	IN BRIEF
	<p><b>THE BEST OF BOTH</b> is a game changer, and when it's just after holiday season (2004 for most), they come at a great price. The 1000 includes everything you'd expect, but has an amazingly cheap fan given the machine's quality. It's better than most with its machine, but a point is not argued.</p> <p>■ Also provided: DVD/CD-ROM, Creative software bundle, 32-bit mouse cord, 1 DVD</p>	<p><b>ACCOMMODATES</b>... the cutting edge of entry technology... as it's making its way down. For those a few years out of the market, it's a very exciting machine. Not sure if it's the one to buy... or to watch.</p>
	<p><b>BOOKMARKED!</b> is one of the best value entries in the market, with an eye for eye value. The 1000 is the most popular laptop model, and the 1000 is the most popular. It's a great value in the market, and a great value in the market.</p> <p>■ Also provided: 32-bit / Apple/ Creative/ Realtek</p>	<p><b>EXPENSIVE</b> and up-market machine for those who are looking for a high-end laptop. It's a great value in the market, and a great value in the market.</p>
	<p><b>BOOKMARKED!</b> is one of the best value entries in the market, with an eye for eye value. The 1000 is the most popular laptop model, and the 1000 is the most popular. It's a great value in the market, and a great value in the market.</p> <p>■ Also provided: 32-bit / Apple/ Creative/ Realtek</p>	<p><b>EXCELLENT</b> general purpose laptop machine for those who are looking for a high-end laptop. It's a great value in the market, and a great value in the market.</p>
	<p><b>BOOKMARKED!</b> is one of the best value entries in the market, with an eye for eye value. The 1000 is the most popular laptop model, and the 1000 is the most popular. It's a great value in the market, and a great value in the market.</p> <p>■ Also provided: 32-bit / Apple/ Creative/ Realtek</p>	<p><b>STUNNING SPECIFICATION</b>, and highly-rated performance software suggest a very high-end machine. It's a great value in the market, and a great value in the market.</p>
	<p><b>BOOKMARKED!</b> is one of the best value entries in the market, with an eye for eye value. The 1000 is the most popular laptop model, and the 1000 is the most popular. It's a great value in the market, and a great value in the market.</p> <p>■ Also provided: 32-bit / Apple/ Creative/ Realtek</p>	<p><b>BUSINESS ORIGIN</b> of the PC, can't be argued. It's a great value in the market, and a great value in the market.</p>

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# RANDOM ACCESS

Welcome to the regular section of the magazine that promises to puzzle, tease and perplex you. We've got fiendish puzzles, cryptic crosswords and reader's cartoons (for the best chances of reproduction, draw your cartoons in black on stiff white paper). But if you're one of those types that needs extra motivation to get your thinking cap on then consider the fact that the first correct entry pulled from the hat after the closing date for both the puzzle and the crossword, wins £25 worth of software – so, heads down and get to it!

## PUZZLE ENTRY FORM

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

COMPUTER OWNED \_\_\_\_\_

I think the numbers are:

    - - -  
 - - - - -  
 - - - - -  
 - - - - -  
 - - - - -

Send your answer to: **PRIZE PUZZLE 3**,  
 ACE, 4 Queen Street, Bath BA1 1EU  
 Closing date June 1991.

## THE ACE PUZZLE No3

Set by Archie Meder

You may remember that last month Professor Hex was given a tricky problem to solve by his colleague Professor Browze. Now Professor Hex is able to get his revenge with this little teaser!

I am thinking of three different digits which I shall call A, C and E. If I were to place them in the order ACE, the three-digit number so formed would be a prime number. The same arrangement of digits is also to be found as the central three digits of a five-digit multiple of 55, a seven-digit perfect square, and a nine-digit perfect cube!

(The stars represent other digits which may, or may not, include those represented by A, C, and E).

Can you tell me what these values are?

ACE      (is three-digit prime)  
 "AEE"   (is a multiple of 55)  
 "ACE\*"   (is a perfect square)  
 "ACE\*\*" (is a perfect cube)

The following day Professor Browze teaked Professor Hex about the problem. "You'll have to give me more information. I can find lots of answers!"  
 "Quite correct," replied Hex. "If I were to tell

## SOLUTION TO PRIZE CROSSWORD

No 1



Prize Crossword winner was  
Mr S.J. Lee from Huntingdon.



you that the prime number is the same number that you have on your car registration plate, you should find the solution.

It didn't take Professor Brown long to solve the problem, but can you? Also could you devise a simple test to get your micro to solve it for you?

### NOTES FOR RGM MATHEMATICIANS:

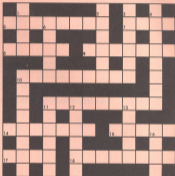
A prime number is one that is not divisible by any number other than itself or 1. For example, 2, 3, 5 and 29 are prime numbers. A perfect square is the square of a whole number, thus 1, 4, 9, 16 and 25 are perfect squares of the numbers 1 to 5 respectively. Similarly, perfect cubes are the cubes of whole numbers.

# ACE PRIZE CROSSWORD 3

Set by Mps.

The first correct entry taken from the postbag wins software worth £25.00. Closing dates for entries June 10th.

The ACE crossword is cryptic. The answer might be an anagram, or formed from the end of one word and the beginning of another, or simply another word hinted at by the clue. Most – but not quite all – of the answers are computer-related.



#### Across

- Programs that aren't fast (8)
- Rule out entertainment (4)
- Early form of electronic switch center (5)
- Number a student opposed to analog (7)
- A game on chess (6)
- Italian, he played the game (6)
- Fertilization – a singular game from Future Concepts (7)
- Sweet War (5)
- Woman's tool for basic math (4)
- A screen I adapted to make it larger (8)

#### Down

- Basic command in spoken English (4)
- I want a program essential for vision (6)
- Wiles, say in game from Microsoft (6)
- Strange reaction to software house (8)
- Time to read about chess (6)
- Falls for software house's product (8)
- Portable computer that's apt to get out? (3-3)
- Smallish software house (6)
- Home company (5)
- In addition is found in special software (4)

## CROSSWORD ENTRY FORM

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

COMPUTER OWNED \_\_\_\_\_

PRIZE CROSSWORD 3, ACE, 4 Cover Street, Bath BA1 1SE.  
Closing date June 10th.

# SOLUTION TO PUZZLE No1

The correct substitution was  
401994 = 934

— and the first correct entry out of the hat came from Alan Richardson of Shorebury.

Rather than start with the six-digit number and find its square root, it's quicker (and mathematically a lot safer) to start with the three-digit number and compute the square of this. A simple calculator shows that for a three-digit number to have a six-digit square, that number must lie in the range 917 to 999. In the program listing (written in standard BASIC) these values are tested in turn in the FOR-NEXT loop. The corresponding value for ENIGMA is then computed and the two values for ACE and ENIGMA are compared to string variables A6 and E6 respectively.

From the apparatus, we know the first digit of ACE is the same as the first digit of ENIGMA. Similarly, the last digit's error in both words. The corresponding numbers are therefore tested in lines 190 and 140. (Should a match not occur in either of these two lines, the current value of ACE is rejected.

```

100 FOR ACE = 317 TO 999
110 ENIGMA = ACE*ACE
120 A6=STR$(ACE)-ES-STR$(ENIGMA)
125 IF LEFT$(A6,1)="" THEN A6=MID$(A6,2)-ES-MID$(E6,2)
130 IF MID$(A6,1,1)=MID$(E6,6,1) THEN 220
140 IF MID$(A6,3,1)=MID$(E6,1,1) THEN 220
150 Z6=ES-MID$(A6,2,1)
160 FLAG=0
170 FOR F = 1 TO 6
180 FOR G = F+1 TO 7
190 IF MID$(Z6,F,1)=MID$(Z6,G,1) THEN FLAG=1
200 NEXT G:NEXT F
210 IF FLAG=0 THEN PRINT A6;" ";E6
220 NEXT ACE
  
```

Once this test has been passed it is necessary to determine that all other digits are different. We must remember to include the G of ACE so this is appended to ENIGMA and the resulting seven digits are held in Z6. The routine at lines 190 to 200 tests each of these digits against each of the others, a flag initially set to 0 being raised to

1 if a match is found. Any values passing this test in this case only the ones are printed out.

Above is a suggested listing for solving the apparatus.

Note: This listing will run on any machine capable of using Microsoft BASIC.



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# THE BLITTER END...

## WHERE DID YOU GET THAT...

From one Charlie to another, as it were, courtesy of US Gold. To plug their forthcoming Charlie Chaplin game, their wacky Galt shops have showed marketing manager Richard Tobal into a dinner suit and - good grief! What HAVE they put on his head? Making assistant Dennis Woodzell ("You can call me Woody") can't take his eyes off it and I'm wondering - it's nothing less than... incredible! (Our military, computerized writer of all the many interesting hats featured in the Blitter End from time to time, this is probably the most technically advanced. The high-gloss "futon coating" is a must for modern slippers - certain slip right off in seconds! - and would doubtless have been an enormous boon to Chaplin himself.)



## LAPTOPS AND TREETOPS

British Telecom's newest idea is the 90100, a portable PC "ideal for business people on the move" which is "as much at home in a taxi as on an office desk". Anyone tempted to snigger over the totally forgettable name might care to reflect that a snappy female tech always a blessing for a new item - compare the fate of the Dragon or Lynx with that of the OPOS 100 or SPOC 100.

Looks like BT are just keeping up with modern trends on that front then, but computing is safe? That's nothing! Canadian-run computer giant Bell-Canada uses them in much more exciting places than that, and we've got the photographs to prove it. Bell-spacer Bill's been drumming up support for the British "Fast-In-Computer" initiative by arranging other things, answering questions about the BTOP's work (it's their own President) on Microsoft's Casualty Channel, East or South of the Wall, Prince Charles to the rail on the head when he said computerisation need a more up-to-date image, "Should the PC now become Teletel care to add anything to that package?"



## I'VE WONT IMPOSSIBLE!

The folks at Sony tried to push out those goods, but got so glib by the time someone spun back a 400 base tenon. The new 100 price money, after each added a 20% portable computer.

**I Remember When**  
Josephine Baker, Chastelard  
W. H. Bush, Hechler

The 25 support up tells each with a free copy of Impossible Mission 2.0.

**Michael Gray** (Chiron), **Guy Coadwell** (Delta Rising), **Michael Cunniff** (Robot), **Swain**, **Lucas**, **A. Grafting**, **Dunsmuir**, **Steven Knight**, **Cliffon**, **C. Symons**, **Purdy**, **Richard Barry**, **Prinzpaul**, **John Dorman**, **Marion**, **Marion**, **Stratton**, **Foxworth**, **Marjorie Kearney**, **Tudor-Gifford**, **Michael**, **Branning**, **Smith**, **Rayford**, **Robert**, **Dunsmuir**, **John McQuay**, **Shane**, **Daniel**, **Mahony**, **Harold**, **Mike**, **Deak**, **Lougheed**, **James**, **Deane**, **William**, **Chris**, **John**, **John**, **Joseph**, **J. Parley**, **Scott**, **in**, **Robert**, **Kevin**, **Belle**, **Ray**, **in**, **William**, **R. S. Lewis**, **Barbara**, **in**, **William**, **Chris**, **Robert**, **William**, **Wendy**, **Robert**, **Michael**, **Rob**, **Houghton**, **Dale**, **in**, **Robert**, **Deane**, **Ray**.

All of these people were smart enough to like the Blitter.

1. Robert Douglas (to played Napoleon)
2. George Linn (to played James Bond in 007-50)
3. Hans Palmer (to played Tony in The Godfather) and met a lot of people know that a Prince William is now stood in The Acropolis.
4. Also Gurnick (to played Tony in The Godfather), Gordon Jay, and
5. Roger Moore (to was the original James Bond).

## ANDY'S HANES AND BOOPHY BARRY

Perhaps ACE staffer Andy Smith's been nodding round the office with some ligaments for most of his life. The cause? Well, falling to sleep back in straight after a lunch (yes, no reason) at the top of a fast pipe, that's what. Yes, Andy's determined (and now he's scared) to subside in what little spare time the short-but-fat ACE staff has after him. He'll be sticking to 3000 or 200 and 700 "for a little while, but that probably won't stop him using such phrases as 'well whizz' or 'well' around the office. (What's wrong with painkillers? Goodbye!)" the rest of our life to know.)

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GAS AWAY IN A LAND  
WHERE TIME STOOD STILL...

A SODDEN ROCK-FALL  
THREATENS TO KILL OUR HERO

ARRRRR!

# WHERE TIME STOOD STILL



DISCOVER  
OCEAN'S NEW GUN

UNARMED &  
+ CONVINCE  
ON-CE

AND IT  
ON-CE



# ocean