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# ACE

ADVANCED · COMPUTER · ENTERTAINMENT

## ELECTRIC JETS

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HEROES OF THE  
LANCE



EGA FALCON



ELITE ON THE ST



★ MIRRORSOFT'S FALCON -  
THE PENTAGON STEPS IN.

★ FARNBOROUGH  
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Shee-oot!

Available  
from  
20 October  
1988

Spectrum  
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Am ST

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IAN FLEMING'S

**JAMES BOND 007™**

# LIVE AND LET DIE THE COMPUTER GAME

BY GUY MORGAN

ILLUSTRATED BY

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D1 Interactive, Inc.

PHOTOGRAPHY

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Falcon: the Pentagon steps in. See page 31-35.

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Major 88: flying off into a 4096-colour world.

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Take away the business. Your business. All advertisements, replies offers, announcements, pen-pals, games and hardware for sale, and other finds. Cook these pages, and let your games start to walk.

# SOFT AND HARD

We've become accustomed to seeing state-of-the-art software following hot on the heels of state-of-the-art hardware. Jack Tramiel produces the Atari 512 and suddenly a host of 16-bit stunners start hitting the charts. Commodore produce the Amiga and we get *Interceptor*. Sir Clive gives us the Spectrum, and we get *Alien Attack*...and so on, and so on...

This state of affairs has gone on for so long that it is now a universally acknowledged law that you do not release a new computer unless you are sure it will attract software support.

But what about the other way round? Supposing you had a game so hot that there wasn't a computer you could run it on, except possibly a mainframe? It just doesn't seem feasible that software development could drive hardware development. Could this ever happen?

It already has. Inside this issue, you'll discover how Micrograze set out to write a military-spec flight sim, but couldn't find a computer to run it on. Even when we showed them the specs for the Cambridge Flare machine (see issue 11) their reaction wasn't enthusiastic. "It's just too slow to do the things we want to accomplish," they moaned. Now they're planning to solve the problems themselves...by producing their own games mega-machine. Find out more on page 78.

This raises some interesting possibilities. A long time ago, a lot of people paid a lot of money for little games consoles that were dedicated to a single range of games (usually tennis). Perhaps in a couple of years, we'll see dedicated hardware units selling at around £70 each and developed purely in order to play the best possible version of the best possible game, with future upgrades available on smart cards.

The state-of-the-art F10 Stealth Fighter console and the ultimate Ultima machine may not be so far away after all...

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# CHRISTMAS JUST WOULDN'T BE CHRISTMAS WITHOUT THE ATARI USER SHOW

ALEXANDRA  
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NOVEMBER  
25-27  
1988



Too early to think about Christmas? Not when it comes to the Atari User Show.

For this is the festive event that has it all!

- LOADSA exhibitors (around 70)
- LOADSA hardware
- LOADSA software
- LOADSA new products
- LOADSA games
- LOADSA happenings
- LOADSA technical advice
- ...and most important of all for you, the visitor —
- LOADSA bargains!**

With hundreds of special show offers to choose from, here's one place you can do your Christmas shopping and end up in pocket.

You can even save £1 a head before you get there by using this advanced ticket form.

If you enjoy computing with Atari, you'll be thrilled with the Atari User Show!

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FRI-SAT 10am - 6pm  
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No matter which Atari machine you use from the 8-bit through to the mega ST you'll find just what you are looking for. And even some exciting things you don't know existed!

For all the leading companies in the Atari market will be out in force to demonstrate their latest developments.

Traditionally the finest Atari event of the year, this pre-Christmas show is shaping up to be the most entertaining of them all.

Don't miss it — and make sure YOU enjoy a Merry Christmas!

## How To Get There

Alexandra Palace is so easy to get to by car, rail, underground or bus. It has its own British Rail station, just nine minutes away from King's Cross, and there's a free bus service shuttling between the station and show every 15 minutes.

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DATABASE EXHIBITIONS ...and more

**F**ifty models, coloured lights and a slick film show accompanied Amstrad's pre-PC show announcement of a new machine, three new PCs, and a networking system. Capped the almost frenzied event's show this little number they're launching under the Sinclair brand name - the Sinclair Professional PC200.

This other strange beast has an Intel 8086, 10-bit chip running at 10MHz. It comes complete with 128KB of RAM, an integrated display adapter that will allow you to plug it into your television set, parallel and serial ports. An enhanced AT style keyboard with 102 keys and a single 3.5" 700 Kb disk drive. Two full sized expansion slots, a speaker with volume control, a mouse and an analog joystick port. All the machines sit under 85-805 (1) and come with OS Basic and Game II or the bundled software. Overall the machines look vaguely like a well blacked-up or AT but otherwise it bears no similarity whatsoever.

You have the option of two different monitors, or none. The first is a 17" monochrome that displays 68 columns by 25 lines while the second is a 14" colour VGA with the same resolution capable of displaying 18 colours

## AMSTRAD PUZZLE

■ The new Sinclair PC200 is here at last. We're excited. Or are we? ACE takes a critical look at Amstrad's latest offering to gamblers...



at any one time.

The price ranges from £288 to £488, excluding V.A.T. The entry level machine is monitor-less, and

includes just the basic specification. For an extra 100 you get the more 'monor' monitor, a joystick, PC Organizer and four games. Finally at the top price you get a colour monitor, joystick, etc.

There are a couple of minor quibbles that need solving though before rushing out to buy one. Firstly, these expansion slots. Yes they are full sized, lengthways but not depthwise. If you fit a card you have to leave the cover permanently open and the mother-board exposed constantly. Second, what is the machine intended for? The label makes big claims for using it 'for various games machines...ready to work fast...the professional, personal, computer'. You can add a second drive, externally, or extend the RAM with expansion cards or add an 8087 co-processor kit. —

The only question that remains is, who is the machine aimed at? The answer, only Alan Sugar knows! Especially when

you can buy an ST, complete with colour monitor, for just a few dollars more.

According to the great man himself the Sinclair PC200 will be available at the beginning of October from selected branches of Comet. Obviously intended for the Christmas market.

## DAMP SQUIB?

**L**et's face it, the PC200 isn't going to set the world alight with its VGA graphics. No matter how cleverly it's used, a low resolution expanded graphics display is bound to look ragged in an age of 315 and Amigas. Even VGA, CGA's 18 colour high-resolution successor, is still fat. The big news now is VGA - the Video Graphics Array - and that's hardly surprising. VGA is very impressive stuff.

VGA can do anything CGA or VGA can, but that's not the claim I can display at a resolution up to 640x480 in 16 colours, but that's not the claim either. So, what really took your breath off is VGA's 256-colour mode. That's a 500,000 colour 0.256 colour range - a quarter of over a **quadrant of a million** colours.

Amstrad themselves are already on the **hardware**. In each country the PC200's pure graphics, all three models in their new upgraded PC200 range have VGA as standard. The cheapest of these, the PC200B, costs under £1000 even with step-up of the low-colour monitor.

Sounds expensive? Well the monitor alone accounts for over half the total price - and that makes it a bargain, believe it or not. Special monitors are needed for VGA's power modes, and they don't come cheap. The other 808 equivalent of Amstrad's top monitor costs more than the PC200B and monitor combined!

The enormous colour range of VGA would make it a natural for computer art or hi-fidelity, but for the moment overheads would make it too slow for some types of game. Scrolling text on-up and solid 2D-resolution particularly difficult. Of course, VGA screen modes still work on VGA PCs, so they'll probably be the best bet for games programmers.

## GOING TO VENICE

If you thought VGA PCs were impressive with their quarter of a million colours to choose from, 88 hardware film Neutra Technology can knock that into a cocked hat. For a mere £1250 their **Neutra 640** graphics card gives Apple's Macintosh II x (4-4448) screen display in 18 million colours, producing almost photographic quality. The only thing that stops you using all 18 million at once is the fact that you get out of control hardware frills should note that the colour range is the same as Neutra's SP-8 light simulator display featured in our February article - though obviously the Mac II doesn't have quite so much processing power!

# ACE • NEWS

READ OUR REVIEWS

## ...AND THE ATARI SOLUTION?

**J**ack Tramez of Atari hasn't got any doubts about what you should be buying this Christmas - an ST. Now reduced to its pre-holiday price of £299. So now you've got three choices: PC200 - all the advantages of the MSX28 software base but an outdated graphics standard; the ST which we all know and some love; and the Amiga, one hundred pounds dearer, but beloved of the Americans, Danes, Germans, and others. We pay per money and yet play per game...



Steve Kaplan, from another affiliated Atari game team, (left) and Michael Schwartz - thinking his Atari product Parasite-Invaders, stand by for the rights to make it the new hit.

new to gamers because they allow smaller companies with games expertise (looking at games often good ones) that would otherwise languish and die in the small add sections. In a world dominated by quantity, it's good to see quality being given a handover now and then.



Pioneer Page (left) hitting it up on the strip.

## SMALL GUYS AND BIG GUYS

A long-standing association between System 1 and Activision/Midway has been officially broken, bringing us Last Thing I Ever, Run-Out, and Dominator over the next year for all major systems.

Utilisation deals like this one, where System 1 produce the games and Midway/Midco enable you to buy them, are becoming more and more common these days. They're good

## 4,000 COLOUR GAME

Midco systems are getting all excited about Pioneer Page, which uses the thing's 400-And-Rolly capability to put some 4,000 colours on screen at once. Whether it plays as good as it looks remains to be seen, but with keeping our fingers crossed...

## GO HELTER SKELTER!



What's got a great reputation for ACE readers, thanks to Heller Dealer publishers Autogenic. This 800-rated game features a number of challenging screen layouts that you have to negotiate in order to slay monsters with economy but. Now there's a challenge for you. Using either your knowledge of the game, or our advice (it is the September issue, for inspiration), design your own Heller Dealer screen. We'll give two pairs of Heller Dealer tickets to the winners of the two most original, most fun screens and print their entries in games technique on these pages. Go on, show us what you're made of and get a great ride into the bargain! Entries must reach us by November 5th - and don't forget to include your name and address!

## AFTERBURNERS ON

Midco, formerly Activision, are aiming to have two number one hits before Christmas, and with two games like R-Type and Afterburner it's hard to argue with them. Indeed Midway/Midco are excited about Afterburner, R-Type and SOT that they're sending a series of TV ads in November. Will you, you'll have to get up on Saturday mornings if you want to see it.

There was also exciting news for fans of Games Workshop, the fantasy role-playing games producers. They've signed the game rights to all GWR's products, including the Warhammer wargames. Initially they're producing Warhammer Fantasy Battles and Warhammer 40,000, but not until early in 1985. It's got those echoes of the rise of role-playing games. As Colin Willard would put it, watch out the wargamers are coming.

Another interesting game on view was the ST version of the Israeli Air Shooting Sphere. We mentioned after seeing a preview of the C64 version a couple of months back that this would be one to watch and the ST version makes it look even better.

## COMMODORE PLOT THE FUTURE OF 8-BIT?

Commodore announced special 'addicted value' packages for the Commodore 64 at the PC Show, reinforcing feelings that 8-bit machines aren't going to die down and die without a fight - and raising some interesting questions about the future of our old 8-bit friends into the bargain.

The first package is the best interesting, but still offers excellent value at £149.99 for a C64C, C64 cassette, joystick, and ten games. Called the 'Hollywood' pack, the bundle gets you Bimbo, Miss Vice, Planet, Great Escape, Top Gun, Final Pursuit, Blockbusters, Bully, Knight Factor, and Every Second Counts. Plus...

It's the second little number that catches the gamers. Called the Commodore Family Entertainment Pack, it features a C64C, C64 cassette, five games and... well for £149.99 Yamaha 545-10 keyboard. This little devil offers 11 onboard chord sequencers, 25 preset sounds ranging from synth to harmonica, and 21 programmable rhythms/accompaniments.

It also offers MIDI out, or it's going to be a sore point with many of us. But Commodore haven't included a MIDI interface as well. It's also sad the keyboard doesn't have a MIDI in, so you could get into some sequencing with the computer. You can't have everything, however, but surely an interface would have been a more useful inclusion than the personal element, which you can get from just about anywhere nowadays for years.

Let's not be stingy, though.

Being serious - Commodore's Executive 64 is equivalent to Games Workshop's GWC.

Considering that the Yamaha keyboard alone sells under £100 at list prices, this is an extraordinary bargain. You can almost view it as getting a computer, cassette, games, and a free keyboard.

### WIELD YOUR BREATH

Multi-use significantly, however, you can't fire it at getting a keyboard, some games, a cassette, and a free computer. 8-bit machines are now very cheap to produce and, despite their belated appearance alongside the new 16-bit com-



puters, still pack a surprising amount of computing punch. By putting these units into bundles dedicated to particular applications, we could see a very exciting revival of 8-bit computing.

How about, for example, an Amstrad 418C bundled with Art Studio, a graphics board, and a colour printer? Or a Spectrum 128, MIDI interface, sequencing software, and keyboard? Or - to look even further - how about Barclay's Bank buying up hundreds of thousands of C64s, packaging them with modems and software, and selling them as home banking units?

Isn't that a lot of it. On the contrary, when prices start falling, we may see, for the very first time, a true mass market in home computer-based products. The key to success will lie in the design of the bundled software and the strength of the marketing... hold your breath.







Step 3: It's time you reach some...astonishing heights! (Just - usually, but not always.)

## HYDRAULIC HEAVEN

**T**erminators and the shakers were out in force at this year's PC Show. Microsoft's called out the biggest of the lot in the form of their 14 super Super 3 Predator simulator. Once inside, people grabbed for the paper bags as they flew, kicked, soared, and blasted off through scenarios after scenario. (Definitely not to be missed if it makes another appearance.)

Other software houses were shaking things up on a smaller, but just as exhilarating scale. The helicopter combat game *Thunderblade* was available in both upright and deluxe versions on the US stand and Macintosh/Amiga stands. The provided aerial action from both overhead and behind the cockpit views.

Chess had their own lot of moving images in the form of a NEC Le Mans machine. This driving game spins around as you hurtle along the track.

Most prodigious shooter houses had their lot in the Marlboro *Hydraulic Heaven* at the top of the Park, where Activision/Midway had a coaching suite. After hunkering with the millenarians in the lobby, you could venture into the suite, sample some light refreshment, and then step coolly into the console and shake away the fumes, annihilated by forces of cosmic evil. Even the millenarians looked a little awestruck...



Stealth, staying very low to the sea is typical and allowing us to cut off enemies in the air.

## INVASION UK

**T**here was a stronger than ever foreign representation at Euro Com with software houses from France, Spain and Switzerland in evidence.

The French were there in force through Infogrames/Eve Interactive, Lohiste, Mousil and relative new boys in the UK France Image Legend (FIL). There won't be any games from them until 1989 but they've got an impressive list of coin-ops signed up for releases including *Shinobi* from Sega, *Commander Cobra* from Taito and *Games in Killings* from Koom.

Spanish software house Dynamic is now releasing its own titles over here, the first of which is *Game Over* if Other games on the way also include the follow-up to *Army Moves* - *Play Moves*. The Swiss label also got in an appearance at the show for the first time, showing, among other things, their 3D-3D adventure titles. They show they looked too - stand by for further details in forthcoming *Playin* pages.

Foreign magazines were also over in force, showing just how much regard there is now for the UK games scene. Finnish *Juoksa* magazine, Danish *Computer* magazine, Spanish *Play*, and even Swedish press turned up to gaze over our shores and report to their readers back home. One may fear Sweden sent eight representatives - one to write the story, and seven to play the games!

## MEET THE BITMAP BROTHERS

■ Bob Wade catches up with two of Britain's hottest programming properties at the PC SHOW.

**E**ric, Stephen and Mike are the Bitmap Brothers and they've been responsible for two of the most distinctive 16-bit games in the last year - *Kronos* and *Speedball* (reviewed in this issue). We managed to tear them away from an eventful programming schedule to talk to us.

Their first project together was *Xenon* but prior to that they'd all been involved with games programming for some time. Stephen gave back the fortress, his first machine was a Meteor workstation and his first programming was done on a Z80. It didn't take him long to get published either - anyone remember *Super Charger* from MirrorSoft? Well that was one of Stephen's early creations. He was soon working for Palmer and wrote the classic *Cloudburst* flag, and also worked on *Scrabble* and *Mathspoint*. After working with the Sinclair QL, for a while he moved onto the ST and does all the ST programming for their games.

Eric spent six years at an college, so it comes as no surprise to learn that he's responsible for the distinctive graphics style of *Kronos* - although he didn't do these in *Speedball* despite their similarity of style. Mike programs the other versions of the games, most of his programming experience being at Leisure Genie working on games like *Monopoly* and *Scrabble*.

Eric was responsible for coming up with the idea for *Kronos*, but initially they had trouble selling it because Goldbloom had just come out on the ST and nobody wanted anything about cut-ups. The attitude to *Speedball* was different, 'we wanted to get away from the genre format and do something different,

but it was harder to sell. By now everybody wanted about cut-ups.'

'They took the deal with MirrorSoft because they were professional and treated us like business people, not like some other fad.'

As yet they aren't sure what their next project will be but we can expect to see more games from them because they're looking to take on more people. It will almost certainly be something completely different again, perhaps reflecting some of the current influences. Stephen is into role playing and all three of them got hooked on *Dragon Master*, so maybe we'll see some RPG features - *Speedball* already has character development of a sort.



*Speedball* - the Bitmap Brothers prove they're not just one game wonder.

They're also heavily into table-top games. Current favourites though it is to break into an arcade and play pinball but insurance is the money man out, and then off to the nearest walk in. They're also into games of Pool Leg, but don't play as many arcade games as they used to.

'One weird idea they've had is a game based around the logo of the TV show *Wired*. There's just something eerie about all those balls on sticks flying around' said Stephen.



# SNIPPETS...

## ► UP AND COMING TITLES FOR YOUR MICRO

### LOMBARDINO FULLY SIMULATOR

Simulation

April 27 **CD-ROM** (24.95)  
**Amiga** (24.95)

(approximate prices)  
 This latest game from Screaming Things House Real Real is billed as a "realistic re-creation of the rally" it shows the player to slip behind the wheel of a 3000hp Group A Ford Sierra RS Cosworth.

There are four stages to the game: road, forest, mountain and night driving. The CD and Amiga versions will be here first, with PC and C64 versions following shortly after.



### F16 COMBAT PILOT

Digital Integration

April 27 **CD-ROM** (24.95)  
**IBM PC** (24.95)

The American F16 is definitely the focus of the month (at the moment as far as simulations are concerned). Every simulation house worth their salt seems to be bringing out a program that they reckon will knock the spots off the opposition. This one from DI has been a while coming, but it now looks likely to be here real soon.



### MANHATTAN DEALINGS

Entertainment International

April 27 **CD-ROM** (19.95)  
**Amiga** (24.95)  
**IBM PC** (24.95)

Manhattan Dealings is an action-packed (S) combat game that puts you up against vicious street gangs of Greco, Skinheads and chainaw maniacs, and Christiane Miyas and Samson. If you like your games with that hard edge, watch out for it coming soon.



### SUPER DRAGON SLAYER

Code Masters

CD-ROM

This arcade adventure of enormous proportions is coming out on the Code Masters "Plus" label. That means you'll get two versions of the game to play. Once you've mastered the standard version, you can try to complete the super version, but make sure you collect enough magic to slay the dragon.

### CAVEMAN OLYMPIC

Electronic Arts

CD-ROM

Caveman Olympic brings to the computer the best bit of stubbing. It features the original game with the original athletes. It shows Olympic events before they had lost their luster, before dinosaurs became extinct and before evolution made stubbing painful.

The game features some six events, so you'd better get your stubbing arm in shape now!

### SERVE AND VOLLEY

Electronic Arts

CD-ROM (19.95) (14.95)  
**IBM PC** (24.95)

Accidents are set to release some four sports simulations before Xmas. The first is a tennis sim with the emphasis on correct ball placement, timing and stroke selection. The game features three different levels of difficulty and three different court surfaces. The game features "Dance-to-Stroke" animation that makes the moves and hits appear very realistic. The CD version is going to be here first with the PC version following.



### GROWTH

Entertainment International

Amiga (14.95)  
 April 27 (14.95)

Having generated the nerve center of the cell Onoplos, you must prevent the alien growth from spreading and causing apoptotic annihilation of the organism. With 128 (60) degrees of freedom you must direct the growth and limit your way to the heart before finally destroying the tumor.

## KICK TO KILL?

**M**ultitronic and Code Masters had better watch out. Kick is a new budget label determined to grab a slice of the ever-increasing budget-film market. Kick has been formed by ex-Multitronic employees John Newman and Lesley Gosson, who reduce the Kick philosophy of quality not quantity to just the thing the market needs.

While the initial releases will be culled from the (S)Gold and Emerald back catalogue — such as Gauntlet and Metacross — they do plan to release some original games. The first of these looks likely to be a game called Blackboard which will be available for Spectrum, Amstrad and MSX machines. Kick plan to release some 24 titles over the next year with approximately a third of those being original titles. All games will retail for £2.99 on cassette.



Can You Stop The Russian Bear?



Based on the NO. 1 best-selling book Red Storm Rising by Tom Clancy, Larry Bond co-author, Computer Fantasy 100. First Entrepreneurial exclusive (best management)

AVAILABLE  
NOW

The storm has broken. MicroProse's latest title is here. The high technology simulation of strategy and tactics is based on one of the most dramatic and detailed courses of modern warfare — Red Storm Rising, the international best-seller by Tom Clancy and his technical collaborator Larry Bond.

Working with the authors, MicroProse have brought the book's intense action and excitement to your computer screen. You are put in command of an American nuclear attack submarine at a time when the two super powers collide.

Standing between the Russian bear and global domination, you play crucial roles in the conflict. Missions take you

to an astonishing variety of urbanised environments, plunging you into challenging and exciting situations.

Prepare for action in this heart-pounding simulation. Available for Commodore 64/128, Cassettes £14.95, Disk £19.95.

**MICRO PROSE**  
SIMULATION SOFTWARE

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Please send \_\_\_\_\_ Copies of Red Storm Rising CD Cassettes \_\_\_\_\_ Disk \_\_\_\_\_

Name/Block captain \_\_\_\_\_ Address \_\_\_\_\_

\_\_\_\_\_ Post Code \_\_\_\_\_

I enclose £ \_\_\_\_\_ including Stp P+P. Cheques payable to MicroProse Software Ltd.

or debit my Access Visa card. Expiry date \_\_\_\_\_ No. \_\_\_\_\_

MicroProse Ltd., Market Place, Tetbury, Gloucestershire GL8 8BA, UK. Tel: (0840) 5600. Te: 0422/494400.

# PUFFY'S SAGA



Screenshot 1



Screenshot 2 of 2



Screenshot 3

An arcade-style strategy game with addictive game play and two irresistible characters.

You are Puffy... Your girlfriend is called Puffyn and you are both trapped in an alien world. Your chance of survival is to solve a great number of clues.

GOOD LUCK!

Available on Amiga, PC, PlayStation and CD-i.  
Distributed in the U.K. by  
ELECTRONIC ARTS, 149 STATION ROAD, LANOLEY, BERKS SL3 6YN  
TEL: 0800 430 322 46463 - DEALERS PLEASE CALL: 0753 49806

**U2!**

# SMASH HIT!

That's *R-Type* from Electric Dreams/Activision, and it's also what you could be with this tremendous prize competition...

## ARE YOU READY FOR R-TYPE?

Of course you are. After all, you are the nearest, toughest gamer/player around, aren't you? If you're not, better wing out on this one, because Electric Dreams makes *R-Type* the game it is a real toughie.

It's programmed by Bob Pope, Karl Jeffrey, and Dave Joffe, who have combined their talents to bring you an even more polished program than their acclaimed *Rampage* conversion. The game presents eight stages of battle against surface enemies and you have to seek out power crystals to give you added weapons, strength, and protection.

*R-Type* already been a smash hit in the arcade, where it has a deserved reputation as a state-of-the-art shoot-'em-up with numerous playing options and original features. Electric Dreams here a great reputation themselves, so we could be looking forward to a real haulinger of a launch. *R-Type*'s killing the shelves in Spectrum, C64, Amstrad, and XT versions - don't miss the



action in real months!

ACE!

*R-Type* - built on a true base in the arcade hit tracks for the XT.

## WHAT YOU HAVE TO DO

*R-Type* promises to be one of the classic arcade games of the year, and it's programmed by the lads who brought you *Rampage* last year. All you have to do is answer the three questions on the entry form correctly. Then fill in your name and address and pop it in the post to:

**R-Type Competition, ACE Magazine, 4 Green Street, BATH BA1 1SU**

Your entry must reach us before 6th November 1988. The first prize will be awarded to the first entry drawn at random from those entries received by the closing date above. Second prize will go to the second correct entry drawn. Got to it!

### THE RULES

1. Copies of ACE Magazine, Electric Dreams/Activision, or of any company involved in the sale or distribution of ACE magazine are not eligible for entry.
2. Entries must be handwritten.
3. The decision of the judges is final and no correspondence will be entered into.
4. Only one entry per household.
5. The purchase of ACE magazine is necessary and offers special entry forms on acceptance.

## THE PRIZE

Hold your breath. In conjunction with Activision/Electric Dreams, we're not only giving away a stunning Amstrad Studio 100 multi-track recording studio BUT ALSO a fabulous Casio FT-700 polyphonic synth with MIDI, auto rhythm, chord sequencer, and a whole lot more!

That's all you need to explore the whole world of electronic music, home recording, demo tapes, radio air time, contracts with CBS, and life-long fame... Well, perhaps not quite if you need - you'll have to add in a bit of inspiration as well, oh what? Well, even if you DON'T end up a star on stage at Wembley, you'll have tremendous fun with this great package.

Amstrad's Studio 100 has revolutionary stereo studio recording, allowing you to record and mix up to four tracks. Not only that, but it's a complete audio system in its own right, featuring two cassette decks, tuner, built-in tuner/decoder, graphic equalizer and even a 60 cassette library. When you've really got into the music here!



Your FT-700 sports two full MIDI capabilities, so you can link it into your existing home audio systems. It also has/has tremendous capability with all 60 built-in programmable presets and 10 programmable rhythms, chords, and there's also a chord sequencer, pitch bend, arpeggiator, split/transpose, string resonance, and 100-voice polyphony. And best of all, freedom, so if you make your own special choice of the being yours!

## ENTRY FORM

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TEL NO \_\_\_\_\_

COMPUTER OWNED \_\_\_\_\_

1. Which of the following people helped program Electric Dreams' *R-Type* conversion?

- (a) Bob Pope   
 (b) Karl Jeffrey   
 (c) Dave Joffe

2. Which company converted *Rampage* for home use? \_\_\_\_\_

3. MIDI stands for:

- (a) Musical Instrument Digital Interface   
 (b) Melodic Interference through Distorted Information   
 (c) Music Impressionism using Dynamic Infrastructures

# WIN AN ATARI ST!

Has your ACE card come up trumps this month? There are 25 great prizes.



For everyone who's received a free ACE card (if not, see below on how to get one), here's another great opportunity to win prizes.

Using the **NEW** program (see **NEW PROGRAM** box), just type in the 25 new 4-letter codes printed on this page. If the program converts one of them into your personal number, you're a winner!

## WE WANT A WINNER!

More than we are now printing **FOUR** winning codes for the ACE card. If the owner of the **1ST CLAIM** code hasn't claimed his prize by the closing date, it goes to the owner of the **2ND CLAIM** code...and so on. Should the 1st Claim owner claim his prize, the owners of the 2nd, 3rd and 4th claim codes automatically qualify for one of our **SECOND PRIZES**.

## NEW PROGRAM!

In order to accommodate the **HUGE** number of entries for the ACE card competition we've had to modify the program slightly. **MAKE SURE** you type in the revised program.

## LOOK AT THESE PRIZES!

### ONE 1st PRIZE: ATARI ST + COLOUR MONITOR

1st claim **WKHE** 2nd claim **WXXH** 3rd claim **XOYQ** 4th claim **UXRH**

### FOUR 2nd PRIZES: CD of software - chosen from the ACE Special Offer pages

The winning codes: **YTXP + YTW + WMME + YLJU**

### TEN 3rd PRIZES: CD of software - chosen from the ACE Special Offer pages

The winning codes: **YHW + YCYC + WRLC + UYNN + WDGW + WUQT + ZSPT + ZWSO + ZHGW + WWRP**

### TEN 4th PRIZES: A year's free subscription to ACE magazine

The winning codes: **YLLT + WXXK + XOPM + YEMX + ZMYQ + ZNWH + XTCY + YPTY + YNYT + YTEJ**

## HOW TO CLAIM A PRIZE

Fill in your details, including the ACE card code, and send to: ACE Card Competition, PO Box 100, Wokingham, RG40 2YU. (We'll send you a confirmation card for each prize.)

If you win a prize, you'll receive it within 10 working days. If you win a prize, you'll receive it within 10 working days. If you win a prize, you'll receive it within 10 working days.

Prizes: ACE CARD PRIZE CLAIM, 4 Queen Street, Bath BA1 1LJ. Closing date for claims November 15th, 1988

## HOW TO OBTAIN AN ACE CARD

If you haven't yet had an ACE card, you can get one in 10 minutes. Simply type in your details on the ACE CARD REQUEST form (see page 14) and send it to: ACE CARD REQUEST, 4 Queen Street, Bath BA1 1LJ. (This offer valid while stocks last.)

## THE DECODER PROGRAM

The decoder program being distributed in a later issue allows you to use the ACE card to generate codes for the decoder program. It will generate codes for the ACE card. It will generate codes for the ACE card.

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ELIMINATOR



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All our titles contain development and production credits. Software are always happy to evaluate software sent to us with a view to publication.

# HEROES OF THE LANCE

# Advanced Dungeons & Dragons

COMPUTER

## ARCADE ACTION

**HEROES OF THE LANCE** marks the first computer action game that re-creates the epic battle between good and evil on the world of Krynn.

Controlling eight Companions, each with different specialized attributes and skills, guide these brave adventurers deep into the treacherous ruins of the temple K&K. Unearth to retrieve the precious Disk of Minotaur.

As you descend into the Abyss, the Companions must defied the borders of mysterious Deceptions in hand-to-hand combat, deal with powerful magic and survive the onslaught of attacks from giant spiders, skeletal undead and countless other terrors.

But your final obstacle makes these mannequins innocuous by comparison. The platinum disk you seek are guarded by Kharask, an ancient black dragon. And there is but one way to vanquish this mighty beast...

Find the key to destroy Kharask as you are thrust to...**HELL!**

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& COMPATIBLE

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ATARI ST



## Advanced Dungeons & Dragons





# Special Advanced Dungeons & Dragons Complete Product

## POOL OF RADIANCE

### FANTASY ROLE PLAYING

Located on the northern shore of the Moonsea in the forgotten kingdom, the fabled city of Pelax has been swarmed by monsters led by a mysterious leader. Your quest: discover the identity of this evil figure.

Pool of Radiance adheres faithfully to the legendary Advanced Dungeons & Dragons™ fantasy role-playing system. No detail is missed, including 4 player

characters, computer-controlled non-player characters, the Adventure's Journal packed with history, maps and clues and the Incredible Wizard that converts Elvish and Dwarvish writing to English. The gameplay is exhilarating and the graphics state of the art - portrait displays, 3D perspective, tactical combat display and personalized weapons selections combine to form the ultimate breakthrough in fantasy role-playing computer games.



ORIGINS

AMIGA

IBM PC  
& compatible

STARBIT





The Count's castle prepares to make another strike.

### DRACULA ● UBI SOFT

As the evil Count, you're out to recover the powerful batman stolen from you by Hunter Van Helsing. You'll need to keep doing away with people in order to feed on their life-giving blood, but watch out for the stakes and garlic!

### ZENITH ● MARTECH

In this shoot-'em-up you play the part of Rex - a slick-skinned, goggles-wearing mercenary with no friends. Using an array of lasers, multiple spraying machine guns and deadly fire sword bombs, you're out to infiltrate a vast underground operation to get at the weak spot of The Great Yozak. Making this easier and it's tough: these amazing, atmospheric-looking themes a thing or two.

WEAPON - you get lots like a fancy weapon!



# FEELING HOT, HOT, HOT

### SIEGE ON LONDON ● CRL

A whole host of mechanical machines have invaded the capital, so it's down to you to save the day and destroy them. So jump into your coat and get blasting - try not to shoot too many of the landmarks though, eh?



SIEGE - for all your missiles at the end of the world before it drops all over you.



SIEGE - that you remember to get back up the houses of Parliament!

ACE takes its monthly look at what software houses are going to be tempting us with in the near future. Will we be dancing for joy on the way to the shops - or wishing they hadn't bothered?



### SHINOBI ● SEGA

The console version of the arcade hit. As Joe Musashi you're infiltrating a base run by evil ninjas and soldiers who've been capturing children. There's plenty of light-speed action, a variety of weapons and a wide range of Ninja techniques to use in the battle.

SIEGE - all these battles of the money/battle.



## PUFFY'S SAGA

• UBI SOFT

This Gaudouish-bruery half game features some great graphics and tricky puzzles to solve. The French certainly knew how to make a game look good, so here's hoping it plays just as well.



03 - In Puffy, as the first level and it's surrounded by lots of useful items. These specific structures are needed for some very tough.



04 - Puffy's currently unable getting the rest of the game.



AND THAT - you've the lucky birds in the middle, about to be killed.

## SAVAGE • FIREBIRD

Well, he's not very like a Savage missing his loved one. This 3Drd multi-leader features some stunning graphics, fast gameplay and a host of puzzles to hunt and solve along it. You'd better get your own hand on this one in preparation then.

05 - you shouldn't be out at night without a much as a well you know!

## OFF SHORE WARRIOR

• TITUS

In the year 2000, civilian street sports aren't enough to satisfy the people's bloodthirst. They want more violence, so a new sport has arrived to satisfy everyone's taste. You have to take part in this new sport, that's placed all over in super-fast speedboats. Because you've got what it takes to survive?



06 - Starting your way around the course in front matter.



07 - We had not decided, we're new it's completely.



08 - It's the first - that's the thing being from the valley doesn't look to be that.

## CYBEROID II THE REVENGE • HEWSON

The sequel to Cyberoid: The Fighting Machine includes some major new features such as new weapons systems (flame and smart bombs), new static features (horizontal fire and optional skills) and new alien features (Muller allows to drive the opponent from screen to screen, and announced employment).



# GET **SAVAGE**

**IT'S AMAZING  
WHAT A REAL  
COMPUTER  
GAME  
CAN DO.**

- HURL A VOLLEY OF AXES
- FIRE BOLTS OF LIGHTNING
- WRESTLE FEROCIOUS BEASTS
- LEAP OVER BLAZING CHASMS



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SEE US ON STAND 3487 AT THE P.C. SHOW, EARLS COURT, 14-18 SEPT.

A LEGEND IN GAMES SOFTWARE

# FRANK N. STEIN'S AMIGA IDENTIKIT

What would the most famous 'mad professor' have given for Electronic Arts' latest graphics package? His right arm - or someone else's? *Deluxe PhotoLab* provides almost all the tools required to cut up pictures and stitch the best bits back together - then print them out monster size. Would you take the risk? Brian Larkman does - and lives to tell the tale.



## GRAPHICS SEWN UP...

ACE Head Professor Brian Larkman brings us a monster installment of his DIY graphics course this month, with a review of *Deluxe PhotoLab* from Electronic Arts.

**Plus - Final Post**, the section where our readers' graphic glitches get an airing. If you've got any problems, queries or helpful hints, drop Brian a line on *Final Post*, ACE Magazine, 4 Queen Street, BATH, BA1 1JA.

B. LARKMAN

**S**o you want to build a monster, eh? And the idea of slapping up bodies does not appeal? *Deluxe PhotoLab* (Electronic Arts 500-96) may be just what you need. Several other programs have been pieced over the last year but together would allow you to do much of what *PhotoLab* can achieve - *Slizzard*, *Pig*, *Motor* and *Stageport*, for example. Nevertheless, this is the first complete system claiming to offer all of the tools required to see your own through the output window to have been left out of the creative soup.

*Deluxe PhotoLab* consists of three programs on one disk. *PAINT* allows photo-quality pictures to be painted and composed. *COLLAGE* will process the size, resolution and colour of existing pictures. *POSSIBLE* prints any picture at any size up to 10 x 10 inch.

*PAINT* is of its best processing speediest picture. It allows the user to work in any screen resolution as well as RAM and Data that might see box Amiga browser, but none of its point-and-click can most effective using the 4000 and colour of RAM. Almost every drawing tool imaginable is available. See the perspective and cautious mapping of *PhotoLab* (reviewed ACE 10). The range of effects is so broad they will take a long time to master, so either have dozens them in detail let's do something with them. Let's make a monster.

### COLLECT THE 'BITS'

In the last P.M. (this location, we will start with a body. Any body. As usual, the only size available is the wrong size, so pick it up as a head and then enlarge it. In common



### FRANK'S FACE

Here is the last part of using *PhotoLab* to the face with which images can be cut to standard resolution at resolution at size. The background was originally the package cover by Larry Larkman, installed on the (very sorry) disk of the disk was achieved by picking up an enlarged area of background on a brush and painting it in. Goggles were created up using a combination of various brush strokes - brush, scale etc.

with most Macintosh operations, both of these actions can be done in a number of ways.

**KNIFEWORK**

Selecting the various brush selection options (any rectangle or feature screen area to be cut) is the usual way. (The area within the box is free-shape; it is copied and attached to the cursor or a brush.) More remarkable is the fact that last option from the brush menu, selecting the globe whatever you draw is your last painting operation, even if you were already using a multi-colour custom brush. If the first key is held down as well, the area beneath is selected instead, so that the previously painted area acts as a stencil. Conspicuously, the whole level is painted with one-colouring colour to one operation, from that/that/and is selected. The body looks best.

**PLUMPING UP UP**

Engagement can be raised out on the free brush as, if you know exactly where it is to go, as a drawing operation done to the screen. The latter method saves time, especially with a large brush. Try it. If the face is little or not quite enough, use brush Warp in the PA expander to distort them.

As the new brush expanded body capabilities on the operating table it becomes obvious that something quite unusual is taking place. Instead of the top individual aspects of the original growing to right growler levels in the enlargement, the body is put as smooth or below, though a little blurred. Growth doesn't mean progress in the laboratory.

**NEEDLEWORK**

How fast we have a body we can start to add texture. Once again, any use or resolution will do because we can regard as control, always resolution or screen inside of well - but what happens when we put bits on? These stitches will surely make ugly ones? Must the NewYork DayPrint be original ones?



**OFFERING**

The background is again the package cover by Larry Rasmussen. Both the extra images, North and South, were created using a separate Windows screen and their backgrounds selected by filling with RGB (Screen) in the PA expander set to about 10. This means that several shades of a particular colour are all filled but nothing else. Each image was then picked up, sized and transferred to the main, PAE, screen and given three, for South with AfterBackground selected.

colour panel system, FRONT has a wide range of these Modes. These can control exactly the way a brush affects the colour of an area if it is pushed over, varying the degree and distribution of transparency. In practice, a kind of local texture can be added with, hardly a word, very soon the monitor is lying, complete but miserable, on the table.

**ADD THE COLOURS**

A complete, business monitor on the table is one thing, but we must put some colour into it. How, A little 'make-up palette'? Small areas can be changed using the paint

model, but if the whole picture needs to be transformed a move into COLOUR is required. Although multi-colour is possible, the Amiga clipboard facility is not used so the picture must be saved and reloaded.

COLOUR is designed to give full control over the colour palette. Any points can be noted or adjusted using one of three of seven parameters - Red, Green, Blue, Blue, Saturation, Value and Population. It would have been nice to adjust using Control and Right now controls as well, but these effects and most other can be achieved with the controls provided. The various amounts of all these



**WALLS AND STAIRS**

As you're sure in previous times, no-painting backgrounds can be very useful. Here is the same landscape taking some walls and steps. In fact all that was done in this picture could have been achieved using PicturePaint if, through the limitation of 32 colours could have made the colour images look a bit odd. The difference was the area with which it is possible to work in any resolution. Unlike PicturePaint, Picture-Make-Look will work in 640x480 or 640x320 as well as 1280.

## AMIGA SCREENS

The Amiga is capable of displaying 320 pixels or 640 pixels across and 256 lines up its screen (using the PAE video standard). By scanning the screen twice in the same period of time it can interlace twice as many lines, giving 512 lines vertically. When 320 horizontal pixels are displayed, a maximum of 80 colours can easily be displayed. Though a further 32 colours half as bright (DHR) can also be used, with 640 pixels across only 16 colours are possible. Using a special technique called 'Hot and Shifty PAE', all 4096 colours can be used in low resolution and interlace. Almost all Amigas, therefore, have 8 screen modes - low, medium, video or low, high, low DHR, low DHR, low PAE and low PAE. In low very early 81000s do not have DHR, in all displays modes it is possible to have several degrees of 'transparency' to remove the normal border, which also alters the vertical and horizontal resolution.



An example of the sort of image that can be produced with Phoenix.

parameters as well as cyan, magenta and yellow are shown for each individual pixel (control on the cursor and precision can be increased by pressing the right mouse button, which turns the cursor into a magnifying lens. (This would also have been very useful in PHOTÉ.) All these tools can be separated on-screen, ready for printing out. In the printing industry Cyan, Magenta and Yellow separators are essential for mass production.

Other tools are offered by COLOURS to change the screen display mode of any picture, with or without zooming. Overall, COLOURS is not as powerful as Photoshop or Bitmap, nor is it as easy to use as DigPicture. As one third of a \$70 package it is nevertheless perfectly adequate.

**THE STORM APPROACHES**

Well, professor, anyone can put a molecule together given the right ingredients, and a strong database, but can you give it life?

**CLIPBOARDS**

The Amiga's graphical interface - called *Intuition* - allows the information contained on one screen to be transferred quickly to another screen via a device called the *Clipboard*. This is especially useful when multitasking - running two or more programs at once - because the few screens can file in different programs. In *PhotoPaint* it should have been possible to cut all three programs and transfer a picture from one to another without saving to disk, providing the machine has sufficient memory. *Clipboards* work equally well with text.

**SCOTTISH TECHNO-MONKS SPREAD THE WORD**

There is often something about religious about computer enthusiasts. Devotion to one deity, long evenings and even whole nights spent crunched alone before its altar, single-minded preaching of one true faith. Hence all this, in a monastic building and you might get a community of techno-monks.

Hardly monks, the folk at Amiga Centre Scotland (based in an ex-monastery) are somewhat less dedicated, enthusiastic and hardworking for the cause of the Amiga and especially the Amiga's graphics. As a result they have built up in less than two years one of the best selections of hardware and software for the Amiga in Britain.

Martin Lewis, the founder of the company, started his involvement with an £1000, one of the first in Europe. Finding himself made a dealer for the machine without any proper premises, Martin began selling them by carrying the whole setup round from place to place in his car. Now the company is strong and based in an ancient four storey building down a narrow lane near the centre of Edinburgh.

The Amiga Centre specialises in importing graphics software from the U.S., acting as sole distributor for several products including Martin Healy's ANIMATION series and Eric Grahams SCULPT ANIMATE 3D. They can also source almost any product you may require from anywhere in the world. Martin Lewis is constantly on the search for 'new graphics products as their catalogue is constantly expanding. Recently for example two new graphics products have appeared, ANIMATE-A-FLIPPER from Heat Enterprises, and FINEST 3D FONT'S from Access Technologies. On a

recent trip to Amfibrex in Chicago Martin secured distribution rights to three and several other, non-graphics oriented products.

As well as software Amiga Centre Scotland distribute a number of hardware products including a hand held scanner, Perfect Vision digitiser and several upgrades to increase speed of operation.

Dealers specialising in this area are hard to find. If you know of one let us know. The Amiga Centre Scotland can be found at a Hart Street Lane, Edinburgh EH1 2PH, tel 031 557 4243.



Frankenstein succeeded with the use of an electrical storm, we must make do with a printer preferably colour. The PC0200 model of Deluxe PhotoLab is the simplest and least expensive part of the package. Its results can only be described as superb. The monitor truly comes to life. 30-sec.

Any BIT picture can be loaded to POSTER, but unless you choose to 'preview' it is only displayed as a grey box at the corner, saved into a .grib representing the successive sequential iterations. Each grid square is in the proportions of the page size selected as preferences, but can be changed to suit any size paper. The grey picture box can be dragged out to any size, either in its original aspect ratio or squarish. This menu provides all the remaining options: Load - Print and Quit - plus Horizontal Printing and Support Data options. Selecting Print allows you to select which paper to print and whether the picture is to be smoothed - antialiased - before printing. That's just about all there is to it. Much simpler

## ANTI-ALIASING

This smooths the jump between colour-bearing colours with average coloured pixels, creating a slight blur but reducing the dreaded 'jaggies'.

and very much more reliable than lightbox. Using a Texas 4000 board gives a few feet by three feet picture printed horizontally in three strips. Looks extremely professional and clean indeed. Even with a Citizen 1000 with a 16cm ribbon the resulting poster has a quality never before seen from a 54cm machine, especially with the Amiga's new 1.3 picture preferences. Floyd Steinberg considered dithering gives by far the best results, though the colour may need to be adjusted on screen.



Just one of the images supplied on disk with PhotoLab.

## FRANKENSTEIN GETS GAZEMPED

In many ways the success of the first best one-colour package sets up the differences. PhotoLab is primarily fun and easy to use, but still a very powerful printing system. PhotoLab is somehow more professional. Good more complex, offering several routes to achieve any effect, leaving the user more room to experiment. As if it is laboratory they are both cleverly named.

The one test that PhotoLab copes with a couple of working visits to the guru while it sits is perhaps just legend of a named opportunity. To transfer a picture from PAINT to COLOURS, the image processing module requires saving it, cutting Paint, running Colour and loading the picture again. Multisteping or running the module from a RAM disk, speeds things up greatly. Even the Amiga Clipboard feature can be used (see box - Clipboard?). PhotoLab shows the way here with its ability to grab the next screen beneath. The three packages comprising Deluxe PhotoLab could easily have been integrated in this way!

Nevertheless, both within PAINT it is possible to open several screens of different size, resolution, and type - any low-res RAM and window settings - and cut and paste between them and both quality between them - a very powerful tool. Combined with the ability to customise any arrangements - whether of brushes in PAINT, whole screen pages in COLOURS or 16 bit square pixels in POSTER - the multiple modes of PhotoLab make it a unique and extremely versatile system.

The next time you are threatened by a 1600k monitor, check closely. If it is made up of eight-inch-half-inch strips of paper, Electronic Arts are to blame for your predicament. ■

# LETTERS

Dear ACE,

I have recently built up a collection of digitised pictures from BBC and PD. I have got a copy of Quantum Paint so that I can have a go at editing and outputting my pictures on my ST but I would like to do the same sort of things that my friend can do with his Amiga. Is there anything like Butcher for the ST?  
James Bristol, Slough

Dear James,

In a word the answer is no. The problem is that so far there has been no need for this type of program as the ST still has no equivalent of a HAM digitiser so there are very few full colour pictures around. Almost all of those that are available have been transferred from the Amiga. The best way to change the colour balance of your pictures using an ST is with Spectrum 512 from Artic. Unfortunately this is quite expensive compared to Quantum Paint

but it is still probably the best equipment anti-colour program for the ST. Quantum is supposed to be having more facilities using its 4000 colour mode, but even on the latest version just received they are ghosted out and unavailable.

Dear ACE,

I am really interested in drawing pictures on my G4 using Advanced Art Studio. I always read the graphics section of ACE but you never feature the Commodore or any other 8-bit computer. I know the graphics are not as good on these machines but what about a review of something we can use?  
Cathy Wallace, Cambridge

Dear Cathy,

Well, we made a start in the last issue with Mike Design for the Amiga2 DPCs. The trouble is that we only review fairly recent software and there is very little of it for your

machine - in fact there is none. As soon as an update for something appears I will review it. Most graphics programmes seem to have given up on the more limited 8-bit machines in favour of the advanced features of the 16 and 32-biters. A great pity really because there is still a lot of potential left in the G4 and DPCs, especially using overlay techniques. Advanced Art Studio is a good example because it provides all of the basic facilities required but it could still be upgraded with some special features coded from disk, like smoothing of selected areas, surface 'contour' mapping, edge direction and many other things. All these could work very nicely on 8-bit machines but the wall would be worth it - just as it is with my looking on the Amiga. Let's hope someone sees the worth of these suggestions and does something about them.



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Spectrum, Amstrad,

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# THE ART OF GAMES

## PART THREE

### DESIGN

What's in a game? This month, in our on-going series on game production, we find out how Psygnosis generate their spectacular displays, and get some insights into game design from Lambhead and Paterson - the design partnership responsible for *The Fourth Protocol*...plus their tips on how to make your game ideas **SELL**...

**F**or most ACE systems, the final screen layout and game design detail is all but the worst enhancement software is capable of - which is not all-astonishing in itself. Whether it be in graphics or in-game ideas, advances in generality have been largely the result of greater expenditure on design by software companies. Let's look at graphics first and check out some of the ideas behind the screens of advanced computer entertainment.

The main thrust of improvements is taking place on the two previous levels: 2D and 3D, though the difference is becoming increasingly blurred. We'll discuss each 'level' in turn - 2D in terms of the wide range of options being developed, as there are so many companies involved; 3D with reference to the efforts of one representative company, Psygnosis, well known for their distinctive graphic style.

#### ■ 2D SPACE TIME

As it applies to games design, the term '2D' should now really be changed to '2T', for the vital factor is almost of the instant: examples in the fourth dimension, time - translated for the viewer into speed. Until the arrival of Jeopardy, Jocky-Miss and the Fourscore games, almost all 2D games were limited to wire-frames, using the burlesque on over-watched processes, the exceptions - *Flight Simulator II* for example - were so processor-intensive that, so as to update in real time, the display appeared as a series of stills rather than an animation.

Using the powerful *Moscow* as BBC processors of the latest machines, smooth on-line animation in 2D is possible, but while the new programming techniques necessary are developed, several strategies have been used to produce games that are both playable and visually impressive. Two techniques in particular can get round the time/speed problem - stay in space, or stay in the animation.



Masking your mouth off, Psygnosis designers stare at total animation - very difficult indeed to do well.



Hold on to the stars if you'll answer the gun. Working out the animation for the shooting.

*Moscow* have produced an excellent example of the former technique with *Whirligig* in space there is life and no background to be updated. The center on the polygonally limited BBC showed how smoothly animation in 2D could be achieved if there was no background, limiting that idea to 2000 machines with *Whirligig* has allowed an extraordinary degree of realism in the solid objects involved, including true light sources and shadows. To increase speed further, *Whirligig* operates in a very limited form of 3D. The objects are solid and more realistic

only about their own centre of gravity but the space they move through is two-dimensional - effectively the air space of the screen. In practice, they never change their range from the observer.

It will be interesting to see what *Whirligig* leads like on screen 8-bit computers, probably a slower update and less detail. Nevertheless, as inventors have shown with their very effective *Fourscore* games it is also possible to make a feature of a slightly noisy screen update. The fact is that instead of us (as becoming visually accustomed to noisy animation updates via the latest pop video and TV advertising techniques) the solution, *Block Blast* style was originally that a computer-generated party from the low frame-rates side of the cheaper digital processing equipment. Similarly, what looks outrageously noisy on *Flight Simulator II* (supposed to be a smooth view from the cockpit) seems acceptable on the television of an experimenter probe in *Julius* or through the eyes of *Frederick*.

A third generation of 2D games has now arrived with *Electronic Arts* *Intercept*, *Starburst*, *Clash*, *Crusader* and *Pygmalion*. The type of solid 2D can only be achieved with sophisticated programming techniques that take time to develop but can only work effectively on 486-bit machines. These provide both smooth 2D animation of multiple complex objects AND many detailed solid backgrounds. Such programs seem to stretch the available hardware to the limit - but then limits are only there to be overcome.

#### ■ LOWE TORNAADO TIME

Over in the having almost the key-words have been heavily progressed. Since the earlier *Moscow* Missions platform games, experimentation has taken on a decidedly more sophisticated appearance with its more detailed and better realized smoothly animating backgrounds. 3D means, larger and better

animating sprites and much better graphics. Forward is the progressive development of 3D graphics, but even the unique style of Polygons.

One of the best things in the Polygons games grew exponentially starting from the initial idea of one member of the team, a graphic artist works on a series of visual outlines. All of the artists work directly with computer paint systems, usually Amiga running Deluxe Paint II and one constantly experimenting with new techniques that may not ever find their way into games. Sometimes an idea or one fifth of the artwork produced to create a actually used.

The result of the experimentation, are taken back to the end of the team and modifications are discussed. Programmers might suggest ways to save memory space or make the game run faster and other designers can suggest new visual techniques. In this way the game grows intuitively. The result of the development process for most images, the coloring aspect of characters, are done separately. It is obvious that a lot of revision and following has taken place. Attempts have been made to design games from scratch, but these usually produce inferior products.

Gradually, a game is developed in three interlocking parts - the opening screen complete with animated objects, the background/foreground aspect which the characters move, and the moving/animated objects or sprites. Opening screens like that for *Chibivets* are often designed as complete images with the animated sections drawn separately at between 10 and 50 individual frames.

Backgrounds are designed in the form of construction sets. Usually 10 or 15 pieces are drawn - deep, wide, shallow, rough floors, blocks etc. - each about 10 x 30 pixels. These are assembled into large towers that may be sorted ahead in the game. Each piece is stored individually and each time it is used



Collecting the life. Each will be created on separately and can then be stored for later use.

In other position in coordinates, a second, if a new shape is required it is added to the 3D. Huge libraries of these parts have been assembled which can be re-used in different configurations or with changed positions. All artists are encouraged to think technically and the files they put on to the programmers include the raw data ready for inclusion into the game.

Character sprites are also often assembled in parts. In their latest games, some of the objects which have forward, away from you beyond and contacts are in 2D sections



Here getting them out. This is all in the background designs.



Putting it all together.

allowing very smooth animation. Often, like the backgrounds, might be composed of some recycled parts from other machines or even other games.

Generally speaking, the system used so far by Polygons is similar to that used by many games producers. The style of Polygons games is purely dependent on the skill of the artists involved. The enthusiasm of their artists for experimenting with Deluxe Paint and other software packages is what gives their games the edge visually. It goes hand in hand that the programmers are constantly refining their skills and exploring the use of unlogged resources of the ST and Amiga hardware. This allows for more complex and smoother scrolling backgrounds and larger and better animated objects. Polygons development engineers are now exploring regions of the Amiga that no-one else has yet tapped. They promise exciting things!

## PRACTICE MAKES PIXELS

Designing a successful game graphic - a sprite, for example - involves a lot more than simply an ability to draw. To develop our skills in this area you need a good art package with a zoom feature (sometimes called 'luttes') after the manner of the original MacDraw program. Here are some of the things you need to take in mind.

- **memory.** Graphics are often the real culprits when it comes to slowing up precious RAM. This can be particularly crucial when working with animated figures where you need to store several frames. You'll need to know how much space the programmer is setting aside for graphics and whether or not they will need to be compressed in any way. Some compression methods work better with certain types of screen layout, so make sure you know what's expected of you.
- **screen layout.** This is pretty obvious, but one point occasionally overlooked by beginners is the aspect ratio. You may, for example, want to develop your graphics on the ST and then port them onto another machine - only to find that the ratio of horizontal to vertical resolution on the target machine is different. Clashes need to look like stripes, not eggs.
- **luminance.** You may try to sketch out some rough designs using graph paper, but you'll find this misleading. Pixel displays look very different on-screen, because the eye sees funny things with the juxtaposition of colours and their relative luminosity. Practice makes perfect here, since you'll find that adding in little touches of colour under high magnification often has unexpected effects on the actual size graphics. The same applies to dithering/shading - what looks best when magnified doesn't always work best at actual size. By moving up some conventional images with your art package and see how the images are put together in terms of colour and shading.

# LAMBSHEAD AND PATERSON

What happens when two games-obsessed boffins get together and start dreaming? They make a fortune, that's what. Or do they? And could you get in on the act as well? Find out as we check out the secrets of the dastardly duo...

I all started with role-playing games next title to come. Gordon Paterson used to develop RPG scenarios for his friends, and John Lambhead lusted for world supremacy in the magazine world. Then they met up and their lives were changed forever.

'You see, when I read the books of the game scenario,' explains Gordon, 'they gave me no idea of how you actually feel in *PLAY* the games, so I had to start from scratch, developing my own scenario. His scenario was echoed by John, who had just finished a spell as games reviewer, editor of both board games and computer games in an old magazine called the *Games Computer* game effectively killed off that mag.' he means. And it gave both to Lambhead and Paterson.

So when do these boys actually DO? 'We design games,' they reply simply. 'And like a few they do it...'

## ■ THE IDEA

There are three possible areas to look at, say the kids. These are:

- board game subjects, The Fourth Protocol is the obvious example here.
- other board subjects, including games and/or board games.
- your own original idea.

Although each of these demands a different approach, there are some very important basic rules to keep in mind. First, 'We look for a hole in the market. We can't overvalue the importance of that. We ask ourselves what the market doing at the moment, and, most importantly, what it's missing. It doesn't matter how brilliant your game is, you have to produce a product that the market wants.'

'Second, be original,' chomped the boys. 'Games design is still seen as an easy job by software houses, so you have to give them something that they money - originally.'

Finally, get a good story. The board games of love that story quality; they print out the games if it's your pet. However, derive your design ideas, unless there's a strong story element (e.g. a plot of some kind) and an atmospheric background, then the chances are likely to fall on barren soil.

## ■ SELLING YOUR IDEAS

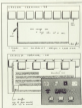
You can't ignore the business element. Lambhead and Paterson have all their work handled by the Glasgow agency, who also



John Lambhead and Gordon Paterson. The gentlemen in the background is an editor.

handle people like Ian Lee and David Brodie. They get on with the whole business side, says Gordon. If you want to spend your time negotiating contracts, you can't get on with designing games. It's a very rewarding feeling to know that someone is taking care of that side - and that's especially important in the games industry.

As always, you need to express your ideas clearly and professionally. However, there was agreement that even a polished presentation to a software house can be taken up if the idea is right.



Design ideas get changed at the selling stage - and not always to the detriment. Here you can see John and Gordon's original design for the new interface for the Fourth Protocol, and below you can see what the Electronic Arts Company came up with. 'The most important bit that people go on to,' says Gordon, 'is taking a program home.' The can't have a word to say if you have a programmer who just wants to be hired.'

## ■ DEVELOPING THE DESIGN

John and Gordon are old-style designers. Their background is board-game design (which they tackle the design stage methodically and ruthlessly). Their first objective is to immerse themselves in the subject, by reading books, seeing videos, and if it's first reading the script. Only when they've thoroughly grounded themselves in the subject do they move ahead to design.

'By getting what we call the 'gut' of a book,' says Gordon, 'is a team that had watching and we also used during the test by gamers who had to recognize different types of content. Getting the gut of the idea is the most vital part of the process.'

With the gut sorted out, a substantial amount of that work involves creating plans. Unless you're working on your own individual idea, you'd find yourself presented with a lined pad in either book or file form. Computer games require a good deal more, of course, as you have to carefully construct the logic of the game from scratch.

Before you reach the final stage of plotting and logic, you need to have created a core structure or system which enables the player to interact with your design - the final end. Here Lambhead and Paterson get a lot of ideas from their business work, where they spend on powerful business computers. However, they do have some general comments to make - in particular the debate of power. 'We've come a long way since the last time the power-driven Market,' says John. 'Now systems are definitely better at the moment.'

One thing for sure - it's got to look good. 'With business software you can get away with something that doesn't look attractive, but it would be fatal in a game,' points out John. As a whole, they sum up their image of the ideal user interface as being to be simple and attractive. 'Straight simple, eh?'

## ■ PUTTING IT ALL TOGETHER

Once the design is sorted out, it goes to the programmers who in the case of EPC the Electronic Arts Company or Fourth Protocol and back home. 'You don't need programming experience in the games design,' says John, 'but you do need to be aware of the technical points of the machine. Anyone can design fabulous games that are not playable or usable.'

This can become particularly crucial where more than one machine format is involved. Obviously you can't design a game to the IBM and then expect it to run on the Spectrum,' says Gordon, 'but we obviously you also need to be knowledgeable about whatever graphics standards within similar ranges of machines (e.g. IBM CGA, EGA, and Hercules). As John says, 'You definitely need to be computer literate,' but equally obviously you don't have to be an assembler whizz!

John and Gordon have definitely proved you can make at least a profit from being out of games design. Expect to see more of their work in the next issue, including the late local sounding Circle for Justice to Adventure and Comic Wilderness Warrior part IV...

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# PLAYING FOR REAL

Are micro flight simulators getting serious? Can you actually train fighter pilots on home computers? Andy Wilton hits Farnborough to find out what the Pentagon want with your PC, while Neil Graveney takes reconnaissance photos.



**A** California firm called Perceptics is here to follow the PC-87 version of Spectrum's *Wings*. First you get into a 100-hour cockpit, complete with genuine F-16 controls and separate-axes controls. You're in, pleased with the results that they're less slaving a demonstrator of all the industry's top US show. Home main events have been turned into college lectures, so this shouldn't be too surprising—except that Perceptics don't make one-up. They build combat flight simulators for the US Air Force, and their Falcon effort—the Arizona Situational Awareness Trainer, or ASAT for short—was on display at Farnborough International. As you sit in a piece of military training equipment:

Spectrum's *Wings* and their US distributor Maxwell are understandably cocky over all this—after all, what better avenue to a fight sim than the Pentagon's well of approval?—but there's too much in it for a publicity goatee. The ASAT's real ASAT makes sound because it's real: helping to train pilots at the Farnborough show, they may not be the only ones. Why?

#### PRICY PLANS

It makes a mean air force in the cockpit for

## WHAT'S ASAT GOT THAT FALCON HASN'T?

- **Fingert weapon selection:** you don't have to look down for the right control.
- **Three monitors:** you'll have to learn to divide your attention effectively.
- **Tactile feedback:** you can feel different power positions as you adjust the throttle.
- **Extra networking:** ASAT lets you fly anything from two-man formation exercises to a four-against-six air battle, complete with intercom links between team-members.
- **Instruction:** an experienced flier's teaching can vastly improve your performance.
- **Classified data:** air forces can replace published equipment data with real-life limitations, failure rates or extra capabilities—information not normally available to software developers.
- **Speech:** throw the Falcon into a dive and you'll hear a female voice repeatedly urging you to pull up. (A gimmick perhaps, but not on ASAT's part: the voice is a genuine—and much derided—feature of real F-16s.)

## THE FULL-PRICE ALTERNATIVE

This is the Redifusion SP-9 500-IT, one of the most powerful light simulators in the world. It's built in Britain by Redifusion, working in collaboration with the Evans & Sutherland Corporation of Salt Lake City, Utah, and it is just stunning. The technical specifications alone would break a hardware head's back: 40 photographs could make grown computer artists weep, and neither of these can do the system justice at all.

Each 500-IT image generator and projector can handle 500 polygons and 1000 satellite lights—more of those still—every 50th of a second. The key word here is "fast", because a typical 500-IT set-up would use eight such generator/projector pairs, or "channels" as they are properly known, all projecting onto one curved, mirrored screen. If this puts you in mind of composite screen arcade games like *Darius*, you're thinking along the right lines—but on the wrong scale entirely, of course.

Each channel has a resolution of around 800 x 1000 pixels, or rather more than 15 million colours. The programmer can only specify 20% of these at once, the remainder being used automatically in returning and anti-aliasing. The combined effect of these two techniques is colossal.

Every polygon can be textured in three different ways, one of them varying the transparency of the shape so that you can create atmospheric effects or the waxes of ships. What's more, textures are stamped so that they fade with distance. There are solid reasons why this clamping is necessary, but in practice it looks like unenhanced visual input. It creates a convincing sense of depth, an effect completely lost at atmospheric perspective.

The system's hardware anti-aliasing makes an even stronger impression, and no wonder: by clever gradations of colour it "fills" jagged edges completely. This makes the channel's pixel count almost irrelevant, giving the finished image the "infinity resolution" look of a TV picture.

In one sense the 500-IT really is an infinity resolution device. Every 50th of a second, the projector's electron gun has a chunk of spare time left after drawing the raster image—the pixel stream also moved so far, that is, it uses this spare time to draw those 1000 lights mentioned earlier, plotting them on the screen vector style. Because Ray's company is independent of the raster display, these "colligraphic" lights are both accurately positioned and on-sharp.

All of this would put the 500-IT a long, long way ahead of current home machines, but it hangs up and probably lets it apart from conceivable ones too. No matter what high-resolution monitor you buy now, no matter what happens in TV standards in the foreseeable future, you'll only ever get an image on a screen. The 500-IT's image, on the other hand is behind the screen, focused at infinity. You don't look at the screen but through it, out into wide open skies and across sweeping landscapes. It's not true binocular 3D, but the difference is almost insignificant. Even though the screen of Redifusion's Farnborough demonstrator model was only 60" away from the viewing point, the image looked into deep.

Though a military SP-9 system would set you back something like £7 million, there's still a pay-off for home users. It's only the total reaction of dedicated hardware that has pushed home simulators this far, and there's no reason why the technology transfer shouldn't continue. With custom silicon falling in price the whole time, light wars featuring and anti-aliasing could be showing up on home screens in the not too distant future—and that's too worth waiting for!



The SP-9's big brother, the P54, is about as thick as a television set. This pair of 100 Mega Watt speakers (left) fire the Blue World precision beam landing on the US8 flight.



A pair SP-9 generators (left) create the main canopy of Farnborough International airport from within the clarity of the colligraphic lights. (Inset) Another SP-9 simulation of the Blue World, this time in the form of a Farnborough (below) the same scene.

## STARS AT FARNBOROUGH



Boeing B747-400 Farnborough—star of Farnborough, undoubtedly in Farnborough, and was extremely impressive aircraft in the field. If the authors of Flight ever had the writing a flight one, there's not the perfect material here!



General Dynamics F-16—also known as the Falcon, Fighting Falcon or Falconer, and the F-16 is just about the most beloved plane ever. Spectrum Analysis here follows. (Inset) and see that's not the only one for company in the Farnborough market.



McDonnell Douglas F-15—star of Farnborough's F-15-15 intercepter also gets a supporting role in Farnborough's air, but the next light-bomber's still in the F-15's shadow.



pilot training equipment, you'll need a pretty sizable budget. Give me the days when a few Tiger Moths and a biplane could talk miles into one. Modern jet trainers aren't as very costly things, and not only is buy maintenance it expensive, but fuel is in terms of the flying time it takes you.

Increasingly, jet trainers are having to simulate a lot of ways of cutting costs. Simulators are available now at the low end, cost less to run and can set up envelope or weather conditions not easily achievable in training jets. Unfortunately state-of-the-art simulators can cost millions of pounds, so they're by no means a budget-buster alternative.

The thinking behind the ASAT is simple. Conventional simulators have concentrated on giving trainee pilots a wide-angle view and giving visual cues so that they have the maximum possible information to steering tasks like landing approaches or close-range air combat. The high prices, expensive hardware needed here may be cheap compared to a real aircraft, but - the reasoning goes - it's simply unnecessary for most classes of pilot training.

#### PRE-MISSION

Take the following scenario for example: you're ordered to intercept and engage incoming enemy aircraft. You climb to a height of 10,000 ft or so, and ahead of you the horizon shows up on your radar screen. There's still 40 miles through though, so even if you're heading straight for each other of maximum speed, you'd at least a minute flying time apart. What do you do now?

This phase of a mission, known as pre-mission or 1000 Military Power (before combat) is crucial. It's a time when the pilots get a good idea of to find tracking instruments, prepare weapons systems and positioning the aircraft to to gain a tactical advantage. It's also a time when visual cues are not as all-round 'view out of your side view.' Why spend 10 million on a heads-out-the-window view, when the trainee will be head-down most of the time anyway?

#### FEEDBACK

As far as Alcock has ever concerned, the ASAT could make a great deal more than just cockpit recognition of the game's actual. There's a very real prospect of 3DASAT features carrying across into the home game. We'll certainly need back-carrying built non-essential, claimed spec-

trials Hobbykit start Gilman, Lewis.

For starters, the ASAT software is made to be substituted for F-16 and MIG 29L stations. With luck we'll see 3D-controlled Apache helicopter and A-10 tankbuster jets (these being the same incident as a by-product of ASAT and judging by trade instead of Fortborough it probably won't) and there. With the glasscockpit settings ASAT offers over conventional training hardware, we could well be treated to Mirage 2000s and Chinookan Tiger Shrike in due course. 'We know, we may get even 3D-3D MIG instead.

Another feedback feature - and one especially close to our hearts here at ACE - is re-writing. Though Alcock is only a two-player game of most, prototype multi-play-

er versions already exist. Not slow to see the potential here, Sparrow Hobbykit are already in negotiations with two US online systems with a view to setting up a large-scale Palace network. General Electric GE90 engines already had something similar in the form of Air Warrior, but the latest net software there is strictly after-league in comparison.

Gilman Lewis took going online as a natural extension of Alcock's original design ideas. Our main aim was to provide feedback with a lot of users. We wanted money pilots who didn't just fly along waiting for you to shoot them down, but come after you using realistic tactics. That way it's like real life combat flying: you feel like you're going to die. With human opponents it's even better! ■

## AN ASAT MISSION

You're sitting in a cockpit of an F-16 cockpit. In front of you is the forward cockpit and HUD (Head Up Display) view, below that is the 1000 Military Power (Warning Receiver) screen and down below you know it's your radar scope. On your right hand side is the player's side view - the equivalent of an old-fashioned joystick - while to your left is the throttle control. (These are real F-16 controls shipped over specially to the Fortborough ASAT team, and they don't disturb the rest of the hardware with ease.)

Before you even try taking off, you'll need a bit of lesson in 'cockpitting'. Because your hands will normally rest on the stick and throttle, the most important controls (namely weapons) are grouped here - but do you know which one's which? Not more important, will you remember in the heat of battle? Co-ordinating the different controls as you climb will engage the enemy - playing the position in F-16 using - is a tough job.

Now you're ready to go, pushing the throttle past 100%, Military Power until the altimeters are fully on. 'Watch the HUD,' says Palace master Gilman Lewis. 'As you reach 100 kts, pull back on the stick. You may find it easier to use the trim control. easing back on the trim using your right thumb - the controls on top of the stick - you pull clear of the runway.'

#### AIRBORNE

You hit your speed (see to 100 kts), and then pull into a 30 degree climb until you've reached 10,000 ft or so. 'That's good, now it's to bring the nose down,' you should be looking on one wingtip and sure enough, the nose dips into the horizon. 'We're not just push the stick forward? No, you don't want to do that. You'll pull negative g's, and that's very uncomfortable,' explains Phil Hendry of Parasparrow. 'By pulling out, you keep positive g's on you the whole time.' The man knows what he's talking about. With 7,000 flying hours on his belt - and his MIG is his pride, come to that - he ought to.

The MIG are already visible on your 1000 screen as you slide the throttle back to idle, and then forward again to 100% Military Power. There are three of them off to the southeast and behind you, closing fast. You don't know it yet but they're all MIG 29L, the world news ASAT has to offer. You throw the plane on one wingtip again and pull back on the stick, aiming toward to face the enemy. 'Drop those as you go,' advises Gilman Lewis. 'That's all thanks to the defensive weapons button, and pull back, right? Keep dropping them till you're facing the MIGs. Check new level off and speed 200knots.'

You shift your left thumb to the offensive weapons select, and push up. Your HUD switches accordingly to 4MIG mode - the US's powerful all-weather missile, the 'Cobra' night hawk - and you're ready for action. Your right thumb now features prominently past the stick-mounted throttle release button as the first of the 29s comes into view. And there you have it, pre-mission combat is a no-brainer.

The startling thing about this is how utterly realistic it is. The screen images have all been produced by a PC, running PalaceAT almost unmodified, but substitute the cockpit set-up and controls give ASAT a real air of reality - like a hi-down cockpit machine only more so. There are no hydraulics to simulate water on ASAT, but Phil Hendry's warning about negative G forces doesn't seem at all out of place. You take it at face value: this is serious stuff, and after a few MIG missions you'd feel like you've really been through the wringer.



Gilman Lewis, author of ASAT, poses for ACE's camera in front of the Parasparrow ASAT cockpit. Currently flying in the Museum of Tomorrow, Alcock is experienced flying on pilot Phil Hendry.



Sparrow Fighter aircraft. The new conventional fighter under development in the US, West Germany, Spain and Italy. The ACE web appears to mark us here at Fortborough.

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Screenshot on PC



Screenshot on PS2

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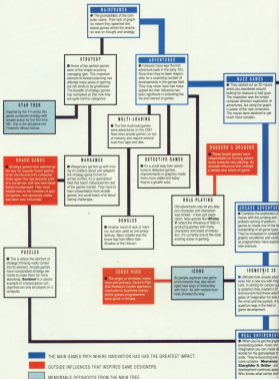
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# THE GREAT GAMES EVOLUTIONARY TREE



THE MAIN GAMES PATH WHERE INNOVATION HAS HAD THE GREATEST IMPACT.

OUTSIDE INFLUENCES THAT INSPIRED GAME DESIGNERS.

MEMORABLE OFFSHOOTS FROM THE MAIN TREE.

## FINALE

The machines got along well after the release. However, only one video game made any **Pong** is **breakable**. The computer is broken and the ball is lost.

## FOOD

The concept of videogames, consisting of just a ball and two bats, were your first spillover, a computer equivalent, for player action, learning balls and instantaneous addition. The wonder it was, it anticipated the explosion of development in arcade games.

## ARCADE

The triumph of video games where hand-eye coordination is king. Here we had first ever device specifically for playing games and not controlling them as in Atari-style. It's also where graphics and sound came and their importance has increased ever since.

## COMPUTER SPACE

The first ever arcade machine, **Pong**, from you had the machine against the alien. It provides temporary dead-end but clearly influenced the later development of **Atari**. This required line of development has been responsible for some of the biggest jumps in concepts.

## SLIGHT HIND

Commercial light videogames have always affected the development of games through the space for realism. Other simulations like submarine and space have resulted. The problem has always been getting enough processing power to have realism and gameplay.

## PICTURE

One the first four games and long - you've got **Pong**. The change of perspective was needed in many later games, but it all comes.

## DRAGON

Block up the side of a **Pong** screen, being in a field of white and black you have it, one of the most addictive games ever. You can't begin with a game where dragons were all long years in years after the original arcade game came out. A bunch of dragons and a dragon's breath.

## SPORTS

**Pong** was a simple variant of tennis. As graphics became more sophisticated other sports were also responsible for mapping being invented - but that was just one of those off-the-wall concepts that brought games interesting.

## MULTI-PLAYER

It started with **tennis** in **pong** and has been increasing in number ever since. The winning step is multi-games played in modern with hundreds of players.

## VIDEO

The distribution of game playing was at its most popular in the early days. You could draw and most games played and easily transported between games like **Atari** and **Commodore** and several like **the Atari** and **Sharp** that was it - there was even bigger.

## COOL

The 2D videogame graphics were the first in reality, more sophisticated but the development of vector graphics displays.

## LIGHT-NIGHT

Turn the lights into a ball and make from music. Take away the ball and give the ball a new one. **Breakdown** from **Space Invaders**.

## BORING BALLS

Bouncing balls have always been a favorite and program more easy being really simple to learn, but it doesn't seem to be leading anywhere.

## SOFT-ON-OPS

A rearrangement of game forms out of the same for one-to-one competition. They're a little more game development but have led to many game types, incorporating central elements. One of the game markets (game) fields, they're become popular over the development.

## ONLINE

Take vectors and fill the space between the lines and you have a great first in generation. Improved hardware and programming enabled the development. It's the massive growth across the 1980 machines, incorporating all game styles into the graphic techniques.

## FLIGHT

Mapping the scene to get up the scene. **Dragon** and **Dragon** were the first. They had air waves and turned them into compression through computers. Different scripts, records were expanded gaming - what else was there to do. The real world is expanding?

## HORIZONTAL SCROLLING

**Atari** has got it to be to control. For **Dragon** and **Dragon** made the expansion through computers and a few developments in other techniques helped produced a game that has influenced every other game since.

## VERTICAL SCROLLING

Some might speak that the idea of not just thinking through the idea of **pong** but being through them in a way. One again it was graphics but because of the software is continued. **Dragon** and **Dragon** were the first.

## LICENSES

The first ever official license was a program game called **Dragon**. **Dragon** and **Dragon** had been made before it (game) games, but this was the first where consent was given. It has created one of the first licenses since for games but brought life to the way of game production.

## PICTURE

It's still in the industry some companies really respect the the real world. The future of realistic license suggests this may be another real end.

## TELEVISION

TV shows have been popular for a long time, mostly for sports. Shows were the first and television is being set on a computer.

## COIN-OPS

The first in America has been electronic. However, using computers is really an effort to affect other than graphics but it's going to be hard to copy.

## PARADISE

The quest for better-quality programs has been a long one and will not stop. Responsible for the release of most "real" games and their derivatives.

## VIDEO

Games like the **Fourth Dimension** have demonstrated what can be done using a basic for computers, but it's always underdeveloped side of things.

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From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling arcade thriller throws you deep into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim ... Guerrilla War is the reason!



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# SCREEN TEST

The postal strike did its best to stop all those gorgeous games getting through to us. However, by hook or by crook – but mostly by courier – everything got here.

The star performers are two updates – one of which is all of four years old in its original form. *Elite* has been giving gamers sleepless nights for all that time and now it's going to do the same for ST owners. *EGA Falcon* on the PC takes combat flight aims to new heights of realism. It's so good that it's even got the approval of the Pentagon, who are using it in fighter pilot training.

There's a plethora of hot new games as well. *Heroes of the Lance* marks the start of the official *Advanced Dungeons and Dragons* games. If its surrealism you're after then check two sizzling new releases from Imageworks – *Speedball* and *Fox Fights Back*. *Speedball* is a future sport dreamed up and programmed by the Bitmap Brothers, while *Foxes* is a story of a put-upon fox who turns into a woodland fiend.

Then of course there's *Aed Storm Rising*, a cracking sub sim; Andrew Braybrook's latest, *Intensity*; plus *Soldier of Fortune*. If this keeps up we'll have to double the size of Screen Test when the post comes through again.



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## THE RATINGS

### HOW they're calculated...

If you buy a game, how much enjoyment will you get out of it, and for how long? And check out our revolutionary PC (Personal Interest Curve) for the full story.



When a game starts high on the curve, and then levels off as you lose interest, powerful points games rise into the zone of the curve for months – but the moment you realise that they're coming down, computer strategy games rise more low at first – but climb up the scale as you begin to appreciate the scope of the gameplay. And as for the tanks – they start low, stay low, and have neither to get lost down, then down.

Once you've seen how long the game can hold your attention, all you need to game it is the internal AGE RATING. This is calculated according to the area under the PC. The bigger it is, the better the game. Add to that our definitive ratings for 16 Factor – to give your brain cells a workout and Fun Factor – a measure of instant appeal and while-

ation as you dive into the game. And, of course, we rate the graphics and audio-related too. So EVERY feature is game's available to.

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

The AGE rating team covers a broad spectrum of computer entertainment (and, like Wilson – AGE's resident technical wizard – is an hands with a great sense of it) as well as hardware. And Smith wouldn't know hardware from a hole in the ground, but can wipe the floor with any number of plans. And Linton prefers to reason with plans – then shoot them. Bob (aka the Personal Game Games, Zaphn and Internal factors) has played more computer games than any sane person could do. Bob Stone (aka the PC) and formerly columnist for magazines ranging from Zap! to Your Sinclair) and you're 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 one then do we decide who's to see final responsibility for getting our names into print. What follows, then, isn't just a collection of casual comments, but the definitive AGE verdict on the month's software. We've checked it out – now you can too.

999  
AGE RATED

**DUNGEONS**

and Dragons has been mightily popular in its board game form. Many other attempts at role-playing games have also appeared, notably *Dungeons Master* and the classic series, *Heroes*, but it's the list of the latest: *Advanced Dungeons & Dragons* games - giving it quite a pedigree to live up to.

The first thing that has to be said is that the hell really is role-playing game RPGs. There are strong role-playing elements, but the emphasis is on simulated tactical action. You control a team of eight characters who have to venture into the ruins of *Tek Towers* to retrieve the *Dials of Interdial*. The dials are guarded by a dragon called *Kharoth*. Before you get to deal with him though there's a lot of exploring and treasure-hunting to do.

Your party of eight has many different and essential skills that are needed on the journey. *Healer* is a mage and has some very helpful spells when dealing with monsters. *Defender* also has magical powers, most importantly his ability to resurrect other characters and cure wounds. The rest of the team have no particular special powers but are skilled in different types of fighting.



When *Dungeons* is one of the first few characters you can access the *Character Skill* spells. Here you're about to use the one critical magical spell on the *Interdial* character file.



The party has taken some losses which won't be easy to recover from. But to the right of the leader, *Warrior* is a party effect that lets you to a new location in the game. To the right of that is the body of one of your companions. If you leave him then the gray picture at the bottom right of the display will become a question mark and you'll have to take it as a warning.

For fighting at a distance the team comes down, a spear, one and sling. For close combat they mostly use swords, but those armed with just stabs are more vulnerable to attack. The ranged weapons are useful for avoiding taking any damage, but they are limited in their ammo supply and therefore need to be used sparingly.

The party is split into two groups of four. On the screen you will always see just one level character, but the first two characters will take damage in any fighting. You also need to have magic users in the first two if you want to be able to use their skills in battle.

Character wrapping, spell selection, object manipulation and saving the game are all handled from a menu system. When this is called up it pauses the action - very handy for switching the lead character around and casting spells in the middle of a fight. The items that can be picked up include scrolls to provide extra spells, potions for healing and additional strength, replacement quarters of armor and bonuses to casting in at the end of the game.

The monsters you encounter vary in their attack patterns and effect. Dragons and

# HEROES OF THE LANCE

SSI hook and slash the monsters

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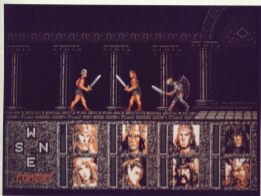
**ATARI ST VERSION**

The characters and enemies are excellent. The background scenery is atmospheric, but it's also rather dull. There may be subtle hints that have resolution and more colour. The key lights are all good sound effects - 'spit' and 'clink'. There are no music opportunities though. The only annoying thing you'll find is that the game saves automatically, so a certain amount of hopping is required. Fortunately this is really between games rather than during them.

GRAPHICS: 7 IN FACTOR: 8  
 SOUND: 4 FUN FACTOR: 8  
 ACE RATING: 8.4



The *Black Dragon* on the left is a real pain because he can shoot missiles at you. It's well worth taking him out though. In order to get to the coloured picture and game on the screen to the right.



It just takes to get to the sword on the left of the screen, grab out all of the other things or large stone blocks on the way.



Now the player is now looking at the party, which has lost the members after an attack by a Black Wizard on the left of the screen. The characters can still be resurrected if they're, but the other characters are lying by them.



If you can find the dagger, you'll find it will have the strength of all your characters.

(Above) There's got a problem here because monsters are coming in from both sides - a man from the left and a Black Wizard from the right.

(Right) The eight players have to be grouped so that they can inflict the most damage on the enemy. The top four characters take damage in a fight, the one at the top left is actually chosen as the winner.

Scott Dissonata can be the most dangerous because they have ranged weapons which can inflict great damage on you. When dealing with them it's best to either run away or take them out quick. Beware too of using too much magic when fighting these guys, because you'll need it for more important things later.

Trills can also be a pain because when they get up close they can give you a terrible monster. The rest of the opponents like the two, giant apes, spectral mages, gully clerics and wraiths shouldn't cause many problems if you've got a decent wizard, but be careful when they come near-overhead. If it doubt run away - it's easier you don't lose characters or use too much magic getting them nearby again.

As you explore the ruins there are several crucial things to watch out for. Keys in the form are the worst - fall down those and you will lose the lead character and all their possessions because you can't get the body back. Missing is essential, because not only do you need to find objects quickly, but there are traps which have to be avoided and they're always in the same place.



The control system is very simple indeed, making close and ranged combat very simple. The menu system is well organized too. It's accessed by a single keypress and you go straight back into the action ready to fight. The game looks and is being tested as Dungeon Master but it has much more to offer. The role-playing aspect was definitely an improvement upon its future releases, but it's an impressive start for official AD & D games.

• [The Web](#)



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LET'S GET IT

**GUNG-HO** (you will be surprised at the "Green" line) if killing on his own because my resemblance to the original is pretty hard to see. A multi-loader, the game comes in three very different versions all centered around repeating some really nice features. Additionally, including a non-sports by its nature, and allowing instead try a pretty hard to find too.

Section 1 is an arcade adventure set in a multi-level underground complex of corridors and steel rooms. Your task here is to find the components of a bomb, by collecting computer maze cards and solving puzzles.

The gameplay is similar to the point of click - kill class, collect useful items and solve mazes - but a 3D console view provides a little interest. Unfortunately it also makes

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304 - Trudging across the wastelands of Section 2 is just prep, you'll have to wait out for these other holes!

# THE VINDICATOR

IMAGINE the carnage!

seemingly extremely difficult, and confusing. The view direction shifting to disorientate you every time you turn a corner. You'll have to make a map, but that's difficult too.

An arcade adventure game, it is rather odd that how easy the clues are to kill voices from one room to another, but the toughest of them are sure too tough. The maze is true of the computer puzzle, which turns out simply to be a program of light-wave or like waves. Dates, to that you only need address is like the atmosphere in the complex is hard, so you'll have to encourage your skills of "try-gue" (maybe if you want to keep breathing). (Remember: Master Boy?)

In the so-called, Complete the bomb and you'll be given an access code to section 2 - which has nothing whatever to do with the game in the. According to the manual, you're now feeling your way through to the alien landscape. This translates as a velocity mowing (shootings), and a rather dull one at



303ING - In the corridors of Section 1, you'll have to find out if you don't want to lose your life!



304 - Section 2's tunnels are packed with enemies like these: too packed, if you'll notice.

## CBI VERSION

Of your interest: more money, say in section 1, but the overall rating was a way to show nothing more and get on the other hand in section 1 (don't say, and the probably about water (you don't get a bonus 1).

GRAPHICS 5 IS FACTOR 4  
 AUDIO 3 FUN FACTOR 1  
 ACE RATING 600

## SPECTRUM VERSION

Opposite to interest of, the version does it best before you're getting a score 1 - but there's still to appear together, and so on to the next section (number).

GRAPHICS 5 IS FACTOR 4  
 AUDIO 3 FUN FACTOR 1  
 ACE RATING 535

foot. It's got an unusual two-page structure - by over the landscape it is a number to refer things up, and then battle your way through it a gun-firing jeep - but this fails to elevate it above budget standard.

The budget composition is also strongly suggested by the third and final scenes, set deep in the wastelands of the alien life. A side-way-scrolling arrangement of corridors and pits, the HD is a warning with some of created length. You can duck or jump to dodge their shots, but as ever the only real solution is to keep blending. As with various fans, the difficulty is having less a hand up rather too high for control. It's an unimpressive slog, short on depth and long on unnecessary deaths.

An odd mix-match of game styles, this one would have a job appearing strongly to only one type of games player. Section 1 is steady in mopping built-in - and a bit in the repetitive side events for them - while sections 2 and 3 are slow, unimpressive action fare.

Andy Wilson

## PREDICTED INTEREST CURVE



Multiple sections are not suitable for with grouping.

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# GLOBAL DEFENSE

SEGA's Star Wars program

**EARTH'S** under attack from space ports where again - will they never learn? - so it's time to launch the Global Defense Satellite and stop the waves of enemy missiles and satellites from raining down on our green and pleasant planet.

The game breaks down into two halves: offensive and defensive. During the offensive half you control the satellite, viewed side-on, and have to shoot on sight at the missiles and satellites as you rise as they scroll down

screen to hit. The shooting involves the old Missile-Command system, i.e. you move a light cannon and press fire and the shell takes a fraction of a second to reach the target. This means you have to lead the shot - simply fire at where you think the target will be, allowing for its speed and direction of travel.

The second stage of the game has you trying to shoot down several waves of missiles as they descend from the top of the screen. Do this without letting too many missiles through and you can progress to the next stage, which is not more of the same.

Controlling the satellite can be tricky - you have to use the two fire buttons. Pressing and holding the first fire button gives you direct control of the satellite, so you can manoeuvre around and avoid anything that's on a collision course with you. The second fire button allows you to leave the thing right round.

Global Defense is a good fun to play but it's standard arcade fare and falls in the falling interest department. You'll enjoy having a good beat every now and then, but it won't grip you or keep you enthralled for long spells of time.

Andy Smith



Using the offensive half. Shooting these missiles before they get a chance to do any damage.

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SEGA VERSION			
The graphics are as expected, good, though it isn't. The graphics are not forward-looking and it's a bit boring to play for long periods.			
GRAPHICS	8	SO FACTOR	1
AUDIO	2	FUN FACTOR	8
AGE RATING: 8/10			



## 1943

GO! fly a kite

**P38s** are starting service to the American forces during 1943, and now your chance to pilot one and take on the might of the Japanese navy and air force in the battle for Midway.

Not surprisingly, this game is the sequel to that other highly successful coin-op, 1942. As such it's - not surprisingly - very similar to the earlier game. You're got to pilot your plane through an increasingly difficult stage of vertically scrolling shoot-'em-up action. The enemy speediest part of the time

attacking you is zero-planes, but the occasional battleship makes an appearance and will use its gun barrels to try and land you out of the sky.

Again, not surprisingly, the game offers you some extra weapons - so - to pick up. Simply destroy certain waves of zero-planes and the last one becomes a P38F (instead of a P38). Flip over the joystick and you 'hit water' is represented a little making sure that the enemy chasing the plane start to die on sight. It simply reduces a shell at the side of the screen. When the water runs out, it's game over! The coin shoot the joystick to cycle through the extra weapons and pick up which ever one takes your fancy. The extra weapons include three-way shots and extra-large bullets, both of which make your life a little easier. After a few goes though, you'll soon discover that staying alive isn't too difficult if you keep your kite topped up. In two-player mode you'll probably see everything the game has to offer during the first sitting. This means you'll soon get bored of playing the thing and will be looking for a new challenge.

Andy Smith

SPECTRUM VERSION			
The graphics are good, but it's a pity to see the buttons most of the time. The game's fun to play but the lack of challenge means you'll soon be looking for something tougher.			
GRAPHICS	7	SO FACTOR	1
AUDIO	4	FUN FACTOR	8
AGE RATING: 8/10			

RELEASE BOX			
SEGA	1985c	1985c	OUT NOW
AMS	1985c	1985c	IMMAYNT
CHATEL	1985c	1985c	IMMAYNT
STAR 87	1985c		IMMAYNT
AMIGA	Price unknown		IMMAYNT



Just stay close to the water and you'll be able to get a P38F.

**THE** Russians are coming! Or so Microsoft and Tom Clancy would have it believe. This submarine warfare simulation is set in the future during World War III, and is based on the Clancy novel *Red Storm Rising*. You play the part of a submarine captain operating in the Norwegian Sea.

Submarine technology has come a long way since WWI (which was the setting for Microsoft's last submarine simulation, *Steel Dawn*). In those days, the sub wasn't nuclear-powered, didn't have such advanced weapons and certainly didn't have sophisticated on-board computers. Nowadays, modern submarines have all these things, but of course the methods for detecting subs have also improved.

*Red Storm Rising* features several scenarios, including training missions and the full blown campaign. It also has several difficulty levels and out-of-board boards such as ice packs to contend with. A submarine is only effective when it can strike unseen and so the emphasis is the game's



(LEFT) KROKHIN (here in a 1983 scenario, and here just made contact) with a group of Russian ships, including a baby Soviet carrier (SST) This display shows the water temperature, which affects the efficiency of your torps.

# RED STORM RISING

MICROPROSE run deep

to make silent strikes against enemy targets and then escape before they can locate and sink you. The weapons you have to master of the enemy include wire-guided torpedoes and Russian missiles.

That sophisticated on-board computer not only often advises you what to do, it also keeps you informed of things like thermal layers (which play an important part in the efficiency of your torps). Unlike most submarine simulations where you have perspective and seeing lower views of the sea stretching out before you, the sides, *Red Storm Rising* concentrates on a 1000 display of everything that's happening around you—radars, subs, and SSTs. It's not as if you're more, they can follow their quarry at considerable speeds while remaining in relative safety in deep water. The skill levels in the game allow you to cut your teeth on scenarios in which the enemy may be at you, but their torpedoes etc. don't have warheads, to simulate when a single hit is likely to sink you.

Once you've played a few scenarios (which start with you hunting just one submarine against the enemy) - and you know not only how to handle the ship, but also how to evade undetected and drop torpedoes effectively should you become detected - you'll want to play the full campaign. Here you'll receive various missions, must discern



More loaded and ready to fire.



the enemy's intentions and decide which are your objectives and try to manoeuvre into an attacking position.

*Red Storm Rising* not only gives the player a great scenario, but a great insight into just how complicated and tactical modern submarine warfare can be. It's not an easy game to get into, because there's so much to digest. The manual does a good job of making you into the game and it's not long before you're holding your breath while you wait to see if the torps you dropped will hit that torpedo boat locked onto your tail. If you're played and enjoyed *Steel Dawn*, you'll find *Red Storm Rising* enough to take a hard look at and if you've never played a submarine simulation, you'll be hard pushed to find one as enjoyable as this.

Andy Gault



You're Good! You've been a rough  
week. You need a vacation and  
not some job too.

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holiday. It's a time to  
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"good" person. And they  
know it. They know it. They  
know it. They know it.

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"good" job. There's only a  
"good" person. And they  
know it. They know it. They  
know it. They know it.

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# SPEEDBALL

A whole new ballgame from IMAGEWORKS

**STEEL** balls throb straight at you are bound to test if it's a good job you've got plenty of body camera to protect yourself.

Arcade shooters up from level anyone who caught TV's *Get Back* on a Saturday morning will doubtless remember Jason from Melbourne House. That ill gene was written by those enigmatic liturg brothers, and this is their latest game. *Speedball* set in the future and looks not unlike *Iron-on-the-ball* - but it is in fact a full body contact sport played between two five-man teams inside a rectangular steel clad arena, with a goal mouth at each end.

The idea of the game's simple enough -

throw the steel ball into the opponent's goal as often as you can before the time runs out. Before you start the game - you can play against the computer or a friend in either a localised tournament or in a league - you can choose which team you'd like to be from a group of three. These will all have varying amounts of speed, strength and power

RELEASE BOX		
ATARI ST	£19.995	OUT NOW
AMIGA	£19.995	IMMINENT
IBM PC	£19.995	IMMINENT



The red team have just kicked the ball down field towards the green goalmouth.

downgrades.

Make your selection and you're into the game. A launcher appears in the center of the playing field and the ball is in a random direction. The launcher disappears and you then control the player from either its possession, or it is moved to the ball - the player is highlighted with four arrows. Once you have the ball, you can either run with it or throw it to another member of your team. Should you elect to throw it, you can either

# ELITE

UPDATE SPECIAL

ATARI ST ■ Firebird C24.9566

**FROM** years have elapsed since the first Cyber Mic III blasted out of a space station on the BBC video. Since then the spaceways have been packed with games, movies and beauty trailers concerning futuristic and alienating the castings, as they have gleam-

ing smoke ships into space debris.

The test of time is particularly severe on computer games - but your old titles don't because so many people's top tens. Playing *Elite* again after a long time away from it is a very odd experience. Instantly you feel let

down through the fact how gained because there's little time about it. However, after a while the old addiction starts coming back. Before you know it, you're totally absorbed in piloted battle and spend half the night looking your way through the universe. *Elite* Elite players will certainly love it, but anyone new to it is probably wondering what all the fuss is about.

It's a mix between sipping and frothing, set in a universe of 2000 planets. Your task is very simple - survive and make money. In order to survive you're going to have to fight off some of the nastiest space pilots the side



A *Elite* Ballerina scans your front. Obviously, a perfect target for one of the two missiles indicated in the bottom left of the display panel.



That's one *Elite* planet that won't be any more healthy. In the middle of the explosion you can see two cargo pods which can be collected if you've got a fuel tank.

## ATARI ST VERSION

The graphics are up to the mark, the ship taking control as you diggles are there. Being out there is best only have had an Atari ST as it improves a variety of games. The sound is very disappointing - a waste of money if the *Elite* Double version has affected them in any way.

GRAPHICS ■ HD FACTOR ■  
 SOUND ■ FUN FACTOR ■

ACE RATING 50%

be the ball, keep your finger on the fire button for approximately one second or make a slight throw to quick hit-on the fire button.

Getting the ball is the last place you can try, though, as you have to perform either a sliding tackle on an opponent, or just punch him. What moves your opponent plays makes a dependent on what situation he is in. A running player will perform a sliding tackle on another player, whereas a stationary player will punch. A running player that has the ball trying directly overhead will not do either of those, but will loop-upwards-and-stab it.

As well as having the opposing team to contend with, large dome structures are present on the field. They are situated in convenient places for each match, so it's no good leaving your way round industrial zones. Running over these domes is no problem, but if you think a ball over one it will be deflected. This can cause problems if you're on control.

Items appear in the game from time to time. The items are of two varieties. Letter items, once collected, give you immediate

benefits such as increasing your stamina, making you invulnerable to tackles for a few seconds, giving you a chance to drop and freezing your opponents in the spot for a few seconds. Spinning letters, once collected, can be traded in at the end of the game to raise your status or power.

Specialized balls and plays exist, and the referee's list and fairness. It takes a while to get used to moving the ball around and handling other players effectively, but once that's over you're in for some long playing sessions.

—Andy Smith

#### ATARI ST VERSION

The things you can see if you like to guess, and such go on. The graphics are quite nice, and the thought put in the story goes. The Atari version has a lot of extra features, but not too many, and it adds a lot of fun to the game, making it even better.

GRAPHICS: 4 IS FACTOR: 4  
AGE: 7 FUN FACTOR: 4  
ACE RATING: 834



Real still have it and look to be in a scoring position.

#### PREDICTED INTEREST CURVE



The great day isn't equipped with 300, so that's about it. You're thinking it is going to take it into an exact area.



The description of the great features shows it's a good place to make that or what, so it's really interesting. It's a nice good spot to try something with the high-tech items.



of the show. Realistic. To make money you'll have to be a savvy trader and even double in some cheap costs.

For a Cyber Me II - all the ships are named after cities - which is totally ill-equipped with just a week later and three minutes. You're also only got 100 credits to your name. From these limited beginnings you've got to make piles of cash in order to buy better equipment for the ship. You can trade in any of 18 items, buying low and selling high. The prices fluctuate between planets, depending on what type of economy they have. Rich industrial planets will pay well for food, while you can reap a crop of shiny, or willing computers in poor agricultural ones.

Other types of goods are required at industrial or mining planets and for all of them are legal. There's a game, done at night, and your legal status will affect the abilities of police-type ships.

In order to trade successfully you're got to be able to get from one planet-to-planet space station to another. After landing up and leaving the space station you can quickly select a planet. Levels in range from the level map - selling up details on the planet and its inhabitants if needed. Then you're prepared to it. Once there you head for the planet and the space station appears on the scanner and you can dock with it.

Trading isn't easy, but surviving that far is even tougher. Depending on the sort of planet you've jumped to you may encounter powerful traders, bounty hunters, pirates or even the dreaded Thorpids. Initially most of them will have superior weapons systems to

you, so the only way to stay alive is to call in or outrun them. It's impossible to avoid combat entirely, and besides, it's your only way of improving your intel-to-earn rating. The more kills you get, the higher you go rated.

The equipment you can buy includes more powerful items, a larger cargo bay, but except for collecting cargo in space, all energy (except bombs, docking computers, escape pods and other helpful devices. Mostly selling devices like military lasers can go to get you back 6000 credits and a genetic hypervisor for logging between planets, 8000 credits.

The range of ships is excellent and everybody has a favorite they like to head to kingdom come. The computers don't add anything much to what has gone before, with just a few additions and alterations here and there. The basic format is not too nice - and as wonderful as it is, it's got much more competition. There's also no longer looks leading edge in terms of gameplay or programming, but it still has the standard addictive ingredients of a great game.

—Dip Nook

#### PREDICTED INTEREST CURVE



This is the overall commodities trading screen. The bar and the numbers (lower one, left-hand) and above them's a play of them, but will you carry on? (Right) carry!

# FALCON AT

**UPDATE SPECIAL**
**IBM PC • Microsoft/Spectrum Holobyte £24.99 - on 3.5" and 5.25" disks**

**FOR** a long time now this has been the low light side of giddy action fare, a game that caters to the hard-boiled end of things: what P.O. D. Inspector does for the lot of heart-pulse you is the past test.

The game's based on the P-19 Falcon, an American fighter-bomber very much in the simulation league of the moment. By choosing different modes you can vary the accuracy of the simulation from unrealistic and geared to the north (the Luftwaffe) to highly realistic, so-called SAM battles (Colonel with enough room in the machine to



to comfortable compromise.

The wealth of modes available include dogfights, strategic bombing and air-to-air combat, but none of these are ever more than just bumping your tank up. Attention is still a fight, and weapons systems are based too closely on the real thing to always pointing-to-get-you-through.

There's a hefty accompanying manual and reading this is a must, but bookwork alone won't win the war. Expected practice is the easy thing: both build your skills up, and you'll still need to concentrate like crazy once you're level the ropes. The game's real depth isn't so far to see but is there all the same — as a Colonel you'll feel like the whole world is set against you — combined with a sense of realism that grips like a vice.

If you really want the best, experimentation can show everything happens in-house: a fusion of cockpit flying, the game delivers the graphics help too, or control.

• **Andy Wiler**



**LEFT** There's a hell of a lot ahead of you the moment your second mission is within double range.

**BELOW** Radar expanded, the big 'Y' across the HUD tells you that you're too close for a shot.

**BELOW** Using an outside view you watch as your Strikemaster airbase slowly shrinks off towards an enemy base.

**BELOW** Looking for weapons? Here's a list from an ECM pod. These are 'cheap' gear even when it's for use in air wars!



## EGA PC VERSION

In short, beautiful things give this one a big edge over its CGM cousin, but the screen still updates at a healthy rate. Doing this will not be the road to a perfect 100 in contemporary digital magazines. Never mind, it's worth to read.

**GRAPHICS** 9 **IQ FACTOR** 9  
**AVOID** 9 **FUN FACTOR** 7  
**AGE RATING** 9-15

## PREDICTED INTEREST CURVE



## FALCON'S PROGRESS

Through it's first few years as a 148.850z cartridge, Falcon is known in this country for its Macintosh and PC versions. As a result, its graphics had so far been complemented only by more or less expensive 'N' type graphics. Falcon AT marks a departure then with its bright, sharp, colorful displays — and there's an RT version in the wings to back up this new graphics-intensive approach.

To run Falcon AT you'll need a PC with VGA capability, a decent monitor and preferably a hard disk or large-capacity floppy drive. For most people in the UK, this means an Amstrad 1640 with EDO monitor and hard disk, a set-up that provides a very playable game. Of course, if you've got a high-speed 80286 or 80386 PC you can enjoy a rather faster game, but that's hardly necessary indeed: there's a built-in slowdown option just in case the game runs too fast for your liking!

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Screen shot from  
Quest 87 version



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**OLYMPIC** level's still with us if the number of recent sporting releases is anything to go by. These two games have been available on the CH for a long time, but only now have Spectrum and Amstrad owners had the chance to work up a sweat and/or in the sun.

So what have you got to compare with the Junior Games you like right now? Well, in the first, you have to judge when to jump the pole, when to take up and flip over the bar and then when to release the pole. This gives you the chance to show off your acrobatic prowess on the high diving board and the 4 x 400m relay requires good timing and team work if you're to be successful. The 100m dash is a good old-fashioned wobble-to-line event while the gymnastics event sees you routing over a horse. Best shooting

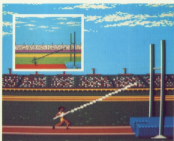
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4 goals for Gold, Silver, Bronze completion



**AMSTRAD** - By the way, the pole vaulting in Summer Games I (above) **SPECTRUM** - note the inferior graphics.

# SUMMER GAMES I + II

## Medal-ing with Epyx

#### SPECTRUM VERSION

The computer is not nearly good but the screen is great. It's almost always a medal game for these events, but it's all gone if you're a fan.

**GRAPHICS** 7 **IS FACTOR** 7

**GAME** 8 **TEAM FACTOR** 7

**AGE RATING** GRS

#### AMSTRAD VERSION

The game's not too bad but the screen is terrible. It's just not for active or casual players.

**GRAPHICS** 8 **IS FACTOR** 7

**GAME** 8 **TEAM FACTOR** 7

**AGE RATING** GRS

competition seems to appear on every sporting competition, how you shooting very appears from several different nations. For the final two events you're in the swimming pool for the freestyle relay and the 100m freestyle dash.

Summer Games II also gives you eight events. In the Triple Jump you hop, step and jump your way into a sprint. Bowling is a single scale rhythmic wiggling event. Kayaking has you on the water again, but this time going through a series of gates along the course. The Javelin event requires power and precision to win and the High Jump event requires the player to mentally select speed and the angle of jump. Perhaps next, where you have to pump and lunge against a series of opponents, while Curling has you rolling the crystal in a clockwise motion to simulate peeling. The final event is Showjumping



The equestrian event in Summer games II on the Spectrum.

(original for the disk, naturally).

Each event in the game can be selected individually, so you can practise the ones you're having difficulty with. Once you get good at the events you can take on some of your friends or the computer and start competing for these gold medals. Both Summer Games I and II offer little North regional, but it's all been done well.

Andy Smith

## GOLD, SILVER, BRONZE

So, how you going to get hold of these games? Well, coming soon from Epyx is a sporting completion that's almost guaranteed to have the words of any sport and fan. Gold, Silver, Bronze - as the completions called - includes both Summer Games I and II plus Winter Games. That makes some 25 events to compete in. In some people are going have other side while it's called joyrides (and probably Gold for the best future).



#### PREDICTED INTEREST CURVE



# SHANGHAI

SEGA make a lovely pair

**PATIENCE** games have always been an odd subject for computation, simply because you can usually get much better value from a pack of cards and a book on the subject. Which is evident about this one that made Acornware release home-based versions at it's two years back, and produced the Sega Master System cartridge now?

For starters, a pack of cards wouldn't get you very far here. The game's played with a



**Atari** - Shacked there are no gains among the machines they, so you'll have to start again.

set of Mah Jong tiles, shacked in an elaborate pattern. Your aim is to remove and draw tiles from the layout in matching pairs, until you've cleared the whole thing away. There being 144 tiles in a Mah Jong set, this is a simple proposition indeed.

Even if you're an avid Mah Jong fan, and have a set of tiles of the ready, you'll still find the computer version has the edge. The large, lightly pointed layout would take a long time to set up; hence, it's best to try to work with it, play. More to the point, the

electronic version of the game lets you replay deals which end up locked in play for a long time.

Although rather mechanical at first sight, the gameplay does prove definite demands on the brain. Each tile in a Mah Jong set matches three others, so you'll often be faced with a choice over which pair you form. As you get deeper into game strategy you'll start find that, though a pair is inevitable immediately, you'll want to save the tile reserved for use in different pairings, so as to extend others still locked into the layout. Some set-ups will take four or five attempts to solve, and a few won't be solved at all - but that's patience for you.

By term scathingly naive and tendentiously complex, Shanghai makes a satisfying change from all that blasting - but be warned, it's at least re-educative.

♦ Andy White

## RELEASE BOX

SEGA £19.95 OUT NOW

## SEGA VERSION

Graphics and sound are both well up to normal Sega standards, and the computer control system works well. A great all-time computer cartridge selection.

GRAPHICS: 4 ID FACTOR: 4  
SOUND: 3 PLAY FACTOR: 5

ACE RATING 796

## PREDICTED INTEREST CURVE



Good performance quality.

# ZOOM!

DISCOVERY re-paint an old master

**THOSE** of you not old enough to remember the last arcade explosion, when things like Rigger and Missile Command were the Atari/Intellivision and Out Run of their day, probably won't remember the game that inspired this little number.

Zoom has some fifty levels to it. Each level is made up of a rectangle of tiles, and you control a character who has to walk around the level over the junctions of the tiles. As you move around, you leave a trail marking where you've been, and as soon as a tile is completely surrounded by your trail, it changes colour. Manage to colour all the tiles and the level's complete and you move onto the next.

The levels are always rectangular but sometimes tiles are missing, forming single holes. Fortunately you can't fall into these holes, but you can fall into the round black holes that sometimes appear during the game. Other nasty things to avoid are the deadly lapping lip that chases you around. Clashed with these and other moving obstacles means one of you wins three times. Not all the levels kill you outright, some just make you slow down for a while - that can cause

obvious problems - and others hit more around making your trail and making you get that bit better. Things aren't all black, though - benefits appear frequently in various places on the level, and depending on what and you collect you can stop the routine for a short time, or you can drop a bomb for a really to run into (but the same effect, but only works for one really per bomb).

Zoom may have better graphics than the



**Atari** can afford to make it the dominant - yours only get so many to work.

other arcade versions, but the gameplay's just the same and offers a short while you'll find it becomes very dull. It may have been fun about eight years ago, but things have moved on since then.

♦ Andy White

## RELEASE BOX

AMIGA £19.95 OUT NOW

ATARI £7 £19.95 BRIGHT

## AMIGA VERSION

Going to give a piece of perspective about the substance of the old game. You'll have to get used to playing the game on a different machine you'll have to get used to it.

GRAPHICS: 4 ID FACTOR: 7  
SOUND: 5 PLAY FACTOR: 5

ACE RATING 820

## PREDICTED INTEREST CURVE



Good overall game play. Great overall out the interest.

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**HUNT** Killdeer are going to have a whole of a time playing this, as will anyone who enjoys sitting with the window (director's). Just like Peter Dinklage in *Network*, the fox is a mood as hell and lets you go to take any more. Armed to the teeth, he's going to get his own back on the blood-thirsty beagle and keep his totally hot as well.

Fox is fighting to be the most pleasant, tentatively scrolling wasteland. He hops over the ground and can take great leaps through the air. He's on the lookout for bits of food to take back to his den, where his mate waits - ready to start him if he returns empty-handed.

The scrolling levels are very big indeed and it's tough surviving the journey's course here. Fortunately these are underground worlds, but these aren't open until you've been through the entrance from further away-level home. These buttons can also provide a map from the center, but it's a shame bunny rabbits to keep you fed and healthy. As well as the obvious you-can-replenish energy by grabbing chickens from traps set by digging food to the den.

Food stamina is reduced when you run too far because that leaves you in for you or



Warm up on the hill with a pack of beagles before - for the moment you're safe.

# FOXX FIGHTS BACK

## Beagle blasting with IMAGEWORKS

the effects that make of these three of you. Instead it starts by the falling tongue on the screen - as it get too long and will also follow sharp ridges like caused by falling into water or slipping head first into a well.

The victory you'll come across most frequently are the beagles. They chase after you but die down from you. Therefore to catch up they require their speeds, speed past you and keep all eyes to attack you. It may sound odd but its funny and is accompanied by a new sound effect as the take-over beagle goes past you. Other costly hazards are the chickens that dive bomb, the squawks that throw exploding nuts and the moles leading holes.

What the opposition don't have is your

gun, which can deal lethal death on a large scale. At first you're only got a pistol, but more weapons and rapid firing weapons can be picked up the further you get in the game. The only trouble with this is that it doesn't get rid of the enemy permanently. They'll keep coming



Like all beagle worlds beagles die a better - not now...

more after waves of expendable wildlife at you. This means you're always got to be on the move through the danger zones - dodging, jumping and running.

As well as going underground you can keep out of trouble sometimes by running up and over hills. This is usually handy for keeping away from beagles. Instead of running and jumping landing everywhere because it's easy to keep straight into beagle colonies with walls or run step-long into a pool.

It's a bit of case between a scrolling shoot-em-up and a platform game - and it works quite well. Its pretty tough going but the play area and difficulty mean its going to test you to a long while. The humour and one-armed action also mean its got plenty of total attraction. Its not a classic by a long shot but its got plenty to get you going again.

• **Big Wide**

### RELEASE BOX

CD-ROM £19.99 £19.99 OUT NOW

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### CD-ROM VERSION

The exciting is impossible to put down. The graphics are brilliant and the music provides a great atmosphere. With the use of the mouse and keyboard effects are brought together in a breathtakingly beagle experience.

GRAPHICS 7 18 FACTOR 7

GAME 8 FUN FACTOR 7

AGE RATING 8-8



Head to the water for the fight for a piece of delicious food.

### PREDICTED INTEREST CURVE



**IS** there anything more boring than stocks and shares? Apart from stock-exchange consultancy, surely not! It doesn't help that the manual that comes with Big Bang is the size of a modest paperback.

All that said, the integrity between your own investment prices, currency exchange rates and market fluctuations would appear to be well-behaved for ordinary mortals.



Highly banky share prices have dropped since you bought, but what needs to be done to claw back those share values appears now, coming in, along with a predicted time to re-take those developments, highlighted in particular from Bond and Market in beginning to pay-off.

#### RELEASE BOX

IBM PC 100 disk OUT NOW

No other versions planned

# BIG BANG

## ZORTECH's sound investment

to follow. However, though, and you'll soon discover that the world of speculation and investment is - inevitably - utterly daunting.

Wall Street items come across on the full-edge of the bottom of the screen, but there are three currency prices - oil, gold and steel - to watch, as well as the relative strength of the world's three main currencies - the pound, dollar and yen. A third graph tells you the state of the share index price - a guide to the general state of the economy - which are the FT100 in the UK, the Dow Jones in the US and the Japan 100. Sometimes for all three graphs can be viewed between lines, days and months.

If all this is starting to sound a little

complicated, the best is yet to come. There are over 100 companies you can invest in, each of whose share prices will be influenced by a whole host of factors. Big Bang is not so much a game as a stock market simulator.

If you can overcome the initial hurdles of the daunting manual and super-complex theory level game, and if you've got any entrepreneurial talent in you at all you'll be hooked. There's no quick or easy way to the top either - Big Bang will keep you going for a long time to come.

Red Lister

**IBM PC VERSION**

The display is very simple, and with a 200x250 pixel screen it is preferred as using the large screen, with all four legends in large and clear characters at the bottom.

**GRAPHICS 1 IS FACTOR 5**  
**ASOUND 4 FUN FACTOR 5**

**AGE RATING 773**



## WHEELING

and dealing in the stock exchange can be a very profitable pastime - except when things start to go wrong. In *Inside Trader*, you're looking to make your fortune by investing in the right companies at the right time, and selling when you're likely to make a killing.

The monitor is divided into the Wise Investor Window, where all the incoming proposals of news are displayed, and next to it the Token-Tape Window, which displays current share prices. The bottom part of the screen contains the Connected Telly Window, which is where you tell the computer to buy or sell shares.

The object of the game is simply to become a billionaire. You start with a manager

# INSIDE TRADER

## COSMI's Wall Street Shuffle

\$50,000 and you can either play the game legally and try to make your money through using your own skill and judgement, or you can buy requests of inside information that will usually allow you to climb up. Unfortunately, inside dealing is strictly illegal, and should you get caught by the Securities and Exchange Commission, you're liable to receive a hefty fine - or worse still, end up in jail.

It sounds like fun, with a dasher that just you should never need to buy any inside information. The game's far too easy to beat even if you play it clean. The price of shares never drops below \$1, and companies never

go bankrupt, so all you have to do is buy shares in a company that's willing to \$1 and wait for the price to rise, then sell and re-invest in another \$1 company. See, the money starts to pile up and the more you make, the quicker you're able to make more.

Even when you play the game by listening to information and making way smart moves, you'll find it doesn't take long before you're a billionaire.

The game does allow you to add your own company names, and names and inside information, but once you've played it a couple of times it's doubtful you'll bother again.

Andy Sneyd

**RELEASE BOX**

IBM PC 104 disk OUT NOW

No other versions planned

**IBM PC VERSION**

As you might expect with a screen that's half a foot, it is not really all that bad. The presentation is rough and there happen to be the most of a basic two year, but it is really a lot of fun to watch, with the way you invest for any long at all.

**GRAPHICS 1/4 IS FACTOR 4**  
**ASOUND 2 FUN FACTOR 5**

**AGE RATING 404**



There will need a big effort in getting off of your share in that it, or even for another price target.



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OF THE OOPS!



# LASER SQUAD

## Hitting the TARGET

**HIGHLIGHTING** For increasing popularity of strategy/wargame software is this tactical warfare simulation from Target Games.

*Laser Squad* comes complete with the main program and three separate scenarios, with other scenarios to be released later. Once you've loaded the main program, you're asked which scenario you'd like to play. The first game takes place on the planet CD-1, at the home of the evil alien species - less of the *Laser Squad* reputation. You begin roughly and using hand control (through cybernetic implants on his arm), you take control of a group of six employees who are out to assassinate Gama.

In the second scenario you control another group of Rebels, causing to deactivate Gama base owned by the Gama corporation. Gama doesn't too keen on what the Rebels have been up to lately. In the third scenario you're trying to rescue three Rebels held captive in a main complex. You have to break them out of their cells and ensure they reach the elevator safely.



Scenario 2 - your Rebels start disabling the equipment used by Gama.

The game plays in the same way for each scenario. You first decide on how much armour your Rebels should wear, and what weapons they should carry. You buy equipment by exchanging a limited amount of credits for goods. Generally, the better the weapon, the more expensive it is, so you have to juggle things occasionally.

Then you get into the game proper. You control each member of your team in first-



Scenario 1 - your Rebel prepares to head into Gama's base. (over) The opening screen at the start of the third scenario.

and each character has a limited number of Action Points for that turn. Point-use used up by moving, looking, loading weapons, using etc. When you're playing in one-player mode - each scenario can handle either one or two players, with several difficulty levels incorporated for the one-player games - the computer uses tactics, movement of its forces to keep you guessing.

When in combat in the game, you can only hit at targets that you can see - that is, they have to be within your field of vision and not behind closed doors etc. Once you're spotted as target, and depending on your weapons, you get the choice of several types of shot. An aimed shot at an enemy costs the most Action Points, but you're more likely to hit your target, whereas a snap shot costs less and is less accurate. Besides what shots you're using in certain places, so you may be unlucky enough to miss the target and destroy certain scenery that could

prove disastrous to anyone in the vicinity. Gama just calculates in scenario tests.

A nice feature of the weapons side of the game is the inclusion of laser-based weapons. In you can prime explosives to go off several turns ahead. Often you're not yet in the area and the enemy look likely to be right on top of your looking target.

Each game is limited to a number of turns, the number depending on the sce-

### SPECTRUM VERSION

The CD games are great. The control system uses a 16-bit video to present it, looks very nice, over 100 levels too. The multiple difficulty levels and the on-line play option make this a really good game. Laser Squad is a very nice, and fun, tactical warfare game with lots of interesting options.

GRAPHICS	7	IS FACTOR	7
ADVICE	5	PLAY FACTOR	5
AGE RATING BY EIC			

### PREDICTED INTEREST CURVE



A similar game will have a lot to offer.

nario, and the game is won by accumulating 100 victory points. You may get awarded extra points by destroying certain pieces of equipment or by destroying enemy characters, or a combination of the two.

Target Games have not only managed to produce a great game in *Laser Squad*, but the whole game system and the ability to play further scenarios when they're released make this almost indispensable for first tactical warfare fans.

Andy Smith

### RELEASE BOX

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CD-4	CD ROM	MINI-DISK
CD-5	CD ROM	MINI-DISK

# HOTSHOT

ADDICTIVE's double barrel



**THIS** is a strange mixture of game styles, incorporating elements of Breakout and pinball. It's a two-player game either against the computer or another

player. There are a number of different characters you can control, each with slightly different characteristics.

The screens consist of Breakout and pinball layouts with you at the bottom. A ball is fired on screen and using buttons you can control it and then fire it up the screen. To progress you have to score a set number of points before the time runs out or you get hit by the ball. The addictive stuff but feels simple and easy because there aren't many screens and they get tough to beat.

—**Rob White**

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#### PREDICTED INTEREST CURVE



# METAPLEX

ADDICTIVE step backwards

**INTERESTING** are interesting things. According to Addictive, the one is the game horses a huge world complete with guards by an evil two-headed being called Death - what determined to destroy the world.

If your job is to beat Death's plans by destroying the low power units that supply him with his energy by collecting empty tanks and then filling them with and before dropping them on the power units. Of course, nothing's ever as simple as that. Alerts coats the computer and your space buggy has a limited fuel.

Metaplex is a real step back in time. It's got the look and feel

of very early arcade adventures and it's very interesting to play. Fine for those who still believe in games that are simple to play but incredibly tough to complete.

—**Andy Smith**



#### PREDICTED INTEREST CURVE



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# KELLOGG'S TOUR

GRL pedal their wares



**ITS** sense of grinding English words breaks down into six stages comprise the Tour of Kellogg. GRL's attempt to re-evolve the excitement of the first but you juggling the pedaling of your on-screen cyclist. You've only got a limited amount of fuel for each stage and as your stamina goes down, you have to replenish it by eating something.

The gamers get very little as it is to keep you playing, and it certainly won't take you long to complete.

—**Andy Smith**

#### PREDICTED INTEREST CURVE



#### RELEASE BOX

GAME 21	11.99	107.900
No other games planned		

# STREET SPORTS SOCCER

EPYX kick off

**BASIC** graphics do little for the street cred of this unapproved kick-em-up. With only three players in teams, things aren't very complicated, but the control method is tricky enough to keep you occupied.

You put your team together from the name kick who live in the neighborhood, and either choose a team at random, carefully pick your players for each

game, or use an old - and presumably successful - combination you've scored in the past.

Games last either for a specified length of time or until the required number of goals have been scored. There are also three difficulty levels, which will not, alas, do much to keep you playing.

—**Rob Lavin**



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#### PREDICTED INTEREST CURVE



# BLAZING BARRELS

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A LEGEND IN GAMES SOFTWARE

**RESCUING** bodies from the clutches of aliens is a familiar idea made by new, but Andrew Boydman's latest offering takes the theme into new areas. You control two vessels - a "stomach" and a "chest" - which behave, then, most notably, together instead of as a single space station.

With no fuel the simplest vessels you'll have to move the chest around in different areas to collect all the men, and this is achieved by placing the stomach where you want the chest to go and pressing the fire button. The chest will then automatically fly there, so get the

C64 VERSION			
Highly complex for comparing, it can't be easily high powered being too rough on the processor.			
GRAPHICS	7	IS FACTOR	3
SOUND	5	FUN FACTOR	5
ACE RATING 6/12			

stomach out of the way fast, because a collision will destroy both.

The principle is that the men run to your chest and climb on board while you fly the stomach around destroying the aliens which will destroy and enable this stomach and stomach-destroying bodies if you leave them too long. These aliens are fast but sometimes of fast, and to destroy them you simply have to fly into them. They grow slower as they multiply, but

# INTENSITY

FIREBIRD's pick-me-up



Your progress in the first seven of the eight levels made in the credits and you'll have the best chance of playing.

RELEASE BOX			
DATE	DISC	DISC	OUT NOW
PRICE	£7.95	£12.95	IMMINENT
Further versions planned			

you'll never get much time left to rest even by that stage. Ending with one of a time 1-20, but with two or more to keep an eye on as well as a clock-to take care of things can get out of hand.

You can rest a level at most as you accumulate enough stars - signalled by the star symbol flashing - and to move you must direct the chest to the wall. There's more than that. Between scenes your progress is shown as what looks like an over-stated status consisting of five rows of sixteen lights, each light indicating a completed level. To complete the game and launch the escape shuttle you must reach the end of one of these rows. They range in severity from alpha to epsilon, and the more you choose it up to you - collect the maximum number of stars on it to score and you move to an easier level; collect a few more and you stay on the same level; collect yet more and you get to move onto a higher level.

And there's more. Every time a star darts above the frame an 800000 is added. This

**ZODIAC** power sources are really things when they're light sources, so, like any responsible adventure would, you're going to try to put it back together again.

The setting is a two-dimensional world where you have to track down the correct scrolls and tablets to restoring the power source. It's a similar type of game to Rescuing from Firebird, containing blasting enemies with buying and trading objects it shops.

To start with you have a twin-engine spaceship, which costs 100 gold coins and 5 lives. You'll quickly find that the key is getting very far to be made or made money as possible, because it can buy you better weapons and shields, and extra lives. You make money by collecting gold coins, which are produced by shooting enemies.

The stars released by the monsters bounce along the ground and have to be caught. They

RELEASE BOX			
DATE	DISC	DISC	OUT NOW
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C64 VERSION			
The graphics have a dark atmosphere for the really can't prevent the action. The sound effects are very nice, using particularly the dripping of water from the top of the screen. It's going to be a struggle to beat, but you can make progress in with practice.			
GRAPHICS	6	IS FACTOR	4
SOUND	6	FUN FACTOR	6
ACE RATING 7/12			

# SOLDIER OF

FIREBIRD fight for cash



You have the best ever other and released a valuable coin - but don't touch the coin or you'll be finished!

There's no fire because you also release other when shot.

(Right) Inside the House of Fun you encounter a dragon. Despite the fact it will cause every section of its body to produce a gold coin.



to sell. Collect it, and you gain an '88' unit of currency. With these you can order new skates or shoes. Available as alpha, beta or gamma class, these have varying powers and are priced accordingly. They also take varying time to make, so even if you can afford a gamma class skates, will you have long enough to get to use it?

As with *Andrew* (buybooks) last offering, *Megaplex*, a simple enough game-style has been dressed up with a quite complex game-plan. *Megaplex* however, was complex without being a great deal of fun - and intensity is like different. Trying to name your doors proved to collect those men, while looking off the ground seems a tough job, without being a great deal of fun. There's certainly a big game look, but does it take more than that to make a good game.

••• Rod Lexter



(Above) The skater's hovering over the top center in the left while you skater in the middle all the bottom center. The exit (right hand center) is flashing, so you can leave now - but you've got four skates to control with on the way. Two of them stop left and bottom right are on the skaters, but the other two go to the left of the exit have indicated and are including not skaters...

(Right) The buying phase. With 10 88's you've got about coming out of your ears. You could go for a tough gamma-class skates or shoes, but with your money dwindling fast, will they be ready to use?

YOUR CURRENT SKATEBOARD  
 YOUR CURRENT SHOES  
 YOUR CURRENT CASH

YOUR CURRENT SKATEBOARD	
CLASS	ALPHA
POWER	10
PRICE	100
STATUS	GOOD
TYPE	SKATEBOARD
WEIGHT	10
AGE	10
WEAR	10
REPAIR	10
REPLACE	10
REPAIR	10
REPLACE	10

# F FORTUNE

start of with an initial value that gets smaller every time the coin bounces, until it reaches a point-to-coin-chance. The highest value coin drops from the top of the ground which can be seen when you start and there is no coin. You have to be particularly careful with this because sometimes they also throw out bonuses when you start and you'll see them when it you walk into them when they are lit up.

The other bonuses vary in their behavior patterns, the two basic types being those that can fly and those that can only walk along the



The red face on each coin indicates that the coin is one because they release flying bonuses, one of which is about to hit you from behind. However, they also produce more valuable coins.

ground. If they don't appear from the static boxes, they pop up from randomized intermediate points. You'll need to learn where these are so as to avoid too many collisions. The shield you carry can help withstand hits from above, but it's no use if you plunge into a pool - instead death results.

The shield and weapons can be replenished by picking up objects produced by large water drops. These fall from the top of the screen in some places, but not all of them. In some areas, when they hit the ground, you also have to run around to get to the drops because the shield disappears after a short time.

As well as being able to jump over things and over gaps, you can climb up ladders and trees. The playing area is higher than one screen, so it scrolls upwards as well. On the ground and up to the skies, you'll find stairways into buildings or caves. Going through them will lead to either a shop or another section of the game. Some doors can only be used when you are carrying an elemental - which has to be replenished after each.

The shops will also show items to be bought or swapped. There will be more weapons, shields, lives or scrolls. The last time can be bought very fast, although the price goes up

the more you buy of something, but the scroll may have to be exchanged for another scroll as well as the coin.

As you explore further into the game, using the elemental helps to open up new areas, the opposition gets fiercer, so you'll need the right weapons and shields to survive for long. It's worth a mention of exploring to find the scrolls, make sure by the fact that they're always in the same place. An arcade

PIRATES 1

7 15

1 10 10 1 11

How can the numbers for the number of lives, shields, money and gold coins.

adventure go to good. What it costs is really - you always have to follow the same pattern - and it's made annoying by frustrating double the additive stuff. Though because you're always quite close to solving one more part of the quest.

••• Rod Lexter

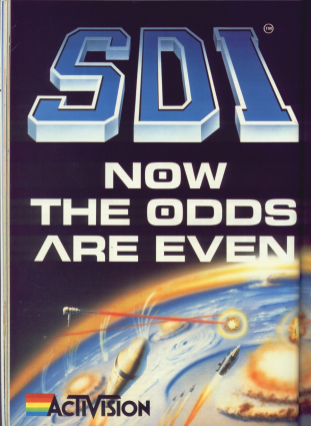


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# SORCERY PLUS

ATARI ST • Virgin C10.950

**NEW** Sorcery is a popular old game making a surprise re-appearance in 3D-bit form. It was enormously popular in its 8-bit incarnation and even now is quite a good game on those formats. However, converting quite an old game is a risky thing to do. Just because games were named so.

It is a classic arcade adventure in which you have to explore a magical land and collect other sorceries. The sorcery you collect can fly all over the 3D screens and carry one object at a time. On most screens, but will encounter various enemies, many of whom can fly.

You have to try to release other trapped sorceries, each one of which is fixed by a

## ATARI ST VERSION

The graphics aren't the most better for the Amiga version, but they do get enough. The sound effects are not bad, but the sound does sound like updated audio tracks. It is the best of the screens for about what the ST's game has to offer.

GRAPHICS  HD FACTOR   
AUDIO  FUN FACTOR   
**ACE RATING 503**

perishable object. The objects are found lying around the screens and come in three types: keys to screens, keys to other elements, and weapons. You can only carry one object at a time and weapons can only be used once. The keys come in the form of letters, ordinary keys, sticks and four-decs.

The quest has to be completed within a time limit, but you also have changes from the monitor, who checks your strength, and pools of water that will kill you instantly. The monitors are filled with different weapons.



If you can find the right object, you can move the screen leftward behind the register in the right of the screen.

## UPDATE SPECIAL

Although things like shooting stars can kill anything. When with needing the right objects for releasing sorceries, opening doors and killing monsters, you end up doing enormous amounts of flying and the ring.

The Plus part comes in when you rescue all the sorceries and go into a new section of the game where the monitors, objects and sorcery can completely different. Now you have to collect the sorceries for a final combination with the Necromancer.

• Not Rich

## PREDICTED INTEREST CURVE



If any regular and standard game for Atari ST, Sorcery Plus is a good one to try.

# BUBBLE GHOST

AMIGA • De International C10.950

**NEW** Both what you want in a game is Bubble Ghost you get here. The French character had appeared on the ST back in issue five, and it's a game in which you play the part of a ghost trying to guide his soul (represented by a bubble) through the maze of a castle. But how do you move a

bubble without bumping it? Simple - you blow.

The main title ghost can be rotated but aside from you blow the bubble at whatever angle is necessary to guide it through the rooms, and as you progress through the castle the hazards get tougher and more varied.

Not only that, to collect bonus points you have to beat a certain time limit.

The real charm of the game comes from the graphics and the sound. It's also a game where you don't actually have to do anything! Move too fast and too long and the little ghost here and there sends a terrible rapping cough. Complete a screen successfully and he will sometimes exude a happy little snore. There's a punting element too, in that many of the hazards and obstacles can only be successfully avoided if by well, perhaps that's something you should work out to yourselves.

Bubble Ghost is funny, entertaining and quite a challenge. It's just a pity then that

## UPDATE SPECIAL

there are only forty odd rooms to get through - given the games immense playability and entertainment you're going to complete it all too soon.

• Not Loner

## AMIGA VERSION

Good graphics from the Amiga as usual, and only forty odd rooms. Probably easy to get on to 50 years.

GRAPHICS  HD FACTOR   
AUDIO  FUN FACTOR   
**ACE RATING 797**

## PREDICTED INTEREST CURVE



If it wasn't so much for a right old target! It is a good game to try.



That's going to blow your bubble all over the place - but how do you see it off?

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## A ACCESS



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# HITTING THE

Microprose are one of the leading simulation houses with titles like *Gunship*, *F19 Stealth Fighter*, and *Silent Service*. Now they've come up with a game that's so hot they can't find a machine that will handle it...so they're building their own. Steve Cooke flew to the States to check out a company that thinks the only way to go is up, up, and away...

A few years back a small company called Alca revolutionized the entertainment industry with its range of coin-operated table games. Starting with Ping and Computer Space, the company has been through many incarnations since, now ending up in the hands of micro-processor controlled toys and Gene Lipkin has moved over to Microprose. What's going on?

Back in the early days, however, it was run by two whizzkids by the names of Mike Bufalini and Gene Lipkin. Bufalini has moved over into micro-processor controlled toys and Gene Lipkin has moved over to Microprose. What's going on?

State-of-the-art flight sims. That's what Alca developed a superb 32-bit version of F19 for the PC. Mike "Who did the theory and programming wizard had them come up against an apparently insurmountable problem. F19 was resulting around 300 polygons per second on the PC version, but it just wasn't fast enough for them. Other 16-bit games like *Avenger* (for example) can't offer much more, so the only plausible solution seemed to be develop their own. Enter Gene-Lipkin.

## POWERFUL STUFF

"We've looked closely at the computer graphics card," says Gene, "and what you're seeing is really a real-time graphics - that's essentially 2D stuff. Our commitment is to polygon-graphics - true solid 3D - and long-term popularity to go with them."



The Secret! Where the blue carpet starts, you stop. This doorway marks the beginning of Microprose's restricted entry area where game development is carried out. A small 486 machine (the technical facility was seen off by a host of guests) dominates. Apparently the floor has a soft spot for visitors.



Bill Decker recalls that Alca microprose, were always been excited up about the limitations of the hardware. That's not a criticism of the hardware - it's a very true fact of the Commodore 64, for example - but it just doesn't enable us to produce the sort of game we're really looking for." Gene Lipkin cites F19 as an example - "We're going for beyond that. Our system will have 486 silicon on silicon at once and can handle 2000 polygons simultaneously on-screen at 30 frames a second." You don't need to be a genius to work out that that adds up to 60,000 polygons a second - an extraordinary amount of polygons if it can really be produced.

There is no doubt about that. Web stated that *Colossus* and the first prototype is on target for release at the end of the year. "While in the process of building a computer test facility to graphics capability. The first product will be a flight game and promise to be the most unique product the industry has seen for several years," he says confidently.

The company have also looked carefully at dedicated mechanical consoles and agree that there's a lot we can do to be in



Gene Lipkin, founder of Alca, talking with Steve Cooke at a recent Microprose press day. He's giving Steve some pointers on exciting partnerships between the coin up world and home computer software development - and a possible time when release is 1992!

of configuration, but there's not letting our words out of the bag, apart from saying that our cockpit will look like a cockpit! However, they are possibly drawing the line at attempting to create something totally realistic - "We can't get too carried away by reality," points out Gene, "because we're not selling reality, we're selling fun." As to guaranteeing the company's existence that although the hardware is of professional importance it will always be subordinated to game design and long-term interest.

# THE HARD STUFF



General Major "Wild Bill" Bradley's jet - Mike Mizoguchi. Concepts employees are taken for testflights periodically while some like Christopher Ray, they want back to sit in front of their screens and produce the ultimate flight sim. The wonder they want a new machine to write them out (pretty) the next flight.

difficult to the other, when you're used to a real life life like the Wild one, it's not surprising that the Concepts 60's color and screen handling doesn't quite follow the path.

Right? Control controls for Major Bill's body. The Wild one's control flight sim is required to feature a full-size control display, but it's unlikely to have as many controls as the one. Aircraft and company employees live in front of the Wild one and some of the company have left of the display - judge it with your eyes when you're sitting on it in the plane and the whole cockpit happens "in the sense of the video-game release."



"We're going to do it the special Mizoguchi way," says Major Bill, "with our kind of gameplay."

## HOME MATCH

Mizoguchi's first move is going to be into the cut-up area. Ever since the crash of 1985/4," says Gene, "the market's been recovering. It's now worth around \$600 million dollars worldwide. A slice-of that market is available to anyone who comes in with a hot product and we aim to be a driving force in the industry well into the 1990's. The story doesn't stop there, however.

Once you've got a working system capable of this sort of power, with software to run on it, "What's to stop you putting it into the home?" Nothing at all," agrees the company, "there will be other business possibilities. In other words, a Mizoguchi success? "We don't want to talk about those possibilities right now," they hedge, "but the situation is obviously there.

A home macro capable of that sort of performance linked to the web in the cockpit, could be a formidable machine. Furthermore, if it succeeded, it would be the first time in the entertainment industry that someone had come up with a hardware solution to a software entertainment problem.

Game development could end up driving machine production for once. Instead of the other way round. Once that happens, and falling chip production prices start making dedicated hardware development a cheaper exercise, we'll really be entering into-brain game environment. ■

## RED STORM RISING

No wonder the man's smiling. He's just received an advance of \$4 million for his latest book, and he doesn't even know what it's going to be about. His name's Tom Clancy and his book, *Red Storm Rising* is the latest Mizoguchi masterpiece. Could he well be writing a Clancy game on the few Mizoguchi consoles.

Meanwhile, *Red Storm Rising* is preparing for a pre-Christmas launch. The game closely follows the story-line of the book. It shows the Russians splash off a war in order to gain valuable oil fields following the destruction (by accident) of their own oil production facilities. Gameplay features cut-scene sequences and some pretty hairy scenarios as you strive to secure victory for NATO against the Russian bear. Politically a little dubious, perhaps, but stirring stuff and considerable strategic elements. Watch this space for the definitive review...



Make us get this, doesn't it? First off the mark with a software-driven hardware development is a 3D cut-scene format. But look! A team of the boys at Mizoguchi can't even get the first luxury. Good luck! You'll find here, in a exclusive British programme and one of a number of UK experts team working for Major Bill and the boys there. He is in front of American consoles, preparing to receive public attention for his part in the development software products, including - perhaps - some of the new cutting-edge experiences.





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**T**he ordinary game is not as universal as most people think. While basic games for the Spectrum or C64 are (conveniently) anonymous, the extra power of the modern micro makes them a less practical proposition. As the output of STOS are keen to point out, a game like *Three* (discussed at length in this column) doesn't need to be written in machine code. Meanwhile, games like *TTX Club* (discussed full page) find that the high-level language C is quite adequate for arcade-like. That's as may be, you say (but don't)?

If you're going to write games in basic, you've got certain fundamental problems to overcome. The first is speed. The whole reason why the 100% machine code movement caught on was because of the vast speed increase code offered over the basic of the early 8-bit home PCs.

#### SPEED

The power boost allowed us to do it fast new, higher-speed PCs meant that basic was too slow for many game tasks. Things like high-score tables, option screens and game physics (ie the rules by which objects interact and move) could all be handled in basic; the theory was while machine code sub-routines looked like time-critical tasks like screen-rendering and object-direction.

The approach had problems however, problems so big that most programmers shied away completely. The one thing the basic programmers missed entirely was the limited if basic was really suitable for games, not least because of its heavy involvement with the hard-to-understand IBM operating system, while there was no C-like standard enough to use it at all.

The only available course on the machines, was to use a third-party basic. So long as you have a compiled basic - that is, one that turned your basic listing into a standalone machine code program - it didn't actually matter whether any of the people buying the game actually had the same version, or any basic at all, come to that. Games written entirely in compiled basic must naturally. Mandarins ST arcade adventure *Supper* was produced this way.

There still remained the difficulty of actually making the time-critical bits of machine code with the main basic program. This is not typical: it's a simple task if you know enough code to write your own sprite and scrolling routines, you may very well be tempted to forget basic at the point and code the whole thing. See *Archetype* below.

Mandarins STOS wriggles out of the above problems very neatly. It's not actually a compiled basic so you'd have to include a copy of STOS with any game written under it, but because STOS can be protected (hobbled) to other words the game-buyer won't actually be able to use it for their own purposes. Integrating machine-code sub-routines isn't a problem either because - in theory of any side - you can load them from the time-critical bits and write in STOS basic.

The idea is simplicity itself. Creating game graphics is slow in a conventional basic, simple because it was never intended as a game language. Normally you have to either just point and draw lines using special purpose graphics

# AND HERE'S ONE I MADE EARLIER...

In the good old days, you could write a game in Basic and sell it. Then came the great micro boom, and suddenly games were unmarketable unless they were 100% machine code. Now Mandarin Software have come up with STOS, a new ST Basic designed specifically for writing games with. Are things coming full circle? Andy Wilton investigates.



A lovely duck sprite being edited in STOS's sprite editor.



ST Basic Standard? Well, not quite, but if you've got the lot, an STOS has got the facts.

commands (very slow), and to 100%able graphics character fonts (available in FORK) (not to know names) (complex and still quite slow).

Because STOS offers sprite and scrolling commands aimed very specifically at game writers, it doesn't suffer from these speed restrictions. In effect you have a set of machine-code routines that you don't have to write out, because they take the form of basic commands, and very well by itself with the main program.

#### COMPLEXITY

Speed isn't the only problem involved when you start using basic in games. Things can get complicated too, prolonging the programming task and increasing the likelihood of mistakes - the greater problems most people hope to avoid when they turn to basic.

To start with there's the de/re-encoding to consider. While basic arrays and DATA statements may be the bit game physics or scroll-thing bits, they're far less suitable when it comes to graphics. Putting sprites or backgrounds into an

## AMIGA ASPECT

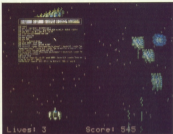
Unlike the ST and PC zones, AmigaBasic is really quite well suited to games - or at any rate, about as well suited as Basic's going to get. Conventional graphics commands run at quite a healthy speed, while the 'fast' facilities available could be very useful in arcade-style offerings. (A 'fast', for those in the dark, is a little speedier - a kind of free-form sprite handled by the Amiga's custom hardware.) AmigaBasic games probably wouldn't sell even at a budget, but for the holidays they're a pretty attractive prospect. Above all, they let you avoid the labyrinthine complexity of the Amiga's oh-so-intrusive operating system!



lines of numbers in BASIC, statements not only take up more of space but create serious readability problems. Quite simply, the BASIC statements don't look like anything at all. In some the coded graphics they represent, writing the numbers out by hand, especially on a minicomputer like the AT, would be the province of a poet. Make mistakes or delete lines carelessly and you may not realize till it's too late.

The traditional system is to use some kind of quote editor utility, and either load the results of the from disk when they're actually needed or dump them into the main program as BASIC statements in commonly available format. The Z800 answer on the other hand is to provide you with a bonded quote editor visible directly from basic, along with facilities to make the data automatically load and save, complete the program built to use it. The option to doing this isn't explained too well in the leading Z800 manual, but its powerful and a very good alternative to conventional problems.

The other big complexity problem is just those program size. Basic games are almost without exception, huge (even with Z800) creating someone you'd end up with a real hammering given it's being if you try to write anything comparable to conventional games. It seems without prizes need not apply.



Julian, one of the three demo games supplied with Z800. The best of the best, indeed, it's a relatively short-run, 1000 or so lines of code and Z800 can do it. (Just) And a few of the many, many lines of Basic needed to create even a simple game like Julian.

## ARCHIE ANGLE

The Acorn Archimedes really is a special case in all this, because commercial Acorn games are, as often as not, written in Basic. The machine's design - Basic V - isn't particularly aimed at games creation, but the sheer blinding speed of it more than makes up for this. Benchmark would suggest that Basic V on the Archimedes is at least comparable to machine code or fast Fortran, in fact. Of course, writing out Z800 for a machine and getting that games performance may not represent the best value ever!



### QUALITY

By definition, machine code is the fastest and most compact way of doing any computer task. When you use Basic - or any other high-level language for that matter - you're trading off quality against programming time. When you're dealing with a simple old-line DOS, Atari-style or even the quality drop needn't be noticeable, but you'll never write Vienna Classer Command in Z800. They wouldn't be fast enough.

You probably won't write Delta either, since space limitations being what they are. Though Z800 can load data from disk and use straight-data compression techniques, you're still limited to a single look-out for normal distribution purposes - and you've got a lot to do at that!

Naturally the biggest Z800 quality drawback is right in its heartland of handling dual outputs in collision detection, to be precise. In the main, Z800 relies on testing entries - also termed octagonal boxes-around-entries - to determine whether objects have collided. If the entries overlap, there's a collision. If they don't, there isn't.

This leaves the programmer with an uncer-

tainty choice. Does he do scale all the spaces octagonal, do give them big entries or do give them small entries? Clearly (a) is going to look ugly, but (b) and (c) aren't much less either. In case (a) you can get collisions even when objects aren't touching, and in case (c) you can fail to get collisions when they definitely are. The result is almost bound to be unsatisfactory, unless you do both the built-in direction and order your own system.

### PSYCHOLOGY

As far as professional acceptance goes, Z800 chooses in the EE ballgame market can also include. The reasons for this are by no means all practical ones, but have to do with attitudes.

Take professional programmers for starters. Hardcore generalists don't like high-level languages as a rule, and would either program in code even where better speed and compatibility is offered. They expect to be in total control of their target machine, and don't even like dealing with operating systems when they can avoid doing so. A system like Z800, which gives them

only a vague idea of what's happening at all, is highly unlikely to appeal.

As for all software houses are concerned, Z800 games would have a hard time of it. Many writers software is supposed with the big house deal, even with the flexibility that Z800 offers, it likely to be viewed as intrinsically limited. This own preference or prejudice aside, the houses will also quote similarly be wary of publishing Z800 games because of public reaction. Z800 games are truly distributable, but they must carry a notice warning their origin. That may well, in an industry both so in love with technical perfection, your potential buyers off.

### THE BOTTOM LINE

So how wary about it, Z800 leaves a lot to offer for hobbyist who knows and loves Basic. It might be made a few people some money writing for its target market, but for serious games outdoors it has bigger standards. The overriding impression it leaves is that there's an awful lot here to give money - it could keep you out of market for months - but Z800 is unlikely to make you better.

As for nonhobbyists game on the whole, it's certainly doubtful that Basic will ever be a very useful language to work in. Java, the preferred Z800, may have written a blockcountable game in a day using the system, but a competent programmer could probably manage much, but come hell in machine code. What takes the time in producing the body toward work of professional people will still not \$15 or \$20 for, and it anything worth going to be harder either than even in any form of Basic. ■

### HOW MUCH AND WHEN?

Z800 is currently available for the AT only at £29.95, though an Amiga version is a possibility some time in the New Year.



# HOSTAGES



An urgent phone call. Terrorists have overrun an Embassy, taking hostages. As Head of the Terrorist Intervention Unit you're up to you to regain control. Under cover of darkness, place crack marksmen around the Embassy. Then get your Panatroopers onto the roof ready to assault down the building, entering the Embassy through the windows. Now comes the tricky bit.

How do you get what it takes to win in a life or death crisis? Can you effectively co-ordinate six Commandos? Can you outguess a desperate group of terrorists and get the hostages, and your troops, safely out of the Embassy? There's only one way to find out.

NFO GRAMES 



# THE DEVASTATORS

This month Andy Smith leaves a trail of devastation on his way to the chops and ends up in court. A quick game of footie, then it's off for a stint as a vigilante duck.

## DEVASTATORS Konami 30p

As the title suggests, the game's full of extreme violence. It's an *800-watt/sterile* style game, but your character's viewed from behind instead of above. You've got seven missions to complete, all of which involve sabotaging enemy bases and wiping out the enemy guards that come rushing forward you from background to foreground.

You start the game with a fast-firing gun and a batch of grenades, but by shooting the enemy soldiers that are dressed in yellow, you can pick up extra weapons like rocket launchers (which come in handy for destroying towers that house enemy machine guns) and fire bombs. You'll need all the extra weapons you can get as you progress in the game, because helicopters, planes and tanks all make an appearance and your speedy grenades aren't up to the job of destroying them.

The graphics are nothing outstanding, but the perspective's good as it takes a while to get used to the range of your gun, though and it's fun to play. *Devastators* has plenty of action, but it's not as exciting — or as refreshing to play — as, say, *Operation Wolf*.

**Shoot up everything.** A robot attack in a prison centre. Shoot the police robot and get the machine fixed.

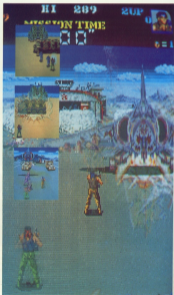
**Shoot robots.** Blast the bridge.

**Shoot tanks.** It has power mode. That power's limited and ready to be destroyed.

**Right to power.**



These days, you're just destroyed. But machine gun and machine all you've got to do is make these soldiers.



# TATION GAME

## EXTENDED PLAY

■ Brief glimpses of some of the latest games

### CENTER COURT

Sega 50p

The viewed-from-above tennis game can accommodate up to four players and gives you the chance to play either men's or women's singles or doubles. You've got three-lobed shots to use, including slice and lob. The overhead view makes it tricky to judge when to make your shot, and unless you're a real tennis fan you're probably better off looking something a little more exciting.

### POWER DRIFT

Sega \$1.00

This one really is exciting. You sit in a large car and faster yourself up with the safety belt and prepare for a thrilling high-speed race in a futuristic car-cum-go-kart. Power Drift combines all the best bits in Jet-Race and Rugged-Race and comes up with a terrific driving game that looks set to be a winner.

### HEAVY BARREL

Data East 30p

This one or two player Top-Gunner like shoot 'em up gives you all the usual trimmings - extra weapons, huge targets etc etc. Good stuff, but there's outstanding.

### KICK OFF

Jaleco 30p

Football games are ever popular, and in this one you control a full-strength international team that kick events to the old sideways or vice versa opposed to the current trend of overhead views for football games. The most outstanding feature of the game is the football that looks about 2 feet in diameter!

### FORMATION ARMED

Filmone/Michibutsu 30p

The vertically scrolling shoot-'em-up has some great looking backgrounds and Sabameter-style weapons. You're firing a spaceship, Bean, and you get jolted by loads of extra weapons like bombs etc. A good, original treat.

### DYNAMITE DUX

Sega 30p

This one has got to be in the running for the most wacky game of the year title. You control a bloody Woodpecker-like char-

acter who's wandering around the streets avoiding attacks from a host of cartoon-style adversaries. To dispatch the baddies which include dog and mouse heads you simply punch them, they then fly across the screen with their tongues hanging out.

The graphics are all very good, and if you thought Bob and Bob were cute - you ain't seen nothing yet. The 15-frames table gives you an idea of just how jolly great this game is - most games say things like 'Today's Best Award' or 'The Hall of Heroes. Dynamite Dux's top-score table rates them 'Best Friends. Yeah!

### SUPER RANGER

Suna C1 - 3 plays

You start this game above ground at an air force base and you have to work your way through several stages that take you further and further underground. It's a left-right scroller that gives you a character in control and bullets to shoot. If you've ever played Rolling Thunder, you can't fail to notice the similarities in the way the character moves (jumping up onto and off balconies for example). Super Ranger's good fun, but again it hasn't got any star qualities.

### P47

Jaleco 30p

The famous WWII American plane makes an appearance in this left-right horizontally scrolling shooter. You've got atomic and proton-based bombs to contend with, including some monster-sized tanks and battleships. Again, the game's fun but it's not going to get your heart racing like your best racing fix.



On the first level and in the thick of the action.



You're just about to go into battle with the first of the end-of-level guardians.

## KURI KINTON TAITO 30p

This 'let's arrange an old favourite' level introduction is far overdue. Remember the old Acrobot Change game in which you controlled an air-screen. Eerie expert who had to take each stage for every passed hundreds of insane guards? Well Kuri Kinton very similar. You're levelling into an underground base and have to dispatch loads of insane guards, by looking at guarding them away out of range, successfully and a Mexican-style POW or 'AI' bubble appears. That Kinton's a side-on, forward scroller, with the level-ground changing as you progress further down through the base. The guards also become harder to kill as you get further into the game, and end-of-level guardians turn out to be tough scolded into experts, who can punish you off very quickly indeed if you're not careful. You only get one life in the game and your strength, a shower at the top of the screen in the form of a series that goes from full to empty as you take life.

Kuri Kinton is a odd game. The graphics aren't anything special and the game plays very old but by today's standards. ■



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# INGRID'S BACK

...and are LEVEL 9 back on top?

**INGRID'S** back is the latest in levels. In a series of attempts to return (some would say "get back") their position as the top Atari adventure publisher, leaders of this column will know that, in the Pig's opinion, the company have been struggling ever since they launched Knight Orc - the first program using their new system and, alas, something of a disappointment. Game Ranger followed, but this too received a rather lukewarm reception, though undoubtedly better than its predecessor.

So, in the light of releases such as Corruption and Robin Hood: Lusting Harve, the Level 9 reputation has been really slipping. Can Ingrid's Back (and Level 9) fill the bill and put these levels in the limelight?

As far as Ingrid's Back is concerned, the answer is a tentative yes. It's not the most exciting game on earth, but it does make one very important point: Level 9 are beginning to get in grips with the use of characters in their games and to program them very effectively.

The plot goes like this: Young Ingrid has returned home, to find that her father games are so addictive to avoid her when ever possible and (2) filthy greedy and that fact that they are all about to be evicted by obsessive landlord Jasper Quack-tuck.

Ingrid decides to take action and does so in three separate levels. The first game was an attempt to get signatures for her petition against the eviction. The second was a domestic background scenario in the games attempt to defend her father against the evicting developer. In the final game, Ingrid attempts to take the title of Quack-tuck and restore his name to glory.

## PRETTY PRETTY

The first thing you notice about the game are the graphics. They may not be as technically accomplished as the Magnific Sorcils screens, but they are leagues ahead of earlier Level 9 titles and are brimming with wealth. They



add a great deal to enjoyment of the game and, because of limited health taking, do not hold up the action too much while they're loading.

The next thing you notice is the implementation of the characters. In Knight Orc, these were people everywhere, creating general confusion and seriously detracting from the enjoyment of the game. In Game Ranger, things were better, but the characters - although potentially impressive - were still rather dull. Ingrid's Back puts all that to rights.

First, in this game the characters are well depicted and full of well character. Secondly, they have excellent programmed behaviour patterns that can easily be steered and add to the atmosphere of the game without being a burden on the player. Finally, where they are involved in puzzles, the solutions are logical and satisfying.

The clear NPC (non-player character) is your old Piggy - a very useful beast who can carry out some surprisingly complex chains of commands. However, if you bother to read the screens that comes with the game you'll also get a lot of enjoyment out of the other games, most of whom have convincing personalities of their own. In this regard the game has moved away from the rather robotic "beavers" of Game Ranger and the mechanical golems of Knight Orc.

There's no doubt that the Pig is just as tenacious when he's backed up with games, ocs, and the like. That said, this

920  
AGE RATED

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ORAN 27	14.10.82	OUTHOW
IBM PC	14.10.82	BMGNV
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game succeed better than most in putting them in a contemporary and engaging context. I can't wait to get my hands on Level 9...

LANDSCAPE NO SYSTEM NO  
CHALLENGE NO ENCOUNTERS NO  
AGE RATING 900

# THE PILG'S GUIDE TO ULTIMA V

If you haven't played Ultima, check out this guide for an idea of what you're missing. If you have played it, check out this guide and stay alive!



## GETTING THE PICTURE

There are three main areas of the game: the land of Britannia, the Underworld, and the Dungeons. Tackle Britannia first, then the Underworld, and put off exploring the Dungeons until you've seen your characters' world set you down.

Although the plot is described in the accompanying documentation, it may take you some time to discover what your characters' objectives are. Concentrate on building up your characters and you'll find the quest as revealed to you by the meditation of the druids and the other characters. In the later case, characters won't actually ask you to do anything, but they will give you instructions which is likely to put you into contact

## GETTING STARTED

Your main objective at the beginning of the game is to build up your party and equip it properly. Create a single character from the main screen and then enter the game, where you will find yourself in the company of Steppen and Iolo. Be your best to keep both alive until you find Lord Britain's castle, which is to the limit of doom but where you enter the game.

If your party dies, you get resurrected but at a heavy cost in hit points and character levels. Don't worry too much about being killed off while you're still exploring the game, but at a later stage make a point of building up a party from scratch without having to be resurrected at any time.

Ultima is a rather annoying game in the way it SAVES the state of play. You can only keep one game position on each copy of your Britannia disk and UN/IMP overwrites any previous save on that disk. For a number of completed sessions related to gameplay - which you will inevitably discover - the save screen problems ranging from inconvenience

## TROLL BASHING

One of the most useful skills to practice, since it's a quick way of getting lots of cash and valuable weapons, is to stand your party on a bridge and hold down the space bar. Soon the trolls will appear. Give them a beating, take their treasure, then hold up beside the bridge to restore your hit points.

At later stages of the game, when your characters are level 3 and above, this is an almost fool-proof way of getting vital resources. However, at early stages you should be careful not to underestimate trolls.

Once you're stocked up with weapons, equip your characters with any particularly useful items (especially armour) and carry the rest of the booty off to the nearest armourer to sell it. You can really run up around 100000p this way with a little perseverance and a lot of trolls!



paths found near the entrance to towers etc. You can try talking to towns - you never know.

#### IN A SKIFF

There are a number of important locations that can only be reached by crossing water. A skiff is a surprisingly useful boat and very cheap if you buy one in East Brittany. Other sources (e.g. Captain Slyth at Miroc) are more expensive. Expect to pay around 750g.

#### VIA MOONGATE

Essential for reaching a number of locations without the benefits of crossbow level, and for quickly moving from place to place when you're in need of magical ingredients or food. The moon gates are marked on the map (skip). They appear after dark and can be easily located by the pool of light they cast around themselves. Simply move over one when it appears.

#### BY SHIP

Expensive and hazardous, but essential for reaching Southwester's castle and other important locations. Make sure you carry a VERY well provisioned ship (preferably raised) and installing lots of AM ROCS is crucial. The effects of wind affected as well as long-range weapons - see aspects and the like tend to keep back out of sailing distance, preparing you with trouble. Watch out for pirates (expect to pay around 1000g to let them pass) to your west, and such more elsewhere.

#### BY MAGIC

Costing 20 PCG is an occasional useful measure to get you over obstacles, providing there is somewhere near to land.

#### HOLD UP

Make up whenever your character are weak! In addition to the benefits of sleep, there's also the chance that the last hostile opponent may appear, restoring your hit points completely and even promoting you a level if you deserve it. Don't hold up just to waste it (skip).

#### ENSURE TOWNS

What you're expecting inside towns and buildings, here are some things to look out for.

**Secret Goals:** These are indicated by a single illuminated grid showing in the circle between leads in the wall. Search in the required direction. They are usually locked.

**Predators:** you get them if you move into one of these, but sometimes it is very well worth it. Secret passages, stores of treasure, and other items may sometimes be found on the other side.

**Windows:** always look through these to see what's outside. In some cases, you may spot something (e.g. a hollow tree outside the village walls) which you wouldn't see otherwise. This could be important. In fact, one of the most useful weapons in the game is magic cast a sword in the method.

**Traps:** watch them, especially the hollow ones.

**Stairs:** watch them not once but twice - once

at each end. If someone's asleep in bed, you can look out what sort of character they are by looking at them.

**Traps:** the list of these you're likely to find is in "New". Fall through it, but make sure you have some traps with you, just in case you're finding a trap.

As a general policy, always buy what you can afford from apothecaries and restaurants. Food and magical ingredients are vital to survive and you simply can't have enough of them. If you spend all your money, go out and find looting (see food) to replenish your resources.

#### TAKING CARE OF YOUR CHARACTERS

First-level characters up to 50 hit points are very vulnerable so always put them at the back of the party. After playing the game a few times, however, you should be able to lead a party consisting entirely of level 1 characters a closer-to-the-front.

Most characters can be put up using yellow potions but these don't always restore many hit points and are in very low level to find. Just in case there are the MAMA spell be use in emergency during battle. For a small fee (around 750g) you can restore a character to full strength in Britain by looking him/her into the inn and then immediately taking him/her out again. (Rest, eh?)

When single character die, you can resurrect them by paying (expensive - 2000g) just as by using a RESURRECT scroll (obtained by the main character first). Resurrection spells will actually bring a character back to life after a short period.

If the unthinkable happens and your party is entirely wiped out, then the party will be resurrected in Lord Britain's castle. (Just note that the ratings of the characters have been restored along with their hit points. This is done according to a character's karma rating, related to previous behaviour during the game - so make sure you do lots of good deeds! The higher your karma, the less you'll have to spend all your ratings.)

By and large, however, death to two or more characters should be treated as an irreparable injury - instead from your last position and start of again.

#### MAGIC

There are two single spells that you really should make sure you have in abundance. These are AM ROCS, to cure poisoning - it is cheap and otherwise equally vital (occasionally MAMA for restoring hit points when it troubles AM SANC) for defusing traps in chests left behind by vanquished opponents, and AN SH COAR. The latter is a useful cast spell when attacked by dozens of skeletons, which can be rather hard for low-level characters to defeat otherwise.

Make sure you don't waste a spell by getting a new spell under a cost if it's you've got a fighter selected as the active character (it's all too easy to make the mistake).

#### COMBAT

When you start out, the most useful line-up is to equip your best-guard with slings, which you

## POTIONS

Here are some quick potion points:

**YELLOW** - restores hit points by a variable amount.

**PURPLE** - during combat, has a rather better effect!

**BLACK** - during combat, restores the user instantly.

**RED** - cures poisoning.

Don't use to poison the enemy until their in range of your ranged hand-to-hand fighters. Always make the most efficient possible use of the weapons you have by consulting the extensive card and distributing some efficiently.

At later stages of the game, concentrate on ensuring that weight distribution ensures maximum weapon hit-up amongst characters. A morning star and a short sword make a good combination for a strong character (equip your ranged with crossbows and save the slings in emergencies when you run out of quarrels/crossbow bolts).

Trods are a good source of quarrels and arrows which are otherwise rather difficult to obtain.

Make sure that Wizards are given to the stronger characters, who will make best use of them. It's worth paying for magic weapons - they really do make a difference - especially magic cross, which always returns to the thrower. Spiked shields and helms are useful in combining defensive and offensive capabilities.

Slings should always be used to combat - they make a big difference but, alas, sleep just after a while.

Finally, don't be obsessed at running away if you leave to - especially in the Southwesterland where the opposition comes that fast! If you run away from an encounter the opposition disappears.

## SHADOWLORDS

If a lone sound on entering a town/village, accompanied by a message telling to despair, hatred, or cowardice, then there's a nice, pityingly Shadowlord somewhere in your North, just waiting to destroy your entire party.

Shadowlords are there and do nothing unless you get too close, then they start to attack. Once in combat, your party is more or less doomed. As a point of interest, you can destroy Shadowlords using conventional weapons, but they simply reappear later. The secret of getting rid of them is held by the Shards - but you've got to find them first! Characters in the game will help you here.

Don't enter a town under the influence of hatred - the occupants will knock hit points off your characters all over opportunity.

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# SOUNDWARS

Mark Jenkins checks out three new affordable sound machines...the Kawai K1M (£395), Cheetah MS6 (£299) and Roland D-110 (£550)

**S**ynth modules are getting cheaper, smaller and better all the time. Now all you have to do is decide whether you prefer analog FM or LA synthesis, whether you want built-in than sounds, whether you need multiple output, whether built-in effects is vital to you, and so on and so on.

In order to settle some of these questions, we've lined up three of the most recent affordable MIDI synth modules, and we've taken a look at their features for features. The features they have in common, all three are multi-timed, programmable synth modules, also need an external keyboard, come or expansion to bring them to life.

## SYNTHESIS

Cheetah MS6 is the most 'traditional' of the three synths, although it's the most recently received. It's an analog unit based on the same Cutsy Doctor-Master chips used in the Roland's last other classic keyboards, so you can guess what it sounds like - 'brassy', 'bright', smooth or 'fuzzy' as desired. All facilities in synth modules are you create variable harmonic waves, and the Cheetah synthesises an analog string vibrato, adds huge bass notes, adding melody lines or lead lines ideas.

Roland's D-110 is the professional version of the MIDI module and shows its method of LA waves implemented systems, short samples create the start of each sound-the-cut of breath on the start of a flute or the rap of a snare and a steadily sample-synth section like the 'bassline' via into thinking it's looking a lot more of the same. Filter built-in providing modulation and envelopes allow great flexibility, as the D-110 can sound like a sample, using synth or digital synth with equal ease.

Eventide's takes the LA system and level up it to offer 256 sound samples, harmonically created synth sounds and more opening possibilities, but doesn't offer the familiar filter envelopes of the three. It offers the most impressive presets - huge wedges of sound with names like 'Two Moon Sky' and 'Ternatorator' which are very difficult to-figure-out.

## PERFORMANCE

The Cheetah is six-note multitimed, with each note independently assignable in an area of performance programs. You can assign one voice to a bass sound responding only to the bottom octave of a keyboard, two voices to a string sound responding to the next two octaves, one voice to a lead line responding to the next two octaves, and



Kawai's K1M - small box, big sounds.

the lead voice to a rily sound effect responding only to the top note. Store the lot away in a performance memory together with volumes and MIDI channels and recall the lot at the press of a button.

The D-110's performance setup is rather flexible - it has 20 presets which combine to create sounds, but sounds using only one or two patches can be edited like and most of the factory sounds can too. Potentially you have 20-note polyphony, but in practice you'll have eight to sixteen notes available, depending on setting, although you can use Patch Memory to make sure a certain part of your music always has enough patches available to sound properly. Again, every MIDI channel, sound and volume for up to eight parts can go into a performance memory to assist recall. The D-110 is the only one of the three to have multiple audio outputs, and you can assign a voice to an output or two.

On the K-1 there's a similar number of voices available and no multiple outputs, but you can assign voices to different stereo pan-

positions and again with a whole pan-to-pano memory with split points, layers and so on for up to eight voices in stereo.

## SOUND EDITING

All three units can be edited without external help, the Kawai's complement of sound samples and envelopes, no less, remember it's fairly straightforward to edit using the top panel synth's patch display as a mix control for up to five elements per sound although the Eventide's 32 editors for the 32 stem speed things up and offers loads of new sounds as well. The Cheetah's cheat may be still using two pages of buttons to select parameters such as filter cutoff, attack time and so on, and to edit the value.

The D-110 is basically supplied with loads and loads of onboard sounds - piano, organ, wind, brass, rock, and so on. The synth's most side is poor but there are loads and loads of variations on the string, brass and synth being those. The Eventide sounds are an early 80s '700' parental you don't want to create a whole new soundtrack with one finger all the time, but it's nice to have to do so. I although boxes like guitars, strings and keyboards are all there.

## GOODIES

Each synth has some unique features denied to all the others. On the D-110 there's a huge lot of sampled drum sounds which makes up a built-in rhythm. Part (Part II) when you're composing with a sequence. Many professional musicians have abandoned using true oscillators now and to very good reason, if you treat your drums as all part of the



Roland's D-110 - using samples as waveforms is more some cloning sounds.

most fans get stoned when you give them the rest of the music, they get excited moments if you cut a few bars out, and they don't make problems in synchronizing drum machines and other gear. The D-118 and its demo outputs to drums allow you to work out on the fly, composing drum parts on your sequencer just as you compose musical parts. They load—and it's easier to save you the cost of a drum machine. Then there's the built-in reverb, which can be assigned to any of the instruments or drum voices, and some built-in drumming. Maybe the D-110's still having its own built-in sequencer while you're just one of what the things capable of (Gibson's review).

The Oberlin's general assembly is as it should. None of the modern digital synths have ever successfully matched good old analog strings, bass and like things, so if you're into that kind of sound, the MS is the one for you. Its notes may seem a bit more — but you can always buy another MS and use its MIDI sequencer to put them up. The Oberlin, as we've mentioned, seems to operate in a unique way. If you want to make its sequencer, sampling (getting digitally) sound with one finger and see what gets back, that's for you for you.

#### CONCLUSIONS

For many factors you should look and remember that going for the more expensive D-118 may save you the cost of a drum machine as well. If you like the D-118 but don't want it, the other MS-10 offers much the same features for its separate output settings on board mixing console. Sampling and other notes you'll find on board.

If you prefer a lock-mounting format, you may like to visit a store or go for the MS-10 which is a 1/2" floppy cassette, depending without the external gear supply at the MS-10. Avoid you prefer digital to analog sounds, you may like to visit for Oberlin's and other — a single and independent digital synth.



And if you can't stand it any longer... You probably need the low budget keyboard stand distributed by John Monty Steves and available through any of their music shop dealers. Coloured K06002 it's a single keyboard stand with height and adjustable from 70cm to 100cm, plus an extension for a second keyboard coloured K06008, for just \$24.95.

## BOOK REVIEWS

Learning about MIDI may be a real headache. You can always check out the MIDI Month feature articles in the early issues of ACE, but the more extensive material you can buy your books on the better. Over the next couple of months we're going to take a look at some books which could prove a mine of useful information for anyone interested in MIDI. Most of these are imported into the UK by Hal Leonard Publishing who can be contacted on 01 750 0420 for the name of your nearest dealer or ordering instructions.

### THE SAMPLING BOOK

■ £12.00 - Steve De Faria/Le Scordato

As a book introduction to the theory and technique of sound sampling. Not too machine-specific, it explains sampling terms and goes on to give examples demonstrating specific sampling techniques such as looping and transients (clipping into it) for you.

It also deals with sampling different MIDI control elements into different samples such as stereo sampling, mono-phase types, and techniques for generating six-channel sampling runs, understanding of sample specifications and so on. Overall, highly recommended if you're puzzled about sampling or have just bought your first sampler and find the bookwork not too helpful.

### CASIO FZ-1/FZ-10M APPLICATIONS

■ £10.95 - Joe Scordato/Steve De Faria

A right and easy to understand guide to Casio's powerful 16-bit samplers. The book starts with basics of sampling technique. It goes on to look at 10 more examples before your very eyes, then goes on to give a series of experiments to help you get into the machine. Sample editing digital synthesis systems, advanced sample looping techniques, playing with LFO modulation and velocity gates and layering are all covered, and a price's great over £1,000 on the machine. The book can be registered as an essential necessity.

### THE MIDI RESOURCE BOOK

■ £14.95 - Steve De Faria/Le Scordato

An A4-format notebook serving as a guide through the MIDI world and basically expanding on the MIDI dictionary handbook as published by the International MIDI Users Association.

Every MIDI command is listed with its equivalent in hexadecimal given in both typical notation for systems exclusive strings and sample dumps are given, and there's a complete analysis of all the standard MIDI notes including Manufacturer ID numbers (did you know that IBM stands for International? Why not Microsoft? What do they build? I think we should be told.)

System Exclusive makes its chapters including Events and Velocity are detailed

and there are notes on how to interpret the MIDI implementation charts you'll find in most of the manuals. There's also an index helping you find information by reference to other books and notes in the text.

Lately there's a lot of MIDI manufacturers. American electronic real services, feature books and so on. The books appear to be part from the new MIDI generation, but it's so many straightforward enough for beginners — it's easy a MIDI designer's reference work.

### THE MIDI IMPLEMENTATION BOOK

■ £10.00 - Steve De Faria/Le Scordato

A matching volume to the volume entitled the MIDI Implementation shows from some of the most popular samplers, drum machines and software packages, from the 16-bit and some 16-bit digital logic systems, but this is if you want to know whether the standard MPU (all MIDI Classes) Fair Controller has Active Sensing of clocks or whether your King MIDI is playing up when it doesn't want. After 100s instructions or should.

### THE SYSTEM EXCLUSIVE BOOK

■ £19.95 - Steve De Faria/Le Scordato

Another modeling volume doing very much the same as System Exclusive data. If you're trying to write a program to record a MIDI sample dump from a Prophet 202 into an Acorn Archimedes, here's the data you need to make sure you're getting it right.

### ROLAND MC-505 DRUM MACHINE SET-UPS

■ £7.95 - Terry Fry

Another expensive to a 14-page and book about, but basically a really essential, low cost-oriented, and immediately accessible version of the '505 User Manual. If you have more money to spend than you have time to waste learning a new machine, the result is the one for you. The same can't really apply to the YAMAHA, JAZZ, S&W SYNTHESIZER SET-UPS and ROLAND MC-505 SEQUENCER SET-UPS. The latter however runs for a big 48 pages the time through the MC-505 does do for more books, like books next time.



# MIDI PANEL OF EXPERTS

You've got a micro, you've got a MIDI interface, you've got a synth...So you've got music, right? *Er, well not necessarily...as your letters to Music Doctor Mark Jenkins make clear.*

This month's letters and queries concentrate on the Atari ST and on the Casio range of MIDI synths and home keyboards. Keep in mind, though, that while here to offer help and advice (or at least to straddle to cry out to those suffering from computer-musicality at the Commodore, Spectrum, Amstrad or any other variety of well...

I own an Atari 520X/PM and Casio MT3000 and recently bought Muller's Super Conductor software. Unfortunately I found that the Casio, purchased at great expense, only transmits and receives messages in MIDI mode 3 while Super Conductor only receives and transmits in Mode 1. Is there a way I can get round this? If not, can we suggest any sequencer packages that will work in Mode 3?

JAMES AARONSON, Edinburgh

MIDI modes have always proved a little tedious but at least since the way they're defined was changed early after the MIDI standard was launched, MIDI mode numbers denote how information on different MIDI channels is handled, whether it's used as grouped, and in some cases the mode can only be changed by a signal coming in from outside the unit in question - you'll seldom find a 'leg button' (named 'Change Mode' on a synth) and then cut a line towards the back of the unit's manual telling you what mode it can slip into.

There are four MIDI modes defined as follows: MODE 1: Omni on / PolyMODE 1: Omni on / MonoMODE 2: Omni off / PolyMODE 4: Omni off / MonoMODE 3: Omni on / MonoMODE 3 is entirely new.

Let's look at James' Casio first. In fact there are as many as Modes 1, 2 and 3, which are more simply known as Omni, Poly and Mono. In Omni mode the Casio will receive and play notes and it'll on any and all of its 16 MIDI channels, up to the limitation of its 16-note polyphonic capability. All the notes will use the same sound, and if you try to send more than eight notes of notes, some of them simply won't sound.

Set Omni Off on the synth-and you're in Poly mode. In and out set the synths to pay attention to only one MIDI channel (from 1 to 16) again playing polyphonically. If it you need a monophonic base line on MIDI channel 2 in Poly mode, you'd only have the choice.

While the Casio's eight-note polyphonic in Mode 1, you'll find in Mode 4 (Mono) that it can only play up to four notes of notes, but they can all be controlled by different MIDI channels and can use different sounds. To get into this mode merely vary directly registered to Casio's manual, hit the

Solo button and then the MIDI button, use the cursor to assign a different MIDI channel to each of the four available voices, and if you change the sound selected with these four buttons, and if you change the sound selected each time, you'll find that sound stays locked on to each voice and MIDI channel as well.

To be get to the solution of James' problem, he would either perform and play back one block of eight-note polyphonic information with the Casio or four lots of monophonic information on different channels with different sounds if desired. Any software cannot do that in the ultimate Super Conductor's every set as good as MIDI-plus packages such as C-List Number in the latest programming series allowing you to change recorded information to any MIDI channel as desired (it's all done on the left-hand side of the display).

BRIAN WALSH of London has similar problems having set up his Super Conductor and Casio CT2000 and only obtained sound on the computer's internal sound chip. What's the problem here? We discuss guitar power on the work again unfortunately, but the things to note - if the computer's internal sound chip is playing every-

**MIDI STRUCKS** of *Woodsbridge* has hijacked Flight ACE 101 and come up with the following details: the identity of 110 cm ST sequences with looping under 5100. It's editing software for the Casio-CT2000. It's a sound sampler with MIDI that's cheaper than a whole new synth. It's a company marketing DR20-07 voices on disk. It's a low-cost high-quality MIDI drum machine and 60 information on how voice data connects for the OS synth's host.

Clatching a bassline list of used tones, listed the notes and falling on its sub-machine gun in our sub-panels, we reported as follows: 1) Muller's Super Conductor 2) CT-Android from Synthesizer Music, 01-444-9126. 3) Selenite's Pro Sound Designer with Pro MIDI edition, or Monolith's AT Display in its 'MIDI' section (attached to the recent PC Show or Reply Deluxe with higher quality and added auto-synthesis features to be launched at Christmas, although neither of these would match up to a commercial sampler module - 4) BY MIDI music. 5) *Woodsbridge* Close, Lides, Services 093 694 46 0770 4567. 6) Chameleon model now on its way in the United States now in second hand, or in Sierra Package. If you plug any cassette player into the synth, get it



Casio CT2000 - portable MIDI performer in the original plastic.

thing, that means some of the musical parts are designed to be outgoing MIDI channels.

Make sure a couple of modes with active base information are assigned to a couple of tracks with active channel information are assigned to available MIDI channels (only 1 and 2 again) down the left-hand side of the display) and then choose a suitable sound on the synth, make sure it's in Omni mode (which will allow it to play all channels on an Omni off/Poly Mode channel 1 or 2, and play every 2 if it still doesn't work, you may have a dual MIDI and perhaps even the dedicated dual-voice type) or even a dual MIDI output on your main (you can connect from MIDI OUT to MIDI IN, and you'll

merely to accept data, play the tape, and VOICE, new sounds.

**JOHN WOODRIDGE** of *Woodsbridge* wants to know, among other things, about MIDI modules under £200, at which there isn't a great selection. You can of course get several excellent MIDI keyboards below that price, but expander options tend to offer more features-and come at a higher price. Apart from those in this month's feature, forecast of the month include Roland MP-10 0425 or so which will offer tailored multitrack playing (in back of sampled drum sounds, or the more professional D-110 0500) which has more programmability and multiple audio outputs.

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**S**old 300 - did not. Scrolling about on-line? - thing of the past. That little game? - dead as a doornail. If you want to know what's selling the software shelves, slight fees of you need are three letters - RPG. Role Playing Games are experiencing a surge in popularity that looks set to establish a whole new field in computer games.

So why the boom in RPGs? Computer games have always been a source of escape and many spend less always seem to see more absorbing and involved alternative realities. Role Playing Games offered the ideal opportunity to create and control a character of your own. You could take them through adventures alongside other walled and unpredictable worlds. If you can't get hold of these, friends together for the board games then, why not have computer RPGs you can play on your own. Thus the explosion begins. But now you really produce an RPG on a computer?

The simple answer is no. Mostly because it is the RPG you have complete freedom to do what you want. If you want to use your character for a round in Bangkok in the middle of a game you can - you make up the rules. Clearly computer games can't cope with that sort of thing because they require rules that have to be adhered to strictly - you can't make them up as you go along.

Role playing and crafting new computer games have always been about assuming a role - be it a knight, lowly constabulary, long magicians or pilot. What's new is the ability to choose the character you want to be, maybe define their abilities, and control more than one character at once. Before you had to do what the designer (game structure) wanted you to. Several developments allow you to use characters to do what YOU want to do. However, these so-called computer RPGs are still a long way from the real thing, so to avoid any confusion, we'll call them CRPGs from now on, and leave the term RPG to describe a (premier) role playing game.

There are three basic elements that define a CRPG.

- A complex world with many different locations, objects and exploration possibilities.
- Individual character attributes, personality attributes.
- Multiple characters under your control, each with different characteristics.

In fact, these principles have influenced many past games that haven't officially been mentioned as CRPGs. Take Gauntlet, it



# ROLE UP!

Those of us who prefer a laser, a ship, and a screenful of aliens may turn up our noses at role-playing games. Arcade freaks Andy Smith and Bob Wade certainly did - but now they're changing their minds. Check out the laser-freaks introduction to RPGs and find out what's on offer...

## WHAT IS RPG?

Role playing started a long time ago, but the release of the Dungeons and Dragons system in the early seventies is widely regarded as the real birth of role playing in the U.K.

What does playing an RPG involve? For a start, you need at least two people, and preferably about seven or eight. You all meet at the same time, and the game starts. One of the players is elected to be the Games Master - also known as Dungeon Master. The Master, at a hundred other times - and the other players each create a character to control during the game. The GM's basic job is to describe what's going on in the game "world" and the players then decide on an appropriate course of action. The GM also plays anyone during the game, and his decision is usually final. Depending on how flexible the rules are (most are very flexible), you can decide to do almost anything with your character in the game that you wish. The game world is totally created by the G.M., usually after reading the rule book (which is just about all you need to play a RPG) - and a few novels and character sheets). Monsters and generally nasty things are often taken in the game - as well as treasure and other goodies - for the adventurers to find, and after they are noted and tables consulted to resolve combat situations. The dice are meant to represent the "luck" element in the game. The game continues in this fashion, with game sessions lasting from a half an hour once a week, to all-morning sessions and/or everyone's either bored or decided they can't develop their character any further. The development of your character is a crucial part of an RPG, leading to a given situation in a certain way can increase (or decrease) any one of your character's attributes, and as the game progresses, you find more and more options open to your character, which matured in the game.

Examples or modules for RPGs vary greatly, but break down into two main groups - magical games and non-magical games. Magical games are often called FRPGs (Fantasy Role Playing Games) and are often set in strange worlds in time periods comparable to our Dark Ages. As the name suggests, magic often plays a big part in the game, with spells for that and spells for that being used all the time. Non-magical games are often set in the future or in the present day and magic is to be used.

All RPGs vary greatly in their make-up and playing style and some people even use miniature figures, but the general idea is the same for each, and all you need to do to get into the RPG scene is either join an existing game, or round-up some friends and get your own game going.



It is in fact one of the closest attempts at a 3D effect in an arcade form. It certainly got a complex game world with many levels, traps, items, enemies and objects. It has two players, each with different weapons, powers and characteristics. And importantly it has the idea of cooperation or competition between players.



Going still further back you have *Final Fantasy*, the milestone game that beyond its 4 you control a team of characters trying to save someone on board a spaceship. These conventional attempts at including 3D in home games with *Final Fantasy* and *Dragon Quest* from Enix and *Dragon Master* from T&M, Microsoft. Both games contained the element of character control and a complex world. However, they've been criticized for being like reporting an NCP on a post. The two main problems are that only one player takes part and has to follow the right path to solve it - there's little freedom in the way you go about playing and completing the game.



The all-encompassing *Ultima Online* from Microsoft.

Despite the limitations that computers place on role playing, it's already guaranteed as a growth area. The likely results are much longer lasting and complicated games, which make the first split from arcade games. You won't ever see a role playing game as a re-rip because the two are incompatible. The development work required on such titles is also likely to drive the price up. The effects of role playing will also continue to filter through to the whole games market, increasing the interactivity and complexity of characterisation in all games. ■

# WORLDS ON-SCREEN

One of the main reasons for computerising the RPG concept is to make use of your machine's processing power to manipulate the environment, the objects it contains, and the characters you meet there. However, when it comes to actually displaying it on-screen, problems arise. We're still a long way away from being able to present a realistic and 3D world on your monitor, so a compromise has to be made. The difficulty arises in any game where the fantasy element demands a high level of detail relating to the world you play in. Programmers have tackled the problem in a number of different, distinctive ways, of the which the following two are the best-known examples.

## METHOD 1 - THE ULTIMA APPROACH

Apart from when you're in the dungeons before Method 2 is used, *Ultima* games use a top-down view on the world. An early example of this was Microsoft's *King of Dragons*. The drawback with this method is that it isn't too very clean and unattractive unless the system can handle a large amount of detail. However, although a problem with other machines, the *Ultima* approach provides to



create locations via a horizontal representation of the map viewed from above with various for details features and items. The single figure represents your party's position and you can move and character (back) to any direction - either limited by enemy positions, or other obstacles.



Ultima locations use a horizontal representation of the map viewed from above with various for details features and items. However, your party is still represented by a single figure.



Being constant, the display changes to reveal the members of your party as separate figures, enabling you to know exactly commands to each member.

deliver some exceptional results on most models. The screenshot here are from an IBM with 486...

## METHOD 2 - THE BARD'S TALE APPROACH

The Bard's Tale series takes a different approach entirely from *Ultima*, using a head-on display that scrolls as you move around. In this mode, you see only top-figures - no objects or other characters. Using constant, you see a representation of your opponents. The approach was better suited to 4-bit machines than Method 1 because it doesn't require as



in *Star Wars*, they're looking down the street and will not even see you, the buildings scroll by. You can't make you're here (off on right and to some straight ahead.



to control. They get a visual representation of the enemy but nothing else. Being other parts of the game a similar display is used to show your (limited) numbers of your party.

much detail or graphics RAM. However, it focuses on becoming self-learning - you would have to reassign the device to introduce greater variety in the terrain, unlike screens which simply require to have each screen filled to greater detail.

#### THE BIG ONES

The two most popular role-playing-oriented games have to be *The Black Tale* series (three titles to date) and the *Ultima* series (five titles to date) in addition. Not only is *Ultima* very popular in the US but has also found appealing fans in Britain due to state, tuition cost saving problems. Produced by Sierra On-Line, it cost £64.95. For some strange reason it didn't sell at the price and was withdrawn. Ah well.

*The Black Tale* series are programmed by Intrepid Productions, who have recently produced *Warland* and *Legacy of the Ancients* (the first monthly adventure section released through Electronic Arts). The series has been increasingly successful. Unlike *Ultima* the principle instead is back, stay and steal as you encounter apparent evil opponents. There are literally dozens of quests to complete, many of which are almost ludicrous in their power to destroy the world.

One point about *Black Tale* is that you make characters in a manner similar to some real role-playing games - by the

## AN ARCADE PLAYER PLAYS ULTIMA

Have you ever declared a dislike for a certain food, and then admitted that you'd never actually lost weight? This kind of attitude is very negative and also very common. ACE's staff writer, Andy Smith, just *WON'T* hold now like a serious computer RPG. So we made him play *Ultima V* - for long periods of time.

The result? To never really put too much attention to the RPG scene, thinking it was some extremely complicated business that tooked the a lot of effort for little return. The fact that he never played a role-playing game before just shows how easy it is to dismiss something once you've made a label on it and decided "that's not for me". It didn't take too long however before I started to enjoy playing the game, the characters became more and more believable, so did the game itself. The ability to do such a variety of things, and to wander off on little quests that aren't strictly part of your game direction was wonderful. Now I know what he has meaning, it made me feel like I was out any more.

throwing of dice. In other words, the computer assigns a random value to each of the characters' attributes, at least. If you're not happy with the results, you can "bless" again. You can therefore deliberately set out to create, for example, an ideal fighter-type character with high scores for strength and intelligence. *Ultima V* uses a completely different and rather unusual form of character generation, in which you answer various, often odd questions on behalf of your character, who then receives various attributes accordingly. It isn't quite so easy to define, for

example, an ideal fighter character using that system, but it is somewhat very satisfying all the same.

We still hadn't received, at the time of going to press, a complete version of *Ultima Gold/Ultima: Paths of Darkness* based on the original *Advanced Dungeons and Dragons* with a storyline taken from the *Purgatory* *Gods* scenario. It looks, however, to be in the *Black Tale* mould - which means emphasis on fun and action rather than the elaborate creation of a game-world with lots of character interaction and objects.

## A REAL ROLE-PLAYERS VIEW

In the computer industry there is a lot of confusion as to what an RPG is and what isn't. Many accidently tend to assume that all role players are sword-wielding homicidal maniacs whose sole purpose in life is to kill, up as big a body count as possible. What's often overlooked is the fact that there are many different types of RPG and although some people prefer the "hack-and-slay" scenarios, wielding power hungry characters that kill first and ask questions later, they're in a minority. Most RPGers would rather develop their character's personality and act out that role.

DPPGs have so far only concerned themselves with the fantasy genre, probably because that's the most popular. *Dungeons and Dragons* and its successor *Advanced Dungeons and Dragons* are the most famous of the DPPGs, partly because they were the first and partly because the system is relatively simple. Some other DPPGs are *Middle Earth Role Playing*, *Warhammer Fantasy Role Playing*, *Renaissance*, *Stranger* and the list goes on. Some are more complex than others, but complexity doesn't make a good game, it's having fun that counts.

You don't have to restrict yourself to fantasy though, there's science fiction, horror, superhero and spy RPGs. Of the science fiction RPGs *Starline* is probably the best known system. *Starline* is set in the far future when men are real men, women are real women and small furry creatures from Alpha Centauri are small furry creatures from Alpha Centauri. Other DPPGs

include *Doctor Who*, *Star Wars*, *Star Frontiers* and *Paranoia*, although *Paranoia* falls somewhere between spy and SF.

There's only one horror RPG, *Call of Cthulhu*, and if you want a game with a lesser atmosphere this is it. *Masters of Darkness* isn't the bestest *Call of Cthulhu* you get in DPPGs, but the best of things that are only in nightmares, or the imagination of H.P. Lovecraft, whose novels are used as a basis for the game.

Games like *Marvel Super Heroes* and *DC Heroes* show you to take on the persona of heroic people like Superman, Spiderman, Wonderwoman and other super beings dressed up in your own imagination. They have the world coming for super villains to defeat, people to save and maybe a big lot of glory if they can get it.

Last, but by no means least are the spy RPGs like *Burrows* and *Burrows: Teenage Mutant Ninjaurtles* and *Top Gun* is a cartoon based, *Burrows* and *Burrows* is about *Burrows* and *Burrows* and *Teenage Mutant Ninjaurtles* concerns young protagonists with martial arts expertise.

Computer games are generally played by an individual and so DPPGs are also designed with a single player in mind. DPPGs on the other hand are played by a group of people with one or two

characters each and there's far more interaction between the characters. Parties of DPPG characters tend to be very cautious, don't argue and have no memory of what other characters do to them. If one of the characters in a DPPG started stealing from others, or there was some in party fighting, all hell would break loose and that character would find things going badly for him. As a result in *The Dark Side* you can fight other members of the party if you want to, but it's pointless and they won't attack back unless you specifically tell them.

DPPGs have started to move towards their role playing games, but they're still got a very long way to go before they come close to even the most complex RPG.

Not all DPPGs are spy based - this *Stranger* game features both *Star Wars* *Master of the Universe* and *Star Wars*.





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ADVANCED-COMPUTER-ENTERTAINMENT

It's been a tough old month for letters, thanks to all that industrial aggro down at the Post Office. Still, the mail got flowing again just in time to liberate these choice missives, and what a bunch they are!

Judge for yourself on the issues of the moment. Is the Amiga 1000 a deeply wonderful machine? Are 16-bit games far superior to 8-bit ones - or possibly vice versa? And just why is it so tough to be an ACE fan down-under? Readers prosecute, Andy Wilton defends and ACE awards substantial damages. (Well, prizes actually.)

Send your words of wisdom to:

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...and get lucky!

## REBELSTAR ON THE BRAIN



For about two years now I have been considering just what the future holds for the computer game, in particular the refinements and improvements that could be made to the old classic.

I think what would *like* be like with 3D text (and colour graphics and interactive communication with aliens, tanks and Maximals etc. This is the hours of fun playing *Ryq Hunter* with all the sound and graphics of the

Amiga on the ST. It would probably be better than the arcade version in the hands of a good programmer.

Though all this may sound fanciful and make a little unnecessary there is one game I am wishing to see in an upgraded format - *Rebelstar Raiders*.

When I had my good old Spectrum two years ago myself and I found would spend hours often playing early into the morning locked in mortal combat getting and taking vital moves, all to reach the ultimate goal of killing off the opposition. The game was quite simply brilliant in its subtle complexity. Now, imagine if I could have to write *Raiders* with all the speed, sound and graphics precision of something like *Carrier Command* or *Blues* I'm sure, no positive, that the game would be an absolute smash.

*Raiders* still rates as number 1 in strategy charts for the Spectrum, though I have now convinced myself that it will never hold that honoured position in the 16 bit charts. So as my friends guffaw that my friend and I shall go on playing *Raiders* on his humble Speccy until the software houses can come and release the on a more powerful machine.

John Barker  
Wembley



Good old *RA* has something of a following in the ACE office actually. In fact, battle-hardened strategist Andy Smith reckons it's the best tactical wargame ever released for the Speccy, and quite remarkable value for money at £1.99. On a more general point, strategy games - and especially 'laser-clad' ones with loads of nice 16-bit graphics - are a better-than-usual way of using your mind, and ought to be a big boom area over the next year or so. Software houses take note!

Now from the authors of *Rebelstar* is *Targel's Lazer Squad* (which on the inside cover 'Tad' has a full review.

## GAMES GRETTOSES?

Since you feel that your magazine should review both 8- and 16-bit games, how about a different review section for each? Your present system seems very unfair to the 8-bit games. How can you possibly expect a Spectrum game to compete with the far superior games now being produced for the ST and Amiga? I think your rating system should take into account the different capabilities of each machine. And I think you should have a two-monthly point at your PC games. Surely this is the time when a lot of games take their stores.

Enough-please! I am about to migrate from my Spectrum to an Alan STFM. I was wondering whether it is possible to rate ST games in the same way as Spectrum games as the often added life and enjoyment it this is possible, why do you not put them in your magazine?

Finally, I think many games would benefit from access codes so that more advanced events could be reached easily and without having to travel through the rather tedious early screens. Such a system will often seem to early games like *Side Show* or the Spectrum best-seller, but now appears to be obsolete.

Duncan Tenn  
Malden

PS How about including *Bank* as a cover game? It looks fun!

A separate section for 8-bit games? I don't think that'd be necessary at all. Duncan, not while the 8-bit machines have games like *NIP*, *Nebulus* or *Demolite* - a stack-up against such evenly-16-bit efforts as *Assassinate* or *Syndraining Kings*! Machine power makes for superior games possible, but most games still fall far short of the ideal. If anything 8-bit machines come out of the dust comparison rather well. I'm happy

ACE  
•  
LETTERS

## SAVED AGAIN?



I think that your magazine is the best around and is very enjoyable to read. To make it add that little bit more interesting, how about adding to the reviews for Amiga ST games by saying whether or not they will save the high-score table?

One of the most depressing things about a good game like *Wipe* is to get a very good high-score, type it in but it will not save. I personally would prefer to buy a game that has a high-score to save it, because this will help you to keep playing and maintain those extra points.

There is one that doesn't, a programmer to make the scores save.

Take *The Great Game Sectors* and *Obis*, for example, have completely different games but yet both save the high-score table. This really adds to the game. How many of you have written about these high-scores and then got the paper? You wouldn't have got the idea!

I'm sure many of you agree with me. So how about a vote?

Colin Long  
Macc

On the whole I'd agree with you Colin, but saved high-score tables have their problems around the ACE office. In particular they tend to launch Andy Smith and Mike Wiper into furious high-score battles which seriously disrupt their work and prevent their language. In these matters some, when somebody else is going to get a quest, non-competitive language of something more a really sophisticated effort fails to get accepted. Because the high-score tables full of messages like "NO AM/BEAT NOY/ACBEM?" or "AM/2? CM/4? G A D/AM?" Really what ever happened to the spirit of sportsmanship and rivalry between gamers?

It encourages the software industry to put their wares up a bit.

The reason for the month and year values of a game would be pretty much the same if you buy a game in Spring and you're not playing it in the Autumn, you can assume it's got that special something that'll see it through well into the New Year.

ST games certainly are possible, and we've been known to print the best one in the future now. Unfortunately, we're not often seen them, and such when we are they tend to be very cumbersome things. One protection schemes take a lot of getting round and 80000 machine code is bulky and anyway, as the price keeps on falling, the often are large to be worth trying it.

As for access codes, they're implemented a great deal in certain types of game, *Whodunnit: The Detective* - I'd expect that code? Unfortunately, they can actually detect from a game in the same way that early accessible cheat codes do. Take *The Practitioner* for example, a game I played a great deal of this issue. Once you've got the access code for Sector 2, which would take less than a day on the CDS version, you'll never need to get back to Section 1. That's a kind of the game in the end - it's a problem, isn't it?

**Obis** as a chess game?

Heaven forbid! It's an awful lot of the utterly totally normally subtle but simply if not game it says our whole leadership would be so rocked, they probably wouldn't be able to stop themselves away from the traditional team to top the next month's ACE! No, I think we'd stick to giving away really brilliant games like *Impossible Mission* and *Speedway* thank you very much.

### GET DOWN AND LOG ON

In reply to the letter concerning the latest issue of the MUGEN, I have the answer to the problem, or rather Campbell has.

It's called *Phyrtex*. Just grab a couple of cans, stick on some loud music (preferably the Fat Dog Bays) and log onto Phyrtex, and there you have it: your own disco in your bedroom, bathroom, or underground cavern. You can have your party anywhere you want even in a British mansion in which you just happen to be living, at the time your hand is taken prisoner by enemy forces, and you are called in to get her out... (Phew, now what did that feel like?)

Only CD can feature entry fee, and the party can last longer than you. It's the ultimate solution for all of those lonely music users, sitting at home, fed up with the same old

games. Oh, by the way, to go on, log onto the live one!

Michael Armstrong  
Peters

There are normally seen in giving stateless plugs in things like on the ACE entry page unless we can reach for whatever's being plugged ourselves, and in the case we can't. But enough of *Rambo III* what about *Phyrtex*? Personally I reckon online chat sessions have their problems - they're certainly no substitute for a real, in-the-flesh conversation - but if the alternative is yet another night watching my TV screen silent, they're just a bit going for them.

### BE HIGH PRICES

In recent issues of ACE, there has been a lot of attention to the new generation of computer games, in multi-player games, in issue 10 in the section based on the theme, it says that the best and most powerful method of linking computers together is with a satellite network. To me, this suggestion is totally ludicrous. Who on Earth can afford a dish to put up the signals and who is going to put the obvious thing in their garden? The price of a modern is enough, and beyond most people's financial capabilities including my own.

With the above taken into consideration, it is not surprising that this idea hasn't caught on. What software or hardware company is going to produce games and peripherals for the few who can afford it?

James Ball  
Chesh

Our 'Global Conflict' feature in Issue 12 was dealing with game-playing a fair distance into the future. James, but satellite TV is actually a growing area of entertainment in the country, cheap rates you pay in your own country for just around the corner. Who could afford a video recorder at home computer ten years ago? As for software or hardware companies supporting products for the few, there's already a fair amount of it around here. Online games for modern gamers started when modems were very cheap bits of kit called. They aren't exactly doing new come in that, but there's plenty of equipment available and software around.

### USER-HOSTILE

I had a browse the way some 16-bit computer owners treat about how technically superior their computers are to 32-bit machines, all right they are in some aspects such

as the graphics handling, sound etc, but what about user friendliness? I can't see Amiga and find it a nightmare to program and reformatted files. I've also got a brilliant example of *Softest* on Deluxe Plus, it has been saved, but damn me if it will load into the computer. Thinking back to the 68K Spectrum I remember how you watched it on and thereafter smiling until you were so hard to be loaded or programmed in. None of this getting lost in sub-divisions or not being able to deal away unwanted windows.

Another aspect which makes the 16-bit inferior to the 32-bit computer is the playability of a game. Many games designers are so concerned only by the beautiful graphics and sound that they totally forget about the essential part of the game, the PLAYABILITY. Most of you, the computerists used to play games.

I feel that the Amiga's potential as a games machine is not being reached. How many times do you hear of an ST game being released with the Amiga version to follow in the near future? The near future meaning the time it takes to download the program from the ST is the Amiga. So I'm delighted to see a superb game for the Amiga by EA, namely *Interceptor*. For once the tables are turned and it is ST users that have to avoid even a game they cannot have.

Neil Campbell  
Dunfermline

I know just how you feel when it comes to making the Amiga do simple housekeeping files. The software's a pig if you get it to do it, and can be pretty annoying even once you have it. It does seem a shame that operating systems should have become so very complex when all that extra power and all those points of expansion should have made them so much simpler. Maybe the next generation of users will be able to handle the Amiga's *Amiga-Net*.

I think you're being a bit mean over *Interceptor*. It's not the ST owners' fault that they get so many other games than!

### WHICH BAKER?

When I saw the hardware upgrade guide in issue twelve, I was incredibly surprised and annoyed. It is not that the hardware section is wrong. No, that is basically correct. It's the software sections that had me worrying my hair out in anger. More specifically the *Amiga* section. Only two major games for the Amiga/68000? *Raiden*? Do you know that *Amiga* software publishers do *Streets*? I have produced

**Space Adventure Game** which is set in Europa and features rounded, smooth and fast 3D solid graphics. It's called that pretty major! That's not the only one either and a steady flow is coming out. Taking over is a helluva lot of fun at the moment. I've got a look at the forthcoming '98' catalogue and papers to set your world! BBC, Ltd, Computer Concepts, Clavis, and many other companies which may only be known to British gamers, are producing software in great numbers for the Amiga. There's plenty of art packages around and (what? You're not interested?)

I would like to say that the information does have a very bright hue but because the machine is so new, software companies are scrambling in Acorn's old maps. So it's frustrating, for them.

**Andrew Williams**  
Bath

Ever you write this you should have seen the other's **Carfax 32** feature. Andrew 1988 took this? You've written you down a little bit though it's still worth answering some of your points. Space

Adventure Game was a new one at an I read you, but we're aware of several other Amiga games. For the most part they're far from approach, and don't even start to use the Amiga's enormous power - which is presumably what you buy for the thing for in the first place.

By the standards of the other machines on offer it would be upgrades, the Amiga is only taking over more like the ST, Amiga and May are entering in software compatibility. That doesn't mean the Amiga's power won't suddenly boom, but there's no sign of it happening yet.

#### HEAVY WAFF

I think your magazine is great except for one annoying problem. By the time it reaches the store in Australia, all the offers have expired. The current issue on sale is the June 1988 edition of ACE. Even your magazine subscription offer expired over two months ago. You do not quote a price for a overseas subscription.

I cannot think of anything more galling than if I were to see my ACE card number in an issue which had expired months before.

The monthly issues of other mags arrive on time in the first week of the month. Why does your magazine lag two months behind?

Do you care about your readers outside Europe? It would be a terrible pity if you did not, as I find ACE is very informative and always entertaining. Your high quality design and content would ensure your success in the world if you didn't treat everyone else as being inconsequential.

Even two months late, ACE is always a pleasure to read. I wait eagerly for the July issue to arrive.

**Keith Fung**  
Australia

It'll be ten months before you read the 19th April, Keith, but we certainly welcome overseas subscribers. The problem is, we have so many different rates to account for countries across the globe that we just don't have the space to print them all. In general, the best



thing to do is to get in touch with our European branch. Either write to: **The Subscriptions Department, Future Publishing, The Old Barn, South Woodford, Somerton, Somerset, United Kingdom, TA11 3BH** phone them on **0458 748761**, or instead of all send them a fax on **0458 748776** and they'll send you details of the rate you'll have to pay. For Australian readers though, I can give you the info right now. Send C34.67 to the address above and they'll put you on the sales list with-  
out! (Do make sure that your money order/bank's draft or whatever is made out in pounds Sterling.)

## AMIGA INDIGNATION

I own a Commodore Amiga and I might say so, am a loyal ACE reader and I do advise your mag. However, several errors were printed in your hardware upgrade guide concerning the Amiga.

Personally I do believe that right here accurate information is essential when you point out what makes a computer different from its rivals. But lets get specific:

**Models:** Only the 4000 is supplied as a keyboard unit with built-in-strings, the 4000, A2000, A2000B and A2000 are supplied as a PC-like structure, with separate keyboards. It notes on the A2000B, which is an updated A2000, designed to incorporate new video-chips, giving the A2000B a resolution of 1024x1024 pixels in 4 colours, this of course without making use of the internal mode and the use of a special monitor.

#### Displays and Sound

##### Resolution:

Screen	Normal
	Up to 320x200 pixels 32 colours out of 4096
	Interface up to 320x204 pixels 32 colours out of 4096
	<b>EMM (Extra-Mem Mode)</b>
	Up to 320x200 pixels 64 colours out of 4096
	Interface up to 320x204 pixels 64 colours out of 4096
	<b>HAB</b>
	Up to 320x200 pixels 4096 colours on screen
	Interface up to 320x204 pixels 4096 colours on screen
	(320x100 every pixel can be a random colour.)

##### Bit-rate:

**Normal**  
up to 174x382 pixels 16 colours out of 4096

##### High-res:

**Normal**  
up to 174x504 pixels 16 colours out of 4096

English mags do not have a good term concerning hardware, if I might say so, it is well to know something about that you'll have to look for example a German magazine. But of course when getting into the games world there are the English mags as point.

Well I hope you will give hardware a chance, I loved the Flare One article,

as a matter of fact

**Rob Tiddens The Netherlands**

I don't know whether you're referring to the old or new-look Hardware Upgrade Guides. Rob, but I've got last issue's in front of me and I can't really see any major Amiga inaccuracies in it (except for a slight mis-use over the number of sound-channels in the - we've fixed the cover). The resolutions we quote are, we feel, the best compromise we can make between pleasing everyone in figures on the one hand and being precise on the other. The figures don't reflect the absolute theoretical limits of the hardware, but rather the practical limits extend to by software and imposed by monitor capabilities. They cover the mode normal people can actually use, rather than the ones that take C or 68000 programming knowledge to get at. German magazines do indeed cover the latter very well, but I don't really think the benefits are that great - or that when they're making buying decisions, at any rate.

#### AMIGA INDIGNATION REVISITED

The people that made up the last Hardware Upgrade Guide must have got a few screws loose, calling an Amiga 1000 'usually off'. It still is an Amiga and this means it needs the Miracle of the Lightbulb (The Amiga 512, one has to believe, if he reads your mag regularly) easily when it comes to graphics and sound (there is it even better than the A2000, with the separate keyboard and the lengthy boot-up sequence with the data into the Kickstart 1.1 on-3 without problems. It's a mistake from Commodore not to introduce the A2000 series, if they would take the trouble to modify it, it would fill the gap that exists between the A500 and the A2000. I bought mine almost two years ago with a 'junk' memory of 512K (the same as the 500B/512K, I thought?) and it still is sufficient for the majority of software on the market.

**L. Elijens, Belgium**

Having used both an A1000 and an A2000 extensively I have to say I find the A1000 distinctly craver. The separate keyboard is a boon of course, but the memory as standard is only 512K (yes, giggs) and the extra are good sequence in a pain to put it mildly. The ability to use basic mode crash-course versions of the operating system is handy enough to make up for this as far as I am concerned. All in things like the lack of Extra Mem Mode made and you've got a machine that's more, not better an A2000.

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● If a particular game's driving you up the wall and you don't think you'll be able to retain your sanity unless you can beat it — here's the place to look. Cheating's what it's all about sometimes, so don't feel bad consulting the *Draconus* and *Marauder* maps. Don't get hit by a guilt attack as you type in the *Alien Syndrome* poke. Just do it! And show the computer who's REALLY boss!

## OVERLANDER

■ Playing tips for the ST version of this destructive driving game.

### LEVEL 1

1. Select counted money.
2. Fuel up to 14 matches on fuel gauge.
3. Get turbo, 4 balancing cams and 2 fire bombs.
4. After the first bikes have passed, slow down or the gummies will kill you.
5. Destroy trucks from as far away as possible.
6. Steer to 100-100mph to negotiate corners.
7. If you stay in the middle lane when you come to the wrecks, you will not be damaged.

### LEVEL 2

1. Select untapped official.
2. Fuel up to half full.
3. Buy tearburner, a few cams and bullet proofs and fire bombs.
4. After hot lakes there's a nasty surprise in the valley below.

### LEVEL 3: BARREN LANDS

1. Select plutonium.
2. Fuel up to half full if you have tearburner — if you don't then fuel up to max.
3. Buy cams, bulletproofs, fire bombs (or fuel if you need them).
4. The toughest part of the course is early on, so don't be afraid to let loose with the fire bombs.

### LEVEL 4: THE GUTTER RUN

1. Select illegal chemicals. Fill up to max level.
2. Buy maximum cams, bullet proofs, as many fire as you can afford and fuel and start bomb (depending on your bank balance).
3. The barriers are everywhere on this level and you will need to be at 80-100mph to avoid them all. Try to save your cams until later in the level.
4. Do you didn't like the "jumbies" in levels 1, 2 and 3? The aliens in level 4 are real mean. Smart bombs and bulletproofing are your best chance of survival.

### LEVEL 5: GRAVITYWAD

1. Choose the President. Fill up to maximum fuel.
2. Buy everything, \$40,000 upfront plus whatever you fuel left from the



fuel level should be enough. Levels should be on the top of your shipping list followed by cams, proofing, brakes, armour and weapons — don't bother with the wheelblades!

5. Do the same as for the last level. Because your car's at maximum everything, this level should prove to be too difficult.

J. Merrifield, Devon.

## THE GREAT GIANA SISTERS

■ A short and sweet tip for the C24.

Press the best APR and B all together during the game to advance a level.

A R N M

Jo Potts, Altringham

## ARKANOID II

■ A little tip for Amstrad but 'N' ball fans.

Once the game has loaded, press the keys W, S, D and I all at once. There should now be a border around the screen. Now start playing the game, and press ESCAPE once at any time during the game and the extra will appear. This should work at every level.



Jason Dale, Wakefield.

## CAPTAIN BLOOD

■ Having trouble finding the clones? Here's a couple of tips that should make your life easier.

1. As soon as the canyon is spotted, immediately go left and up, then flying over the canyon will get the early to avoid a crash. You will then be in another canyon that's usually wide enough for you to fly at top speed without worry.

2. To find the first stone, load the game again and spin until you are at the planet Bow low (Ibair's planet). Ask this about Bloor's, his 'pop'. Ask this co-ordinates of Bowlow's, Repeat this. Drop you on an unmarked planet. Go to Cowlow-Ur



Start a conversation about Croco-Us and he will tell you the co-ordinates of four of the Croco-Us planets so you can destroy them. Kill the Croco-Us (you may be able to extract information about the other Croco-Us too), Go back to Croco-Us. Ask for the co-ordinates of Sines. Go to Sines. When asked who, answer "Impossible not Sines". Now say "1010" and he will give you the co-ordinates of planet 256 (the real Sines planet). Go to planet 256. Talk about Antenna and get the co-ordinates. Go to one of the three planets then persuade the Antenna to teleport. Drop the Antenna off on an uninhabited planet. Repeat for all Antenna. Go to planet 256. Sines will give you the co-ordinates of Mazon. Go to Mazon. When asked identity say "Gib". Before he goes he will say "larger planet somewhere. 87 forbidden". Go to the new "Gib" planet. When asked the identity of Mazon's planet say "larger planet somewhere 87 forbidden". He then tells you the co-ordinates of Number 1 (Sines's brother). Go there!



Kevin Ng, Ransorn

## ALIEN SYNDROME

With these four ST cheats you'll now have no excuse not to do really well.

Type the listing into ST basic, insert a blank disk and RUN the program. At the "ALIGNED:1000" will be saved to the disk. RUN this program and wait for the disk drive to stop. Now insert the Alien Syndrome disk 1 into the drive and press a key. The game should now load normally with whatever cheat(s) you're selected.

There are four cheats in the program; each has its own line of data (lines 240-243). Simply omit the lines of cheats you don't want but keep a copy of the basic program so you can experiment with different combinations. You can include all the cheats if you wish but you may find that a little too easy!

```

10 run the great Alien Syndrome cheat
20 run by Mark Richardson
30 run it's easier if you key this in it medium res
40 run Distribute all the cheats at once
50 run "that would be too easy"
60 add <A>7A00
70 set key-0 (only 1989 version of basic
80 for 1-0-0-0-0-1 step 2)
90 read:ed:poke add+val("B"=v[e])
100 read 1
110 poke add+0
120 poke add+0,0A00
130 poke add+4,0A00
140 basic "aligned:1000",add:000

```

## DRACONUS

Ian Thomson, Gairnie



```

150 end
160 *
170 data 60 0,0,0,0,0,0,0
180 data 0,0,0,0,0,0,0,0,0,0,0
190 data 4,0000,0000,1+0000,1,000
200 data 0,500,000,000,000,00,00,0,0,0,1
210 data 000,000,000,000,00,00,0,0,0,0,0
220 data 0,000,0,000,0,000,0,000,0,000,0
230 data 70,000,00,000,000,000,000,000,000
240 data 0,70,000,0,000,0,000,0,0,0,0,0,0
250 data 0,70,000,0,000,0,000,0,0,0,0,0,0
260 data 000,000,1,00,000,000,000,0,0,0,0,0,0
270 data 0,0,000,000,0,000,000,000,000,000
280 *
290 here are the optional cheats
300 *
310 data 0,70,0A71,0A71,0000,0,0000,0,0,0,0,0,0
320 data 0,70,0A71,0A71,0000,0,0000,0,0,0,0,0,0
330 data 0,70,0A71,0A71,0A00,permanent,map
340 data 0,70,0A71,0A71,0000,0,0,0,0,0,0,0,0,0
350 *
360 data 0,70,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

```

### CHEAT DETAILS

1. Invulnerable - Simply walk right through all aliens and guardians and anything they throw at you.
2. Unlimited time - Stops the time clock counting down.
3. Permanent map - Put the map up and it stays there (this does the game down somewhat).
4. 1 console to roll - The roll will open and

allow you to leave after you have rescued just one of your comrades. The others will be there for you to collect and you will only score bonus points for those you rescue.

Mark Richardson, Preston

## MARAUDER

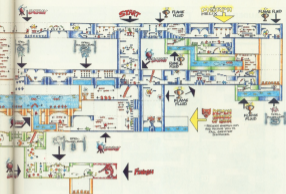
Want to disable the sprite collision detection on the Commodore?

Simply hold down the Commodore key (C), it will appear at the bottom of the screen - and then you're in!



The Wig Kid, London





## WHERE TIME STOOD STILL

These Spectre tips may help you to keep your team alive a little longer.

1. Switch off the music, as the sound-effects warn you of approaching danger.
2. If you hear the warning sound for the first time for your gun, this means the first enemy is using the dagger.



will replenish your food supplies.

4. Selecting the water bottles near the river will refill it.
5. When crossing the swamp, try to stay on the opposite side to the monster.
6. When trading with the villagers, drop an object as soon as you meet the chief. Giving the villagers the same (which Storm's carrying) will result in them giving you a bag of loot as well as a box of food.
7. Don't leave the village until nighttime, as this is the safest time to leave.
8. If the straggler comes, then run back to the village. Shooting has no effect.
9. To use the dynamite, drop it when the fuse has been lit - then wait!
10. To get past the hand, drop the meat from your hand. It will take it and let you pass.
11. Avoid the second native village you come to - they're a nasty lot!
12. Pirates and stragglers don't go in the temple - it's an ideal place to rest.

J. McChesney, *Barrack*

## SOFTWARE GIVEAWAY!!

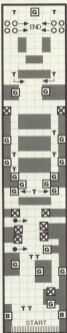
With the price of software what it is today, what could be better than winning yourself up to 500 top-rated games for your machine? Ian Thomson picks up this month's "Tip-of-the-month" prizes for his *Draconus* map. He'll even be playing *Dark Side*, *Fernando Mur Die*, *Barbarian II*, *Metemworld*, *Shocking Blues* and *The President is Missing*. Alan Robinson wins a copy of *Overlander* for his ST as does J. Meredith. Matthew Haughton and Stephen Pleyman both win copies of *Storm Commandos* for their Spectrums and Jason Dale wins *Minister for the Amused*. Don't hesitate, get those maps, tips and prizes sent in to the following address:

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## MARAUDER MAP

Gareth Barton, Harwell

LEVEL 1 - LEVEL 2



## THE EMPIRE STRIKES BACK

■ A neat ST cheat

When playing the game, hold down the TAB key and type VECTOR (VPRM) (including space). This will enable the cheat mode giving invulnerability. Also the following keys have the following effects:

- T: Today cheat mode (looks like you're playing but you're not really)
- L: Picture of Luke Skywalker
- B: Picture of Darth Vader
- C: Picture of C3PO
- ENTER: Returns to normal play.



Martin Calvert, Borrow-in-Arms

## 1 ENLIGHTENMENT - DRUID II

■ A short poke for infinite energy for the Spectrum version.

- 1 ROM DRUID II FORD
- 10 FORD-88224 TO 88221
- 15 READ A POKE 8A
- 20 NEXT P
- 30 PRINT AT 10,1;"DRUID DRUID II MAP"
- 40 LOAD"CODE"
- 45 POKE 8494,84
- 50 RANDOMIZE USR 6400
- 100 DATA 40,58,65,65,117
- 110 DATA 195,0,0

## 2 FRUIT MACHINE SIMULATOR

■ If you want unlimited money on the Spectrum version of this popular game, all you need do is type in this listing.

- 1 FROM FRUIT MC SIM FORD
- 5 SCREEN 1
- 10 PRINT AT 10,1;"DRUID FRUIT MC SIM MAP"
- 20 LOAD"SCREEN"
- 30 FOR P=2000 TO 2005
- 40 READ A POKE 8A
- 50 NEXT P
- 60 RANDOMIZE USR 2000
- 70 DATA 207,20,20,20,17
- 80 DATA 120,158,60,195,50
- 90 DATA 205,88,5,175,50
- 100 DATA 204,180,205,21,207

1.8.2. Matthew Houghton, Rotherham

# ACE PINK PAGES

Upgrading to a more powerful computer? Check the facts. Buying a new game? Check the ratings. Bored with life? Check the puzzles. All in ACE's premier, pinkest, pages.

**NIGEL** by **RIGEL**  
by Dave Snowden

Our thanks go to Dave Snowden of London for his superb Nigel comic cartoon strip.



## INDEX

● **Nigel Thunderbolt** threatens the populace of Grimleyhorpevale when he invades the sewage disposal plant...

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## RECOMMENDED GAMES

will test the player. The puzzles can get very difficult indeed, and you often have to split Head and Heart up to use their different capabilities. The game's 300 locations are wily drawn, and the animation is excellent throughout. A real classic.



### MAGIC KNIGHT TRILOGY

Mastermind • Knight Time • Spectrum £2.95 • Amstrad £2.95 • C64 £2.95 • Spectrum • Spectrum £2.95 • Amstrad £2.95 • C64 £2.95 • Spectrum • Spectrum £2.95 • Amstrad £2.95

The trilogy is a series of maze-adventure arcade adventures which, as well as all the expected running and jumping, have a complex system of interaction between characters. In *Spectravision* you must rescue Gombel the Wizard from the bewitched Castle of Kern; in *Knight Time* you have to find a way back in time after being transported into the 25th century, while in *Spectravision* the final part, we find that the magic knight has been split in two, one part good, the other evil. You can't let yourself, as the only solution is to merge the two halves. But how? Lots of action, plenty of thought and good graphics make all three winners.

## STRATEGY GAMES

The games for megalomaniacs. The games listed in this section will really test your mettle on the battlefield.



### BALANCE OF POWER

Microsoft/Microsoft • Amiga £29.95 • Amstrad £29.95 • C64 £29.95 • IBM PC £29.95 • Mac £29.95

Definitive strategy game for 16-biters. The player takes the role of one of the superpowers, while either the computer or a friend takes the other. Then it's a case of trying to win friends and influence people on a global scale. This can be achieved in a number of ways, including supplying arms or financial aid to national forces in the hope of toppling a government which is not receptive to the great American or Russian dream (depending on which side you're playing). It's complex, involving and it's difficult to play in an hour or so session. **Stocking stuff** that gives an insight into the Berlin wall of geopolitics.



### CARRIER COMMAND

Parsons • Amstrad £14.95 • C64 £14.95 • Amstrad £14.95 • C64 £14.95 • Spectrum £14.95 • IBM PC £14.95

A magnificent strategy game spiced with some great arcade action - As commander of the assault carrier *Exeter*, it's your job to stop the invasion of an island outposts by the rogue aircraft carrier *Omega*. State of the art graphics mix brilliantly with great gameplay to make an enthralling and entertaining game.



### DIPLOMACY

Leisure Genius • C64-£12.95 • £4.95 • PC £4.95

The grand old man of treaty negotiation boardgames makes it one team computer and how! The game can handle up to seven players and is an engrossing and really addictive game that's a must for more megalomaniacs.

## RECOMMENDED GAMES



### REACH FOR THE STARS

Electronic Arts ■ PC £24.95cb

This terrific game of space exploration and conquest may not be the best looking PC game around, but it's certainly one of the most fun. You start the game with a planet around a star and have to fend off (and eventually conquer) attacks from the other three players. It's not easy to get into, but once you do you'll be well and truly hooked.



### UMS

Standard ■ Atari ST £24.95cb ■ IBM PC £24.95cb ■ Macintosh £24.95cb ■ Amiga £24.95cb

Rembert's Universal Military Simulator is designed to simulate a conflict between two forces on a user-definable terrain that can be viewed in three dimensions from any one of eight directions. The program handles a base area in 3D-bit computer wargaming. The ST version is available now with the other versions following shortly.



### VULCAN

CCI ■ Spectrum £9.95cb ■ Amstrad £9.95cb

An elegant, simple and ingenious wargame, Vulcan covers the Tunisian campaign of 1942-43. A huge playing area and an attack phase make the game an improvement over the same author's earlier works Arabian and Desert Axis. Vulcan is fast, efficient and simple to play and no self-respecting wargamer should be without it.

## SIMULATIONS

Games that put you at the controls. Whether you're flying helicopters or aeroplanes, or steering bobbleys, simulation games can become very involving.



### BORSLEIGH

Digital Integration ■ Spectrum £9.95cb ■ Amstrad £9.95cb £14.95cb

Borsleigh is a thrilling game with enough strategy involved to add another dimension to a highly competent and addictive simulation. How do you get the plane to sail your way into one of the top three positions by the end of the season? Remember, sponsors don't back losers. Unfortunately, though, Borsleigh is available for the C64, it's a poor game compared to the Amstrad and Spectrum versions and is therefore not recommended.



### CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

Electronic Arts ■ C64 £9.95cb £19.95cb ■ PC £24.95cb

Chuck Yeager's flight trainer takes the flight simulator game a step further by including a training option. Chuck will guide the novice through such difficult moves as steep loops and rolls. With so much in one package it will take many hours of intensive fun to master all the available options.

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### FALCON

Microsoft ■ Apple Maci C4 95K ■ IBM PC C4 95K

A magnificent flight sim that gives you a dozen missions at any of five tasks, so there's an awful lot to get through. The game's very combat-oriented making it definitely one for fighters rather than jet fans. After a short while at playing it's easy to see why Falcon scooped a whole bunch of awards in America recently.



### FLIGHT SIMULATOR 2

Sub-Logic ■ Atari ST C49 95K ■ Amiga C49 95K ■ IBM PC C49 95K

The venerable godfather of flight simulations, Flight Sim II is the standard by which all others are judged. Although it sports a slim wedge on top of the US charts, it's difficult to get hold of in the UK. If you have the technology, this is an essential purchase.



### GUNSHIP

Microprose ■ PC C24 95K

Excellent graphics, involving simulation and a variety of missions make this one of the better PC games. Flying your fighter around in order to zap various goals may not be too terribly exciting - but if you can stand the politics you should have a lot of fun.



### INTERCEPTOR

Electronic Arts ■ Amiga C26 95K

F-16 simulator combining stunning solid 3-D graphics with atmospheric sound and an interesting variety of missions.



### LEADERBOARD

Access/US-Soft ■ Spectrum C3 95 ■ C64 C3 95K C14 95K ■ Amstrad C3 95K C14 95K ■ Atari ST C3 95K

If you only buy one golf simulation for your collection, buy Leaderboard. It's fast and affordable about everything else in playability and realism. Once you've mastered the courses on the original, tackle Tournament Leaderboard then World Class Leaderboard based on real courses, including St Andrews, plus the "Golfnut Country Club" - devised by Access to be as difficult as possible.



### TOMAHAWK

Digital Integration ■ Spectrum C3 95K ■ Amstrad C3 95K C14 95K ■ Atari ST C3 95K

One of the all-time great flight simulations, Tomahawk also has a strong combat edge to it. Flying a US Army Apache helicopter is a complete business, and the game's realistic controls make no concessions for learn-it pilots. Choose one of the three combat missions and you can fly out to attack ground targets, while keeping a weather eye open for enemy air craft. Landscapes, buildings and vehicles are all drawn in crisp vector graphics.

**NEXT MONTH WE'LL BE PRINTING THE ACE RECOMMENDED SOFTWARE GUIDE TO PUZZLE GAMES, BRAIN GAMES (CHESS, BRIDGE ETC) AND SPECIALS. DON'T MISS IT!**

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## HARDWARE UPGRADE GUIDE

	ACORN ARCHIMEDES	APPLE MACINTOSH																								
<b>THE RANGE</b>	The 200 and 210 are home machines, while the 400 and 440 are only really fit for use in office environments.	The Mac II series is a distinctive upgrade workstation line with built-in monitors, while the Macs IIx systems have built-in and dedicated monitors (or separate RGB monitors separate keyboard monitors).																								
<b>MEMORY &amp; CHIPS</b>	The 200 has 512K of memory while the 210 has 1M. But both use Apple's own Apple IIe 68000 chips as their central processors.	Though both machines have 1M of memory, the II only has a 68000 (68010) to push it around while both use Motorola's faster (but already released) 68020.																								
<b>PRICES</b>	Recommended retail prices start at \$249.95 for the 200 or \$349.95 for the 210. There's no sign of a second-hand market as yet.	Recommended retail prices start at \$329 for the II and \$4,029 for the Mac II. Macs tend to stay true value well, so second-hand ones aren't really cheap. Complete (second-hand) systems are also to be had, depending on how it personally suits you (for the Macs you try to find this type a Mac and bring it back with you).																								
<b>GRAPHICS</b>	Lower resolution is variable: typical modes would be 640x350 or 640x480 colour (640x480 in 16 colours or - with an expensive multi-epic monitor - an impressive 640x480), 640x 480 colour. There's one hardware option - the Laser - but with that pricey 4MB only for power, the Archimedes' budget isn't cutthroat.	The maximum 68 has a screen resolution of 1024x768, while the Mac IIx goes to a 1024x768/32-bit/16 colours, 32-bit/24-bit a palette of more than 16 million.																								
<b>MONITORS</b>	Yes - complete video colour - RGB - goes to 75 megahertz.	Second and third (II) or dedicated (Macs II) high ends, then are plenty of third-party monitors offering million-plus colours and similar. Use these things Mac II, then get any price.																								
<b>SOUND</b>	The Archimedes built-in sound makes 11 channels (or 8 stereo pairs) and a separate volume, all be through a good quality internal speaker.	The Macintosh's external soundings can produce some very sharp alternatives - done on the Mac II - but you'll need a third-party 68K peripheral or peripheral alternative.																								
<b>DRIVES, MICE &amp; JOYSTICKS</b>	The Archimedes is quite flexible, and packs an already 68K unit and a 2.5K disk. The Apple games will come (Macintosh-style - but has no system ROM).	The Macs, while built-in drives, pack 68K units as well. The hardware's very high quality, and the Mac II has a built-in mouse.																								
<b>SOFTWARE</b>	Games for the Archimedes are being produced. Superior and Grand Slam are both committed to supporting the machine but for now the only major titles are 200 and for 210 coming. Superior (with 48K) and Grand Slam. There's still no sign of a general retail package for the Archimedes anything like to be. The hardware/graphics packages available (including an early Archimedes version) are for the time. Other applications titles are being seen (many of them are being tested).	Games software is not really plentiful on the Mac, though when users are well catered for. There's a huge amount of graphics and desk-top publishing software - most of which is new - with the range of titles for the business user. There's also plenty of great software for the 68K machines but a decent alternative.																								
<b>PROMISES</b>	The Archimedes' educational training materials are great (games called - there's no sign of support from any other software houses - and the lack of a capable port doesn't help. The graphics software base was much better. Archimedes that goes for 200 then things that had second-hand offers.	The Macs for the Mac II is excellent, but mostly in the serious side of things.																								
<b>OVERALL</b>	The Archimedes is years ahead of Archimedes, and only more power for that. The computer. A still to be producing would have been an unbelievable success machine, but there's just not been to be seen. All in all, however, it's a worthwhile choice for computer users and people with money to burn, but there's about.	The Macs is very specialist machines, and a system worth trying. Almost essential for 68K users. It's always been a staple for the machine.																								
<b>RATINGS</b>	<table border="1"> <tr> <td>Graphics</td> <td>4</td> </tr> <tr> <td>Sound</td> <td>4</td> </tr> <tr> <td><b>SOFTWARE</b></td> <td>4</td> </tr> <tr> <td>Range</td> <td>4</td> </tr> <tr> <td>Quality</td> <td>4</td> </tr> <tr> <td>Prospects</td> <td>3</td> </tr> </table> 	Graphics	4	Sound	4	<b>SOFTWARE</b>	4	Range	4	Quality	4	Prospects	3	<table border="1"> <tr> <td>Graphics (II)</td> <td>3</td> </tr> <tr> <td>Sound</td> <td>4</td> </tr> <tr> <td><b>SOFTWARE</b></td> <td>4</td> </tr> <tr> <td>Range</td> <td>4</td> </tr> <tr> <td>Quality</td> <td>3</td> </tr> <tr> <td>Prospects</td> <td>4</td> </tr> </table> 	Graphics (II)	3	Sound	4	<b>SOFTWARE</b>	4	Range	4	Quality	3	Prospects	4
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# RANDOM ACCESS

Ah! The joys of sewage! This month N'Gar Thrombo checks out the internal logic of his local effluent treatment centre, the ACE Team compile another set of TPLs (otherwise known as Totally Pointless Lists) and invite you to submit your own. Next year, we plan to do a list of your favourite lists...PLUS, of course, the ACE Crossword, the ACE Puzzle, and the solutions to previous posers.

## THE ACE SERIAL

### The Git In The Machine: Part 3

N'Gar Thrombo was not an ambitious spite. He did not seek fame, glory, personal wealth or even a nice cottage in the country. He just wanted total and absolute domination of the entire universe. And in penetrating the computer network of North Grimthorpeedale Municipal Sewerage Flacculating Plant he was convinced that at last he had achieved his aim.

It was Fred Bluchbocker, Assistant Sanitary Disposal Officer, who made the fatal mistake. In attempting to download a copy of Sewerage Flow Simulator from Head Office by modem, he dialled the Diagonale number instead. Eleven seconds later he perished beneath a deluge of oily semi-treated material simultaneously released from wastewater 3, 5 and 15. By the time the rest of the Plant personnel had cleared the offices of the building, N'Gar Thrombo had enthroned himself unnoticed in the central memory banks of the North Grimthorpeedale Municipal Sewerage Flacculating Plant before anyone could smell a rat.

To N'Gar Thrombo's consternation, alas, it proved impossible to dominate the universe from a Sewerage Flacculating Plant. It was possible, however, to convert the polarity on the sewerage pumping motors and pressurise the entire sewer network from East Moleborough to Grimthorpeedale.

## THE ACE PUZZLE NO8

Set by Anna-Robin

### CHASE THE ACE

Last night I had a strange dream. I was seated facing the Magician. Between us was a table on which lay four packs of playing cards, each containing the standard 52 cards. From each of these packs the Magician removed the ace of spades, placing these four cards face upwards on the table. Plucking the remainder of each of the packs towards me he instructed me to shuffle them together to make one large pack of 204 cards. This I placed face down on the table.

Taking each of the four aces in turn, he pushed each of them separately into the pack and, squaring up the cards, he poked them up and dealt them as follows:

He moved the top card to the bottom of the pack and then discarded the card that was now at the top. This procedure - top card to bottom, discard top-card - he repeated over and over, for what seemed like eternity until just four cards were left in his hand. The remaining cards lay scattered around us. From somewhere out in the darkness came a rill on the drums as he stretched out his hand to turn over these four remaining cards, which proved to be...

At this point I awoke. Now, I have no doubt that these four cards would have each been an ace of spades. If this was so, can you say in which positions, counting from the top, these were originally inserted?

I think the Aces were at the following positions:

the \_\_\_\_\_ card, the \_\_\_\_\_ card, the \_\_\_\_\_ card and the \_\_\_\_\_ card

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Target Games will ensure that Laser Squad is fully supported with new expansion kits. Each expansion kit will contain two fully documented scenarios available by mail order for £3.95 (inc. p&g). The first expansion kit will be available in September 1988 for the Spectrum.

Mail order (Laser Squad, Spectrum 48k/128k) send cheque or postal order payable to Target Games Limited for £9.95 (postage and packing included).

## THIS MONTH'S LISTS...

Look, we can't go on like this. Why doesn't someone out there send us in a list of their own? There's a lot of aw things we look for in a list.

1. It must have more than one entry.
2. It mustn't have more than twenty entries.
3. It must be in English.
4. It must be your own, original list.
5. It must be accompanied by your name and address.
6. It must be decent, honest, and truthful.
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### TEN FAVOURITE BOOKS AROUND THE ACE OFFICE

1. *Pipes Are Great* (Loren D Estleman)
2. *The Little Bear* (Raymond Chandler)
3. *Pain Bank* (Richard Stark)

4. *The Pure Coin Game* (Stark again)
5. *Lady Hamilton* (Estleman again)
6. *Class Highway* (another Estleman)
7. *Invasion of the Space Invaders* (Martin Amis)
8. *Teach Yourself Norwegian* (Original Name & Art Sommerfelt)
9. *Every Brilliant Eye* (yet another Estleman)
10. *The Friends of Eddie Coyle* (George V Higgins)

Also 'bubbling under' were *Another Load of 7* (Steve Bell), the *Ultima V manual* (Lind Block), several other Richard Stark books and *Acorn's ARM Assembly Manual*. Steve Cooke also put in a strong vote for *The Secret Garden*.

### TOP 5 PHRASES HEARD AT THE PC SHOW

1. Where's the bar?
2. Where's the toilet?
3. Are you producing *Afterburner* for the ZX81?
4. No, you can't have a free *Streetscene 1* shot.
5. Never again.

### THE 10 MOST LIKELY PLACES TO FIND A MEMBER OF THE ACE TEAM AFTER OFFICE HOURS.

1. In the Pub next door (Hatchells).
2. In the Pub down the road (The Crystal Palace).
3. In Schwartz Bros Hamburgers restaurant.
4. In the Seafoods Fish Restaurant.
5. In Playm's nightclub.
6. Round at Angie's (Angie being ACE's assistant, not editor).
7. In Waterston's late night book store (buying Loren D Estleman books).
8. At a cash dispenser.
9. Shopping in Sainsbury's.
10. At home (a lot of a long shot, this one).









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 "Best thing to happen to the Armg for a long time ... superb!" A. Gregg  
 "Amazing!" P. Miles  
 "The best service I have found!" M. Farmer  
 "Brilliant!" J. Kumpush  
 "Great!!" B. Hastings  
 "Wonderful way to go ... fantastic!" P. Nichols  
 "Just A. Brilliant!"  
 "Excellent service!" A. Rogers  
 "Excellent speed of service!" A. J. Bennett  
 "Best Armg Club in King"  
 "Excellent!" C. Jones  
 "Outstanding!" G. Higgins  
 "Just what I needed ... amazing value for money!"  
 "I'm Blown!"  
 "Not just a good one ... brilliant!" P. Robinson  
 "The best!" P. J. King  
 "Brilliant!" P. Edmond  
 "Recommendation to anyone!" J. Taylor  
 "The best of the best for some!" J. Davis

"Your club is a great one!" G. Gray  
 "Excellent!" A. Jahn  
 "Very impressed!" M. Scapellato  
 "I can't wait to try the new software!" S. Walker  
 "Nothing better at present!" D. Parkinson  
 "Amazing!" A. Hanson  
 "Brilliant!" T. Johnson  
 "So impressed!" P. Longford  
 "Amazing ... excellent ... great!!" S. Bennett  
 "Now that's what I call service!" J. Taylor  
 "Service excellent!" B. Butler  
 "Excellent work!" Paul Thomas  
 "Quality" M. Jones  
 "I can't wait to try your club and I haven't been disappointed by one of them!" D. Craig  
 "Brilliant value buys!! Excellent members!"  
 "\*\*\*\*\* Excellent \*\*\*\*\*" (7) D. Craig  
 "Thanks for the best computer club in the UK!" A. Bennett  
 "\*\*\*\*\* well!!" M. Bell  
 "The best one there!! well deserved PO for the Armg!" J. Guest  
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