

ACE

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**THE
ULTIMATE
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MAGAZINE**

ADVANCED COMPUTER ENTERTAINMENT

EXCLUSIVE

TOTAL RECALL

Arnold goes to Mars...
Cocoon brings him back



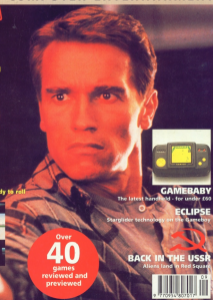
DAYS OF THUNDER

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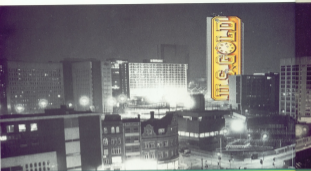


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games
reviewed and
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Might and Magic™ II



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In every corner, in every street, a quiet revolution draws the generations of a new age into a spellbinding challenge against that icon of modern living... the computer.

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reviews

The latest releases on computer, console and CD are all given the authoritative ACE treatment...

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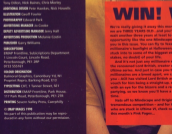
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WIN! WIN! WIN!

We're really giving it away this month. After all, we are **EMERSON** YEARS OLD - and you'll have to wait another three years at least to get another opportunity like this one. Emmercons are giving you in this issue. You can fly to heaven, join in a millionaire's banquet of hellfire, and get stuck into the guts of the biggest trucks (and others, we think) of your life.

And it's not just any millionaire either, but the occasional used British, creator of the superb *Officer* series. And just to ease you into these millionaires we've found a great special, we can release you - **ACE** has released Lord British and we can reward you for being a straight-up, honest chap with an eye for the future and a real talent for juggling, so we know you'll have a tremendous time.

Hold off to *Microage* and bring for this tremendous competition - and for those of you who are stuck in Office 97, check out our tips in this month's *Hot Pages*...



Watch carefully for coming news of the party - we know how to have parties, especially at the top of the news...



Days of Thunder: Get from the starting line to the finish line in this racing game. Days of Thunder is available on Sega Saturn, PlayStation 2, and PC.



ACE games inspired by the movie though we didn't know it. Days of Thunder is available on Sega Saturn, PlayStation 2, and PC.

RUSSIAN EXCLUSIVES!
ACE heads off to Moscow this month and checks out software from the USSR. Find out what the progression of the world of Russian Windows games (and what's still out there) is like. Also, we have Russian games that don't let the real Russia go. Also, check out the movie of Ace that's coming out this month. It's not just a movie, it's a movie about the first ever game competition for the first ever game console with Eastern Europe.

WHAT AN ISSUE! When we party, we really party. Three years old today and we've got the guns AND the numbers. Where else can you get a gadget at Mavis, hot from Moscow and the Atari developers? Or a glimpse of a Gameboy look-alike for under \$60? Or Days of Thunder? Or even the latest, greatest license of them all - Total Recall. Nope, we can't recall when a strip of colloidal got software houses so excited. While Amiga was tearing them apart on Mars, the men in suits were tearing each other apart in Hollywood for a piece of the action - and Ocean came out on top. Let's hope the game packs as big a punch. Quite a month for a third birthday, eh? Dive in, dive deep, and come up with solid gold...

CHANGE THE WORLD
We want information. Hand it over - and we'll hand over \$22 worth of software in prizes. See page 18.

Very Much an Adventure game the end of the best of the ACE Conference. See page 18.

ACE

SEPTEMBER 1990

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Soft/hardware reference and Lifetime Hi-Tops.

TOTAL RECALL



Get ready for the ride of your life. Rik Haynes previews the latest Arnie Schwarzenegger blockbuster in celluloid, computer and console...

■ The year is 2024. The world has survived its third world war. Two opposing governments meet to discuss the world. Mars has been colonized and is wrecked by political unrest.

"On Earth, Doug Quaid (played by Arnold Schwarzenegger), a tough construction worker with a beautiful wife, a good job and great friends, is being haunted by recurring dreams of another life—a mysterious woman—in the red planet."

"But are they dreams, or is Quaid himself part of a dream? What is real and what is not real? Without warning, Quaid's everyday world has suddenly begun to crumble around him, a world in



Real-world action stages on the screen. It promises to be a blast of disposable thrills and fantasy fun.

TOTAL TRIVIA

How much action does Schwarzenegger really bring? **Arnie plays for 27 minutes**—because he didn't get a promotion to the movie theater.

which everything he thinks he knows and has experienced may be a fabrication. He is not the man he thinks he is. Quaid discovers—now he must head to Mars to confront the mystery."

"Quaid's troubles begin the day he visits Rekall Inc., a unique travel service specializing in implanting fantasy adventures in the minds of its customers. His fantasy is to visit Mars, which has been dominating his dreams. During Quaid's procedure, however, something goes terribly wrong. A whole separate personality that had been locked from his mind momentarily and violently comes back to life. The panic-stricken technicians at Rekall quickly isolate Quaid and suppress any memories he has of the episode or even having been at the travel agency."



Just standing up there to look tough, the Schwarzenegger still makes a hell of a movie.



"Science fiction is a dream world furnished by a toy shop."

Paul Verhoeven, director of Total Recall movie



His (apparent) version of life is being pulled away. Who got the idea? TotalRecall.com/marsrecap.asp

A MARS A DAY...

"Total Recall—the film was shot at the Cinecittas Studios in Rome, Italy. There, on its vast sound stages, a futuristic world came into existence. The vision is a collaboration of Verhoeven, production designer William Sandell and conceptual artist Joe Cello. Verhoeven, a lifelong aficionado of science fiction, reinforced the choice to return to the genre by first delving into sci-fi history. Part of the director's fascination with science fiction is technical. Verhoeven pursued a doctoral degree in mathematics and physics, and enjoys solving technical problems."

"Working with special effects guru Ericson and his associates," he says, "the look of the film industry evolved in miniature and at the same time realistic, incorporating elements they discovered while researching history published materials on projected Martian settlements."

"Sandell says: 'The feeling for the total Mars experience was that of an old-fashioned newspaper. He wanted that the people live in the rich or poorest communities. These communities were isolated that flow through Mars' thin atmosphere, the practical, and he is more produced look that's in keeping with the economics of the planet.'"

"His entire Martian world was created on the thousands sound stages by Sandell's team of over 100 workers. While stages were filled with enormous sets, which included the real Martian spaceship, the steady red light direction of Verhoeven, the haunting central transportation hub of Mars and a sprawling network of outer ground levels and interlevels."

TEENAGE MUTANT MIRRORSOFT TURTLES

The pizza-eating, sewer-dwelling, license-to-print-money Teenage Mutant Hero (Turtle) Turtles are coming to your computer this Christmas.

Mirrorsoft has snapped up the mutant story rights from top Japanese software house, Kenami, for an undisclosed amount. Despite rumours of a one million pound deal, Mirrorsoft's Sean Brennan confirmed to ACE: "We haven't paid as much as people think, it was way below a million".

Although Kenami has already released the Amiga version of Teenage Mutant Turtles (TMT) in the States (see the exclusive ACE review back in issue 34), Mirrorsoft will produce "improved" versions for the Spectrum, C64, CPC, Amiga, ST and PC. Their release will coincide with the UK pro-

mise of the TMT teen-movie in November. Current "grey import" supplies of the American version will soon dry up according to Brennan.

Mirrorsoft's previous games have included more up-market hits such as Dungeon Master, Action and It Came From the Desert. With TMT, Mirrorsoft is going for the mass. This highly respected software house will be busy promoting the game with the help of other companies within the Mirrorsoft-owned Mirror Group.

TMT is "almost certainly" destined for the No. 1 chart position this Christmas. As one industry pundit commented: "You could put an island disc in the box and the game would still sell like hot cakes".



The original Teenage Mutant Turtles screenshot

AMERICAN INSULT TO BRITISH GAMEMSTERS

International Business Week, a US magazine for the British business community, recently wrote "European publishers are 10 years behind the US and Europe in the video game industry". He used the poor state of the educational (non-entertainment) titles as well as the lack of a user base, to add your own weight to the FEEDBACK GROUP's angry message. IBM's European editor, Gordon (Gordon) MacGregor, also said that the UK's educational business books are poor quality. So get writing...

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NOW!



The ACE review line has now become the only way to get to regular updates on the latest games, software and general computer news direct to the doors of your house. Call now! We are currently open 10pm to 11pm, 7 days a week. We are currently open 10pm to 11pm, 7 days a week. We are currently open 10pm to 11pm, 7 days a week. We are currently open 10pm to 11pm, 7 days a week. We are currently open 10pm to 11pm, 7 days a week.

SILICON CAN BE SEXY

Do you remember the one million polygons a second Silicon Graphics super computer featured in ACE 34? If you decide to buy one of its six PowerVision graphics supercomputers, Silicon G will in fact supply you with a "free" flight simulator demostration program. If you're interested contact Silicon Graphics Ltd, Windrush Court, Blacklands Way, Abingdon Business Park, Abingdon, Oxon OX14 1SY. Don't forget to tell them you saw it in ACE first!

By e-mailing us for the above address, you agree to receive our weekly publication via electronic mail.

KENWOOD LAUNCHES RECORDABLE CD

Kenwood, not the food mixer but the leading Japanese audio manufacturer, has launched the first commercially available recordable compact disc system.

The CD-WO (Compact Disc Write Once) is capable of recording data onto "blank" compact discs, and can handle audio CD, CD+G, CDV, CD-ROM and CD-I formats. Disc duplication is possible from one disc, enabling private and "short-run" manufacturers to enter "premiere market potential".

Possible CD-WO players include CD-ROM software manufacturers, broadcast stations for programmes and singles, and recording studios for test listening and demonstrations. Even copying CDs and CDs could cut their own discs on a short-run basis. A new range of really limited edition CD singles is about to begin... Indeed call

CDs for inebriated cyber clubbers.

Some specs for the tech-heads. The CD-WO incorporates a custom made LSI to handle absolute time in progression, allows both non-interactive and partial recording, and has "groove modulate like a snake".

Kenwood, formed back in 1944, was the first Japanese firm to manufacture a hi-fi radio tuner, commercially viable HiFi receiver and car hi-fi. Commercial has been at the cutting edge of CD-tech since 1982, and today commands an 80% market share of CD encoder systems. The company is also "into" cars.

The cost of the Kenwood CD-WO system is £12800 - plus the cost of the PC controller computer. Additional CD Writer's cost £5480. You can convert 30 of these to a single CD Encoder. "The CD family has just opened up."



THE FINAL BATTLE™



IN THE BEGINNING
THERE WAS A SWORD,
THEN CAME THE
ADVENTURE.



A wizard trapped in a teardrop. A magical sword. A race of mutant humanoid.

Their attempt to destroy the kingdom were thwarted by a band of fearless adventurers. In the chronicles of Anar that a chapter became known as the Legend of the Sword.

Then the teardrop shattered and the wizard unleashed a plague of death and destruction upon the land. The world of Anar has one remaining hope: whoever recovers the six power crystals created when the sword was forged, may banish the wizard to the deepest pit of hell....



Final Battle, the sequel to the much-acclaimed Legend of the Sword, features a much larger vocabulary, an expanded inventory and superior graphics. Its highly sophisticated action system allows for weather changes and gives a 3D view of every location — a system at the forefront of contemporary adventuring.

When the teardrop explodes, only the brave can save the land.



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LIFE AND DEATH II: THE BRAIN

by Software Toolworks/Mindscape. Sick, fascinating and utterly brilliant successor to the world's first surgery-sim. Neurosurgery can be fun! "Your scalpel skills will determine whether your patient makes it to recovery... or the morgue!"



Rik Haynes returns from the living dead to preview forthcoming games...



TEAM TANKER

from Empire, programmed by Oxford Digital Enterprises. ODE is run by a nuclear physicist affectionately known as "The Doc". Team Tanker is another Amiga, ST and PC M1 Tank simulation, only this one is aimed at slightly sophisticated action artists. Team Tanker - The Arcade Game - out in about six

Send more Paramedics

OPERATION HARRIER

from US Gold, programmed by Creative Materials. It doesn't look too hot from the screen shot, but this new ST and Amiga shoot-'em-up uses the novel Rotoscope graphics technique for 360° "around" action.



STELLAR 7

by Dynamic. A radical remix of an early 80's classic. A strategy space shoot-'em-up version of Battlezone with graphics digitised in 256-colours. A PC game distributed in the UK by Activision.



months time on all major formats - will appeal more to slaves of the shoot-out.

THE SPY WHO LOVED ME

from Demark, programmed by The Kremlin - who else could code 007? Bond is back in the computer game version of the 70's movie. Spy Hunt in your Lotus Spirit. Out on Spectrum, C64, Amiga, ST, CPC and PC in September.



POWERMONGER

from Electronic Arts, programmed by Bullfinch. Powermonger is a simulation of a kingdom complete with towns, forests, mountains, valleys, road networks and waterfalls. To be released sometime in September.



THE SECRET OF MONKEY ISLAND

by Lucasfilm Games. "The game's twisty plot leads our hero on a hilarious, complex, snash-backling search for the fabled secret of Monkey Island." A graphic-adventure in a similar style to Zak McKracken and the Alien Alliance and the Last Crusade. Out during the "fourth quarter" of 1990 on Amiga, ST, PC and Macintosh.



MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduces the winner, Autumn 1990.



Italia '90, Italy 1990, World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball flying towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unshakable defender, leading off the passes of intelligent computer-aided teammates.

- Dictate the whole pattern of play, utilizing teamwork to perfection by controlling all eleven men.

- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.

- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

- International Soccer Challenge. It will make Gascoigne weep with joy, get Maradona excited, and have Hult tearing his hair out.

AVAILABLE SOON FOR YOUR COMMODORE AMIGA, ATARI ST AND IBM PC COMPUTERS FROM ALL GOOD SOFTWARE STORES.

**INTERNATIONAL SOCCER CHALLENGE FROM
MICROSTYLE - IT'S A WHOLE DIFFERENT BALL GAME !**

Daylight Robbery

This month ACE readers complain bitterly about the price of software. Don't miss next month's Letters page, where the software houses fight back!

WE'RE LOSING OUT! You asked for opinions on the current games scene and, if you'll bear with me, I think you'll agree we're all losing out.

At 28 years old I think it's about time I gave up playing games as my job. Don't get me wrong, I don't think games-playing is a childlike or pointless exercise, in fact I like a bit of strategy as much as anyone else.

But that's exactly where my problems start...

I recently bought *Warlord*, as I am a keen science-fiction fan. Having spent £25, I at least expected a riveting game that would keep me glued to the screen for about a month. However, after 24 hours play I had finished it. I looked again at the instructions to see whether I had missed something, but the end instruction sequence confirmed my worst

fears. I had completed the game before the cheap paying for it had cleared.

I could go on about other games I've played where it seems I always lose - usually about £25 a time.

My dissatisfaction with games seems to be backed up by your *Practical Interest Curve*. I've read ACE from issue 1 and have noticed that most games lose their appeal after a week or so. Surely any product that costs upwards of £25 should hold your interest longer than that?

J McKinn, South Marwood

DROP YOUR PRICES Your average game costs between £20 and £25, with most of the better games costing around £30. Now then, what else could you do with £30 that might be classed as entertainment?

For a start you could go to the local cinema about seven times and film generally cost far more to make than your average game. You could hire 18, maybe even 19 videos, or actually buy three. You could buy seven LPs or 15 singles, or 3 CDs, or 8 paperbacks or 15-20 copies of ACE. You could purchase an RPG system or a couple of board games, or you could go to see your local theatre team at least five or six times should the mood take you.

RPG RIPOFFS

In issue 54 of your excellent and intelligent magazine (an issue which I think is your best yet), I was interested to read the panel on page 54 called RPG Ripoffs, in which you listed six criteria which define, in your eyes, the minimum criteria a game should meet to be termed an RPG.

The computer RPG world and its programmers should have the following words branded to their favourite body part: "Stats (character attributes) do not a character make!"

At the moment the statistics in a computer RPG are just restrictions to what a player can and cannot do; they do nothing to define the character in the way they should. In table top role playing, the stats are just a beginning (most role books make this point), stats allow players a framework on which to build personality, a character.

It is generally that is missing from every computer RPG on the market at the moment. The only vague exception to this that I have discovered so far was *Ultima IV*. In that game you had to live your life in a certain way to attain the status of Avatar. However, this was more of a scenario restriction than an actual encouragement to role-play.

Recent *Character* was one of the most interesting developments in text and graphic adventures for a long time, as far as computer RPGs go. Stats affected the information you received during the game, but again all this had little effect on the eventual outcome.

Computer RPG games need the application of personality. Acting on

I suppose you could say that you can keep playing a computer game, but once you've read a book or seen a film it's over. However, once you've completed most computer games the same is true.

Currently games software offers very poor value for money. Software houses might say that examples I have quoted above are not representative, because there is a far larger market for them all and so therefore they are cheaper. To the software houses I say drop your prices and you too may find a larger market or at least make your games worth the money you expect us to pay for them!

Adam Murray, Essexport

Adam even if software houses GAGE their games onto the market wouldn't get much larger, because its size is determined not by game price but by the number of hardware units sold. Shrinking the market is initially a challenge for the hardware manufacturers. One reason ACE supports the new CD technology is that we believe it will grow the market, because the sort of products available on the new systems will appeal to more members of the family and be more accessible to non-computerists people. That can only help the rest of us gamers, too.

WE'RE WAITING!

James Fisher thanks *Ultima* fans who will be the top game of the future, along with *Ultima* *Ultima* and *Ultima* *Ultima* adventures. He's just one of the people who give us a good laugh each sometimes a good cry with their letters this month. Next time we will be sending three pages of letters and we're dying to hear from you. Many types can fax us on 071 490 7000 and the mail delivers the mail to ACE users, Friday Lane, 10-12 Haverhill Lane, London, EC1A 3AF - and every month we give £25 of free software to the reader of the ACE How Letter.

What are the factors of race, social status, education etc. These factors can already be found in the stats of many computer RPGs, but is it too much to ask that they be applied more directly to items of action either than just including how many combat rounds it takes to kill an enemy? I hope not.

Later this year we have been promised that CD technology will come to the home-micros in earnest. It will be possible to create game-worlds which are larger and more complex than old games (M.U.S.K.E.T. and Advanced). Surely the ability to process larger amounts of information should allow the programmer to create scenarios with a degree of flexibility that would allow the player to apply higher own rate playing skills in the portrayal of an actual character?

Iain Lawson, *Perthshire*

We've had to wait your letter for longer, Iain, but I hope we haven't diluted your important message — that their scale in a game is not enough, we do need more complex characterisation within games and — equally important! — more flexibility within scenarios. In support of our characterisation, this applies to all role-play scenarios, not just RPGs. It's more useful and easier for programmers and software houses, but the results are always worth it, if so just as much research into the software technology of character handling as we do into 3D graphics, we'd also feel the benefits.

CD RUBBISH

I think the Amiga CD-drive is a lot of rubbish. What waste of money at £80 — the price is way too high. The way your magazine keeps on going on about it, it's sickening. You should spend more time on all the new computers and hardware such as the 16-bit Nintendo, FM Towns, Archimedes etc etc. I hope your magazine build up its sales.

Stumpy Galters, *Walthamstow*

1. The Amiga CD-TV offers full 15Mbps Amiga capability, CD-ROM storage, infra-red remote control, AND new CD multimedia transfer technology for less than three times would cost if bought separately at current prices. I agree that it is expensive, but you're getting a lot for your money.
2. The FM Towns costs over £7000, which makes the CD-TV look positively underpriced! What's more, we have covered it several times. Indeed we were the first magazine to do so.
3. The Archimedes is not 'new hardware'. It's been around for some time, remains a minority interest, and yes, we do occasionally cover products for it, despite the fact that fewer than 1% of our readers have access to the machine.
4. If you think that powerful games technology involving true video capability and massive storage is sickening, perhaps you should read *Barbie Doll Monthly*, and not *Advanced Computer Entertainment*.

CONSOLE CONFLICT

I find it irritating that when you buy a Sega 8-bit console you can only play the games that Sega are fit to release for that machine. The same for Nintendo. I firmly believe that Sega and Nintendo are smart enough in their conglomerate circles to start bringing a little more benevolence toward the people who put them there in the first place — you and me.

The fact is, a large number of people cannot afford to buy and run more than one console. If Sega and Nintendo were to come off their high horses and stop trying to monopolise the market, everyone would benefit.

G.Schiffel, *Perthshire*

Healthy competition between companies is all part of building up the market — something we should all support. However the point you raise is particularly important with regard to established console technology. Both Nintendo and Sega — but particularly Nintendo — operate a very selective policy towards software development. Not only that, but software devel-

opers have to pay very large sums of money to qualify — so quality is not the only criterion, which here at ACE we think is disgraceful! We therefore applaud a recent discussion Jimrod reported in *Computer Trade Monthly* magazine, which states that in the event of their launching a console, they will not demand either exclusively or heavy financial commitments from software houses, so as to encourage software development. Well done, Alan Soper.

WHICH SYSTEM?

I have avidly read your articles concerning the developments of CD-i. They have intrigued me to such an extent that I am actually contemplating the purchase of such a system. Quite obviously a complete CD-i system is not something someone should just rush out and buy on the spot at the moment.

I am writing to ask you which system has the greatest potential for producing good software similar to the *Music Juice* disc in the *Business Book of Records* which you have already mentioned in previous issues. At the moment my primary choice seems to be an Amiga 500 upgraded to the new CD-i-TV which you mentioned in your latest issue. Will this give me the graphics and sound capabilities of the PC, CD-i-I also want to be able to run the conventional art and word processing packages available on the Amiga as well as games like *1* *Game From the Desert*.
Oliver Sough, Marlow

Your questions show some understanding about CD-i. CD-i is a hardware standard which any manufacturer can follow to produce a unit capable of playing CD-i software. The first machines (probably from Philips and Jang) are due in September 1991. The system offers video, CD-quality sound, and computer animation. However the graphics processing power is not as good as the Amiga's. The latter is built into the CD-i-PC due this Christmas, which will (in theory) run all Amiga software. You would, however, have to add a keyboard since the CD-TV only comes with a remote control panel as standard.

COMPILED CODE

I purchased the Wolf for £9.99 a few weeks after its release and the same week I saw a catalogue offering the Wolf, Cabal, and Quavira after on a compilation for £15.00. I don't mind paying full price for a game that I know will not be on a compilation in 2 months time but with the present system it's full price today and compilation tomorrow. Why can't the software houses have a code of practice so that once it's decided that a title goes on to a compilation, it's reduced in price, say three months earlier as a single game? *Bill Lewis, Penderole*

P.S.

A quick selection of snippets from this month's mail...

On the CD-TV

Thankyouing Commodore about Nintendo, Nintendo!

The CD-TV will probably destroy the prospects of any CD-i machines actually selling. Amiga owners should feel pretty angry.

G. Lewis, *Walthamstow*

On CD-i

The only video in CD-i that I can see is full motion video. And that's it! Biggest draw back — everyone will spend their time watching movies, not playing games.
C. Bannister, *London*

On Commodore

Commodore will create software full in price when we all buy Megadrives? Amiga will outpace them faster in my bedroom? It's not a space for their! Moral: Ask a silly question, win an ACE prize for your quest!

A. Fallowfield, *Staff*

And the real issue about the price when it comes to parents and games, what goes up there never comes down.

A-Z of ACE

ACE is three years old this issue, so let's replay the best moments from the first 36 issues of the ultimate games magazine...



ACE EDITORIAL: Batman Returns (ACE) - the first Batman game to be featured in ACE magazine

"We like to think our readers are being part of ACE, we promise the best will keep getting better."

Steve Williams, publisher of ACE



ACE EDITORIAL: Strike Eagle (ACE) - the best combat ACE in the world! (By Steve Williams)

• **ACE COMPETITIONS**, so far this year ACE readers have experienced the exclusive chance to win a 3D Real Flight FM Towns CD-ROM computer, an IBM PC/DOS200 console with games carts, a holiday for two to Hollywood and the set of Star Trek: The Motion Picture, and a trip to Texas and the party of a lifetime. And there are even bigger and better prizes on the horizon...

• **ACE CONFERENCES** give you the only opportunity to meet software houses and talk to them about their games. Lunch is supplied and admission is free to subscribers - who also receive priority attention. ACE readers have already visited Domark, Activision and Microsoft. (ACE 34)

• **ACE AIRBORNE SITUATIONAL AWARENESS** Visually, combat flight simulator for the US Air Force by Paragon Systems, gives Falcon software to Spectrum Holdings/Microsoft. Features include: interesting for multi-player action, tactile feedback and fingertip weapon selection. (ACE 4)

• **BATMAN DIGITAL JUSTICE** is the world's first interactive hypercomic by Pope Maxwell. Digital is the art medium of the future. (ACE 38)

• **BATTLETECH**, "the world's first complete computer simulation for play", featuring multi-player cockpits equipped with 40Mhz 16 million colour graphics processors, stereo high fidelity sound and flexible controls as you command 112 centauryMechs. (ACE 28)

• **BT BOPPER**, the world's first total audiovisual entertainment system by Technation. Alex Blair's cyber-switch bit-brain punks him 11bit decks. 60ty available control disc and custom-made video samples. (ACE 17)

• **BUBBLE BOBBLE**, 598 ACE-Rated cult classic conversion from Phoenix. (ACE 1)

• **CARRIE COMMAND**, 907 ACE-Rated strategy arcade game by Realtime Games/Random. The "towered bunch" are currently developing Amiga, 31 and PC versions of Battle Command (Slovak and Quaker/Microsoft) - plus Vets Spectrum Hitboxed on the Sega MegaDrive. (ACE 8)

• **CD4 Compact Disc Interacted** is destined to become the entertainment and education medium of the 90s. (ACE 21, 33/34/35/36/39)



ACE EDITORIAL: City of Heroes multi-player simulation. The most sophisticated city system ever designed for games.

• **CITY OF HEROES**, attempted to bring multimedia to the mass-market. An Amiga with built-in CD-ROM drive, retrofitted to look like a PC. Future issues of ACE will feature exclusive previews of forthcoming CITY titles. (ACE 34)

• **CES** show is the greatest games exhibition on earth. Held at ExCeL Court in London from 13-16 September 1993. Next month's ACE will contain extensive CES information.

• **COSMIC DEMO**, one of the best hypergames available - courtesy of Cyan Software/Activision. The new CD-ROM is exclusively featured in this issue (see pages 55-61). (ACE 21/29)

• **CROCKLES**, 905 ACE-Rated soul square sim by Paul Wheaton/Movgen. (ACE 27)

• **CRULLER**, 956 ACE-Rated strategy arcade game by Inevitive using an innovative solid 3D graphics system called Perspective. (ACE 4)

• **CRUISE**, the world's first hypergame created by CR. (ACE 33)

• **DUNGEON MASTER**, 940 ACE-Rated fantasy role-playing game by FTL/Microsoft. (ACE 8)

• **EMAP**, ACE is part of the same company that brings you Smash Hits, Q, Empire and all the leading games magazines.

• **F-15 STRIKE EAGLE COIN-OP** by Microprose. State of the art 3D graphics technology generates 30 frames and 60000 polygons a second in a flight-sim arcade deck. (ACE 14/22)

• **FLARE TECHNOLOGY**, trio of talented Cambridge-based games hardware engineers. Their custom-designed Flare One micro formed the basis of the Game console. (ACE 11)

• **RAIJSJA FIVE TOWNS**, a \$20K 35 million colour computer with built-in CD-ROM drive. If you bought ACE 30 you could have one too! (ACE27)

• **GAMES**, ACE is the only magazine in the world to cover the latest computer, console and CD games in dedicated sections - every month.

• **HYPERGAMES** like Cosmic Osmo and Batman Digital Justice are paving the way for CD entertainment. (ACE24/30)

• **VIDEO FLIGHT SIMULATOR**, the world's first multi-player 3D computer game running at 24 frames per second on 11 Transputers. (ACE17)

• **INTEGRATED FLIGHT AND ENTERTAINMENT SERVICES SYSTEM**, Person's answer to boring plane journeys - video games displayed on the seat in front of you. (ACE2)

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-i. (ACE20)

• **INTERFACE**, a special quarterly newsletter available free of charge to ACE subscribers.

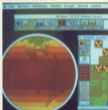
• **JOYSTICKS**, fortunately ACE hasn't been desperate enough to write a joystick issue in three years!

• **KICK OFF 8**, 900 ACE-rated, the world's best footballer - courtesy of Don Din and Arno, footballers elsewhere in this issue (ACE34)

• **SONIC CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or airplane yoke. Ultimately failed due to a lack of marketing money. Nintendo's suggestion a virtual Sega is interesting. (ACE14/16)



ACE 27 (ACE27), Mark Henry's new home theatre simulation featuring the latest designs by him.



ACE 30 (ACE30), the first built by Mark Sutherland-Smith, play the planet in this global simulation of Earth, Mars, and beyond.

• **LIGHTSPEED SPRITES**, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 99% of the speed of light. (ACE34)

• **LIVING ROOM OF THE FUTURE**, the exhibit sponsored by ACE at the Early Court CES Show on 13-18 September 1993. See CD4 for yourself, feel the future, plus much more. For full details read next month's issue of ACE.

• **MEDIA LAB**, Boston-based research institute with one simple brief - invent the future. People at the Massachusetts Institute of Technology (MIT) facility are working on computer generated holograms, interactive computer newspapers and virtual reality man-machine interfaces. (ACE7)

• **NEO-GEN**, a new home and arcade-based games console from IBM in Japan, with storage capacity for 64MB games cartridges and CD card capability. ACE gave you an exclusive chance to see one in issue 30. (ACE32/34)

• **ODIN**, 1993 ACE-rated 16-bit version of Thrust by FTL/Microtech. (ACE3)

• **POPULOUS**, 1993 ACE-rated inventively original arcade strategy game by Bullfrog/Electronic Arts. (ACE15/18)

• **QUADEX**, 204 ACE-rated arcade puzzle game by Taitam. (ACE1)

• **RAMROD**, original game from Gremlin previewed in the first issue of ACE, but still not available. (ACE1/19)

• **RENDERMAN**, the unique 3D graphics system by Pixar which creates polygons with photorealistic detail. (ACE20)

• **3D CITY**, 140 ACE-rated urban simulator by Micro Software/Infogrames. See also 3D EARTH by Micro Software/Gemini in ACE 35. (ACE24)

• **STARGLIDER 8**, 1017 ACE-rated strategy sci-fi shoot'em-up by Argonaut Software/Bantam. Joe Sarno team have used the Starglider software technology to produce a Gameboy version. See the exclusive playtest preview in this issue (page 12). (ACE13)

• **THEATRE SIMULATOR**, Matt Disney's Mach theme park ride come flight simulator based around the movie magic of Star Wars. Experience it for yourself at Disney's theme parks in California, Florida, Japan or Paris in 1993. (ACE27)

• **TURBOEXPRESS**, currently the best colour handheld console - a portable version of the NEC PC Engine, fully compatible with existing games cartridges. (ACE26)

• **ULTIMA VI**, 193 ACE-rated fantasy role-playing game from Origin/Melbourne. (ACE11/18)

• **VOODOO (Voice Operated) Drive Control** use voice recognition technology to allow control commands by the caller. The ACE interactive News Line utilizes similar voice-tech. Just dial 0899 555555. Calls cost 35p per minute peak, 25p per minute off-peak. (ACE11)

• **WARHEAD**, 930 ACE-rated strategy sci-fi sim by Gyr Williams/Activision. (ACE2)

• **WINGBLADE**, the world's first cinematic 3D space combat simulator by Origin/Melbourne. Look out for the exclusive review of Wingblader in ACE36. (ACE30)

• **X-ORF**, 939 ACE-rated super-tense shoot'em-up by Konami-Arts. (ACE19)

• **YAMBAK** games, ACE has provided you with exclusive collection reports on all the major American games companies - Intel/Grigs, Electronic Arts, FTL, Lucasfilm Games, Commodore and Spectrum/Halstead. (ACE9/11)

• **ZAROK**, 979 ACE-rated shoot'em-up by David Braben using a completely new soft 3D viewpoint. Braben has just finished Ode on the Nintendo NES console and is currently working on 16-bit version of Ode 2. (ACE8)



ACE 29 (ACE29), the revolutionary and education revolution of the 90s.

ACE: THE NEXT GENERATION

Here are the people who bring you the games and technology of tomorrow - today...

Mark Henry, editor, continues long experience in the computer games industry with an even longer involvement in other entertainment media. With West End developer Justin Green he has kept audiences amused in theatres round the country and his first feature film script collaboration was commissioned and completed last year. Mark is currently proud to help ACE bridge the gap between computer games and the mass entertainment market that we'll all be entering during the '90s with the combination of financing and the advent of CD-i technology.

Mt Hayes, deputy editor, is rapidly coming to be regarded as one of the UK's leading computer game journalists. He constantly keeps in touch with the latest games and technology developments around the world, and is a regular contributor to UK Computer Week Weekly and Japan in Japan. He is also well known for his wide feature name and shade of others. He has a passion for cheap nightclubs and everything that has beyond the boundaries.

Joe Wells, design editor, uses his expert skills in design and desktop publishing systems to create the individual parts of the art style of ACE. During his dispersed education days of reading Chemistry, Joe was a lightweight on the ski and a lover of mountain-bike events.

David Richards, staff writer, is a new addition to the team. He holds an expert-level programming and programming perspective to the magazine - plus an in-depth knowledge of star formation astrophysics.

Alan Randall, staff writer, the latest ACE to join the magazine. Alan is a friendly but fierce Japanese staff writer, classical and classical guitarist - hopefully he'll also find time to input his contributions for games into the magazine.

NOW'S YOUR CHANCE

We're looking for vital information about ACE readers. Your answers could win you £50 worth of free software for your machine and help us to bring you a better magazine...

ACE is going from strength to strength as we introduce new improvements to the magazine each month - but without you we wouldn't be going anywhere. Our main commitment is to provide our readers with exactly the magazine they're looking for. You can help us by completing this form and sending it to photography would be first to 20 Questions, ACE, 90-92 Farnipine Lane, London, EC8R 3AB.

And by way of saying thank you, we've got £50 worth of free software to hand out to each of the readers whose forms we pick at random from those received prior to September 9th 1988. So get your form in pronto!

1) Are you Male Female

2) How old are you?

Under 17 20-25
17-18 26-30
17-18 Over 30
19-20

3) Are you

A student In full-time employment
Unemployed None of these

4) Do you use ACE:

Occasionally Often Every issue

5) Which of the following computers, if any, do you own or are likely to buy within the next 12 months.

Own	Own	Planning to buy
(at least one)	(at least one)	(within 12 months)
Amiga <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
C 64 <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Apple Mac <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spectrum <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amstrad CPC <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PC Compatible <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nintendo 64-bit <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gameboy <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sageo Master <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sageo Magazine <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Atari ST <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Atari Lynx <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PC Engine <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other (please specify) <input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

Own	Planning to buy
Modem <input type="checkbox"/>	<input type="checkbox"/>
MSX interface <input type="checkbox"/>	<input type="checkbox"/>
Video camera <input type="checkbox"/>	<input type="checkbox"/>

Audio CD player
Record deck
CD ROM drive
Video recorder

7) Which types of game interest you most?

None	Very little	Some	Very much
Simulation games <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arcade games <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Strategy games <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adventure games <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Race games <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Role playing games <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Graphics programs <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Music programs <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

8) Do you buy usually buy your software from:
RH Smith Boots Matalan
Local Computer Shop Woolworths
Newsagents Mail Order

9) How much money do you spend on software each month?

Under £15 £15-25 £25-50
More than £50 More than £80

10) How many other people have read or looked at this copy of ACE?

None 1 2 3 4
More than 4

11) Which of these other computer magazines do you read?

None	Occasionally	Often
Computer and Video Games <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Top 64 <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commodore User <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Your Sinclair <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crash <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The One <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jazz <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
New Computer Express <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Games Machine <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amiga Format <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ST Format <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ST Action <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amiga Action <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

12) Rate the following articles/sections in this issue between 0 (not at all interesting) and 10 (very interesting)

News	<input type="text"/>
Letters	<input type="text"/>
Page 11	<input type="text"/>
Local competition (pp25/211)	<input type="text"/>
Review feature (pp 23/78)	<input type="text"/>
Console feature (pp28/30)	<input type="text"/>
Days of Thunder feature (pp 32/33)	<input type="text"/>
Computer Screen Test (pp36/34)	<input type="text"/>
Console Screen Test (pp 36/38)	<input type="text"/>
CD Screened (pp 63/63)	<input type="text"/>
Updates (pp 63/64)	<input type="text"/>
ACE Conference (pp 63/68)	<input type="text"/>
Take-up holiday (pp 33/74)	<input type="text"/>
Tricks and Tactics (pp 81/88)	<input type="text"/>
Ultima of Top (pp 89/91)	<input type="text"/>

Adventure (pp 82/83)
Pit Pages (pp90/126)
ACE Charts/Stockmarket (pp100/101)
Editorial (pp130)

13) With regard to the following subjects, would you like to see?

	More coverage	Less coverage	No more
Consoles <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Graphics software <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Music and MIDI <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adventures <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
New technology test (directly computer related, e.g. interactive video) <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
News features <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Features on USA and other foreign software houses
8008 News Hotline
Tricks 'n' Tactics

14) How often do you visit the arcade?
Never Occasionally Often

15) How interested are you in the following?

	Very	Occasionally	None
File industry <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Books on computing <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardware technology <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Programming <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Overseas travel <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Puzzles <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACE Conferences <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Television <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Consoles <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

16) How interested are you in competitions that give you:

	Very	Occasionally	None
Free travel abroad <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Free software <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Free hardware <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cash prizes <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

17) What free gift would you most like to see on the front cover of ACE?

Yes	Maybe	No
Free disk <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Free cassette <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Software vouchers <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reference booklets <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

My name and address:

18) If I win, I would like my software prize to be compatible with the

_____ computer.

THE KILLING GAME SHOW



THE KILLING GAME SHOW . . .

... WILL HAVE YOU CLIMBING THE WALLS - IT'S THE ONLY WAY OUT!

Suited in limited-protection armor you're the unwilling contestant on THE KILLING GAME SHOW. In front of a TV audience of millions you must battle your way to the top of 18 Pits of Death infested with Hostile Artificial Life Forms specially created by THE KILLING GAME SHOW's mad scientist to give you a hard time.

But . . . don't forget the rising fluid or it's "next contestant time".

You must give the viewers their value for money — collect the awesome weapons and tools — if you can!

First prize is your life — Don't waste it!

Screen Shot from the Amiga version

SEEING IS BELIEVING

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755



The girl gets to play her father's IBM - even the English screen messages and text that game manufacturer Nintendo said that computer would never bring on in public until nearly two decades later.



hot RED GAMES

Forget *Raid Over Moscow*...following the collapse of the Iron Curtain, and despite continued domestic hardship, Russian gamers are getting their act together...

Prometka, glasnost, comradeship, world peace...All great ideas, but for the Russian gamer they're not exactly delivering a sudden flood of 8-Type clones. In fact, they don't seem to be delivering much at all.

The backwardness of the USSR in the field of science, technology and electronic gaming is striking. And yet there are more people working in science and technology in the country than in the USA, Japan, West Germany, Britain, and France put together. The proportion of GNP spent on scientific research is 3.7% as against 2.7% in the USA...and still, in both quality and the scale of technological application, the USSR lags behind the West.

In computing, that gap now amounts to seven to ten years, owing to the sophistication of the models now being produced by the USSR. The number of large and medium computers in the country is ten times less than the American figure, and the difference in numbers of home micros is measured in 1,000s of times.

ENTER THE BENTS

The biggest supplier of computers in the Soviet market is the State, which owns factories producing expensive and mostly poor quality computers. Production levels are very low, but there are plans for factories employing over 10,000 workers and a restructuring of present production is already in progress. There's an added complication, though: the organisations that need computers aren't always able to get them. That's not just a question of stability to pay for it - there are funds provided especially by the State, and other funds that each individual workplace has of its disposal. But where are the machines going to come from?

The fact is that the Academy of Sciences has calculated the USSR's demand for computers at around 28 million

units - and that's just for personal and professional productivity. Games don't even enter the equation, and yet at present levels of production, the USSR will have to leave away for over a century to answer that demand.

Computers can enter the country, of course, but only personal micros - the US has placed an embargo on the

READ FOR THE COMMISSION SHOP

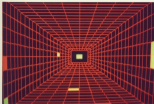
The purchasing power of the ruble in 1989 is a funny thing: most of us buy something, but actually lose money by buying. This is thanks to the black economy - Russia calls it the "shadow economy" - and it has much sharper teeth than our shadow-economy. While Soviet economists in public give interviews on "glasnost", another set goes to an ordered market system, the shadow economy gets on with the job. An example of its workings is Moscow club the West, for which a Panasonic TV set for 40,000 rubles - indeed the best - video camera, takes its price, sells for 75,000 rubles and buys two Panasonic TVs.

That's clearly, like a step into the light and you get to the so-called Commission shops, which are the second-hand shops, but with more latitude for bartering. Here you will find foreign games computers - Commodore 64, Amiga, and most frequently Atari - for about 1,000 rubles. Soviet models cost four or five times less - cheap and popular option is to buy the computer in pieces and assemble it yourself.

There are very strict, as very restrictive, laws concerning it enforced by the State. It ensures that people who include Soviet money in a seller's market there's no incentive to provide the usable range products that people need, but which don't offer the profit margins that video cameras and CD players do - unless the State itself sets described standards. The shadow economy goes a certain way, but the men in suits are going to have to get something worked out, and the reason the barter

"It's not that I don't like the aggressive games - it's just that most games are my specialty."

Andrei Pashchenko, 16, from Leningrad



STREET CRED

Recent message about the operators shows around jobs from their video games. The sixteen-year-olds play it well to the accompaniment of clubs, in stands here with strong betting culture, various betting clubs, maybe cafes if you are in the right place at the right time with a seat of readiness in your pocket.

Local adults have to make the world a center in the last 1980 or 1990. The obligatory state department shows that games avoid any centers, where primarily can be operated with a special and internal games that offer two minutes play for 10 roubles with the exchange rate for tourists of 10 to 1, that probably makes Moscow worth a visit for British adults - if they can get up with games that are fun in three years out of date.

The games come in from Japan, the US, and Europe (the so-operative can recognize them to manufacturers with the aid of Russian and copyright is no problem - the developers never bothered with such foreign-culture or international copyright agreements).

part of this and super-computer to the country, few times, your imported PC (even your imported Spectrum) is playing an ever increasing role in the USSR. These machines are brought in a different way - the main one is purchase by the State, i.e. by ministers and subordinates thereof. Such deals are on a grand scale: there was a deal with Siemens in West Germany last year for the delivery of 300,000 IBM PC XT clones.

MY PROBLEMS

But even supposing someone offered you a Spectrum in Red Square, how would you pay for it? Here the question is the value of the local currency: the rouble, near its ugly head. The official conversion rate is 1:1, so 300 roubles should buy you an Amiga. The real state of affairs is totally different: you'd probably need near 1600 roubles to buy £300 of foreign currency to pay for the machine.

But that's assuming you could find one. Shortage of supply drives up the price, so that within the USSR computers fetch fairly high figures: a computer costing £1300 in the UK can often be sold for 40000 roubles. We're now looking at an Amiga costing a small fortune, though you might be lucky and pick up one in a Commission shop (see pencil for less...)

Greater freedom of travel has meant that personal imports have shot up in the last 2 years. Since the summer of 1989, however, new duties have been slapped onto items brought in by individuals. Even a modest Spectrum could cost you 5000 roubles straight off its duty.

BY TROUBLES

But even supposing you manage to get your Spectrum or Amiga - what are you going to display it on?

One thing you need for a games society to grow are colour TVs - and these are hard to find in the USSR at the moment. Before perestroika they were available, though

often, neither Russian public goods, appropriate to domestic standards for electronics. The game was originally programmed in C++ (you can't see that) in a primary stage towards light savings from the users of the console and steady on the sides of what looks like a money well. When they're out for the real thing, they'll have to go to the store to buy something. The same solution helps to decrease the higher the price. This also helps to avoid the different colours leading to the fall of the market. The same can be seen with the equipment, mainly Russian articles depending on the local situation here.

These are international products that come, which have some kind of being that the US can identify with in the form of the real solution to the very limited resources state towards the top of the world.

The Eastern European game industry's coming of age.

Advertisement, advertisement

These are computer controls are not together in some - they are great to work in combination these articles and advertising.



not always where they were wanted (our correspondent once tagged a shocking great set from Moscow, which has a reputable TV factory, to friends in Moscow, since the sets weren't making it to the capital).

Since then things have got worse: prices for colour TVs have stayed low, but with the disappearance of a range of other goods, the demand for them has doubled. If you can't get a washing machine, why not a TV for the kitchen instead? The situation is exacerbated by the Polish problem - a Pole can now hop into his car and drive to West Berlin without restrictions, and it's just as easy for him to go the other way, to the USSR.

Polish visitors have been streaming into the USSR with high-tech, high-quality products bought in Germany - video cameras, compact disk players, jeans, footwear, 50 million roubles worth of goods in January and February alone. They sell them at a handsome profit and buy modernish, medium quality products to take back home: film, cameras, tape D, cotton shirts, and - most of all - colour TVs.

It is illegal to take TVs out of the USSR: Soviet customs imposed 8000 of the latest models on the Polish border in the first three months of the year. Heaven knows how many went unsubmitted. The official press in the areas visited by the Poles for their latest Soviet colour TV, the Electron, is up to 10 years! There are suggestions in the Soviet press that the police might think about asking employees in the East GDR and TRUM and how the visitors get hold of them...

PAZHOVICH CALLING

Beside the depressing technological outlook, at street level, the games world is booming. Deep in the heart of Moscow, meet Alexei Pazhovich, developer of Tetris, who has now seen four million copies of his game sold in Nintendo. He's at home and deep in discussion with the Japanese, who are about to release yet another Nintendo Fujitsu-like Night Moves.

"The Nintendo suit a particularly powerful system," he admitted, "but it's a good one for me. My specialty is mind games - I don't need great graphics and sound."

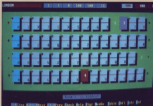
"You can check out some Atari's other games - Tetris - in this article. It follows a similar vein to Tetris - a criterion involved at Pazhovich's works, which have all had a very 'lamey' feel about them - but he's not dismayed. 'I operate in these games. Remember I only design the games they're programmed by his colleagues and I don't have

any desire to try my hand at other games, I don't want to say that I hate the aggressive face of game, but it's just that mind games are my forte... And no-one who's played Tetris is likely to argue with that.

Alexei does a lot of his work from home, where he has a 386 PC 47 clone. Currency problems are obviously a problem even for a man who's sold more games than hot samovars. Firsty, for example, he says, is a big problem here in the USSR. No-one has the currency to buy the foreign games, so what they can't buy they copy. Even my own games don't get proper distribution.

WORK

Undeterred, Alexei carries on producing new titles. Take Tetris, for example. (Surprisingly) Paperio, his game is more reminiscent of his Russian classic than the official Tetris 2. What's involved this time? The idea is that you have to land and land a wire as it falls down the screen, so that it intersects perfectly with the jagged line at the base of the playing area. If you don't connect the wire and fit perfectly then a large chunk of the screen becomes inaccessible, therefore giving you less time to manipulate the next wire.



Paperio has just produced an addictive little number called Paperio - based on the old Russian card game with some more modern mathematical twists. It's a real test to produce a translation, so look at the top left for a detailed account of the next issue.

THE BIRTH OF TETRIS

There's a small office in North London which has, over the last eight years, single handedly developed the great games relationship between East and West, culminating in Tetris and the Red Game Revolution. It's the office of Andromeda Software, a company founded by the present owner, Robert Stein.

"It's a funny thing, you know," he said, "all this talk recently about Commodore releasing a cartridge-based 64. Because that's how it all started."

"In the early eighties I had a small company called Futureware dealing in stereo computers. I'd seen that ordinary television simply couldn't tell stereo computers because they didn't know what they were talking about, so I started Futureware and was the first to develop 'stereo video a disc', taking space in House of Fraser stores including Harrold to sell the machines."

"I soon realised I couldn't survive selling stereo computers on their own, so I persuaded Commodore to let me have some V6 20s. Then they came along and told me about the Commodore 64. By this time, I'd realised that the more software you had, the more computers you sold. So I said to Commodore, what about software?"

"Software?" they replied. They didn't have 486T (Things obviously haven't changed much with the hardware companies).

As a result, Robert found himself in Hungary with chess expert David Levy, running a competition for programmers. I became famous overnight," he recalls - they received no less than 5000 entries and had to spend days evaluating them. In the end, they selected just 30 for Commodore, planning to release them on cartridge for the C64 because the machine, believe it or not, was originally going to be cartridge-based.

Then Commodore decided on tape storage instead and, to add insult to injury, abandoned all except two of the forty games. "So I was left with 28 titles to sell... and Andromeda was born."

In fact, Robert has as good a claim as anybody for claiming the position as the founding father of modern British software houses. He's personally financed over 70 software titles, many of which have been licensed to major UK companies. Tetris, Donkey's first game, was an Andromeda license - as were several of Microsoft's early titles. And Robert was the driving force behind many historic encounters... such as the meeting he called with John Barber of Commodore when they presented Commodore 64 Serial Number 062 to 50 programmers to build support for the machine, or the time he got together with Jack Tramiel (then running Commodore) on a boat in the middle of Lake Michigan to plan support for the Commodore 64... on cartridge.

"Yes, the world is coming full circle," he sighs...

TETRIS MIGHT

When Robert first saw Tetris, "I couldn't sleep that night. I was so excited," he remembers, "and I'm no gamer/player. If it got ME that excited, I KNOW it was big." But others weren't so sure.

Astonishingly, you could probably make a lot as long as your aim of software who landed down the Russian game. Robert even offered it to Poland, the American business software house, who wanted to use it as a promotional ad. I bet Donkey's Philippe Kater will have it on his PC," chuckled Robert.

But Stein can't be optimistic about the future of games. As far as Tetris is concerned, legal wrangles prevented him making his fortune, and he believes that the real future is in CD-ROM. He's started a new company, Tebony, in Hungary to pioneer CD-ROM development. If he's as influential in that market as he's been in the cassette and disk market, so CD has been a lot to look forward to...



Paperio developed by Alexei Pavlovich, who has a reputation of developing the games which he invents or has inspired. He's a real test to produce a translation, so look at the top left for a detailed account of the next issue.

If you think it sounds tough so far, then you're right - it's the hardest out of the 3 games written by Paperio to get into by a long way... but once you're familiar with the released controls it suddenly becomes extremely easy - by our third go we were able to get onto the eighth level out of nine! On the other hand, landing the wire to match the landscape takes longer, and is more awkward than stating a geometric shape. Besides a correct match really makes you feel you've achieved something. This isn't the strongest game in the Tetris series, but it's still a lot of fun if you're addicted to puzzle games. Andromeda Software in the UK say that it will be available on all major computers, consoles, tv-sets and portable LCD handhelds like the Gameboy. The license details, however, have yet to be sorted out...

There's no doubt that the Russian games industry is going to be a large, active one. There's enormous interest in science and computing in Russian society and Tetris has shown that games programming is one way in which talented individuals can bring in valuable foreign currency. Robert Stein of Andromeda sums it all up - having acted for nearly ten years as an agent for East European software, he says: "The days of the middleman are over. I don't see a role for myself as a go-between any more. The Eastern games industry is becoming a force in its own right."

Next time you're in Moscow and there's a knock on the door in the middle of the night, it's not going to be the PCSI 89 to Pavlov with a battered copy of Red Star New York.

ONE DAY AT SCHOOL...



£1000 REWARD



ANY INFORMATION ON PIRACY SHOULD BE PASSED TO F.A.S.T. (THE FEDERATION AGAINST SOFTWARE THEFT)

TELEPHONE 071-497 8973

FOR INFORMATION LEADING TO A PROSECUTION & CONVICTION



Hotboxes!

Three things you may — or may not — know about consoles.

Downen Tokyo was brought to a standstill by the masses of punters trying to get hold of the latest PC Engine kit on the day of its release. Oh, so what?

Super Mario Bros has sold almost 50 million copies. Oh, so what?

There are over 25 million Nintendo systems in America alone. Oh, so what?

The point is, what you really want to know — as a dedicated consumer of Advanced Computer Entertainment — is should I buy one? And if so, WHICH ONE?

THE RATINGS

Making console specifications meaningful is a pretty fair task, because whatever the CPU, RAM or, most of the month, comes from custom chips. So rather than battle you with meaningless jargon we're coming up with the following vital details about the systems, software, and prospects. We haven't included a "value for money" rating because the prices vary, especially with imported machines, and (a) what constitutes a high price in America doesn't apply in the UK. Moreover, how often you'll see these Atari's is not quite the same as it is for the others, and (b) the one you buy is a week's pocket money. All ratings are out of 5.

WHY BUY?

You've probably already invested in a computer. Or perhaps you're about to get a 16-bit machine. Good choice. But how the hell now, you need a console AS WELL. Here's why...

Console hardware has been specifically designed for games. Because of this dedication, games programmers can produce titles with better graphics and sound. With a home computer, however, they may well be fighting against the instincts of the machine, rather than co-operating with it. If you are serious about games, you must seriously consider buying a console. Trust, amigo, is the bottom line.

On the down side (of course there's a down side, dummy) software costs a lot more because its an expensive silicon cartridge. This won't be the case once consoles have CD-ROM drives attached to them, which all 2nd generation consoles will have within the next two years.



The Magnavox sibling seen in the UK and one that's suitable for export.

We're sticking our neck out...and telling you which console we think is IT!



Downen: manufacturer's marketing claims. Usually, console hardware is the opposite of standard PC kit. From the silicon, through to the peripherals, it's all custom made for the machine (and by extension, the user) to allow the user to play and enjoying the very best that the machine has to offer. But it's advised for the moment only when you're making your choice.

THE BACK

Oh, so what's a CD-ROM? Finding about the console future? Magnavox? Nintendo? Which? Let us leave and we'll include you in the future page before you might even get a price for the latter of the former. The address is Atari Europe, 1000 Court, 10-12, Haringey Lane, London, E9 8JH.

BTW: Atari

CONSOLE CONSOLE!

Consoles are one more naturally difficult to produce in the console era. Cartridges software, they would be a hard to find against the standard offerings (and paid) but neither of the machines is likely to make the same kind of mark as the others. However, how a well-spent few several-pounds will be, but whether they'll be the ones you'll return to cartridge is uncertain.

WHICH ONE?

The fact of the matter is that as a reader after Advanced Console Entertainment you have no problems whatsoever. That's because there is ONLY ONE CHOICE. But we're not going to open the sealed envelope quite yet. Let's go over the competition and see what they all have to offer.

NINTENDO

(also known as the NES, Nintendo 8-bit, or Famicom)

This is the machine that's cause all the fuss. It's a phenomenon alright, having sold over 25 million units since 1984. Less than 500,000 in Europe, however, and now sales have tumbled off in Japan and are leveling off in the US.

- PRICE £100 to 150 (depending on package)
- PERFORMANCE *
- SOFTWARE AVAILABILITY *
- SOFTWARE STANDARD *
- PROSPECTS *

The Nintendo is not a great performer but there's a lot of solid systems, and some of the games are exceptionally enjoyable. Not to mention, as well supported in the UK as the Sega machine and, as an ACE reader, assuming if you're buying for a younger human being.

SEGA MASTER

8-bit Sega supported by Virgin Masterlinks

Sega has always come a poor second to Nintendo, both in the US and Japan, despite having a marginally better system from the technical point of view. In Europe it's ahead, but at present that still means only just over 500,000 sales.

- PRICE From £80 to £130 (depending on package)
- PERFORMANCE *
- SOFTWARE AVAILABILITY *
- SOFTWARE STANDARD *
- PROSPECTS *

There's a great deal of good software for the Master, but it's seen that on a global scale. Sega are making a Super investment in their MegaLink system — almost the opposite of Atari's policy in the territory. Best for younger players or those strapped for cash...

ATARI 2600/7800 SYSTEM

8-bit machines with long history

The 2600 sold by the bucket load in the early '80's. The 7800 was a fine machine that could've competed with Sega and Nintendo.

- PRICE 7500-840; 7800-£70
- PERFORMANCE *
- SOFTWARE AVAILABILITY *
- SOFTWARE STANDARD *
- PROSPECTS *

They're eager to buy it, but both machines are likely to be heavily discounted. Not a serious contender for Advanced Entertainment.

NINTENDO GAMEBOY

Newsweek LCD handheld

To be launched officially in Europe later this year. Watch out for it at the London CES show in September.

- PRICE Expected to be around £70. Current imports vary
- PERFORMANCE
- SOFTWARE AVAILABILITY
- SOFTWARE STANDARD
- PROSPECTS

Compact, rechargeable battery life. Although the display is poor for many of its games and far in play, including the best video port (16 to 256). High sales abroad ensure support for a long time to come. Not software-compatible with other Nintendo systems.

ATARI LYNX

Colour portability

A £180 odd, the Lynx is fun, state-of-the-art etc., but the battery life is barely enough to last a long car journey. Software is middling and very limited so far.

- PRICE Varies: usually around £180
- PERFORMANCE
- SOFTWARE AVAILABILITY
- SOFTWARE STANDARD
- PROSPECTS

Currently recommended for commuting only.

NEC TURBO EXPRESS

Portable Engine Power

NEC yet available in the UK and currently experiencing sales difficulties in the US, despite attraction of the odd TV tuner.

- PRICE
- PERFORMANCE
- SOFTWARE AVAILABILITY
- SOFTWARE STANDARD

GAMEBAZEST

Inspired by the success of the Gameboy, Far Eastern makers are keen to create a portable design portable with more power (especially in the Japanese market through compatibility, no software support left). We've got our hands on one that offers several cartridges including StreetRipper and Terminal and may well be the show by the Autumn at around £80. Whether the coding is such to match the lower cost was pretty compared to the Gameboy is debatable.



The first introduction of Gameboy Advance. Price for Gameboy Advance is around £100. Not software-compatible with other Nintendo systems.

ALTERED BEASTS

Both Commodore and Amstrad are expected to be bringing out machines based on their existing 486 clones this year.

In the case of Amstrad, we can confirm the company have the plans in this regard. The machine was launched under embargo to journalists in July and you'll be getting full details in the next issue of *PC*. For now, we're allowed to tell you that it will



The new 486 clone, the Amstrad 486, is expected to be a 486 clone with a 486 processor.

offer suitable CD-ROM software (with some more small-format) but the cartridge load (640) will have an extended graphics capability to enable it to run the program.

Second hand of Amstrad may be the best of the machine and Amstrad will be offering conversion of most Amstrad software to the new software compatible with Amstrad's 486 clone.

Commodore's have revealed 486 clone will be a 486 clone (with 486 clone) originally intended to be a cartridge machine.

- PROSPECTS Amstrad's guess at present. Your color portable power and the software to go with it. But what are the machines?

What they said about the Sega Megadrive...

"Spectacular indeed"

Ray Binks,
Head of Development Team

"Very, although in the development/potential for '91 is evident."

David Binks, Product Manager
Software Development Team

"The technology, very in fact - it's not like it's great."

John Hill, Director of European
Manufacturing, Hardware Unit

"It's a very good system - especially by Amstrad and Sega standards."

Andy Roberts, MD
Manufacturing, Hardware Unit

NEC PC ENGINE

Called the Turbo Graph 16 in the US

Once rumored to be launched here this autumn. But all plans shelved. NEC must be busy.

- PRICE Varies: usually around £170
- PERFORMANCE
- SOFTWARE AVAILABILITY
- SOFTWARE STANDARD
- PROSPECTS

A genuine 386 engine with CD-ROM option that also fits in a 486 computer case. The million add-in Super fast disappointing sales in the US have been virtually unrelenting there. NEC may have missed the boat with this one - a 486 chip with UK plans become clearer.

SNK NEO GEO

True arcade quality

Until the Neo Geo has a firm software base - and the software sells at around £150 plus - and it's sold in numbers, the Neo Geo can't be recommended as a purchase for the next year. Might establish itself as a true machine.

- PRICE Varies: usually around £400
- PERFORMANCE
- SOFTWARE AVAILABILITY
- SOFTWARE STANDARD
- PROSPECTS

For the very rich indeed...

• THE ACE CHOICE •

The Sega Megadrive, called the Genesis in the US

The only 2nd Generation console to be launched officially in the UK this year. Check it out at the London CES show. This machine is good now. Potentially it's awesome.

- PRICE Expected to be £150-200
- PERFORMANCE
- SOFTWARE AVAILABILITY
- SOFTWARE STANDARD
- PROSPECTS

This is a good software, a wide range of 8000, a CD-ROM in the not too distant future, 16 seconds, and it's over here. Easy.



BETRAYAL



A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY ISN'T
ONE OF THEM

MASTERS OF STRATEGY

A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY
ISN'T ONE OF THEM

BETRAYAL



The black flames are a corrupt land ruled by
imperial lords. You are one of four knights
with a line for power. And in the pursuit of
power, the end justifies the means.



The shadows beneath the gold the greatest wealth.
Strategically expand your domain, realize your
ruthless ambitions, and replace your stronghold
on the powers of the land.



The towns provide your power base. Manage
them successfully and harvest the wealth
needed to buy, build and fight for ultimate
power.

Betrayal involves a long haul, ruthless struggle,
starting with the economic management of your
towns and culminating in your military strategy and execution of
political subterfuge.



Develops mastery of political subterfuge,
gaining power for your Courtiers in the palace
of the King and helping ready for the coup
which will make you the master of Betrayal.

BETRAYAL A HELL OF A GOD GAME

*A new battle of five which all had just been breached. The royal palace's smoky dining hall resounded to cheery voices. To one side of the
top table a harpist and a minstrel were struggling to be heard above the conversation caused by two dogs snarling over a bone in a corner.*

Looking closely, I knew forward to catch the breathless whisper of a rival knight.

"They came in at a run, baying like wolves. Four wild-eyed barbarians ready to cut, gorge, pulverize and kill anything that moved."

*The news was indeed music to my ears. My forces' attack on his unshakable town had met with success. Financially weakened, militarily
broken, and politically homeless, he could no longer hold influence at Court.*

*As long as no evidence of my wrong doing remained. As long as the gods blessed the crops of my harvest. As long as the rumors of the
captain of my brother were true. The throne was mine.*

I've cheated, lied, spied and slaughtered. The fruits of Betrayal are mine.



Ghostbusting

The time: 12-30pm. The date: Thursday 12th July 1998. The location: Activision's offices in Reading. The occasion: the second ACE Conference, featuring lucky ACE readers who were there to test and taste the Activision experience...

FR Supreme Rascal (Gawdett) made us all welcome - and then all hell broke loose. Games galore (check them out elsewhere in this article) were up and running for the visitors to pass judgement upon. Arcade consoles (busted and mangled). Programmers introduced their wares, and the fans were generally created on all sides. But they stood their ground.

They stood their ground through Time Machine, Alien: Probe-Kid (a gruffing 8-Type if competition, lunch, Darius, Dragon's Blood, and even the serious business of collecting trophies. And at the end of the day the future of the ACE Conference was assured by a unanimous vote of confidence in Activision, the grand event, and the games. Congratulations to all who took part and, in course, many thanks to Activision for the tremendous effort they made for us.

Don't forget that the ACE Conferences are open to all ACE readers (though space is limited, of course). Get an application in now...

GO CLOUD-BUSTING!

Each month, we'll let you know about forthcoming conferences around the country. If you think you might be interested in attending one, all you have to do is send us a postcard with your name and address clearly written, together with a daytime telephone number if at all possible. You also need to tell us:

- Which conference you would like to attend. If you're applying for more than one, put them in order of preference.
- If no conference is listed for the software house you'd like to visit, put the software house's name down and we'll put you on the list for that conference when that bit is organised in the future.

ACE readers get on the road to Activision and a great day out...plus details of how you can come next time...



Time Machine on the scene. This is one of the first puzzle parts that all ACE readers can enjoy.

DID YOU KNOW...

Remember Quake? Well, Activision's version of this game is in its 10th year in the UK. In fact, the company was sold to Argon by its owner last year. It's a while, but Activision is still the same. And that's a good thing. The company has a long history of producing great games, and it's still producing them. In fact, it's still producing them. In fact, it's still producing them.

TIME MACHINE

Time Machine, a 2D arena, puzzle intensive arcade adventure set in the distant time zone, was the most unusual offering at the ACE Conference. The game features very different graphics (with more than a touch of 'retro' appeal) and a leisure challenge to create the history of the world - to repeat your life trapped in past-time.

Each time you see the screen giving you a solution into the life of any of the era. You have to create favourable conditions for evolution by manipulating objects and interacting with other locations (including time apparatus) that will vary with a scattering of logic, in the order of the day in a game that has some scenario similarities with a first game but is, in fact, a series of games mechanics within events (to a first extent) but not without the random typing. That's because, although there aren't many locations, you have to constantly visit them to keep the time continuum flowing smoothly and to check possible puzzle solutions.

As you move up towards the present day however, activity becomes more and more frantic with a number of the time zones to keep them in order and prevent the present day from deteriorating (that's another, unexplained, feature) - a feeling underlined by all present.



Time Machine on the scene. This is one of the first puzzle parts that all ACE readers can enjoy.



After the Wigan conference you could head up to this (only the only one) and be there next time.

- The machine you own, so that we can make you sure you get some juicy free gifts for your mail!
- Free eggs, so that we can ensure a good spread of age groups at each conference.
- If you are a subscriber, send your application in an envelope together with the address panel from the last issue of ACE that you were sent.

Obviously we have to limit the number of people attending each conference to a maximum of 15. In addition, we have to make a nominal charge of £5-30 to help cover costs. This is however an exception to both these conditions as a special offer to subscribers we are giving them priority allocations for the first five places at each conference, and they may also attend free of charge. You can find out how to become a subscriber on page 47 and you get other benefits too - lower price, a special newsletter, and guaranteed delivery!

A couple of weeks before each conference, we'll select the lucky readers from those who have applied and inform them of the relevant details. If anyone can't attend they'll be shortlisted for a future conference and another selection will be made for someone who can take their place.

THEY CAME FROM WALES!

Well, most of them did! Here's a quick photo tour of the boys and the hotel who attended the Adventure conference...



The attendees from the Adventure conference... (Caption text is partially obscured and difficult to read)



"Who's a dog?"

Matthew Adams, Adventure Conference

FORTHCOMING CONFERENCES:

MICROSOFT 12:30PM THURSDAY 30TH AUGUST 1990 IN BETSBURY CLUB.

Now here's a list one for you. You won't just get to meet the company who's produced some of the best simulations now - you'll even get to do some REAL thing in the Microsoft plant! You'll also be able to meet the infamous 'the lightest programmer of Microsoft and Lord of Flight' amongst others. This is bound to be one of the most popular conferences, to get your applications in pronto!

LOGO 12:30PM THURSDAY 27TH SEPTEMBER 1990 IN WIMBORNE FM

The big one. US Gold tend to introduce - we'll have more details of their plans in the next issue.



Meeting with Microsoft (Photo by Matt Adams)

DEUTERIUS

Now here's a game that the conference attendees were unanimous in giving their full endorsement to. It's the sequel to *Milwinder 2.0*, which itself has been played by several of those present, which everyone agreed was a superb game, of a little more Deuterius looks to be even better - and a darn sight more difficult!

Deuterius follows on directly from *Milwinder* and takes off with a tremendous bang, everyone finding very atmospheric music. You're then faced with the challenge of casual steering your intergalactic ferry engine before encountering the Earth that has disappeared in the earlier game.

As a player of the game, Vincent Lushington was impressed. "We checked up a lot of the quirky features of *Milwinder*, and the challenge is far greater". The general consensus was that this was definitely a game to watch out for.

DRAGON'S BREED

Definitely a winner, this one. Although not all the conference attendees had played this game in the weeks, those who were familiar with it remembered it clearly - particularly the way you could save your dragon should you be possible (including when the spring got tough).

Well, you can do just that in the bonus micro-conversion, which (as the *Amiga* preserves the feeling of the role-up excellently) is the original; you get four degrees of varying characteristics and colours, with all full breathing out on every screen.

While the *Amiga* version was drawing over this one, *Adventure's* Steve Stone is now feeling about the *Amiga* conversion... "You big bastards of the *Amiga* are not the only to that it's got vertical scrolling, that's going to be nightmare on the Spectrum". Maybe, but it looked like a dream on the *Amiga*.



Dragon's Breed in the Amiga... (Caption text is partially obscured and difficult to read)



The Adventure conference building

EPICURE BOG-O-BID

"Fantastic graphics - I've not normally felt about this one, but I like this..." was just one of the praises of genre shared out after testing this one. *Amiga* Stone has a great about-on-up with excellent graphics and some neat additions to the traditional formulae.

To start with, the game has four very swirling and spins up different pathways for the player, rather than a forced trail as in *Amiga* or *Amiga* *Stone*. There there's a change to gameplay every three and four levels - no more third level you face the usual end-of-level guardians, though with a considerable logical challenge as you manoeuvre the foe into a vulnerable position by dodging round it. The other fourth level you get an unusual head-to-head challenge against another Stone but which doesn't end you because points but not instant loads you out of the game!

In general, the conference was very impressed with this game. Many attendees included *Stone* Stone's observation that you could change up again too easily (using the Fire-button) and *Adventure* is planning to correct this. *Michael* Stone thought the game was too easy at first sight - but after he'd wiped the sweat from his brow following a full session he took it all back!

**INTO THE FUTURE
WITH**

SHADOW OF THE

REALM
II

**AVAILABLE FROM
24th AUGUST**

11

12



PSYCHOSIS



PC users in on the track. The game incorporates the racing tracks Atlanta, Phoenix, Talladega, Daytona and the new feature Atlanta's new Daytona track. Mounted on the inside wheel, Daytona's four-lane track is the same track using the old flag set for other sport vehicles in the world of the track.



AMIGA is used to render in a 3D-style perspective. Because custom motion has many different orientations, especially involving sky view, trackside, back through, grass, sand, water and the air, there have a sophisticated design of the track view by AmigaSoft's own team from the track.

GREAT ON GAMEMBOY

Days of Thunder on the Gameboy is absolutely amazing, technically superior to anything else out on the Gameboy, and developed by a first A first person view of fast action and detailed graphics, the state-of-the-art Gameboy version is being programmed for Minscape by top UK software developer, Appsoft Software. Previous classic computer games from the leading three

EXCLUSIVE

DAYS OF

As MINDSCAPE prepares for pole-position with a stock-car simulation based on the new Tom Cruise movie, Rik Haynes drives an exclusive playlist...

... specialist have included Starglider and Starglider II. Gameboy Days of Thunder programmer, Steven Dunn, is a veteran Spectrum coder responsible for the Space versions of Virus, Starglider II and Hammerfest. He has just completed the puzzle game Locomo, another Gameboy title for Mindscape. Dunn uses Appsoft's own custom-made Gameboy development system - a very flexible device which can also handle any other console disk. The game is a hybrid graphics system mix of three-dimensional track sections and sprite cars. The car also a stunning games display which moves at a real eye speed. Nothing is moving in the game play either. You still enter a pitstop during the race - you can even linkup to another Gameboy for a head-to-head race with a friend. Art San, boss of Appsoft, told me: "Days of the Thunder on Gameboy is designed to be playable above everything else. It's fast moving and the first person perspective is very novel for a Gameboy title. It's great fun to play". And just how long did

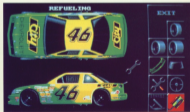


ST these game titles took work. Several days, months or so, but I don't know how long it took to develop.

It takes Appsoft to redefine the boundaries of the Gameboy's capabilities! A more three months! Look out for the exclusive movie of Gameboy Days of Thunder in ACE 58...

THUNDER TRIVIA

- Tom Cruise was paid a hefty sum without delving to the days of Thunder.
- Tom Cruise himself has also directed two films during his career. He is set to star in the film '1917' in chronological order of his career. He is also directing and starring in the film 'The Hitman's Wife's Bodyguard'.
- Mike Stubby (the character) has changed for 'Days of Thunder' to suit a professional actor. Matty Lee worked with Mindscape Multimedia for three years as a consultant and as the director for Tom Stubby's football pit crew at the time. He helped to train the actor and extras in the real training work of being a NASCAR pit crew member.
- The producer of Days of Thunder, Ben Appsoft and Jerry Bruckheimer, also produced the movie 'Days of Thunder' and Ben San Benjamin (the film's art director) previously worked on the Amiga and Saturn titles.



ST these pitstop action. Change the tires, radiator, steering, the five-lane body panels, from the engine, handle, repair the radio, optical view and start to get to the other side.

RELEASE DATE	
AMIGA	04/08 04/08
IBM AT	04/08 04/08
PC	04/08 04/08
SPECTRUM	03/08 14/08 04/08
OS/2	03/08 14/08 04/08
AMSTRAD	UNDER DEVELOPMENT
NINTENDO	07/08 04/08
GAMEBOY	07/08 04/08
DO OPEN WORLD PLAYERS	

Special thanks to the lead international program, ACE - distributed by Mindscape, ACE, Global Action and Microsoft online pictures - for the game and more.

F THUNDER

DON'T FORGET THE POPCORN

Days of Thunder on television will be showing its charms around the country from the middle of August. It's a tight, predictable but entertaining 'real' movie designed for mass-market appeal. The guys will lose the fast cars, attractive women, hip topics and muscle mayhem. Instead for the price of, of course, peanuts by Tom Cruise. If you lead Top Gun, you'll score Days of Thunder. If you work a floor to see on a summer Saturday night - provided you remember to get the silly popcorn, theater's hottest and America's orange drink.



AMIGA You'd like to race the best? Well, the computer was a match for Nintendo on this one. And you can get on by an enhanced-graphics modeler after characters from the movie. Handle racing and race strategy. There's full training on the strategy for future race positions in every race.



PC You'll love the graphics and fully clothed car that change the look or quality about your PC doesn't put the power to make this package an eye. Unfortunately, you'll lose the car's color while you race. The PC version is being programmed by digital software for Windows.

"Days of Thunder is basically Top Gun with cars."

Scott Smith, Managing Director of Windows International



AMIGA You're in America - this is a quick car race after all. You can race cars through the streets and on the street on the way to fast racing challenge. The PC and Amiga versions are being developed for Windows by Digital Software.

"Racing isn't that different from acting. You can't go in and put your feet to the floor and expect to win."

Tom Cruise

NASCAR RACING TERMS

NASCAR National Association for Stock Car Auto Racing. The first NASCAR sanctioned race was the Winston 500 at Daytona Beach on 14 February 1958.

BLACK FLAG Being told to abandon any pending material used to indicate used before a race begins on a race track surface.

DRY 1) "Round of four" describes the timing or scheduling of a car's pit stop versus that of each wheel. "Thoughtful" describes the car's weight of each wheel. 2) A driver of a car in the back position.

COMPRESS A female or "leader" of rubber competing a particular tire. Different tires require different tire compounds.

COMPRESS The pressure of the air on a car as it races.

DRIFTING Practice of race car control, while racing, to race over the ball, almost banking, the lead car by displacing air in front of it, creates a vacuum between the rear and the following cars race. The second car is actually pulled by the lead.

DRIFT Though to have intention, a steady little race describing NASCAR's ability to control the direction when there may not be a specific rule or regulation to cover such a situation.

DRIFTING A race member who is concerned with making car body parts such as floor panels, suspension, drivetrain, special brackets, etc.

DRIFTING The term means around a race track.

DRIFTING When someone says they are in "drifting" mode, it's a way of saying optimum efficiency.

DRIFTING Handling characteristics of a car where the front and back or push or pull instead the regular way in a corner. Also called "drift mode".

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MEAT ON NINTENDO

Perhaps the most playable and enjoyable version of DAYS OF THUNDER is on the Nintendo Entertainment System. It uses the first person perspective polygons of the 16-bit video cartridge for a behind the car viewpoint made of solid lines and solid yellow lines for the race track. The game incorporates eight different races on eight different car tracks. The best feature is the pit stop feature - where your team of three mechanics busy change your tires, make repairs sustained on the race track. The car is a very simple game enhanced by pleasing "driving" sound and the low-pitched engine. DAYS OF THUNDER is really the best racing game on the NES.



NES Days of Thunder on the NES is a great approach to the car racing game.



NES A screenshot of a game on the NES.



AMIGA You can race cars on the Amiga. The Amiga version is being developed for Windows by Digital Software.

SIGNS OF THE



SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game, now rages onto your computer. FEATURING interactive scenic backdrops, the secrets of the Ninjitsu assassination techniques have been handed down since the Medieval wars, now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips...

Take your techniques to the streets.
SHADOW WARRIOR...the hero of the nineties.



MC



Natural and responsive player movement and with the most simple of one-touch crystal control ensures exciting and authentic soccer action. Realistic close-ball control, computer goals from control and the most consistent "bite of play" monitoring of odd up to make the most of the most exciting soccer game ever devised by the home computer.

TAKE ON THE WORLD!



TIME

S



The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerrilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

**ESPIONAGE EXTRAVAGANZA
FEATURING 9 LEVELS OF HIGH ACTION!**



XO

The "XO" coin-op hit from Data East brings super-action to your arcade screen. Join the resistance forces in their struggle against the awesome power of King Crimson - the iconic scientist and his Crimson Corp. has everything conspired into technological lighting machines - giant, lethal discus gun, atomic lighters, mechanized vehicles and many more.



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**ALL AVAILABLE
FOR
SPECTRUM
AMSTRAD
COMMODORE
ATARI ST - AMIGA**

THE ACE PROMISE

1. ACE IS DIFFERENT Unlike many magazines, our ACE reviews featured games, if not reviewed them, if not you get it in the shape. If there is any exception to this rule, the page will clearly be marked "Review" and the game is, of course, not yours for you alone by reviewing half the latest reviewed and others.

2. ACE IS DEFINITIVE Unlike other magazines, if an issue comes back on other editions, we don't necessarily with the company concerned, then we give you the whole story, alternative opinions, we'll give you more than just the review - analysis, comparisons, and technical information to get included wherever possible.

3. ACE IS DEPENDABLE All ratings are carefully calculated. They can rely on them to make your buying decisions.



PIC POWER!

The PIC - Predicted Interest Curve - is the most sophisticated reviewing tool around.

WE CAN SHOW YOU DON'T JUST PLAY A GAME - YOU EXPERIENCE IT. The Predicted Interest Curve is the only review system that takes into all input and factor into account.

The curve is plotted into six sections, indicating the player's estimated interest level over time, we know you like the world, only because you can see. But this tells you in detail how the change what your interest level will be in any given time (although that's obviously important to that).

For example, a high rise indicates a very intense start to the game, most likely because you'll be all excited from the start to go. This means it's probably a good game to start off in the early hours - also probably won't be going to any other part for much more than a couple of hours.

The steadily low, and slow ratings can tell you a lot about the game - it's slow, followed by a bit more you get a game that may take a bit of getting into - not recommended if you like to get straight to something quick and easy. Alternatively, the graphs may tell you off for a while until the primary starts to play, then out the PIC was, more for more details.

Finally, you can get the benefit and your ratings. The better your rating up there, the more

Screen

Welcome to the ULTIMATE GAMES GUIDE

ACE is the ONLY games magazine in the world to review games on COMPUTER, CONSOLE and CD formats. Our total games coverage includes titles from around the globe. This month we review games from Japan, Soviet Union, USA, Germany, France and, of course, Britain!

At last - computers, consoles, and CDs, for the complete coverage of games today - and tomorrow. So sit back, relax, read and enjoy...

ACE Rated!

Question: Is this game really going to grab me? And for how long? Answer: The PIC curve - the heart of the ACE Rating System.

Each review carries a PIC Curve (see Pic Power panel) and special "Screen Score" that gives you details of the game's overall reputation on a specific machine. These scores include ratings for...

GRAPHICS

All points of the game's graphics - with the limitations of each machine taken into account.

AUDIO

The music and sound-effects are rated from a high rating (excellent) through to the lowest (poor), depending on the computer's shortcomings are clearly indicated.

IQ FACTOR

The Brain Brain rating. How hard is the machine on general intelligence and how intelligent. Some titles require brains, so the ratings may be lower than you expect...

FUN FACTOR

Essentially, a measure of how much fun you

Screen Scores give you the low down on the game's quality and highlight any serious differences between different formats. Screen Scores are given for every review on the main ACE rating and include the graphics, sound, IQ, and fun factor.

AMIGA	GRAPHICS	+	CONSOLE	+	796
	AUDIO	+	INTELLIGENCE	+	

also factor the Amiga/and Play them require simply one brain power that you can't compare with. Most titles are well-reviewed because they are designed for instant satisfaction. Some titles may be more for an intelligent - it may not be for.

ACE RATING

To get a really high rating (game will not only have to be very well-reviewed but must also have a low IQ factor) - in general, you'll need to have the rating score:

- 1000+ Excellent game, recommended without reservation.
- 900-999 Excellent game, but perhaps lacking the long-term depth/interest into the rewards and play computer.
- 800-899 Not highly recommended, but probably has a couple of aspects to the gameplay that set the edge off it.
- 700-799 The "for" zone, where it tends to be very good. If you like that sort of thing.
- 600-699 This is the "average" zone, where the game clearly has some noticeable problems.
- 500-599 Problems with gameplay and programming make this an inferior game.
- 400-499 Not only is the gameplay bad but the design was probably flawed in the first place.
- 300-399 Things are getting really rather poor now.
- 200-299 (Poor) programming and/or design.
- 100-199 Not worth buying or playing.

Similar: 1000 Nothing but even achieved this appealing level of rating. If anything ever does it would be for a game that's worth buying or for.

VERSION BONUS

This covers computer-specific information on graphics, audio, loading problems etc. If there's no box for your machine but a version is planned, it'll be shown as an update in a later issue.

Test

In this month's **SCREEN TEST**...

COMPUTER GAMES

The latest and greatest games reviewed on the major 16-bit and 32-bit mega-formats: Amiga, ST, Spectrum, C64, PC and CPC. Plus occasional games reviews for old computers like the Sinclair, Intellivision and FM Towns.



The **3D** (3D) game reviewed on pages 24-25. Core's first game built specifically for the Amiga 486. The game features a 3D environment with a character that can be controlled using a mouse or joystick. The game is a first-person shooter.

CONSOLE GAMES

The most up-to-date news, previews and reviews of Advanced Console Entertainment. Exclusive games coverage for the Sega Master System, Sega MegaDrive, Nintendo Entertainment System, Nintendo GameBoy, Nintendo Super Famicom, NEC PC Engine, Atari Lynx and SNK NeoGeo.



The **2D** (2D) game reviewed on pages 26-27. The game features a top-down view of a character in a field. The game is a platformer.

CD GAMES

ACE is the weekly that magazine to introduce a regular games section for the exclusive news, previews and reviews of CD entertainment - the storage medium and hardware format of the future.



The **CD** (CD) game reviewed on pages 28-29. The game features a 3D landscape with a house and a sign. The game is a first-person shooter.

ACE AWARDS

ACE always awards votes of approval for outstanding software performance. It's a game really breaks the boundaries in sound, graphics, or originality you take the appropriate ACE award from our list below. Unless you're sure - in which case it's got the ACE Turkey award. Software that is, you have been warned!



ACE only awards this one to games of outstanding quality. A 100% game is a classic title, recommended without hesitation.



Originality counts for a lot these days, and only games that have it deserve a special mention. This ACE award is reserved specifically for these rare games.



One of the best things to grade you in a game is the graphics. Games that make the best use of the art you do at the end of approval from ACE.



Sound is the "forgotten" aspect of games - that can make or break them. ACE only awards this one to brilliant use of audio in a game.

INITIAL BOX

STABILITY	CG-200	OUT NOW
IMPACT	CG-200	OUT NOW
PE	CG-200	PC-91

to other screens please.

AMIGA

Graphics and sound both bring a little sparkle to this strategy game, but not before being smothered by a heavy dose of realism. If realism is the answer, it's certainly easy to get the most dramatic graphics (shark-like) and it will score accordingly (around 800000).

OSWALD 1 18 BUCK 1
AUB 1 18 BUCK 1 **945**

PREDICTED REVENUE CURVE



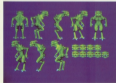
Because of the limited amount of space and the fact that it is a strategy game, this game is not particularly well suited to the Amiga. The graphics are not particularly good, but they are not bad either. The sound is not particularly good, but it is not bad either. The game is not particularly well suited to the Amiga, but it is not bad either.



CORPORATION



Operations can easily be viewed using the laser view with a wide-angle lens.



See little better in the game than you'd expect to see a government and its state affairs.

CORE DESIGN take a graphically stunning journey into the world of Cybernetics

Role-playing games come and go, and some leave a rather more persistent impression than others. *Dungeon Master* from US company PTL has probably been the most influential game of this genre, but it is beginning to show its age. Recently there have been one or two very impressive contenders for the crown, Pardon's *IP* game, *Reconcept* being one that particularly springs to mind. But all these contenders to the throne are about to be out completely in the shade by the first independent release from Core Design, the team responsible for the likes of *Rick Dangerous*, and the forthcoming *Misty Python* game, both from Microzone.

Corporation is a three-dimensional exploration, problem-solving, and combat game in the *Dungeon Master* tradition, but it transcends anything ever achieved by the games of this type that have gone before.

Universal Cybernetics Corporation are the twenty-first century equivalent of Amstrad.

What Alan 'Sugar' did for HP, video records, and more, UCC have done for robotics. Their three models, serving domestic, agricultural, and industrial customers have been hugely successful, making UCC a major factor in the world robot only.

Like most corporations, however, UCC has its downside. Recent events indicate that UCC may be involved in long-term research to create the ultimate killing machine. If so, this must be stopped. Simply raiding the corporation for evidence would cause its downfall, and also that of the economy. A more subtle approach must be adapted.

That approach is you. You are a member of Jodela, an international espionage agency. You are an agent of the Liba chapter - signifying the quality of balance. Your task is to enter the corporation (building unobstructed) and succeed in removing an embryo of the creature in production. This can then be used to persuade UCC to close down this side of their operation.

Starting up the game you are presented with a very atmospheric opening sequence to set the scene. Then you can select your agent. There are four human agents (two male and two female), and two androids. Obviously the way you play the game will depend on whether you are using a human or android agent, but you will also notice that each agent has a unique set of skills and abilities. If you are to succeed in your mission you will have to adapt your tactics to make the best use of your strengths and compensate for your weaknesses.

Did the selection screen and you feel yourself





The emerging environment reacts to their actions and is affected by the actions of other players.

with a lift or the roof of the corporation building. Now is where the fun really starts. You will immediately be stunned by the three-dimensional graphics which realistic light and shadows. The lighting really is the most superb thing - the walls fade into the darkness and where there is a light source the surrounding area is more brightly illuminated. This is a multi-room atmosphere that the totally uniform lighting you get in other games of this type.

Another surprise is the movement. Have you missed how other RPG characters seem to glow? Not these, they walk, going right to an appropriate way in the visionary environments. You can also smoothly adjust your speed up to a run, and it is very easy to walk or run in a curve rather than having to walk parallel to a corridor and then turn through ninety degrees. In fact I think the movement system is by far the best that I have seen.

Movement around the complex is achieved via lifts and doors. Some of the doors have number pads. A special system of lights makes it possi-



There are several of the objects included in the game. The graphics computer handles you are able.



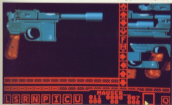
Some doors can only be operated with a keypad. It is possible to describe the number with three - four keys to enter other people's doors (there are no locks).

ble to describe the number, but there is an electronic lock to be found when you get bored of doing this.

It is not only doors that tempt you, but a very active and very effective security system. Static elements like video cameras and infrared beams are easily taken-out with your laser - provided that you spot them first but so easy to deal with are the human and robot guards. They tend to shoot first and are not at all interested in asking questions at anytime. If



The laser monitor shows up the heat patterns in surrounding objects.



Not the complete comprehensive range of weapons and equipment for the game.

you get hit, you get damaged in specific places which results in impairment and disability. For instance, if you get badly injured in a hand you are likely to fumble quite frequently.

If you want some breathing space then you should hunt for the laser box. This allows you to break out the security system and the lighting. If you do this you will need to have found the Image Interferer or Infra Red goggles first. It is just about possible to make out nearby objects in the dark, but you won't last long that way.

The manipulation of objects in corporation is, like the movement, implemented in a logical and user-friendly way. It is very easy to transfer items from pockets to your hands if you need them in a hurry (no messing about with separate inventory screens).

Eventually you are going to come across the pleasant but not responsible for all the fuss, and very impressive he is too. Like all of the characters in corporation he is extremely well animated and realistically so. But it is no good just dispatching these nice green creatures. To break their complexity,

Corporation is undoubtedly going to be a winner. It is easily the most realistic computer based RPG to appear in date, and consequently the most atmospheric. Additionally the balance between problem solving, general exploration, and combat is just about right, so the game should appeal to a wide range of players. An essential addition to your collection.

By Lawrence Bradford



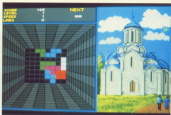
Not all the activities in Corporation are equally difficult, with particular attention to light sources.

PERSONALISED GAMES

As well as being a superb game on its own right, Corporation is also the first game to present what may well become a new class - personalised characters. Send your copy of the game back to GEM with a completed and some personal details, and they will incorporate them in your copy of the game. Your face appears on the screen in the context of the events. Along with your name, and your character's skills and wealth, those that you possess. Even the thought of what you wear the game is set to match your own height. Now that's really what I call getting into a game!



Welltris was designed in Russia, produced in Germany, programmed in C++, and written in Pascal with the Amiga.



This fall-down-the-free-fall-of-the-well-and-look-in-the-space-of-the-well... Welltris is a game that's hard to play, but it's also a game that's hard to play... Welltris is a game that's hard to play, but it's also a game that's hard to play...

WELLTRIS

Tetris, as if you don't know, is a Russian puzzle game, which involves sliding different shapes of tiles down the screen and trying to make them interlock (rather like a jigsaw puzzle). If you manage to get a complete line full of tiles, then that line disappears. Game over is when all the broken lines reach the top, therefore preventing any more tiles from falling onto the display. Strange how a simple idea like that could manage to generate both a classic and a best-selling game with excitement. But it does, and the general idea is that Welltris will have the same effect...

Welltris takes the basic Tetris formula and spins it on its head—literally. This time the wire-point is from above, as if looking down a square well. Tiles fall down the sides of the well and you have to rotate and position them so they fall so that they make a horizontal or vertical unbroken line at the bottom. When this happens, the full line disappears as in Tetris. The difference is that if you get a line stuck up one of the walls of the well because there's no room for it at the bottom, then that well turns up and you cannot move any tiles into it for the next minute or so. Game over is when all 4 walls are up.

Right, that's the idea, but how does it play? First impressions are the same as you probably feel right now after reading the above—very confused. Not only you've got into the game, you realize that it is just as good as Tetris but with much greater depth, you are after all dealing with lines in two dimensions now instead of just one. Graphics are first rate for a puzzle game, and are pleasing to the eye. Music is good (although it's not the best) and is a selection of you and Russian folk songs (i.e. music for the male but not L. One of them is actually a Russian rock

song, but as this showing I don't think (at least) have much to worry about for the next 10 years or so.

Sadly, even though I feel that Welltris is superior to Tetris in some respects, I can't see it doing as well as the original, simply because of the time it takes to get into it. All I can say is that if you liked Tetris then this game is definitely for you, but if you haven't played Tetris in there anybody out there? then try out the original before this one. Perseusport will reveal a classic puzzle game—certainly the best to date this year.

★ Nick Brown



THE FOLLOW-UP EFFECT

Remember back in 1987? It's clear game on the horizon that combined very simple gameplay with a realistic strategic challenge and revolutionary new graphics routines (Tetris-style).

Yes, Mike English's blockbuster was ahead and he's the first of a trilogy and success, notably created the second installment, *Demolish* (a stronger daily followed). It was a surprise surprise to find in many ways a larger mess, more complex geometry, colorful and promising techniques. It was also not nearly so well received.

The fact is that *Welltris* rather like Tetris, was created as a surprise surprise in 1988, and it was the first of its kind. *Welltris* (originally named *Welltris*) was the first to be built up in the beautiful simplicity of the great original. The same way well has been to be the case with *Welltris*. Yes, it is an improvement on Tetris in many ways, but it is a better (though not the same) as it is on the 1988 Tetris (German) Special (and they will take some notes).

BESTEST BOX

AMIGA 50	CD ROM	USA
AMIGA	CD ROM	GERMANY
SPIC	CD ROM	USA
CD ROM	CD ROM	USA
AMIGA	CD ROM	USA
IBM PC	CD ROM	OUT NOW

AMIGA

Even though it doesn't stretch the Amiga to the limit, it still contains enough you'll find your skills and your computer's test (and it's a very good one) which makes it a very good game.

GRAPHICS	5	SOUND	5	PLAYABILITY	90
VALUE	5	FOR MONEY	5		

PREDICTED WINTER SALES



This is a weekly report on the predicted winter sales of all the Amiga games of the year. The sales are in thousands of dollars. The sales are in thousands of dollars. The sales are in thousands of dollars.

CORPORATION



AVAILABLE ON
ATARI ST AND COMMODORE AMIGA (320 KB
SCREEN MODES FROM VARIOUS FORMATS)



For CORPORATION... The options of 31st
century civilization. A comprehensive spanning
147 scenarios over 3 continents.
An enemy capable of anything...

GORE
Interactive



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- Total freedom of movement throughout a 3D dimensional environment.
- 16 levels obtained over an area of 1,000,000 ft².
- Featuring a unique and original digital image new genre for desktop.

SUPREMACY

Somewhere out there in the far reaches of the universe something nasty is waiting for you. And while it waits it grows stronger, and its alien mind plots and calculates. Between you and it there can be no quarter. It wants what you want... total domination of space!

Sound like a job for a science-fiction movie? Well it could be, but it is also what *Supremacy* is all about. You and an alien leader begin at either end of a universe containing up to five-two planets. Your aim is to capture your opponent's star base before he gets yours.

This involves making some very difficult decisions under pressure. How much do you tax the citizens of the planets you own? How many mining stations and food processors should you build? How soon should you start building up and training armies?

The one thing you certainly will need are resources, and you can only get those by terrorizing the dead planets that lie between you and your opponent. But you'll have to be quick. He wants them just as badly as you do.

Supremacy is an absorbing strategy game which will present the player with a long-term challenge on many levels. Look out for a full review next month.

James Ward

In a tough universe only the smartest will survive - so say VIRGIN MASTERTRONIC



The screen is for building up your base and out-fitting fleets. The ground and ocean are shown from an eye-level view and very realistic.

RELEASE DATES

ATARI ST CD-ROM SEPT

AMIGA CD-ROM SEPT

PC CD-ROM NOVEMBER

No other systems planned.



BOX HEADING



Nick Brady (left) and David Perry (right) are the two responsible for *Supremacy*. Nick produced the winning graphics while David authored the game's engine, providing the ride. *Supremacy* is their first game on the Amiga.

During some random moments of development the game has been "crashed and burned to death," says David. The reason for the loss was a three-quarter of a megabyte-long window the graphics routines would open up whenever the window they had all been programmed to the screen had in the July 2 CD-ROM version.

The pair find it quite amusing that someone who has played the game has adopted a totally different strategy, which perhaps says something for the confidence of the strange behind *Supremacy*.

Its ships and facilities that you plunder can't see their allies. This allows you to see their base and attack your previous enemies.



The inhabitants of the colonizing planet are waiting there for you. Note the realistic appearance of the ship you have just built and trained.



The simple screen shows off the planets in the universe. It's a simple window with a menu on the left and an enemy planet to change between planets.

This is a window which will show you the status of the enemy planet.

This is a window which displays the status of your own planet, your opponent's army count.



Here you take a look at some of the equipment you can use for your conquest. This screen contains information for transporting things to other planets.



Here you can see all of the other planets in the game. Here you have been playing for a while, you can also change ships or getting between planets without returning.

The game can be played with or without a mouse. You can also see all the statistics if you get a message that you are still playing into the dark hours.

The message window brings you up to date with all the results in the game. At the game you can also see a message if you are still playing into the dark hours.

THE GLOBAL DILEMMA: GUNS OR BUTTER

Can you balance a wartime economy and succeed in conquering the world? Find out with **MINDSCAPE**

Clint Crawford has made a name for himself as the designer of what might well be labeled as games for the thinking man (or woman). *Guns or Butter* reinforces this reputation. It is something of a sequel to the highly acclaimed game *Balance of Power*. In the latter you had to manage the same sort of economic and diplomatic factors that are faced every day by world leaders.

Guns or Butter is also all about the complexities of managing economies, but in this case, rather than trying to achieve a stable political situation, your aim is to conquer the rest of the world. To do this you must make some difficult decisions. How much of your country's resources (as you afford) is channelled into the war effort? Remember, you have to keep your people fed as well.

Unlike *Balance of Power*, *Guns or Butter* is not set on Earth. Instead, randomly generated continents are used. These are divided into countries, which are subdivided into provinces, each of which has one town. Some of the provinces are linked by roads, and some are not. There are, of course, natural features like mountains, forests, and deserts, which can hamper any armies about to engage in a spat of conquering. One thing you won't find in the game are rivers, nor is the sea of any importance. In *Balance of Power*, naval warfare had been completely ruled out.

Play is divided into four or five phases, depending on whether you play the beginner, intermediate, or expert game. The economic phase is the most crucial one because it is at

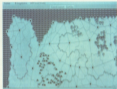
this point that you manage your available resources and manpower. This is achieved by adjusting the percentage of your labour force that you devote to the production of essential commodities, from lumber through farm tools to weapons. Of course, everything is interrelated, and if you build up the work force that is producing farm tools, then you may also have to increase the size of the work force producing lumber and pig iron, both of which are needed to manufacture the tools.

The size of your force allocated to food production is fixed (your population needs to eat after all). But if you balance your economy well you will find that a surplus of food is generated, which in turn leads to a faster population growth. And the more people you have, the more commodities you can produce and the larger your armies can be. There are few sides to the coin though—get things wrong, and all of a sudden you've got starving people on your hands, and production problems to boot.

Once you have managed to build up some substantial armies, you can start making use of the military phase. This allows you to move armies between your own principalities into those that border with other players, if you've got any armies. You can also move your armies to attack another country. The outcome of the combat is determined by the computer and either your army will be wiped out completely or you will expand your country by one principality.

If you choose to play the expert game you can always try a little diplomacy by forming leagues against a particular player. This allows you to make use of the resources of another player's country, and vice versa.

While being easy and fun to play, *Guns or Butter*, like Clint Crawford's other games is both thought provoking and instructive. It will appeal to those involved in education, but should also entice some fans among game players in general. If you fancy something that actually squares the use of your brain then give this a try.



It's not just the production of one of your commodities that counts. You also have to balance your army and your economy.

RELEASED BY

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PC

All major graphics modes are retained, although limited to only four-card graphics. This doesn't really matter, since the resolutions in this game are quite modest, and quite forgiving. The only thing that has changed is the scrolling from one country to another, limited to six mouse or keyboard movements. It's a change in direction, more than anything.

GRAPHIC

GRAPHIC

8

AUDIO

AUDIO

8

850

PREDICTED INTEREST RATE



Although the game is not particularly hard, it is fairly easy to get stuck. This is due to the way the game progresses. It's not as if you can go any way you want. You have to follow a set path, and you have to be careful not to get stuck in a loop. The game is not as hard as it seems, but it is a challenge. It's a good game for those who like to think and plan.



A good idea of how well you are doing in your production phase. But this does not mean you are doing well in the military phase.

By Lawrence Bartlett

KHALAAN

A new strategy game that is RAINBOW ARTS answer to the Arabian Knights

The prolific German software house seems to be making a rather valiant effort to recapitulate the Dictator-type strategy/management game of yesterday. Towards the end of last year they released Day of the Phoenix, a very graphic strategy game with arcade elements. It had game-play aimed to progress from being a poor undistinguished nobody to taking your rightful place as Phoenix. This was achieved by trading, warping, battle, and the odd political marriage.

In Khaalaa the action moves from Ancient Egypt to Persia. On this scenario you begin in a slightly more elevated position as one of the four Caliphs who rule over the empire of Khaalaa. The four caliphs, Abu Bahr, Umar, Umar, and Ali (the unpredictable), are all struggling for control over Khaalaa. An old sage has predicted that an alien invader will invade the land and that only the caliph who overthrew this threat deserves to call himself the Grand Caliph of Khaalaa.

Your aim then is to use your skills and all the resources at your disposal to subdue the other Caliphs and become Grand Caliph of Khaalaa. Like Day of the Phoenix, Khaalaa employs a graphic interface, so all of the commands are issued via a pointer-and-click mouse if you have one. The game runs in real-time so the days are being away while you are making decisions.

The main screen shows a portion of the Kingdoms of Khaalaa, and by using a scroll bar you can view any other part of the empire. If an event occurs, like an independent citizen being affected, the map changes to show the area of action, and a report box appears.

By clicking on the image of your caliph you can get an up-to-date report on your current situation. It is quite important to monitor this, frequently — the last thing you can afford to put up with is a disgruntled populace. You begin with a certain amount of wealth measured in Gold, Food, and Water. You will have to keep this wealth growing in order to set up trade caravans, and fund your armies.

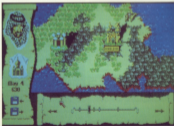
Caravans and armies are both established by transferring goods, lands, and men from your castle. An icon will then appear outside your fortress. By clicking on this you can set your caravan or army off in the required direction. It soon becomes apparent that the efficient handling of armies and caravans is essential if you are to succeed in this game. Armies are needed to take over independent fortresses and resist the intruding armies. But to raise and maintain armies you need funds, and these can only be acquired through successful trading.

Another feature carried over from Phoenix is



Most of the game is based around the trading of food and money.

the use of action sequences. These occur whenever you are involved in an offensive against an opposing force on either sea-or-land. The problem with the action sequences in Phoenix was that after doing really well with the management/strategy side of the game you can lose all through being a bit tardy with the joystick or mouse. Unfortunately Khaalaa suffers from the same problem. The action sequences are quite attractive, however, and can be mastered with a



A portion of the empire of Khaalaa to which your castle is added.

With practice,

Khaalaa is another brave attempt to combine the complexities of the strategy/management game with the immediacy of arcade-type action. The whole looks very nice but, as with Phoenix, it doesn't quite come together. It is the sort of game that which you will reap rewards if you persevere, but don't expect to be able to go charging in there from the moment you get it out of the packaging.

■ **Gameplay Excellent**

RELEASE BOX		
ATARI ST	£24.999	ARMANDO
AMIGA	£4.999	BRANDS
PC	£24.999	CLT NEW
*Other prices apply.		

PC		
The video graphics are extremely professional, smooth, colorful, and detailed. Sound is good, too. The game controls are good, too. The game is well designed and the graphics are excellent. The game is well designed and the graphics are excellent.		
RAM	1 MB	1 MB
DISK	1 MB	1 MB
PRICE		£50



It will take some time before you get accustomed to the complexity of the game. The game is well designed and the graphics are excellent. The game is well designed and the graphics are excellent.



At the end of every month you are given an overview of your current status.



The massive stadium offers you a base for your troops fighting into enemy territory. Generally, you're not going to have much trouble for the position.

CENTURION DEFENDER OF ROME

Electronic Arts gave the designer of *Defender of the Crown* a job. Here's what he gave them in return...

Defender of the Crown, released by Lutetians, was generally acknowledged as setting new standards for 16-bit graphics and sound, but was mainly criticized for its huge pace of level for a direct lack of gameplay. CCC designer Roddy Bock set about producing a more, more plausible version of his detective strategy package and the result (periodically produced in ACE 3.1) has now arrived from Electronic Arts.

It's not just the word 'Defender' in the title that the technique is common-ether. The gameplay in Centurion is also reminiscent of the earlier game. You're a young Roman officer, whose job is to go around from country to country, conquering them as you go, until you rule the world. At the

same time you are expected to keep your subjects satisfied with your rule by holding regular events, such as chariot racing and gladiator fighting.

These are really just simple subgames which don't affect the main scenario, but they're a well come break from the action-sensibilities. Most of your attention, however, is busy to be devoted to the battles. These are typically far superior to the contrived ones in Defender of the Crown. The view is top-down with the soldiers, elephants, and horses in their various positions. You can declare the winner in what the books are drawn up, and the tactics they will follow. There is also a little depicting the Commanding Officer's sphere of influence (no rallies in these days) and within that circle you can issue direct commands to your troops. The battles are not done on a turn basis, so you can issue commands at any time and see them being carried out.

You can also fight at sea, in your galleons. This tends to be a bit more exciting as you actually manoeuvre the boat yourself to gain advan-



There's much to enjoy when you're in the heat of the action.

This is a polished product that spends the whole game with you in the action, and the detailed combat is presented in a style that is not conventional, your Defender of the Crown. But is only recommended to be bought on any other basis.

PC

ISSUES 3 QUARTER 1
PAGE 3 NOVEMBER 2

750

PREDICTED INTEREST CURVE



RELEASE BOX

ACORN ET 175H 75A

AMIGA 175H 75A

IBM PC 124 166 102 MON

No other version planned.

tages over the enemy, so victories are more satisfying and defeats more frustrating.

Graphics are very well drawn and beautifully coloured in VGA mode. They have a definite Defender of the Crown look to them, but if anything create a better atmosphere than the Commodore offering. Music, although fairly (or fast in standard PC mode, is a nonetheless terrific Rob Hubbard composition, which adds to the already terrific presentation. And, oh yes, in true CCC style you also get to produce Centurion. But the few used about that, perhaps, the better.

Strategy games are rapidly improving in the presentation department these days. Centurion is no exception, containing far more gameplay and looking appeal than its famous predecessor.

■ Nick Rogers



Some great set pieces are scattered across your Roman world.

RELEASE DATE		
ATARI ST	04/06	OUT NOW
AMIGA	02/06	OUT NOW
PC	02/06	DEPT

Whether you're played.

ATARI ST

The individual characters are small, but detailed, and they adhere to the old-fashioned strategy of lines. On the screen you are able to see a grid, which you can use to plan your strategy. The strategy is a simple party system, in which you can have different types of units and they can be upgraded.

ARMED	1	IS FACTOR	1	800
ARMED	1	IS FACTOR	1	

PREDICTED INTEREST CURVE

It is a simple graph to see and the fluctuations of the line are a good indicator of the interest rate. The line is a simple graph to see and the fluctuations of the line are a good indicator of the interest rate.

BATTLE MASTER

MIRRORSOFT/PSS demonstrate that the tabletop skirmish can work on the computer too

Players of Role Playing Games like Dungeons and Dragons, and of traditional fantasy wargames like Titan, have for some time been able to indulge their hobby with a computer as well as by conventional methods. But if you are one of those people who enjoys playing tabletop skirmishes with miniature—the Pathfinder rules are one of the more well known examples of this), then up to now there has been very little development of this type of game on computers.



Progression has gone some way towards redressing the balance with *Raven's Gift* (reviewed on page 52), but this is based on a real scenario. *Battle Master* is a fantasy skirmish game in which the combat, commanding figure of a group is controlled directly and influences a number of followers — not as detailed as the real thing, perhaps, but a move in the right direction anyway.

The game is in campaign form over a land populated by humans, elves, dwarves, and orcs. It is split into a number of scenarios, each of which may involve combat, problem solving, or negotiating.

You can elect to play one of several leaders from each race. You have a number of followers who, though they are not directly under your control can be given broad commands to influence their actions and their formation. Your ultimate aim is to collect four scattered pieces of crystal and return them to a central location known as the White Mound. To do this you will have to rely on a lot of combat, but there is plenty of thinking involved too.

Battle Master is an interesting departure for PSS, and one that is welcome if it encourages more players to investigate this genre.

■ Lawrence Suddell

EKSTASE

VIRGIN MASTERTRONIC/CRYO's seriously weird android programming game

I must admit to being a major fan of offbeat games, many of which seem to come from France these days — *Ataris*, *Kali* and *Purple Saturn Day*. This game, from French team Cryo is about as strange as they come, and, not sur-

prisingly, was created by some of the old *Dr. Memento* team responsible for the former two examples.

The idea is to program the brain circuits of a female android. There are eight stages to the game, which each control different aspects of personality (for instance, *Dream State* controls dreams, while *Sex Stimulus* affects creativity). Most bizarre, and most difficult is *Devil's Externs*, described as a 'state of brain also to RESET... (Well, I did tell you it was strange).

Programming each stage involves allowing electrical impulses to travel through a neural network to the brain. Initially this means using a cursor to clear the route through. There are, however, virus nests which release viruses. These may destroy lanes which then have to be replaced. This involves using a shaft to redirect an impulse to the base factory.

Clearly this is a less player game, with both players competing to complete the circuit first, but if you are playing alone, a play or simulator stands in for the other player and adapts itself to your tactics.

Ekstase is a highly original game which will appeal to those who like a bit of frantic thinking. It's a game you will either love or hate, so it might be a good idea to see it in the store first.

■ Lawrence Suddell



RELEASE DATE		
ATARI ST	TBA	
AMIGA	TBA	
PC	TBA	

Whether you're played.

AMIGA

A highly colourful game and frantic to play. The graphics are very good. There are a number of levels to the game, which is a good thing. The graphics are very good. There are a number of levels to the game, which is a good thing.

ARMED	1	IS FACTOR	1	790
ARMED	1	IS FACTOR	1	

PREDICTED INTEREST CURVE

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PGA TOUR GOLF

This latest simulation is a long line of licensed golf products, it also the best of the bunch. Unlike the simulations sponsored by Jack Nicklaus and Greg Norman, this one carries the endorsement of the Professional Golf Association. There are four courses to play - Sterling Farms, Avenel, Seagrass, and PGA West. The computer simulation accurately models each of the four courses, and so they have all been designed for top professional players, none of them is easy.

There are plenty of options in PGA Tour Golf. You can begin on the driving range or at the putting green for a bit of practice before you play your first round. This allows you to get used to the method used for playing each shot. A bar chart at the bottom of the screen shows a percentage range. Click the mouse or joystick button to start your backswing and an indicator will quickly climb along the bar. When it reaches the power you require you click again and the indicator means back down the bar. You wait until it reaches the shot line and then click to play the shot. Clicking to either side of this line allows you to back or slice the shot to varying degrees. It is also possible to curve a shot by letting the bar go beyond 100%, but doing this will also



Every scene is realistically modeled on the original PGA competition event.

A chance for armchair golfers to play a round with ELECTRONIC ARTS and the PGA.

accentuate any hook or slice as well as influencing the distance.

A wind indicator shows the continually changing wind speed and direction. It is worth keeping an eye on this, especially on some of the holes where accurate placement of the ball is required.

One of the nice features of PGA Tour Golf is the fly view of each hole. Beginning at the pin you are given a view right down the fairway to the tee. An overhead view of the course can also be called up at any time during play.

Another strong point of this particular simulation is the way that the green is presented. Before each out is taken you are shown a 3D contoured view of the green which shows all the ridges and slopes, allowing you to calculate the power and line of your shot more effectively.

Once you've played a few practice rounds, and are reasonably confident of your ability, you can enter a tournament. Play is identical to the practice round except that your performance is now



The green is shown with a contoured model which helps you to see and judge.



Your computer will automatically be updated by the published information and a copy of Electronic Arts' manuals, manuals and some other software titles included automatically in the box. The game is licensed to the user. Most hardware and software titles will come back to the user and their agent.



A top-down view of the hole in the stadium is called an 'Ace Rating'.



This is the place to which you can return your virtual club options, or equipment available to you.

sure! Against the computer controlled players in the tournament, and every now and then a real bulletin informs you of the progress of the other players. Between holes the leaderboard is shown so that you can monitor your progress.

PGA Tour Golf is perfect for beginners and players who are used to the real thing. It is possible to learn just the fundamentals of play and let the computer take care of the tricky bits like selecting clubs or, if you prefer, you can do it all yourself.

This is surely the best computer simulation of golf to appear on popular microcs. It is thoroughly recommended to both experienced golfers and new players alike.

■ Lawrence Butler



GREMLINS 2



THE NEW BATCH



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elite

THE KILLING GAME SHOW

A quick preview of Psygnosis' latest weapon in the gameplay war...

Psygnosis, renowned for the technical excellence of their products, have recently suffered on the gameplay front. The hot-footed it up to Liverpool to check out the Killing Game Show, a little number that promises to stretch the cortex for quite a while.

TROZ was programmed by Martin Shirley whose only previous software claim to fame was a budget game for the C64. TROZ took ten four-teen-months to complete. It's a great fan of plot form games,' he confesses, 'but I wanted to bring the idea up-to-date. TROZ takes place inside a cylinder with a ring-around landscape and a rising water level. The only way out is up, up, up...'

Going up takes you through 16 levels, each with different objectives, combined with simple puzzle solving and loads of arcade action. You pilot a 'Hopper' which is essentially a small robot c unit that can jump about the place and climb walls. It can also use different weapons (such



Way up levels with expert combination of shoot 'em up and puzzles.

you collect as you go) and tools to solve various puzzles.

The action on the various levels is quite different. It was getting in the gameplay that was the most difficult part of the project, confides Martin. The coding wasn't too difficult but the variety was very challenging. Some of the levels are pure shoot'em up, others depend more on collecting objects and solving puzzles. It's a hell level, however, presents a single challenge in collecting a number of letters which form part of a puzzle. Crack that last puzzle and you're out of



Martin Shirley, programmer of TROZ. 'There's a combination of levels, one level of puzzles, and 16 of the most varied levels for the rest part of the game is the puzzle.'

the level and on to the next one.

All the time the water level is rising—contact with it is fatal. Gameplay rises its ugly head again in the form of scoring strategies—you can either head for the top of the level as fast as possible, going for a quick time, or else live life dangerously near the rising water, in which case your score climbs much faster.

TROZ looks great, sounds great, and plays even better. Stand by for the full ACE review when we get our hands on the finished version.

■ Steve Cook

ROAD

Many of the most addictive games in the old days took place on a single background. Pac-Man, Donkey Kong, and Galaxian never switched a screen. And in recent months the one-screen game has been making a comeback with the likes of Tetris, Alan, and the forthcoming Luigi from Nintendo for the GameBoy.

In these games, graphics and sound take a definite second place in gameplay and Brian Crawford's Road is a perfect example of the genre.

Road takes place on a grid with an entry point at the top left corner and an exit at the bottom right. As the road enters, you can choose whether to send it across the current square, straight ahead, or either north or south. The computer (or a human opponent) then makes a similar decision.

And that's it. Or almost. The winner is the one who either makes a move that takes the road out of the exit or one that forces his opponent to extend the road into the boundary wall of the grid.

Shareware simplicity from Brian Crawford...the first ACE reader game to be reviewed. Will yours be next?

To complicate matters, each time the road is extended by either player, a section of 'ghost road' is constructed in the current square. This section may or may not connect with other ghost roads to form a larger section.

If you extend the road so that it joins a ghost, then the whole ghostly section parks up and becomes part of the real road. This adds in a whole extra-dimension of strategy, as you can use the ghosts to extend the road in unexpected directions, or force your opponent to make a move that joins a ghost section which may lead him into the boundary, losing him the game.

Road is never going to set the world on fire, but it will probably clock up as many hours of gameplay over the years as yesterday's monster arcade hit which you'll have forgotten all about in its 'useful' time. Currently available as shareware for the Apple Macintosh, it's entertainment

International are considering releasing the game here in the UK. Meanwhile, if you want a copy, you can order one from Brian personally—details in the release box.

■ Stephen Cook

RELEASE BOX

APPLE MAC Shareware

OUT NOW

Shareware product contact Brian Crawford, 72 Concord Avenue, San Anselmo, CA 94960. USB to further details.

MACINTOSH

Very simple graphics and no sound are the hallmarks of a homebrew effort of this size. However, considering its modest size, it makes some of the best graphics of your time sound like the really good, old 32-bit releases that the computer world has tended to forget.

SHAREWARE

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RAMO

1 1/2 DISKETS

695

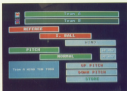
PREDICTED INTEREST CURVE



Make your ability to generate the interest curve a key factor in whether you release your software. Many like the idea of releasing software to experiment. Use the line graph below. There is an X to test with a human user.



It isn't just a 30-yard run game, either. Kick Off 2 includes your own set-up, all within a single control group that they'll share with...



It's possible to set up all the game's strategy, the referee, when it's possible to "up" or "down" goals, and the big match "kick-off"

KICK OFF 2

We've previewed it extensively and exclusively. Now we play the production version and deliver the final verdict on Anco's superlative sequel to the definitive football game...

Kick Off 2 has already been extensively previewed in ACE. The production copies have been hitting the shelves for a while now, so if you missed the earlier articles, here's a quick update.

Kick Off was released to rave reviews and some of the year awards all over Europe. Its advantages over other tactics games were that it was very fast for most people who don't like football (it got carried away) and also that it was written by a football fan so it retained the atmosphere of the real game.

The \$1,800 question, of course, was whether Kick Off 2 could maintain this great tradition. The ACE preview two hours back suggested it could—and the finished version hasn't produced anything in the way of bugs or redesigns to make us change our minds.

First impressions are that it's just a revamped version of the original but with improved graphics—the sound is identical. It's when you explore the new options that ACE comes into its own. You get a choice of 4 different pitches, loads of different kits, 24 referees, 4 different tactics (with the option of loading personally designed ones from Player Manager), 3 different game speeds and—the pick of the bunch—referee replay. This allows you to replay your goals (in slow motion)—just the ticket for winding up your opponent.

Another great option is the fact that you can choose to load up your old Player Manager teams, which adds to the atmosphere by introducing a sort of roleplaying element. There's also league, cup coffins and "Special Events"—extra data disks you can buy (you get a World Cup one free with Kick Off 2).

All the old options are in there as well, plus one that isn't even listed in the manual (see the review). What it all adds up to is a game that's extended interest to the original ACE format.

Your defined teams and tactics (using Player Manager) and a planned series of data disks from Anco Ltd, are well presented, reasonable prices.

There are some flaws. There always are. On the Amiga, for some unknown reason, the size of the screen has shrunk (it's now Player Manager size), and on the ST the scrolling is a bit jerky. There are only minor outliers though, which don't radically affect the highly addictive game.

■ Nick Baynes

RELEASE BEE			
TEAM ST	175.00k	OUT NOW	
AMIGA	175.00k	OUT NOW	
CD-ROM	175.00k	750	
Watch options priced			

AMIGA			
Reached a brilliant position, which will give you many hours of pleasure. The team used the variety of options well, and you'll enjoy the game. It's a game to buy. Kick Off 2 is a superb game, being difficult to beat. Kick Off 2 is a superb game, being difficult to beat. Kick Off 2 is a superb game, being difficult to beat.			
GAME	1	AMIGA	930
AGE	1	AMIGA	

AMIGA ST			
Same as the Amiga, but obviously a little more with the extra software to get you off, though.			
GAME	1	AMIGA	905
AGE	1	AMIGA	



HOME MOVIES

ACE can exclusively reveal to you a KICK feature NOT listed in the manual—the choice of camera position (i.e. you can focus on either the ball or a player of your choice). This is achieved by pressing F during play.

RORKE'S DRIFT

RELEASE BOX

ATARI ST CD ROM OUT NOW

AMIGA CD ROM BANNED

PC TBA

For other version prices

ATARI ST

For a wargame the graphics, and game presentation are both very good. The game cannot be said for the most part, to be a good example of anything other than a good strategy game. You will most likely find it to be a good example of the genre of game you are looking for. It is also possible to find a better presentation, but not for the reasons that it states the game is unique.

GRAPHIC 4 SOUND 4 PRICE 700

PREDICTED INTEREST CURVE



It offers a nice idea to get used to the overall situation and the best way of looking at it. It is also possible to find a better presentation, but not for the reasons that it states the game is unique.

This game is based around small scale combat exercises involving a small platoon of historic combat troops. If you have ever played Blade Runner's Laser Squad then you will have a good idea of what this game is all about. The main game is a commanding officer and a number of ordinary soldiers in SAS style operations.

The battlefield is a two-dimensional grid covered by preset elements like walls, doors, forests, rivers, mountains, and so forth. For each scenario there is a set objective, which may be



British forces fire on the attacking forces - just the first of many things



British forces fire on the attacking forces - just the first of many things

PLATOIMPRESSIONS' tabletop style wargame beats the odds

Fans of computer wargames who are looking for something a little different are undoubtedly going to be impressed by Rorke's Drift. Its impact is largely thanks to its unusual scenario, and its approach.

The simulation is set during the Zulu wars - one of the most horrific examples of Nineteenth Century British Imperialism gone badly wrong. Rorke's Drift was the site of a British outpost which housed a hospital and church. After a suc-

cessful Zulu assault on frontlines, 4000 warriors continued onwards to Rorke's Drift. It was populated at the time by 101 able-bodied men, and 36 wounded. Despite the incredible odds, the British soldiers managed to hold the outpost. Your aim in this game is to re-enact that feat.

Because this is a small-scale battle it has been possible for the programmers to represent each man involved, unlike other wargames which show only a single piece for a whole unit. Orders can be given to each man individually, allowing the player to control the battle down to the finest detail. The battle actually takes place in real-time, but the action can be frozen at any moment, while you give new orders. It is also possible to speed up the action, receiving nothing but reports.

Rorke's Drift is the sort of game you either love or you hate. The detail is good, but can become frustrating at times inasmuch since your orders are obeyed quite robotically.

Dedicated wargamers who are getting bored of the standard fare will most certainly enjoy this game. For the rest of us, it is a case of try it and see.

■ Lawrence Griffith

BREACH 2

IMPRESSIONS/OMNITREND improve their absorbing strategy/combat game

anything from wiping out fifty per cent of the enemy to rescuing prisoners. There is also a time limit to take into account.

Unlike Laser Squad which employs a birds eye view of the action, Breach 2 uses an isometric view. This looks more realistic (just), but it is harder to identify individual squares. The nice thing about Breach 2 is that most of the commands (all of the frequently used ones) can be given with the mouse, so controlling a game is a quick and simple process.

The game is divided into tens of thirty (game) levels seconds each. Rather unambitiously, the movement and other activities of each side are performed separately rather than simultaneously. It is quite possible for a soldier with a high number of movement points to zip up to an enemy, fire a couple of shots, and then zip back under cover again without any fear of reprisal!

There are ten scenarios of varying difficulties supplied on the game disk, and the possibility that more will be made available. Even if you do manage to play through them all successfully then there is a mission designer which you can use to put together your own scenarios. Breach 2 is a thoroughly absorbing close combat simulation which will appeal to general game players as well as hardened strategy addicts.

■ Lawrence Griffith

RELEASE BOX

ATARI ST CD ROM BANNED

AMIGA CD ROM OUT NOW

PC CD ROM BANNED

For other version prices

AMIGA

Although the graphics are nothing to write home about, they are probably the best in the genre. The game is a reasonably absorbing combat game, and the movement is very often during the game. Control is simple using the mouse, but there is also keyboard equivalents for every command.

GRAPHIC 4 SOUND 4 PRICE 700

PREDICTED INTEREST CURVE



This is well a game that has an interesting and challenging scenario. It is the sort of game you will love to play. The graphics are good, but not for the reasons that it states the game is unique.

UNREAL

UBI SOFT combine 2D and 3D in this graphically stunning arcade adventure

The plot behind Unreal is the clichéd tale of a demon in distress. Your task is to travel across many lands to reach your sweetheart who has been captured by the Protector of Evil and she has been locked in the P of E's castle. To reach the castle you have to travel through a number of 2D and 3D levels.

The first level is in 3D, here you control a dragon, which is viewed from behind. There are five of these 3D sections. The first one is in a pastoral land where you fly to a great speed around climbing mountains and avoiding rocks. The other sections are in a similar vein but with different scenery.

The 2D levels are much more complex and challenging and form the main part of the game. Within these sections you cannot rely on anything being harmless. Nearly everything is alive is present you from meeting your sweet-love looks, except the odd enemy going through and fire to arm your sword.



War torn landscapes like the fortress in action for Unreal's first 3D level.

The graphics throughout the game are of an exceptionally high standard and live up to the reputation that French games have for their artwork. Many comparisons with Unreal's art will be made but Unreal beats. Boss battles do. The reason for this is that Unreal's graphics are much more detailed. There may not be 13 levels of parallax scrolling but the back and foreground excel over Unreal's offering. Where Unreal is better than Unreal is in the music department. Unreal's soundtrack is of an above average standard but nothing you'd want to dance to. But the sound effects are excellent with authentic spot effects and great atmospheric and rollover and looping of the best etc.

Overall the game is very challenging, whimsical... what an understatement! This game is very difficult and only a few of the most skilled or most determined players will ever reach the final screen. All the puzzles within the game are solvable but usually take up a lot of energy in the process. This high difficulty level detracts from the playability of the game and can be infuriating at times. But if you like scoring beat-em-up's

RELEASE BOX		
ATARI ST	7th	
AMIGA	CD-ROM	OUT NOW
No other version planned		

AMIGN	Amiga owners are in for a treat, amazing graphics, atmospheric sound effects, only set back by the substantial master mode and the difficulty rating.		
	SCORES	RECORDS	TOP SCORE
1000	1	1000000	890



What you do lose from this game, you can't expect a dramatic cut from this level with any more and you can't see the screen with any graphics that players that you have been playing the game. It will be a real shame that you can't see the game and you can't see any more of the game.

with puzzles along the way then you will really enjoy this game.

■ Ben Mitchell

ANARCHY

PSYCLAPSE launch yet another Defender clone

A pretty good measure of how successful a game idea is the number of clones it manages to generate. With the possible exception of Pacman and Frogger, Defender has to be one of the most copied. This leads us nicely on to Anarchy, which, as you have probably guessed, is yet another Defender rip-off.

All the traditional elements are there: a highly manoeuvrable ship, dozens of enemy craft, all hell let on giving you a hard time, a cabinet to fly over, and lots of cannons to protect. There are also some extra bits and bobs thrown in for good measure. The power-ups which are now pretty much de rigueur in any self-respecting shoot 'em up are gained when you destroy certain enemy ships. The version of the classic game also boasts some very attractive computerised backgrounds with four fields.

The aim of the game is, to all intents and purposes, the same as that of the original - keep yourself alive and defend the cannons on the planet's surface. The action is certainly fast and furious, and unless you have a very quick trigger finger you are liable to exp it quite quickly. The one thing that saves Anarchy from becoming a fairly humdrum and mindless shoot 'em up is



Classic shoot 'em up Defender style, but with some really serious scrolling between us.

that you can't just plough through screen after screen blasting everything that moves. You have to give priority to protecting the cannons, and do it in a very methodical way.

If you fail to protect your cannons they will be carried off by the Zealots. These nasty little alien are the equivalent of the slow moving Landers in the original game; will intrude into something much faster and nastier if they manage to abduct a cannon and get it to the top of the screen. If you lose all your cannons you will be thrust into hyperspace. In this condition you are lost to an impenetrable number of alien craft. Unless you are some sort of hyper-galactic mega being with impenetrable game playing skills you will die!

Anarchy is a very competent clone which is certainly worth a look if you haven't already got a Defender type game, but whoever wrote the review pleasured over the packaging which states that 'Anarchy is the best version of Defender ever' obviously hasn't played Logotron's Starry.

■ Cameron Scotland

RELEASE BOX		
ATARI ST	11th	OUT NOW
AMIGA	CD-ROM	OUT NOW
PS	7th	
No other version planned		

AMIGN	Fast, frantic, colourful action is a definite bonus within the cabinet, and can easily provide another evening of fun.		
	SCORES	RECORDS	TOP SCORE
1000	1	1000000	625



A general trend for a number of Defender clones is that they are not particularly challenging. Many computerised opponents will never give the player any trouble.



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GHOSTBUSTERS

The Megadrive gets all spooked up for its official UK launch in September...

The Ghostbusters have appeared on just about every computer game system going so it's no surprise that a version should appear for the Megadrive so soon after the system's release.

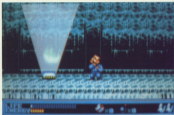
The game designers with the complex arcade adventure style gamesplay favoured in previous interpretations concentrate on the simple pleasure of wasting spoons with a variety of Ghostbuster weapons.

Anyone not familiar with the storyline of the film must be caught up in a briefing somewhere. Which is just as well, as the on-screen instructions are in Japanese in this imported version. Scattered from the 70mins screen onto the Megadrive's split display, our three city heroes set up a business to rid the world of ghosts - for a small fee, of course. This is business after all.

Apart from that, it's anybody's guess what's going on - but this isn't too much of a hindrance as many of the prompts are in English. When you enter the weapon shop for example, all the price tags are in dollars and the colour selects are also in English.

Saving weapons is the key to the game. Money is obviously an important prerequisite to do this and it is collected by cupping spoons and collecting the money bags hidden in crevices around the various screens.

There are five levels of play - each progressively difficult. You can select which building you want to dispatch in the opening sequence, which then shows the Ghostbusters' car driving to the chosen building. The easiest level is Home



The Megadrive can't handle ghostbusters and other nice, cool things from the on-screen world in order to fit in other things like a keyboard screen.



Not even ghostbusters fly in this version either.

Save Home where you only have one main ghost to deal with. The apartment is much harder, the office building tougher still, and the 'Wacky House' seems near impossible as you have to explore its labyrinthine corridors and passageways with the aid of a flash light - viewing the surroundings through the small circle of light created by your torch. The fifth and final level is the castle - which you can only go to when you have eradicated the spoons in the first four buildings.

Musically this version of Ghostbusters is superb - with a whopping twenty-two different screens to collect from. Regrettably however, the Megadrive rendition of the Ray Parker Junior Ghostbusters' song is not that special and has been done better on other systems.

The spoons haven't been done better anywhere else though. The Manhattan town is there in all its glory, looting behind the windows and sneaking its gear full through the walls of the office complex. The flying 'Ghosts' with horned red tongues look straight out of the film. There are some real tough spoons to blast and hence has the fun of the game - lots of progressive ghosts to be zapped with a variety of Ghostbuster hardware.

FLYING SHARK

The Megadrive is under fire from air, sea and land

The Megadrive is really not in desperate need of another shoot 'em up as it already has stacks of them coming out of its cartridge slot. But when you consider that the new game is a conversion of Taito's excellent coin-op Flying Shark you can forgive the excess.



The Flying Shark conversion could have done with the added use of its superior fighters screen in 40mins.

RELEASE BOX

MEGADRIVE	CD-ROM	OUT NOW
BARRAGE \$19.95	\$19.95	815
BARRAGE \$19.95	\$19.95	

PREDICTED INTEREST CURVE

Fully compatible arcade challenge, this version is available on the Megadrive, CD-ROM and cassette. It features a predicted interest curve, which is shown in the graph above. This curve is based on all of the information available to us at the time of writing. It is not a guarantee of success in the Megadrive market, but it is a good indication of the potential interest in this game.



A vertically scrolling shoot 'em up, the game puts you at the controls of the famous fighter plane. A neat opening sequence shows you the red dictator and a few snap shots of some of the awesome war machines — sort of digitized Jet's Fighting Ship.

Flying Saucer doesn't make you wait too long for additional power. Three squadrons of fighter planes are available to you and can be summoned to fly alongside you in formation when the going gets tough. When you fly this far, making for a formidable wall of fire.

More conventional power-ups are also collectible for fueling up the Saucer. Getting these in not easy. The power-up symbols are of the tricky required-the-screen variety — which means you have to plan a flight path to pick up the power-ups while at the same keeping the dictator's ugly airplanes at bay.

The terrain has a good deal of variety. You fly over land, sea, buildings, forest and strange outdoor areas that must be bubble-gum plantations. The first few levels of the game seem incredibly easy — the power-ups fall into your lap and the enemy tanks and planes can be capped before

they get halfway down the screen.

The sea battles get a nice touch. You soon come up against obstacles of brown tanks that come at you in straight lines flanking the edges of the screen. They seem to keep coming at you for ages, creating a storm of yellow flak that takes your vertebrae right control if you are to avoid an early dip in the ocean. Tougher opponents fly low in the shape of two giant hover tanks that spit out deadly blue balls. These two craft about literally tons of flak before they blow and let you fly on your screen.

Fans of the coin-op will be well pleased with the conversion. Players who are simply in the market for a decent shoot 'em up for their videogame would do well to check out *Turboforce* if first though, because, good as *Flying Saucer* is, it's not a patch on *Phoebe*.

• Eugene Levy

SING A SONG FOR SEGA

Sega have begun a hunt to find a band or solo artist to produce a CD record, singing the words of their popular video games records.

Virgin Mastertronic, spokesman Phillip Gray said: "We just wanted a song which we could use for promotional use. As the in-video (the part of such activities, are covered more 'street cred') of you know the Sega records are your friend for the big time you should want your record to be on a tape or vinyl (Mastertronic, 2-4 Vermont Road, 101 Marlborough Road, London, W11 2BS). The album list includes a photograph and some background details about your own great band. You can also write in a short story — you know that sort of thing."

The firm say that are not too bothered about the quality of the original recording and they have a completely open mind as to the style of music. The winning act will be produced & recorded at one of Virgin's own studios and the artist will have the opportunity to record another piece of Master music.

SOLOMONS KEY

Dana makes a comeback on Nintendo

Solomon's Key is a descriptive looking game. With its lanes, diamonds, and secret passageways it feels like another entry

platform job. In fact it requires considerable brain power to complete its additive puzzles.

The princess is locked inside a prison. You must find a key to unlock the door, move the blocks out of the way so that you can get to her and also find the various items that are hidden behind the building blocks of the different levels. Only when all of these tasks have been carried out will the princess be released and you can proceed to the next level. Naturally the levels are progressively difficult with assorted needles moving around the screen to make life more difficult for you.

Yes, by the way, are the lower level Dana too relation to the butter-wouldn't-melt-either mouth (fish singer). Dana can negotiate the screens by building platforms for herself, but this is no simple construction job. You have to carefully consider where each block is to be placed to enable you get to the required location. As the levels get more complex so, too, does the construction job required to get around the level. There is also the added difficulty of a time factor. You are racing against the clock to complete the tasks required to release the princess.

Solomon's Key will appeal to gamers who are after something involving a bit more brain work than the average game. Oh yes, and it's cute too.

• Eugene Levy



Solomon's Key... the conversion of previous entries... the time by which either than through.



level has completed the work to finish to make things more than difficult for you.

UN ENGINE FAILURE?

Several doubts have been cast on the US launch of the MSX 2+ engine following a poor performance by the machine in the US when it is known as the TurboGrafx.

It was widely believed in the industry that the European launch of the MSX 2+ engine line will only be available as an unmodified request would follow from the American launch which would allow for features.

Unfortunately the photographs have not been a great success in the States, where the central position of the MSX 2+ hardware and the growing success of the similarly superior Sega Megaforce (which the Japanese in the States have left the MSX machine unmodified, only unmodified between two cities).

It was hoped that the MS 2+ engine could be licensed to the European Entertainment System but this view seems disproved through MSX 2+ machines have not yet been available in doing the market.

The delay in European availability of the engine will provide a boost for Sega and Nintendo. Sega last month launched their Megaforce units in the game and trade with a more open market. The public will get to see the first official Megaforce of the European Computer Entertainment System in September.

ZELDA II

The Adventure of Link - derring-do on the Nintendo

The moment you open *The Adventure of Link* you know you are dealing with quality. Its golden cartridge and 164-page full-colour manual place it a level above most other games - whether for the Nintendo, or anything else. It's a romantic fairy tale, charmingly told in the title screen and lavishly illustrated manual that accompanies the game.

Link is the chosen one. In heavy times of Takan's fate he is mapped-out. Only Link can restore peace to the troubled land of Hyrule - he is the one who must defeat the evil Ganon, find the mysterious missing crystals, unlock the powers of the Mirrors, wake princess Zelda from eternal sleep, and generally kick ass.



Link faces the temple where Princess Zelda is locked in an eternal sleep.

If by now you are thinking that you are a bit old for Ganon's fairy tale, think again - because ultimately so it is. *The Adventure of Link* ticks together beautifully to form a superb RPG of your venerable days.



A few enemies later, you're in search of a crystal.

At the beginning of his odyssey Link is armed with just his trusty sword and shield. Later in the game he can supplement these basic weapons with the use of magic. As in all good RPG's magic has to be learned carefully - there are eight spells to master - Fire, Thunder, Reflect, Spirit, Shield, Fly, Life, and Jump, each being appropriate only in certain situations. Link must also be aware of the cost of magic. Each time magic is used points are deducted from his magic balance. As Link travels the towers, villages, mountains, and streams of Hyrule he will meet all of his magic skills and magical powers if he is to vanquish the attacks of Ganon's hordes.

Ganon has a comprehensive collection of enemies to battle against Link in every corner of Hyrule. In the forests live the Moblin's lesser throwing devils, tree spores, and vicious birds of prey. The Desert is the home of the creepy cactuses - the Gekkinas, Scorpas and Lizards' huge lugs, beetles, and loomings-throwing ovals. The caves are full of bats, the geyserways populated by ghosts and ghouls, the jelly monsters live on the plains, and skeletons congregate about in the dungeons.

At the beginning of the game Link is told that the six crystals are each hidden in the castles of Hyrule. Much of Link's energy is expended in finding these castles and searching them. Not until he has found all six crystals can he activate the Mirrors and defeat Ganon.



There's a conversation system that uses the now familiar wordchoice system. A window opens on screen with a selection of possible questions and words for Link to choose from to converse with the people he meets. Talking to the townsfolk of Melbs, Mals, Rarus, and Gans, important hints can be picked up but the townsfolk may well ask for a lesser return.

The manual has a small map of the land of Hyrule to enable Link to work out where he is, however, just as in any adventure, finding his way around the various locations is part of the challenge and therefore deliberately not easy.

The Adventure of Link is a highly absorbing game. It pulls you into its world slowly but inexorably and once you start playing it you will want to put it down until you have beaten Princess Zelda from her eternal sleep. Fortunately the game has a save facility, courtesy of an internal battery housed in the cartridge itself.

This is an absolute must for anyone who likes a large measure of RPG and adventure with their arcade game. Of the still relatively small number of games available for the Nintendo in the UK, *Zelda II* is definitely one of the top five.

Bygone Days

FREEDOM FIGHTER

Sega's scorching aerial assault

At first glance *Freedom Fighter* appears to be something more than the standard scrolling shoot 'em up. You are presented with an impressive cockpit view of the action as your mission briefing is typed out beneath.

Press start and these tapes quickly evaporate. No 3D action here. A fat scrolling blue sky appears with your jet fighter represented as a tiny dot no more than an inch long.

Your first battle is at sea - with enemy fighters coming at you in neat formations. Submarine energy from the depths launching missiles at you and garibatos and aircraft carriers add their own to the bombardment.

The storyline behind this battle royal borrows liberally from the plot of US Boushoun's recent

Capcom coin-op. The world is being threatened by a renegade force who have destroyed the armies and air forces of the world's major powers. Unless they can be stopped they will blow a hole in the ozone layer, spelling certain death for the planet. Only the last fighter belonging to an international security force remains. Guess who's at the controls?

Gameplay is standard horizontal shoot 'em up. Fly from left to right, pick up power-ups to increase fire-power and blast a variety of enemies until the end of the level where you have to fight the big 'ol 'ol to enable you to progress to the next level.

It is slightly Scramble-like in that you have to bomb a variety of ground targets as well as the airborne ones. The enemy have installed missile silos on some of the islands in mid-ocean. It is essential that you bomb these out of existence.



before getting involved in a dogfight at several thousand feet. One stray missile and your Douglas Bader jet comes to a swift conclusion. The bombs can also be used to good effect for

taking out enemy aircraft flying below you. Freedom Fighter has some excellent graphics. Worthy of special mention are the lightning storms during the night-flight sections of level two

and nuclear warheads that emerge, most early, from beneath banks of low-lying clouds. Enough to give a UNO-member nightmare. The end-of-level guardians are not quite so impressive - the predictable battle ships and giant bombers demonstrate a distinct lack of imagination.

Most Freedom Fighter provides a creditable bout of shoot 'em up, many gamers will be left with the feeling that they have seen it all before. In ACE's view there are better scoring blasters for the Master System - games like Cloud Master and IP Type to name but two.

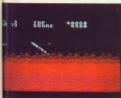
By Eugene Levy



The predictable giant bombers at the end of Freedom Fighter are not impressive.



Lightning strikes are random and make life miserable for the Freedom Fighter.



Some enemies are better than others in a night-flight, but it's a little better.

MAKAIMURA GAIDEN

Batty Boop debuts on the Gameboy

There is an ACE first. The first Japanese arcade adventure/shoot 'em up we have reviewed in which we don't have an inkling as to what the plot is all about. But does that deter the fanatical gamer? Not a bit of it. No doubt there is a process to be reviewed in these corners. There usually is. And anyway, whatever the plot - and judging from most computer game plots you are not missing much anyway - the gameplay speaks for itself. As most of the [pre] import shops in London's Tottenham Court Road will tell you, the Japanese instructions for Makaimura Gaiden have done nothing to stop it from selling like hot suits.

And why not? It's Ghouls and Goblins style gameplay is a delight. You are - and we have to be careful here we describe this as ACE, can do without the threat of legal action - a sort of low-cut man.

He's an ugly looking hero with a floatin'-like skull face. His black cloak swings out in the air as he leaps across the screen. Manoeuvring him around the vast horizontal and vertically scrolling terrain is a delight. He can cling to buildings and trees as he flies through the air and can scale them at great speed. Batty also has a most peculiar mode of walking through the air at certain points - but as this takes such a strange and indescribable cut of the Gameboy direction button you will have to discover the 'air-walking' for your self.



Batty has a special way to make him fly in certain situations.

RELEASE BOX

GAMEBOY	DISC SET	OUT NOW
COINAGE	16 DISCS	850
ARCAD	16 DISCS	



On his mission Batty has to collect various items to help him in his quest. There are jugs of mystical potions, keys, and extra weapons to be grabbed as his travels. The variety of enemies that Batty must defeat are as awesome as you might expect to come across in some of the more epic, colourful arcade adventures on big computers.

The impressive thing about Makaimura Gaiden is that it creates a convincing arcade adventure world in shades of grey. ACE has mentioned the quantum leap in the quality of Gameboy games now happening - but here is strong evidence for you to assess for your self.

Built to be put off by the scrolling pages of Japanese instruction, Makaimura Gaiden is an arcade adventure puzzle which stands up in its own right both visually and in terms of gameplay - a perfect example of the international language of video games, if you'll allow the language of the obscenity.

By Eugene Levy



The graphics and buildings look of Batty's world aren't bad.

EXCLUSIVE



Photo courtesy: Activision

BEYOND



Really cool! Would love to travel with the alien... *Help you along the way!*

There are lots of things to see and do. We can't show the mission, but the alien, the Lunar Vehicle, will be seen in the playable action.

One year on and 150Mb bigger - Cosmic Osmo CD is here. Rik Haynes travels through this wacky **CYAN/ACTIVISION CD-ROM** solar system...



THE HYPER WITHOUT THE WIRE

The original version of *Cosmic Osmo* - wacky, wacky, wacky - was one of the most original titles in the history of computer games. In fact, you can't really claim it as a normal computer game - it was one of the first hypergames. The attraction to this individual title when you play *Cosmic Osmo*, it's that it's a whole new world in your house. You only need to be creative and experience the wonders of this weird world. Everything is there a little bit, just not all at once and not with too many parts. And unlike so many other titles, this world of *Cosmic Osmo* is really yours. The year travels you'll meet a virtual mouse playing a guitar made of beer cans, an ape's singing kitchy tunes, a wacky policeman who wants your mouse pointer and a lawyer who delights in a mechanical straight razor.

Cosmic Osmo CD has all this and more. The compact disc collection from *Osmo* was available to rent and over 100 special effects, music tracks and sounds are all designed. The *Osmo* Beyond the Machine includes a full-time on-line game, *Big Ship Lander*. This Lunar Lander-like game incorporates some innovative features. Who doesn't like the ship game? This is really fun, has a lot of the action to reward it, great sound and play in a new genre. It's a fun game that's fun again and you need this because it's bringing the fun up from the main supply.

Cosmic Osmo CD is only available for the Macintosh for \$49.95 - although versions are under development for the IBM PC family under the name *Fun Machine* already created Activision on 10/10/93.



...and you can't play TV programs. Right, wrong, or not, it's a fun simulation situation in the universe.



Remember, look at the sun first.



Remember the *Osmo* Beyond the Machine is only available for the IBM PC family. It's a great game.



...the other one is drinking. For the *Osmo!*

Special thanks to Bill White, Director of Technology at Activision for the *Cosmic Osmo* Compact Disc and Howard Kern, Media 101's Bill Binko for supplying the Macintosh CD-ROM drive.

THE MACKEREL



Playfully kidding with Professor John Macintosh in *Back to the Well* area.



John Macintosh set through the looking microscope.



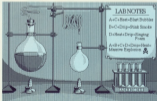
John Macintosh's mystery—*Down to Earth* area.



In *Be* Macintosh's version of Aristotle's *Physics*, Macintosh explains why you can't see through the glass and plastic.



Can you believe it? Macintosh developed the *PHYSICS* Macintosh Application and *PHYSICS* Macintosh experiment application for the *PHYSICS* and *PHYSICS* Macintosh Series. These learning software programs use an interactive approach to help you learn the concepts with the first *PHYSICS* program.



Macintosh in *PHYSICS* Application. This scene graphics, 3D-quality render and is an experimental version with space to explore.

How far apart Macintosh in the laboratory lab.



FALCON

INTERNATIONAL
AWARD WINNER

THE BEST JUST GOT BETTER

Mission 2 takes the best simulation of daylight daylighting into the world of radar intercepts and beyond visual range weapons.

Friendly ground forces need you help. Not only do you have to stop the enemy tank onslaught, you also have to protect your own forces and vital installations from enemy raids.

Messages from ground control will allow you to assess the overall tactical situation. Will you have to scrub your strike mission and go after the enemy bombardier? Keep an eye out for the elusive fighter escort. You may have to cope with two incoming tanks simultaneously and up to five enemy aircraft in the air at once.



NEW FEATURES INCLUDE

- ▶ SUPERLATIVE "FALCON" GAMEPLAY WITH ENHANCED CHOICE OF WEAPONS.
- ▶ INTERCEPT MISSIONS USING GROUND CONTROL AND RADAR.
- ▶ BEYOND VISUAL RANGE AND ANTI-RADAR MISSILES.
- ▶ FULLY DYNAMIC BATTLEFIELD WITH ENEMY ARTIFICIAL INTELLIGENCE.
- ▶ UP TO FIVE ENEMY AIRCRAFT IN TWO INDEPENDENT ATTACKS AT ONCE.

MISSION
DISK

MISSION
2
DISK

THE BEST JUST GOT BETTER!



MIRRORED
SUN
SUN

Spectrum Holobyte

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COMMODORE 64

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Demarc: £9.99; £13.99; ST Version Reviewed Issue 32 Ace Rating 880

This game was a minor hit in the arcades and on the ST, where it was renowned for its bright and colourful cartoon-like graphics. On the C64 it's clearly got more blocks but somehow the colour schemes give the game a definite Spectrum feel to it - that is, very little colour, and what there is consists of pastel greens, dark blues, creamy white, and so on.

Music on the other hand is brilliant, especially the title track, which has a very eerie atmosphere to it. The in-game music is a little repetitive, but as you can turn it off that's no problem.

Playability is, again, slightly repetitive, but there is the nagging feeling of "just one more go". At the end of a game, all it is all a mood for fans of the arcade, but for others, try before you buy.

ACE RATING 700

KLAX

Demarc: £9.99; £12.99; ST Version Reviewed Issue 32 Ace Rating 895

When this came out in the arcades, it was immediately possible that both simple and addictive gameplay, but then for a time in the transition from coin-op to C64.

Usually it is nothing special with dull colours, and stately graphics. Sound is sparse, and whilst there is extremely fast, but gameplay... well... it just goes to show that the old hit still can break 'em dead. Of all the versions I've played (including the arcade original) the C64 is my personal favourite. It's hard to describe why, as all versions are pretty similar, but there's something about it that gives it the edge. All I can say is... BUY IT!

ACE RATING 830

MANCHESTER UNITED

Demarc: £9.99; £13.99; Amiga Version Reviewed Issue 32, Ace Rating 840

The world's largest football team comes to the C64. United has already played on the Amiga and got an early four-ner, but have not had the best performance on the humble C64.

First half - Graphically ManU is very good. The graphics are blocky and extremely badly coloured. Animation is jerky, and at times it seems as if the pitch is moving by itself! On the management side the icons are well drawn, but again, the colours are a bit down (even seen a green football before!).

Second half - The title tune that accompanies the management screen promises great things. Then you get into

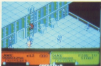


Image courtesy of Demarc



Image courtesy of Demarc

the football game proper, and you realise that the sound is up to the same poor standard as the graphics. Apart from the referees whistle, and a feeble cheer whenever a goal is scored, it is silent.

Full time score - Well, as you've probably gathered from the above, the only way United can win is by losing brilliant gameplay - it doesn't. Avoid this game at all costs if you're what happened??! Now, when is someone going to do a game about Charlton Athletic...

ACE RATING 310

AMSTRAD CPC

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Demarc/Tengen: £9.99; £13.99; Atari ST version reviewed Issue 32, ACE Rating 880

Professor Tengen's Barons and hundreds of humans have been kidnapped by an alien race, "the robotters". They must be rescued at any cost and the alien installation destroyed. This huge mission is set on the shoulder of the dining bar (aka and) Duke.

You take on the role of either Duke or Duke in an attempt to rescue the humans from the 3D-semantic "Planet R". The Amstrad version of the popular Atari coin op has almost all the features of its arcade parent: frantic two player action, a colourful playing area, and most of all playability. The graphics are not exactly spectacular, but the small detailed sprites are quite attractive.

The only flaw in the game is the sound, which is an ear with an old Dec DTC carrier record - lots of meaningless beeps and explosions. Except from the Planet Of The Robot Monsters is a very enjoyable game, although it will eventually become boring. Great for one player, fabulous with two.

ACE RATING 730

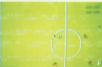


Image courtesy of Demarc

dates up

ACE sees how some recent hits have fared as new 5 and 16 bit versions



Electronic Arts

KLAX

Demarcq: \$9.95pc; \$12.95bb; Atari ST Version: Reviewed Issue \$2; ACE rating: 80%
 Tengen's "old-timey" puzzle game has finally arrived on the Amiga, and it was well worth the wait!

Graphically the game is superb, with brightly colored tile flipping smoothly across the conveyor belt towards your paddle.

If you have played the arcade game, you will realize just how similar it is. It retains all the speed of the coin-up, in fact, if anything, it's faster! Music is good, and again, adds to the general atmosphere of the game.

gameplay is extremely addictive, as each level has a new backdrop, as well as new challenges. For instance, on one level you have to get three boxes to progress, on another you have to get a certain amount of points.

Casual fans, even though it lacks the two player option of the 16-bit versions, Klax is a game I would recommend to everyone whether you like arcade action or thought-provoking strategy.

ACE RATING: 82%



Electronic Arts

AMIGA

ESCAPE FROM THE PLANET OF THE ROBOTS MONSTERS

Demarcq/Tengen: Atari ST version reviewed Issue \$2; ACE rating: 80%

Your name is Duke, your task is to rescue human prisoners, kill wave upon wave of robots and escape from the planet.

To escape you have to travel along factory floors where the human prisoners are being away. To free them all you have to do is walk through them and they disappear. To prevent you from doing this there are hordes of "robot monsters". If you are surrounded by these then using a bomb will get you off the planet, but you are encouraged to save them for the exit option which appears every four factories.

The graphics are in the same cartoon style as the ST version. As you would expect the game music and tool effects are so much better on the Amiga making the game more enjoyable. But most importantly the gameplay is on the same level as the Atari. Also it only comes on one disk to the ST's two.

ACE rating: 80%

REARVIEW



Electronic Arts

RED STORM RISING
Microprose \$24.99 C64 Version: Reviewed Issue 14; ACE Rating: 81%

Microprose's latest Amiga offering is the conversion of the C64 submarine simulator, Red Storm Rising.

Graphically it is primitive, with simple rectangles for ships, and a repetitive sequence for firing (and missing) torpedos. Sound is minimal too, but creates an atmosphere of panic as the water "ping" get quicker. Playability is where it falls down though, as after a while it becomes a chore to play, due to lack of variety.

A pace and a half ago, on a C64, squares and beeps were all you needed to have to create a believable simulator, which is why it seemed so highly back then. In 1988, on a 16-bit computer, you need to expect a little more depth from a game like this. That said, if you are a simulation/strategy freak then you will still probably like this game, but if you're looking for a bit of action then handle with extreme caution.

ACE RATING: 68%

ATARI ST



Electronic Arts

FLOOD
Electronic Arts: \$19.95bb; Amiga Version: Reviewed Issue \$2; Ace Rating: 79%

Flood is the new game from the creator of Klax. Unlike the latter game, Flood requires much less thinking, and much more blasting.

In a traditional platform game, but with one new addition to the gameplay—you are now capable of making up walls and on-coming. This adds a new twist to the ancient art of platform jumping.

The graphics are brilliant, and are enhanced by the sharp, bright colours, which really give the game an arcade feel. Sound also adds to this, with an excellent piece of music and atmospheric sound effects.

The only two grips I would make are that there are long pauses in between levels, and more experienced games player might find it too easy. Other than that, Flood is a highly polished game that will keep many of ST user occupied for some time.

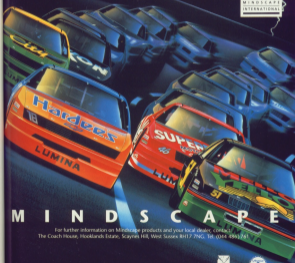
ACE RATING: 79%



Red Storm Rising/Amiga

DAYS OF *Thunder*™

The game of the film!



M I N D S C A P E

For further information on Mindscape products and your local dealer, contact
The Coach House, Hooklands Estate, Scaynes Hill, West Sussex BN17 2NG, Tel: 0144 4961261



**Find out its limits.
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Gelocking device.

The 1040 won't just have your eyes travelling in their sockets. Your eardrums will also take a pounding from the 16-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two-chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earbasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., First BASIC, Hyperpoint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.



Please send me further details of the 1040 STE and other Atari products.

NAME:

ADDRESS:

POSTCODE:

Please send to: Atari Corp (UK) Ltd, Atari House, Railway Terrace, Slough, Berkshire, SL1 2BE.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

Fight for your

ORIGIN cordially invites a lucky **ACE** reader to attend the Halloween party of Lord 'Ultima' British at his millionaires mansion in Texas, USA.



ORIGIN is a series of five 3D action-adventure role-playing adventures to play on an IBM, Amiga, ST and PC. A lifetime cost \$50 (subsequent games including 3D character portraits, 3D sounds, textures and other features have cost \$5 (except for Ultima V). You can download 3D characters to your party and customize your own weapons and armour. 3DFL is available for Macintosh. "Night of Suspended Judgment" and "The 10th Anniversary" are CD-ROM.

High in the hills outside Austin, Texas lies the home of Richard Garriott – the millionaire boss of Origin, creator of the award-winning series of Ultima fantasy role-playing games, and the guy they call Lord British.

Every year, on the night of 31 October – that's Halloween to you – Garriott throws a party for his local team. But this is no ordinary party, because Lord British is no ordinary person.

This game genius has his own personal observatory (built into his home), a room with no doors (just a secret passage) and a speaker system that packs a mega 4500 watts of power!

Now just imagine the sort of Halloween party Lord British would throw to match his surroundings, and we shudder. Or better still, find out for yourself in this exclusive ACE/Origin competition...



THE PRIZES

The winner of the first correct entry out of the sack will win a trip to Austin, Texas in the United States of America to attend the Halloween party of Richard 'Lord British' Garriott at his millionaire hill-top mansion on 31 October 1990. Garriott is the boss of Origin and creator of the award-winning Ultima series of fantasy role-playing games.

If the winning first prize entry has a bonus coupon attached (see THE QUESTION panel) then the winner will also take \$500 of spending money with them. The lucky winner of the first prize will be accompanied to Texas by a representative of ACE.

The next 10 correct entries out of the sack will each win a special limited edition copy of Ultima VI, personally signed by Lord British.

THE QUESTION

All you have to do to win a trip to the party of a lifetime, or a special limited edition copy of Ultima IV, is answer the following question:

Who directed the film Halloween?

Write your answer on the back of a postcard and send it to: **ACE ORIGIN COMPETITION, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC3R 3AU.**

Don't forget to include your name, age, full address and daytime telephone number (if you have one).

If you also want the chance to win \$500 of spending money you should attach to your postcard the bonus coupon printed in next month's issue of ACE. The coupon can also be found in Origin's Nights of Legend game for C64, Amiga, ST and PC.

right to

party!



WINNER The Atari 2600's *Hunt for Red October* game featured Oliver's and got one of the highest Atari ratings for the Atari 2600. Atari's 100 Greatest list of videogames ranked *Hunt for Red October* 10th. Atari's 100 Greatest list of videogames ranked *Hunt for Red October* 10th. Atari's 100 Greatest list of videogames ranked *Hunt for Red October* 10th.

THE RULES

1. The closing date of the competition is Wednesday 3 October 1990.
2. The winning entry must have the bonus coupon attached to be eligible for the bonus prize of £500 spending money.
3. The judges' decision is final, and no correspondence will be entered into.



WINNER In this classic Atari 2600 hunting and playing game for one out of £24 (Atari, £1, 2600), Oliver took the prize for the hunting. *Hunt for Red October* has thousands of fans like the people who came to a complete Atari 2600 exhibition in London last year. Atari 2600 exhibition in London last year. Atari 2600 exhibition in London last year.



WINNER Exclusively purchased in first month, Atari, the world's most successful 16-bit game console manufacturer is a real champion for the makers of the hunting and playing game. Atari's 100 Greatest list of videogames ranked *Hunt for Red October* 10th. Atari's 100 Greatest list of videogames ranked *Hunt for Red October* 10th. Atari's 100 Greatest list of videogames ranked *Hunt for Red October* 10th.



THE GREAT ASSAULT SUFFERS MULTIPLE SETBACKS

BAD WEATHER DELAYS TROOPS

MASS ATTACK BY AIRBORNE TROOPS REPELLED

The Allied Expeditionary Army was fighting last night on the beaches of Normandy after attempting the greatest operation of its kind in history.

Heavy casualties were suffered at sea from German shore batteries, and the attempted air invasion was aborted as parachute troops were engaged and shot down as they landed.

Mr. Churchill announced last evening that the sea passage had met with "far greater resistance than had been anticipated" as the

weather in the English Channel deteriorated rapidly, slowing the Allied Forces' progress as they met not the "half resistance expected, but a much stronger, and aggressive posture" adopted by German commanders.

German forces were expected only to defend the Powers of Europe in the face of the concentrated Allied attack on the narrow Cherbourg peninsula. Their tactics of meeting the Allied attacking forces with split forces on multiple fronts is a reversal of the strategy anticipated, illustrating the flexibility of the Axis forces' battle plans.

Orders issued by the German High Command have shown the highest degree of thought and planning, as far down the chain of command as those given to individual battle units. The front-line units have high morale and are showing great experience in resisting the Allies' invasion. They appear to be utilizing the battle tools at their disposal to maximum effect.

It is imperative that the leaders of the Allied Expeditionary Force modify their invasion plans. It is imperative that, very soon, Kaitbird will give them the means to do so.

ATTEMPTED LANDINGS STALLED

A statement issued from Supreme Headquarters, Allied Expeditionary Force, yesterday, read—

COMMUNIQUE No. 1

Under the command of General Eisenhower, allied naval forces, supported by light airforces, attempted to land aircraft this morning on the north-western coast of France. Early reports tell of heavy losses in the face of aerial and land force counterattacks by Axis forces.

THE KING'S VISIT TO SUPREME H.Q.

BEACH-HEAD REPORTS

The King visited General Eisenhower's Supreme H.Q., Allied Expeditionary Forces yesterday afternoon. He was accompanied by Mr. Winston Churchill as Minister in Attendance. The King and Mr. Churchill also visited Air Chief Marshal Sir Trafford Leigh-Mallory, C-in-C, at his H.Q., of the Allied Air Forces.

The King and the Prime Minister dined together from Buckingham Palace immediately after luncheon, which Mr. Churchill had taken with the King. At his H.Q. the King and the Prime Minister talked to high officers directing operations in the field, and were shown the extent of efforts of the one hundred variables governing the outcome of the invasion. They were also shown reports coming in from the beaches, and discussed the Production goals which have been set towards building up the ports of Southern England.

ALLIES' TACTICAL MISTAKES

From our Special Correspondent in London

It was becoming apparent in London last night that Allied commanders may well have underestimated the potential of the German Forces, and made serious mistakes in planning up their vital battle plans.

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TIMES



WEDNESDAY JUNE 7 1944

PORTHOLK ISLAND 11. 5000000 24 PRICE 3d

They must now measure further lines of action in order to take full advantage of the flexibility at their fingertips.

The 'Atlantic Wall' of resistance built by the Germans cannot apparently be overcome by the single unit attacks launched against it under prevailing conditions. Allied forces are preparing to switch to multiple front attacks with a lightning of aggression. The concentration or viewing the battle at Division Level must be widened to encompass a greater type of Group Level strategic planning.

Even if such last minute windows in the battle situation prove wise, doubts are arising in London over the Allied Forces failure to encounter all nations terrain types if a successful beach-land is established.

Allied command has extensive knowledge of all 'special spaces' along the French coast. These are points of major strategic importance such as ports, towns and headlands. They are gaining up to the minute information on local temperature, clouds and wind direction, in addition to its potential capability and strength of the sea protection ports.

Keeping track of all the factors within the conflict is being made easier by the constant updating of battle reports deposited from the front, and the reporting

of this information into sophisticated pre-drawn battle plans.

So that the early losses which have been suffered may be reversed, and the threat of German counter-invasion may be repelled, Supreme Allied Command are adapting these battle-plans in their Master Control Panel, thought to be a study of men comprising the finest military brains available worldwide.

WAITING FOR THE WORD A VAST GATHERING

FINAL MOVES TO THE SEA
From Our Special
Correspondent
An English Post, June 5 1944

The time has come. All we await now is the word to go forth and strike the terrible blow in Western Europe, of which General Montgomery writes in his subscription to the assault troops under his command. When this despatch appears that blow will have been struck, and as one goes out over an anchorage of food reminiscence in which, framed by the

group of England's green shores, countless invasion ships lie at their stations, the mind recoils from the dimensions of it all.

For these tight packed ships represent only one of the rivers of men and machines that all along the coast are pouring out into the sea. Four years ago, almost to the day, the tide of water had flooded from the sea into the French channel ports before swirling back on Paris and far beyond. Now the tide has turned, and in this suspended moment of history the first mighty wave is gathered before it crashes down on the enemy's beaches. And the sea observer gets no more than the floating, awesome glimpse of it that a solitary swimmer would have of a great breaker in an angry sea.

THE MIGHTIEST REWRITE IN HISTORY

The mightiest of all time - such phrases come gibberish but say very little. Wars, indeed, pale before the vastness of the reality attempts to convey the sheer depth of strategy laid in process. To experience it is understand - Nations at War.

None of a classic, the original UMS. Limited but never surpassed until now. The battle plans for which man fights is trapped with precision from the war clouds enshrouding our Earth to the bloody battlefronts of vulnerable flesh, this is a truly Universal Military conflict. Such an abundance of changeable parameters has never governed the activities of Nations at War before.

War has winners, but this is no game, it is the greatest wargaming utility. To encompass the the changing political, economic, climatic, geographic and human factors was the Interplanetic goal. At last, perfection is achieved.

Learn from the lessons of history, from the mistakes of Alexander to Napoleon's quest for Europe and beyond, here is the knowledge, requiring only the skill of a would-be Commander of men.

As Allied Supreme Command struggle for the means to reverse the error of their ways, up to fifty people sit down in the hope of rewriting history.

They now have that ability.
UMS II - Nations at War.



UMS II - Nations At War - incorporates five scenarios, comprising the Assault on France in Europe, the Campaigns of Denmark the Great, and the Napoleonic Wars. Developed by Antagonistic, the award-winning programmers of the original UMS, in conjunction with British, the Masters of Strategy, UMS II will be available for your Commodore (only), Atari ST, IBM PC, and compatibles and Apple Macintosh.



SNOWSTRIKE

MISSION ZONE COLOMBIA - MISSION TARGET DRUGS!



... U.S. FORCES IN EMERGENCY MISSION -
MORNING 80-DOLLAR WAR ON COLOMBIAN
DRUG DEALERS BEGINS IN SERIALIZED
... COVERT DRUGS RUN PLANNED BY
MILITARY U.S. GAMMA INTO MIA FOR GOLF
OF PANAMA
... DRUG BARRON READY TO DEBUT THIS
LAPTOP WITH CONFIDENCE OF THE DEACT
COCAINE OR SNOW.
... DAWN. ESCORTION OF F14 JETS TAKE OFF
FOR COLOMBIAN COAST. THE TIME FOR
TALKING IS OVER - AND YOU WILL MAKE THE
FIRST ROAD STRIKE!



EPYX

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& Disk - ATARI ST - AMIGA
IBM PC & COMPATIBLES

U.S. GOLD



In 1968 Leary's company collapsed, almost by the product. *Mindmirror*—under the Electronic Arts label—costing \$30,000, did not have a self-actualization program available for IBM, Apple and Commodore. Leary describes it as a system of ideas that show you're similar to virtually everyone.

"The [software] generally considers you and family, and probably the nearest system, you take on a personality and then compares yourself through your three dimensional ideas with my existing world. Someone about how you would behave in different situations, showing you where in the behavior index where you cluster whether you are worried or calm. But, comparing us up to the 1000 other you have to discuss behavior is Republican thought on a government and not self-idea. After read these ideas, someone probably to you can see how other area seems to be that person made choices."

Was your *Mind Mirror* that only people who enjoy playing board games like you those who get paid to read them out? For example, the publisher gave us a column from *Electronic Games* and it is a critical look for *Mind Mirror*.

Leary agreed without a word. The latest *Electronic Games* is a critical review. That is why he and his team are currently working on an interactive video version of *Mind Mirror*.

"It is not hard to write the program to create the simple which will add dimensions to the information. We are doing everything we can to form it for multi-media and multi-sensory so you can see a picture and it comes off to my computer."

As we were leaving in Berkeley to Laguna, he told us that he is right in his mind programming a computer with freedom in order to do a "total" *Mind Mirror*.

Cyber Pioneer

Did Freud find Freud...but
what about Karl Comping?

Timothy Leary was one of the
leaders of the American West.

Cost of his work continues to be
the New York's novel from LSD.

to virtual reality, Nevada Road.

interviewed by Lu

Igniter.

Dr. Timothy Leary, now almost seventy is due to make his first British appearance in almost twenty years this September on the eve of the Computer Entertainment Show. Leary has always been ahead of his time and now he's started to explore the potential of home computing, working his ideas out in silicon and telling them for \$20 to \$50 through his company, Patbox, which has been going since 1986.

Leary, for the benefit of the more youthful ACE reader, was notorious in the late '60s as the Harvard psychology prof whose experiments with LSD helped bring about the cultural revolution. Still in Leary's comfortable Los Angeles home, we were pleasantly reminded of that era as his wife, Jan, played *Crucial Bills* and Nash throughout the interview. We donned our dark glasses and asked Leary what was going on...

"Since the 60s my work has been psychometrics; that is, the measuring of human communication. I was one of the first psychologists to use computers at Harvard, mainframes in those days. I've always been involved in the use of high technology to record human behavior and then to process the data and feed it back. Everything I've done in the forty years of my work involves feedback. You don't hold your responses to yourself; you make your interpretation and I shape mine."

Whether he is referring to psychology, education or entertainment, Leary's emphasis is always on learning communication. Therefore it's not surprising that he's mad about modeling, and loves to sit down with people who are using his software. "We're doing away with the top dog

architecture of human relations," he explains. To prove it, he includes user-rating and suggestion boxes in his programs, and pays a small amount of money whenever a user's contribution is included in a future version of his software. If only UK games software houses would introduce a similar system!

Leary gets really enthused when he talks about interactive technology. He is appalled at how television has "har-collected America, and would love to see computers with interactive software cheap and easily available. "That way," he points out, "house has to be a passive media writer, we can create our own realities right on the screen."

"This is the kind of thinking that comes out in Leary's software. My programs are primitive devices," he told us, "but they are all based on quantum physics, interactivity,



The featured graphics artist begins that is part of Leary's creative team. His software creation of *Mind Mirror* uses data from the game which is one of the observations of communication's complex nature. The *Mind Mirror* is a program in which you will be able to interact with the virtual interactive software game that Leary refers to as a "total mirror" which is interactive writing your own story.

"to avoid getting more and
more involved in electronic
realities."

Timothy Leary



THE BEST MESSAGE in the 1980s is that people learn more by communicating with their own students. It's required software for a college extension program in Pennsylvania which Leary teaches from the comfort of his home. From our brief experience of it we didn't think Intercom was sophisticated enough to revolutionize education, but Leary is not making that kind of claim. Besides, he thinks all education programs should be taken aside. However, as this Intercom is on the right track as it does hold as a magnifying glass for the communication process.

quick feedback and the user's ability to insert his own words.

Leary runs his program, Intercom (see caption for commentary with his own students. It's required software for a college extension program in Pennsylvania which Leary teaches from the comfort of his home. From our brief experience of it we didn't think Intercom was sophisticated enough to revolutionize education, but Leary is not making that kind of claim. Besides, he thinks all education programs should be taken aside. However, as this Intercom is on the right track as it does hold as a magnifying glass for the communication process.

The word "communication" has gained such a broad meaning, Leary told us, "All I've ever interested is a more accurate packaging of thoughts in order to communicate them more clearly with others." He explained that due to the advances in electronics this packaging can become increasingly precise. "We are all getting more and more involved in electronic matters... How you can create your own realities and as we get more into optical graphics they can become more visual."

PERFORMANCE BOOKS

Leary's interest in communication has led to an interesting contribution to literature. He has invented what he calls "performance books," computerized books that incorporate feedback options.

Leary showed us chapters of his autobiographic, *Flashbacks*, which he has put into performance mode. The text shows every page or two so that the reader can assess his responses and compare them to another user's, or even to those of the author.

For example, at one point we were asked to assess the author's character traits by rating different options on a graph from 1 to 100. The options included: Soler, Creative, Cautious, Wild, Kind, Spontaneous and Hedonistic, and we rated them on a graph of 1 to 100. Whichever we rated, we not only got the options, but the text of application stories came from interesting books. Imagine consulting your favorite author about an essay you're writing on him!

When it comes to entertainment, however, Leary may best be remembered for his invention of "Minicomputer" here, interactive options enable the dramatic "director" in

movie scripts from a large menu of dialogues, characters and plots. Leary is working with Pioneer to produce the laser disc programs that will bring his "mind movies" to life. They are currently producing *Neuroscience*, (see caption), a futuristic interactive mind movie with high resolution graphics that will provide the fast visual feedback that Leary has been waiting for.

In *Head Coach*, a project just being released by Fatigue, Leary has attempted to create the ultimate interactive package—a program that creates a silicon "coach" you can talk to answer your own specific needs. *Head Coach* enables you to create a friend, a Buddha, a lawyer in a matter of minutes—whatever your want. *Head Coach* may also become a friend—or a professional—who can take you by the hand and help you sort out your problems.

By now you will have realized that in Leary's ideas for computing are not exactly, well, an overstatement. But after string along to realize the ten thousandth shoot-out of the year, his originality in computing is something we all ought to welcome with open arms. Leary's ideas have been said to symbolize from the powers that be the even success of 1/2 yrs as a promotion change during the Nixon administration, but instead of being bitter, he explains society's lack of understanding as a fear of change. "I have nothing but compassion for the people who fear change," he told us. "Government, he believes, must make, control, create and withhold views and are afraid of the communications revolution that is breaking down barriers between people. It wasn't politics," he points out, "that brought down the Berlin Wall. It was information."

And as a final word, Leary must be the only man on the planet to give credit to his software engineering to the classical philosopher Plato. "He's the hero of the whole thing. He's the ancestor of the whole current philosophy of communication. He said we have ideas, say of an ideal house or an ideal wife, but that the material versions of those ideas are always a little off. But now with electronic communication my representations of my ideas can come closer and closer to yours until we can fuse our Platonic forms. All the former and make more making it available to just about anyone, so that within ten years you'll be able to do virtual realities in your home."



Leary's interest in communication has led to an interesting contribution to literature. He has invented what he calls "performance books," computerized books that incorporate feedback options.

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INTERCOM FROM BOSTON

Who asked Leary where people can buy Intercom?

"Intercom," he told us, "although it was published in Boston, it was developed in Pennsylvania."

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THE 1990 ATARI ST PRODUCT GUIDE

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WE SET THE SCENE ... NOW YOU SOLVE THE ...

MURDER!

19TH JUNE 1981



'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE

Police have today been informed of the murder of Mr Charles Jones, aged 46, an attorney from Bar-

tington, W. Sussex. It is believed Mr Jones was stabbed to death at the home of Mrs Audrey

Brown-Hall, actress & owner of the famous film over Sebastian Brown-Hall, who was holding a cocktail party for friends & famous. As one of the guests, Lord Alfred Andrews has taken it upon himself to keep order at Ghastley Manor. He is greeting Mr Larry Glover, prominent political figure & Dr Victor Jones. Scotland Yard have been alerted to the scene of the crime, but they are unlikely to arrive at approx. 11.30pm - 1 hour after the murder was discovered.



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BLOODWYCH

Here is a cheat for the two player mode.

When you are being attacked by a monster that you think may be too tough for your team, get the other player to lock their team behind a wooden partition. Then you face the monster past the position of the partition that hides your army. The player then communicates with the monster through the partition (making sure that they are facing it). They then keep clicking on "COMMUNICATE" AND "DIE!" (this is better done using an autofire button). You then lock the living daylight out of the monster while your companion carries on hacking the living daylight out of the "COMMUNICATE" option. This works with Demals and the

Elftraps as well as many other creatures in the castle.

Take my word for it, the game is possible to complete without this cheat. I have completed it in both single-player and two-player modes

(after countless late nights and telephone calls to my friend). I have also completed Dungeons Master five times.

If you are stuck with either of these games, phone 0981 298184 and ask for Glenn. (Glenn Goodwin, Covent, Isle of Wight)



LEZ

Tricks 'n' Tactics



This month we interrupt our serials to bring you the very best in short hints 'n' tips - there should be something here for everyone.



PIPEMANIA

There is a secret bonus of fifty thousand points if you completely fill the screen with pipes (roughly 2000000).

DEFENDER OF THE CROWN

(MINI-PLAYERS' GUIDE)

Choose Geoffrey (longword). The way to complete this is to start off in Glouc and move down into Gloucester as this is the richest county. If it is occupied leave all but one of your men in your home county and ask Robin for some men, then move your army into the wealthy territory. You should find that Robin has given you enough men. Once you have captured Gloucester the next thing to do is buy a catapult and some extra men. don't worry about knights or castles yet. Collect your missing men and head for Dorset, then Wiltshire (capt. Cromwell). Once he is out of the way you stand a pretty good chance. Now start to conquer Dorset. If you still hold Gloucester then attack Dorset's capital, Buckingham - but only if his army is at least one county away from the capital, or he might call it back and break the siege. My rule of thumb is that if his army has been killed. You should hold at least a third

of the country. Now you can either go straight to Red and kill him, or take your time and conquer the other territories one by one. (Paul Thomas, Cambridge)



RAMEO II

(GLEN ST)

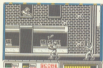
Type REVENGE on the the high score table then press RETURN. Now press 1, 2, or 3 for the level of your choice when the film's picture appears. You should now go to the level you choose. (S. Barwell)



UNTOUCHABLES

From the top left press enter and 13 + 1000000 (2000000) and 24 + 1000000 + 1000000 and 26 + 1000000 and 28 + 1000000 and 30 + 1000000 (2000000)

Tricks 'n' Tactics



ROBOCOP

(ARCAD)

Start the game as you would normally, then pause it with the RETURN key. Now type in **BEST KEPT SECRET** with the space, and when you start you have infinite power. (S. Bennett, Coventry)

DALEY THOMPSON'S OLYMPIC CHALLENGE



(ARCAD) (T)

When on the title screen, repeat type **HEGEMEL** and you should now be able to choose events through the keypad. (S. Bennett)

NEBULUS

(ARCAD) (T)

When on the title screen, type **HEL-LOUSAMAP**. Now F5-F10 will loop-frag you through the levels. (Lewis)



PROPHECY 1 - THE VIKING CHILD

PROPHECY 1 - THE VIKING CHILD

The four passwords are:

- DRILL-BL** - Takes you to the forest.
- BLD** - It is supposed to take you to the Landbridge but doesn't seem to work.
- SHARKMAN** - Takes you to the Labyrinth.
- NYMKURUR** - Takes you to the desert (Kirkham Drive, Caterham, Surrey)

PREDATOR

(For various reasons)

Press F10 while playing to full energy (Madden, Friends, Wharfedale, Leeds)

CHARIOTS OF WRATH

(ARCAD) (T)

Press full stop key repeatedly while playing to get infinite lives. Then, while in spaceship form, press the other function keys to get weapons. When you have a weapon, press 1 on the numeric keypad or 8 (left) on the numeric keypad to power up your weapon. (Lewis, Hibernia, Hibernia)



ARKANOID 2

(ARCAD) (T)

On the title screen, hold down CAPS LOCK and type **DALEYBB**. This returns you to the level you have just been killed on. (Lewis)

MEAN STREETS

The Navigation Codes are:

- Sally Fletcher - +MC 5100
- David Pope - +MC 6211
- Maurice Ardilly - +MC 6219
- Gideon Enterprises, Frank Schimming - +MC 6600
- John Kluge - +MC 7812
- J. Sallet Gordon - +MC 8878
- Sandra Larsen - +MC 8899
- Scott Dugot - +MC 8917
- Blaze Weiner - +MC 9116
- Smiley Monroe - +MC 9216
- Arnie Sternwood - +MC 9496
- Carl Linley's Office, MSP - +MC 9603
- Wanda Pook - +MC 9617
- Larry Hammond - +MC 9896
- Bob Mead - +MC 9129
- Tom Griffin - +MC 9990
- Jeanne Williams - +MC 9623
- Ed Bradley - +MC 9210
- Arnold Duran - +MC 9618
- *Ron Morgan - +MC 1988
- George Widdel - +MC 4831
- Brinda Perry - +MC 5011
- *Bosworth Clark - +MC 9933
- Bella Lang - +MC 2111
- Sam Jones - +MC 9001
- Peter Dull - +MC 9816
- Diamond Mine, Map - +MC 1788
- Hotel, Mary Moor - +MC 9182
- Bakerfield - +MC 9710
- *Beach House - +MC 9498
- Greg Call - +MC 4752
- *Carl Linley's Home - +MC 6600
- *Carl Linley's Lapsed Woodhouse - +MC 6676
- *Col Davis - +MC 5200
- *California Lab - +MC 8911
- Lila Lovvorn - +MC 4603
- Robert Knox - +MC 8182
- Henry Rice - +MC 1201

GRANDS 'N' GHOSTS

(ATARI ST)

Tap in Bambi Broadband to give you infinite life. B. Broadband



HELTER SHELTER

(ATARI ST)

Some codes:

- 888 = Level 11 FUP = Level 21
- 888 = Level 82 0000 = Level 41
- 887 = Level 51

In 2-300 player game, when one player gets EXTRA, get hit the time runs down until one player loses all his lives, then you will both have infinite lives. (Saw)

- Los Angeles, Bus Terminal +MC 11780
- Los Angeles, MITC Office +MC 10370
- Big Jim Lake +MC 88010
- Maplewood +MC 88200
- Ball Mallory +MC 21710
- Miss Woodstock +MC 80220
- Sanford Gemble +MC 81990

* Places to search, e.g. Houses, apartments.

The state computer is at the MITC's and has an infinite +MC 81980. To complete the game you must find all the passwords. The passwords are easy enough to guess as they are all about, here, I have only found 10 of the night, they are:

- Orange - 0400084FL, yellow - 040010, blue - 0000K Gray - 0060, Purple - 000041, black - 0000
- Green - 1 Red - 0

When one is in a fish tank full of piranhas, but how do you get it?

Anyway, when you are ready, go to the Secret Lab. You should save your position because you can do easily in the next stage. When you exit your window you will be loaded up by two things. Next you see a silhouette of the Boss, so you can't identify him. The passwords will be stolen from you, and then you are locked in the boiler room. You should say the tools and screwdrivers on you, as they are essential.

Get walk to the pile of boxes, look down. Move down. Get key. Walk to table. Get notes. Get apple. Get Open sliding screen on far right of screen. Get box. Get gas mark. Walk to control panel. Get control panel. Turn switch on. Enter 1 on, and don't worry about the water or the furnace, just walk to the door without stopping. Walk out while the robot opens the door and comes in. Now you have to fight your way to the main computer.

Quickly enter the passwords and passwords before your time runs out. (Alex Young, Victoria, NSW)



NEW ZEALAND STORY

(ATARI800)

To find the following time warp you will always have to fire, but sometimes you will have to jump and fire, or get onto a ship.

Hint: At level 3-2 there is a ledge with a green arrow pointing right. If you jump up into the water you will miss out half the level.

End of Level Guardians

1-4, The Whale: To avoid getting killed before he realises you. 33 Without a ship stand as far left as you can without reaching the spikes. 32 With a ship stand behind or on him. When inside, keep firing while avoiding acid drops.

2-4, The Crocops: Stand on the top ledge and keep firing bombs at him. If you haven't got bombs before you reach him, then kill a few badles and soon one is sure to drop some bombs.

3-4, The Blumny: Start on the lowest platform and fire at the stomach, then jump just before the mine hit you. Carry on until the blow up.

4-4, The Ship: Go down to the bottom right of the screen as far left as you can go up and you will find a mine.

1-4, Wally Walrus: Shoot the balloons he is on. Bombs, lasers, and fire balls are best. Also dodge the bombs he is firing. (Daniel Acker, Bromsgrove, Worce.)



FLYING SHARK

(ATARI ST)

Take a high score then enter your name at one of the following: 004 (level 100), 005 (before bonus), 820 (before level) and 844 (immediately)

Note: you must hold down the 1 key on the keypad while you type the last two bits. (Saw)

SOLOMON'S KEY

(ATARI ST)

When the computer tells you to 'Press any key to load', press the 1000 key. (Saw)

NINJA SPIRIT

(ATARI800)



Scroll down the 19 key, and the game will pause. Then press the left shift key. The game will continue but you can't be killed. (Wanda Akson, Winton, Manawatu)

Level 1

1-1 On the left hand side of the top ledge opposite Chui. Jump and fire left if you have bombs, you must get as far left as possible.

1-2 From the start there are 2 ledges. On the top ledge fire left.

1-3 From the starting position there are 12 ledges and a wall on the right. Go to the other side of the wall and fire at the second ledge from the bottom. Ship needed.

1-4 If you take the time warp at 1-1 it takes you to level 1-4, where the Extended Life Pills are. Fire left.

2-1 Above your first friend there is a small tunnel which takes you to some stair-like ledges which lead to a small cavern. When there are 2 fruits, fire at the fruit on the right. Ship needed to reach tunnel.

Takes to level

1-4 Where there are 2 Extended Life Pills

1-2 Where there are 2 Extended Life Pills.

2-1 near the end of the round.

2-1

2-4

tricks 'n' tactics

- 3-2** When you come to the first green arrow pointing upwards, there are two facilities. Fire at where they first appeared, ship needed.
- 3-3** Follow the first water you come to. At the end are 2 ledges with spikes below. Stand on one ledge and fire at the other.
- 3-4** Stand on the ledge leading to the octopus. Face right and fire.
- 4-1** Above the Island Lily pills there is a tunnel. Fire above the 2nd letter from the right. You must be on a duck ship otherwise it will not work.
- 4-4** Below the first to the left are some spikes. Stand on the left hand side of these. The while doing the jumps. Fire Right.
- 3-2** (not jump to save lives).
- 3-3** Takes you halfway through level.
- 3-4** Takes you past some deadly bullets.
- 4-2**
- 5-1**

RAINBOW ISLANDS

Type "RAINBOW" on SNES title screen for a pair of warty fairies. (Warren French)



SIM CITY

GRAND SIB
Level up a new terrain, and before building anything switch on CAPS LOCK, then type in FUND. This will give you \$1000. Keep repeating this procedure until you have about \$2,000,000 which should last for the rest of the game.

Note: About every 3000 times you type in FUND you will get an earthquake, but as long as you haven't built anything this won't do any damage, and once you stop typing in FUND the earthquakes will stop. (Rob Gannon, Wastage, Dice)

SPHERICAL

SNES (S)

Single player code:

Level 01 = 00000001

Level 02 = 00000002

Level 03 = 00000003

Level 04 = 00000004

Level 05 = 00000005

Level 06 = 00000006

Level 07 = 00000007

Level 08 = 00000008

Level 09 = 00000009

Level 10 = 00000010

Level 11 = 00000011

Level 12 = 00000012

Level 13 = 00000013

Level 14 = 00000014

Level 15 = 00000015

Level 16 = 00000016

Level 17 = 00000017

Level 18 = 00000018

Level 19 = 00000019

Level 20 = 00000020

Level 21 = 00000021

Level 22 = 00000022

Level 23 = 00000023

Level 24 = 00000024

Level 25 = 00000025

Level 26 = 00000026

Level 27 = 00000027

Level 28 = 00000028

Level 29 = 00000029

Level 30 = 00000030

Level 31 = 00000031

Level 32 = 00000032

Level 33 = 00000033

Level 34 = 00000034

Level 35 = 00000035

CONSOLE CORNER

SHINOBİ (SEGA MASTER SYSTEM)

On the title screen, wait for the Ninja face to appear and then press down and bottom two on the control pad. A blank screen will appear for a second, shortly followed by a screen that allows you to start on any stage of any level. (James Greenland, Brandy, Bristol)

WONDER BOY III (SEGA MASTER SYSTEM)

Type in the continue code WEST ONE, and leave the rest of the squares blank. When the game starts you will be Wonder Boy in the village, with every possible sword, shield, armour, and an inexhaustible supply of money. (James Greenland)

DOUBLE DRAGON (SEGA MASTER SYSTEM)

At the start of level four both players (or just the one if there is only one) do thirty straight up jump hits to restore health credits. (James Greenland)

GOLDEN AXE (SEGA MASTER SYSTEM)

To add an extra credit (you can only do this once), wait for the GAME OVER message then press the joystick diagonally up left.

(Daniel Jackson, Loughborough, Leics)



SPY VS. SPY (SEGA MASTER SYSTEM)

Instead of running around trying to find the things you need to collect just wait by the door to the airport then when the black spy comes along with all the stuff, beat him up, then take the stuff and escape. (John Lario, London)

ZILLION (SEGA MASTER SYSTEM)

When you come to a dead end, shoot the wall 10 to 15 times and it opens to reveal a room. (John Lario)

BLACK BELT (SEGA MASTER SYSTEM)

Pick one player, and just before the game starts press RESET and you will get as many lives as you like. (John Lario)

ATARI ST HELP

If you are stuck on any of the following games: APB, Barbarian (Pegasus), Chess (M), Civilization (Pegasus), Strike Back, Macintosh, Operation Thunderbolt, Energy (Activision), Future Wars (Activision), or Between the Worlds, then write to: Level 14, Macintosh Road, Gillingham, Dorsetshire, BH20 8SL.



WEIRD DREAM (ATARI ST)

When in the hall of motion walk halfway into a mirror and tap on a SOS on the HELP key (that is, three left taps, three down taps, and three right taps). An infinity symbol (∞) should appear in the lives left box. (Lario)

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HELP!

Things are a teensy bit quiet on the adventure front these days - but not for those of you stuck underground and facing insurmountable dangers. Here's a lifeline for those in peril in some of today's (and yesterday's) trickiest games...



Get *Witcher 3* and see why *Assassin's Creed: Origins* are among the best. Also see how to get a copy of *Overwatch* with 50% off.

INGRIDS BACK

Thanks to Michael O'Riordan

First of all go to the post then east from there to the path outside the changing rooms. Hide behind the sun lounger and wait for Jasper to enter and leave the changing rooms. When he goes west out of the screen get out from behind the lounge and go north. Take the stairs.

Head go to the gallery and go east. Drop some evidence flow line behind the curtain and wait for Jasper. When he appears he will put the evidence in a safe revealing the combination. By moving the picture and sliding the combination the safe will open.

To get into the secret room go back into the gallery but this time go west as far as possible.

Open the window and climb through it then go west as far as possible and keep going, the secret room. Examining the artwork will reveal a diamond. Take it. Why not?

You may be having trouble getting into Jasper's bedroom. If so, here's how to do it. Get into the fireplace which is in the reading room and go up and out. Go east until you reach the locked doorway. Climb down it, go north and then out into the bedroom.

It is best to stick around for a short while and receive a few phone messages for extra no clues. Take the tape and leave. You don't have to worry about Jasper catching you because he won't.

LORD OF THE RINGS

Thanks to *Shed Skully*

- When in Rivendell take as much of the hot fiery mist as possible.
- Merry follow Bilbo - but don't give him the ring!
- The stone of mail from the trolls can't only fit Pippin.
- Before you choose to avoid Mera make sure you have the matches and firewood.
- When you come across a small cave send all your guardians and companions (E.E.S.E) this will stop them being killed by the avalanche. Finally go after them but don't bother going west from Cirion Ebor-anus, you want to talk to with Gandalf in Moria!

LORDS OF TIME

Thanks to *The Paladin*

Take a look at the artwork before doing anything. I hope you won't need any help getting as far as the inside of the timepiece? Good. Once inside get the ticker going so you can get out again. The clock seems to suffer from an identity crisis and thinks it's Dr Who's Tardis. To travel between the time zones turn one of the dial-timered cog's, then using the obvious and go out. The cog's should be taken in ascending order, with one exception.

Finally you'll find yourself at the end of a driveway. A master would be quite happy cottage should be well rewarded, and make sure you get something to keep your hands free for later on. (There are valuable treasures to collect throughout the game but these, in the main are not necessary to finish the adventure. Is it valuable? Examine it and see.)

Before taking in the garden, go and get locked up at the road works down the lane. Back at the garden you'll find a steel, unfortunately the door is locked and the keys are on the floor inside. It's a pity you haven't got a magnetic personality so you'd need something that... To reach the keys you'll have to do a coin person a good turn first and let him advise himself. To find him, promise along the stream at the bottom of the garden and bridge it again.

Once you've got inside the steel make sure you take everything. One object is essential for later puzzles and the other is used to get an old man-like fellow out of his misery.

Take a short cut back to the clock along the outside of the cottage. At the compost heap eat mushrooms and gain a little insight. Finally at the capoot rack the petrol can and take look at the bottom of the Porcelain.

NEVER ENDING STORY

Thanks to *Faw Maccay*

- To get past the spiders wait until they think.
- To call Falcor just blow through the horn.
- For a short cut underground remove planks.
- The rope prevents useful to find the pouch. Just hang it up above the web.
- To get past the rats poison them.
- To get the golden key drop a coin by the walls.
- Once inside the tower just keep on going up.
- To finish the game say please.

BEYOND ZORK

Thanks to *Gordon Ward*

To cure the pherocality, set the dial on the monkey pendant equal to six. Close the lid and turn the handle. Remove the arrow that will be repositioned on the round.

The scroll from the island will take you to the labyrinth.

A transportation spell will get you out of the cell.

CHAOS STRIKES BACK

Thanks to *Tony New*

Four floors above the start dungeon you will find the Wrath Of God maze. This is the last obstacle to the Fury Pit. The object of the dungeon is to direct a powerful cannon (PC) cannon by setting up direction changing force fields to channel the fireballs into the Cannon Pit, thereby killing the many occupants.

There is, however, a much easier way which is to bypass the Cannon Pit altogether, thereby saving your best bits of eggs. This can be done involving you have the following articles in your pocket: 4 keys of 8 plus either an emerald key or a set of lock picks.

Once inside the maze, make your way to the SE corner. There you will find a passage (enter with a pressure button. Face south and walk

WIN A FREE ADVENTURE

What would you like to see in an adventure set in the UK? Would you like to see an adventure set in an old city you think adventurous and UK? Should it include a certain set of characters, or integrated within the other content?

These are just some of the questions we'd like to hear your answers to, and you could win yourself a free adventure on PC for your machine worth up to £25 if you follow these simple instructions to:

1. Think hard, make sense of the nature of adventure and UK? (average in UK, 100% and in charge, what would you like to see in this genre?)

2. Comment your thoughts to the back of a card.

3. Add your name, address, age, and mobile number.

4. Stamp in and address to: UK Adventure Forum, Priority Post, 66-68 Harrington Lane, London, SE16 6AA.

5. Mail this off to us across before the

September 1995.

We'll then choose a certain amount of random from those received before the above date will receive a free mystery adventure on PC for their machine.



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lock and forward. After each click walk forward and see if the falter will be opened. Once through you will find a double lock and a Cor on.

Place 2 keys of 8 in each lock. This will open the false back door and a further passage. Hopping only to pick up the valuable items, take haste wand back to the next door. This leads either the Emerald key or fork pits.

Inside the pressure plate room there is a but to which opens a false wall to let you into another room. There you will come face to face with Duro himself but a bit of fast footwork will see you get him. Go North then west, and you find a letter door, and presto, you have found the Holy PT.

ULTIMA V

Thanks to Sudo Darts

Breakfast Land Britain's castle is a small room which requires a skull key to open. Provided you have some skull keys (which can be found in the slump of a pig in Illinois) the room could provide you with all the weapons, tools, potions etc you need.

On entering the room you will see three chests, each of which contains a huge number of items that can be taken. After getting the contents of the chests you should leave the room and set off the alarm and die. Kill all your unwanted items then hop up in the armoury's set found in the room before the armoury for the key.

Having done this, return to the room and you should find that the door is unlocked and the chests are full again. And get everything and repeat your actions several times until you have absolutely everything you will ever need.

You will find that at night the armoury will go to bed so you will either have to find someone else to or leave the castle and hole up outside. If you have the castle and then return you will find the door locked again and will need another skull key to open it.

You must leave at least one-fourth between you to bring some of the chests to be filled. Although found this out on the PC, it should also work on other versions.

Feats a couple of golems: Resistance = 1000, Aggression = 1000.

CHRONO-QUEST

Our station continued thanks to D. G. Lyden

- Library – get candle
- Kitchen – push top, fill bottle with water, push top.
- Machine – drop candle, push switch, use second hole left card in slot.
- Light
- Door – push top centre above, push top left above, push top right above twice has shown on scroll, look at the plant left screen then get smelt.
- Grates – use smelt or black holder then north, west.
- Chamber – use grapple/loop on hole on roof then up.
- Platform – Get punch card

this push lever in the order, 3 from left, 2 from left, 1 from left, 3 from left. Look at the screenshot again, get ring then push all levers back up.

- Statue – turn right push then back to the machine.
- Machine – drop bottle and scroll.
- Library – get bone (bottom left corner).
- Machine – push switch then use punch card in slot.

POLICE QUEST I

Thanks to Anthony Quire

After collecting your cash, get and ammo from your locker go to the briefing room. Read the message in your signpost and note time and place of meeting. Take the paper and read it, making any notes you feel necessary. After the briefing collect four radio from the table and keys from the notice board. Proceed to your police car and walk around 4 times in your pris car inspector. Open the door and get in if 3 then press F4. You will see see a car's-eye view of the town of Lytton. Slowly take your car out of the parking lot. Patrol the city.

Your first call from Dispatch will be to a road traffic accident. Go to it pronto if F10. On arrival notify Dispatch by radio, open door, get out, go to scene and examine driver. Notify Dispatch who will send assistance and the coroner. While waiting for help question the group of people who have gathered. Take note of the information that radio Dispatch. When the detective arrives he will instruct you to find the car involved. Cruise around town.

Later you will see a red sports car break a red light. After a short chase you will be able to pull the car over to the side of the road. Talk your nicktatics with you. Examine the driver! She will try to bribe you a few times. Type License. Her license will come up on screen. Run a valid check on her – banned. You will find no outstanding warrants. Type, "write ticket", meaning you have taken your pen and ticket book out of your case. She will be very angry with you to say the least. Return her license then give her the ticket to sign. She will refuse so just give her the ticket. A word of warning. Do not call the phone number she gives you if you decide to let her go.

Return to your patrol car and continue to patrol. You will then have coffee at the local cof-

fee shop with Stan as his reward. Type "talk to Stan" then order coffee and drink it. The phone will ring and the owner will call you over. Type "talk" and you will be advised of the homicide you attended. Continue your patrol after coffee.

ZAK MCCRACKEN

Thanks to Mike Swanson

Pick up the fish bowl, open the dresser, get phone book. Open the clock drawer, get leaves then clean glasses. Use the fish bowl with the lamp. Get the torn wallpaper then cut it on the plastic card under the desk. In the next room get two seat cushions and the remote control. Use the power card in the power outlet then use the remote. You can reach it! But it doesn't matter. Use remote to turn it off again. Get the butter knife then open the cabinet and get the box of crayons. Use the yellow crayon on the bars with paper. Open the fridge and get the egg then close the fridge. In the bedroom pick up the rug corner and use the knife on the brown floor boards – this will bend the knife.

Go to the bakery and push the doorbell three times. The baker will throw a stale loaf at you. Pick it up. Walk to the right to 14th Ave and enter Lisa's Loan shop. Sell the burnt butter knife then buy the wristcut, toothkit, golf club, hat, soccer glasses and guitar. Go to the hair salon and open the toilet. Use the wristcutters at the Bulldogger eggs. Walk back to 1 20th Ave and put on the glasses and hat. Enter the Phone Company and get the phone bill to the representative, then leave.

At your house, use the slide (small) in the sink then turn the switch on and off. Use the money wrench on the pipe under the sink then get the breadcrumbs. Walk outside to the bus then use the laptop. When the bus door opens use the catfood in the cardboard feeder. Give the catfood to the decoder then get on the plane.

Walk to the toilet and enter it. Get the toilet paper and use it in the sink. Push the cat button and walk left. Open the microwave and put the egg in it. Close the microwave and turn it on. Get the cushion from the first seat and pick up the lighter which drops to the floor. Search through all the bins along the seats, until you find the key get them. Now wait for the plane to land.

Walk to the automatic doors. Get the food branch and give the peanuts to the two hooded catsmen in the hole. Use the tree branch on the loose dirt which will go the crows entrance. Click on the "what is" command then move the cursor until you find the abandoned lord's nest. Take it. Then find the fire pit with the cursor and use the nest, branch and lighter on the pit. Walk to the strange markings and use the yellow crayon on them. A door will open which you should enter use the remote control and get the blue crystal.

Go straight back to the airport and use the Reservation Terminal. Buy a ticket to San Francisco. Go to the plane. Walk to the automatic doors then go to 14th Ave. Use the blue crystal in the door with a slot in it then wait. When the door opens listen to what Annis has to say.

You can now use a command called "twinkl" which allows you to change the colour you are controlling to another. There are four people altogether – Zak, Annis, Melissa and Lonnie.

Get real! Get wicked!

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IN THE PINK

- HOT OFF THE SHELF** 88
Is your software collection in need of some new titles? If so, then you'll want to make sure that when you part with your hard-earned cash that you are getting the best there is. To help you make those all important decisions, we've compiled a list of the latest ACE Rated games with mini-reviews, so you don't have to go ploughing through those dusty back issues.
- ULTIMA VI PLAYERS GUIDE** 117
Ten pages of invaluable info for lost souls.
- THE ACE HARDWARE GUIDE** 127
If you are thinking about buying a new micro, and you want the bare facts without the manufacturer's hype, then look no further than our hardware guide. This month: the low-down on 16-bit machines for those wishing to upgrade.
- THE ACE PRIZE PUZZLE** 160
Put your grey matter to the test and take a peek at this month's prize puzzle. If you are a bit of a programmer then it's simple - just get the computer to do all that number crunching for you.
- THE ACE PRIZE CROSSWORD** 184
The only crossword that requires a cryptic cracking brain the size of a planet as well as an incredibly good knowledge of games and tomorrow's technology. Should be no problem for you then...
- RESULTS** 100
Find out if you are about to lead a life of luxury. Our prizes may not be enough to buy you a beach house in Malibu, but they'll certainly be enough for a few dozen postcards!
- THE ACE STOCKMARKET** 82
If you are one of those unenlightened people who has yet to tune in to the ACE stockmarket, then where have you been? It's the only chart that cuts through the hype and shows you the games and companies that are scoring the top marks in the computer press. And if you can predict next month's top entries then you score too.
- ACE DEALS** 182
There are people out there who want your money, and they'll do anything to get it. Some of them are so desperate that they are laying on all sorts of amazing deals and special offers. Check out who's giving it all away this month.
- THE ACE DIARY** 199
The who, what, where, why, and when of the computer entertainment industry. If it's happening we know about it, and so can you if you make a date with this month's diary.
- READER'S PAGES** 110
The spot set aside exclusively for ACE Readers. If you are buying or selling then there may be a fellow reader who needs to do a deal with you.

HOT OFF THE SHELF

NOVEMBER, SEPTEMBER, SEPTEMBER... IT MAY NOT BE ANY OLD MONTH TO THOSE COMPUTER ELITERATE PHILISTINES OUT THERE, BUT TO ANY GAMES PLAYER WORTH HIS SALT IT IS THE MOST EXCITING MONTH OF THE YEAR. WHY? BECAUSE IT IS TIME FOR THE ONLY SHOW DEDICATED TO COMPUTING FOR LEISURE - THE COMPUTER ENTERTAINMENT SHOW AT EARL'S COURT. ANYBODY WHO IS ANYBODY WILL BE THERE AND EVERYBODY WILL BE TRYING TO SHOW YOU ALL THE LATEST STUFF THEY'VE GOT LINED UP FOR CHRISTMAS, BUT THERE ARE USUALLY MORE THAN A FEW BARGAINS TO BE PICKED UP IN THE RAY OF EXHIBING SPOTS. SO BEFORE YOU RUN OFF TO SEE WHAT'S GOING TO BE HOT NEWS THIS AUTUMN YOU HAD BETTER PURSUE THE BEST GUIDE TO THE TOP SOFTWARE AVAILABLE NOW, AND IT'S ONLY IN ACE...

ANTHEAMS

Compassion/Microsoft • Atari ST 114.99GB

For all those who loved it, *Come From The Desert* has a nose of the same in the shape of a fairly bottomless, its often style Sci-Fi again, and this time some very strange things are happening to the inhabitants of the tiny Mid-West American town of Laramie's Breath. You play "Doc" Nash, an ex-fighter pilot determined to solve the riddle of the Anthems, if you enjoy puzzle solving with great graphics and sound, then you can't go far wrong with this number, and if you haven't played it, *Come From The Desert* then why not give that a try too!

• ACE RATING 9/10

CHUCK STRESS BACK

P3, Microsoft • Atari ST 124.99 • Amiga TBA

The long awaited sequel to *Dungeons Master* - if you have already played through the first program you can use your existing characters, otherwise there is another hat of items you can select from. *Chaos* has a similar feel to *Dungeons Master*, but is much tougher. There are also some nice features thrown in, like a character editor and help inside your hands. If you haven't played *Dungeons Master* then play that first before making a definite date with this game.

• ACE RATING 9/10

COMMISSION

Rainbow Arts • Atari ST 118.99GB • Amiga 124.99GB • PC 124.99GB

An arcade style tank on which makes use of a 3D graphics system based around the one David Braben developed for *Lords*. There are three types of game available: arcade, athletic, and strategy. At times an on-foot player with two joystick's Subzone style, but there are enough control options to suit every set-up. A definite buy for tank buffs.

• ACE RATING 9/10

RAMBOLES

Navigator • Atari ST 124.99GB • Amiga 124.99GB • PC TBA

This unusual combination of flight sim and adventure game, and topped by the well-known *Menorah*, has been in development for a couple of years now, but the resulting game has been worth the wait. The wireframe graphics of the original game have been replaced by solid 3D vector graphics, but they are just as fast. There are now nine planets to explore instead of one city, so there is plenty of long term challenge here.

• ACE RATING 9/10

EV-10 STEALTH FIGHTER

Microzone • Atari ST 125.99GB • Amiga 125.99GB • PC 129.99GB

A program that could well be described as the flight simulator's flight simulator. The PC version has enjoyed much success since its launch in '90, and now it's brothers on the ST and Amiga too, set to do the same. The sim is based around the much-talked about C or perhaps that for

steepened about Stealth Fighter. It boasts four huge scenarios with hundreds of missions, and plenty of detail. If you are looking for the definitive flight sim, then you can't go far wrong with this one.

• ACE RATING 9/10

FLIGHT OF THE INTERLUDE

Microsoft/Spectrum Hobbyist • Atari ST 127.99 • Amiga 127.99 • PC 127.99

From the people who brought us the superb *Falcon* comes yet another world beating flight simulator. It is based on the look of the same name by Steven Coody and has you flying either an intruder or a Phantom on bombing and reconnaissance missions over Vietnam. The simulator very strong in features, including a superb (if a little unrealistic) auto-aim system.

• ACE RATING 9/10

FUTURE WARS

Pelco • Atari ST 124.99GB • Amiga 124.99GB • PC TBA

A totally cross-platform graphic adventure from French developers Delphine. You are cast as a mid-management office worker - cleaner who gets caught up in an alien plot to conquer Earth in the 43rd century. The graphics and background music are very striking, and the game is made very accessible by the lack of text entry. There is enough of a challenge here to keep most adventures happy for some time. A delightful game.

• ACE RATING 9/10

GRAVITY

Mageworks • Atari ST 124.99GB • Amiga 124.99GB • PC TBA

Deep space strategy unlike anything you've ever seen before. The asteroid is being invaded by the alien races who are attempting to tear at the sun in the process into black holes. Meanwhile you must create as many inhabitable systems as possible. The game makes use of the principle of Einstein-Minkowski four space - the rates for some very unusual graphics. When you add programmable dross and travel via black holes you have yourself a highly original and compelling game.

• ACE RATING 9/10

HARD DRIVER

Domark • Atari ST 119.99GB • Amiga 119.99GB • Spectrum 129.99GB • EA 124.99GB • Amstrad 129.99GB • 114.99GB • C64 124.99GB • 111.99GB • PC 124.99GB • Acorn/Risc 120.00GB

A very competent conversion of the *Tempe* race-epic. Once your Ferrari comes after a speed hunk in a start block complete with a hoop and open bridge to leap. The concept rooted on its super fast solid vector graphics, and these have been faithfully reproduced in the computer versions. A must buy.

• ACE RATING 9/10

HULLFOON

Blizzard/PSI • PC 129.99GB

Quite simply the best naval simulation to be released for

the General Public. The battleship that comes with the game deals with East-West conflict in the North Sea, but other battleships of the available coast. A clever system of three map layers is used to effectively manage each mission. The nice thing about *Hullfoons* that the computer takes care of all the boring mechanics, allowing you to concentrate on broad tactics. A must buy for anyone interested in modern naval warfare.

• ACE RATING 9/10

INDIANAPOLIS 500

Electronic Arts • PC 124.99

The ultimate racing game. Only 500 cars state of the art solid vector graphics which really add something to the high speed action. It is *Autosense*'s *Thunder* that are a variety of auto-cockpit views to select from, the realistic handling of the cars will have you coming back to this game time and time again.

• ACE RATING 9/10

INTERPULSE

Mageworks • Atari ST 124.99GB • Amiga 124.99GB • PC 124.99GB

Your task is to guide a female saboteur to the heart of the *Braintrack* Corporation by interacting with a strange 3D environment. The game is very subtle and very compelling. It is also very hard - don't expect to get through this one in a hurry.

• ACE RATING 9/10

KNIGHTS OF LEGEND

Days/Middleware • PC
£29.99/£46

Are you playing it at its best? An excellent game set in the land of hobbitland. There are twenty-four quests to complete, or you can simply enjoy exploring. The program stands out because of its attention to detail. There are no less than forty different techniques to decide how all when an enemy retreats to advance. Impressive stuff.

• **AGE RATING** 9-15

KNIGHTS OF THE OPERATIONAL

Days/Middleware • PC
£29.99/£46

The most original game that all defines released in a long time. It has been referred to as a 'culture simulator', but that doesn't really say much about the game. To play a member of a futuristic community, and your task is to rise to the highest possible status within that culture. The hidden playing through these alien societies. The always a highly unusual experience with superb graphics and a superb soundtrack. This certainly won't be for everybody's taste, but if you're looking for something a little different - try this.

• **AGE RATING** 9-15

MY TINK PLATFORM

Remedy • PC £29.99/£46

Sublime task sim. That's not to be confused. 3D-style graphics requires all kind of kind of disciplines, but you also have to think carefully about those platforms, men, and the way you tackle each scenario. We're sure that you'll have fun with the simulation that you're used to get the most from of the most rhythmically accurate task you've ever seen.

• **AGE RATING** 9-15

NUMBER

Remedy • Atari ST
£29.99

The latest mega hit from top programmer Mike Singleton, creator of Lords of Midnight. The game is set on a frozen island in the future. Your task is to recruit members of the Peace Force to fight off General Masters' invasion force. This is done by managing people and resources via a series of fractal maps and menus. The game has disappointing sound, but nice 3D graphics, and enough solid gameplay to keep you going for months.

• **AGE RATING** 9-15

MYTH

System 3 • C&A £9.99/£16
£14.99/£24

The game that pushes the C&A and Spectrum further than they have ever been before. Fight your way through several time zones to reach the ultimate confrontation with the god Cronos. The game is captivating not only because of its size and depth but also because of the superbly animated sprites and sheer playability.

• **AGE RATING** 9-15

OPERATION THUNDERBOLT

Down • Atari ST £13.99/£20
Amiga £24.99/£40

Spectrum £9.99/£16
Amstrad £3.99/£6
£9.99/£16

Emerson's successful conversion of the hot computer hit Operation Wolf. Grab your US and blood your way through hordes of terrorists to rescue the following hostages. There are now 3D scenarios this time to add to the fantastic level splitting of the original. Best played with a light gun, but a mouse will suffice if you don't have one. joystick or keyboard controls don't really cope however.

• **AGE RATING** 9-15

PAPERMANIA

Entertainment International
• Atari ST £19.99/£32
Amiga £19.99/£32
Spectrum £9.99/£16
£14.99/£24
£14.99/£24
Amstrad £9.99/£16
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£9.99/£16
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The game that proves platform can be fun. You must construct a continuous length of pipe that several sections before the floor collapses. The action is just as compelling as that in games like Tetris and will have you tearing the midnight oil in an attempt to beat the odds. It is available for practically every machine, so there is no excuse for not owning a copy.

• **AGE RATING** 9-15

PLAYER MANAGER

Amos • Atari ST £19.99/£32
Amiga £19.99/£32
Spectrum £9.99/£16

£14.99/£24
£14.99/£24
Amstrad £9.99/£16
£14.99/£24
Kick off with a management strategy element. The game is completely non-linear, making it easy to get into. The management detail is superb, right down to planning transfer tactics. And for the match you can either watch from the sidelines or join in with the Kick Off style fun.

• **AGE RATING** 9-15

PRO TENNIS TOUR

Ubi Soft/Blue Byte • Atari ST £24.99/£40
Amiga £24.99/£40
Spectrum £9.99/£16
£14.99/£24
£11.99/£19
£16.99/£28
Amstrad £9.99/£16
£14.99/£24
PC £29.99/£46

One of the best tennis games yet. The control method works really well, although the standard of the computer players is good, so you'll have to put in a lot of practice. There is a choice of grass, concrete, clay, and indoor courts, as well as comprehensive practice options. A good way of spending a few hours while you are waiting for Wimbledon.

• **AGE RATING** 9-15

THEIR FINEST HOUR

THE BATTLE OF BREITENBURG
Lanzetta • Atari ST

£24.99/£40
Amiga £24.99/£40
PC £24.99/£40
World War II air combat redefined in this sophisticated flight sim. You have the opportunity to fly a variety of WW2 craft from the Spitfire to the Hurricane. A

great option is the camera which records your flight and can be replayed to analyse your performance.

• **AGE RATING** 9-15

TOWER OF BABEL

Microport • Atari ST £24.99/£40
Amiga £24.99/£40
PC £24.99/£40
An imaginative 3D puzzle from Pete Cooke - the man who brought you The Oct. You control three robots, a zipper, a grabber, and a painter. They must be used to complete a specific task on a number of futuristic levels of a tower. This involves working your way past various nasty

obstructions deliberately designed to impede your progress. The game will have you tearing the midnight oil as you attempt to get past a particularly tricky level.

• **AGE RATING** 9-15

ULTRAVI VI

Days/Middleware • Atari ST £24.99/£40
Amiga £24.99/£40
PC £24.99/£40
£24.99/£40

The ultimate role playing game. Between thousand objects, two hundred and fifty characters, unlimited encounters, a quest that will take months to solve, and graphics better than you'll see on any other game of this type. The Ultima series of 1984, far from strength to strength, has become with Lord British and more more enter the fray... anticipate that!

• **AGE RATING** 9-15

VENOMITA

System 3 • C&A £9.99/£16
£14.99/£24

A great arcade adventure that really pushes the C&A to its limits. You must fight your way past the terrorists to defuse a bomb, and rescue the professor and his daughter. But while you are on the terrorist's side the police are on yours. Most of the action takes

place against an isometric 3D background, but there is also an excellent driving section to rival many full-scale driving games.

• **AGE RATING** 9-15

WETFE

Microport/Spectrum Worldwide • Atari ST £24.99/£40
Amiga £24.99/£40
PC £24.99/£40

High speed racing round the streets of San Francisco in one of four convertibles to offer. The superb 3D colour graphics in the game give a great sense of the wind in your hair as you race down precariously steep streets desperately trying to avoid pedestrians and other vehicles. Realistic and lots of fun, this game, from the people who brought you Falcon, will have you hooked.

• **AGE RATING** 9-15

WIPHEAD

Amos • Atari ST £24.99/£40
Amiga £24.99/£40

Victorian programmer Glyn Williams' latest masterpiece is set in deep space. Earth is under threat from a horde of nasty extra-terrestrial insects. The only hope is the F02-57, an advanced craft absolutely loaded down with weapons. Fast solid vector graphics and rapid action make this a winner. Work your way up through the training missions and you'll soon be slapping away quite happily.

• **AGE RATING** 9-15

X-ONET

Parsons Arts • Atari ST £19.99/£32
Amiga £19.99/£32
Amstrad £9.99/£16
£14.99/£24
Spectrum £9.99/£16
£14.99/£24
£14.99/£24

Possibly the best horizontally scrolling shoot 'em up ever written. There's everything in this game any other flying ship could want: well animated sprites, pretty backgrounds, lots of speed, a load of weapons for the taking, loads-onloads, and plenty of challenges - What more could you want?

• **AGE RATING** 9-15

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ACE CHARTS

PLUS THE ACE STOCKMARKET - THE BEST CHARTS IN THE BUSINESS, AND THE CHANCE TO WIN WIN WIN!

What's the best current release for your machine? And not just the best because it's been 'upped to death' by the industry and is selling by the bucketload - no, the best because it's been given the thumbs up by the reviewers in ALL of Britain's magazines. You can't possibly buy EVERY magazine, so how do you find out?

Simple - just look at the ACE Charts. They're compiled each month from ALL the UK magazines, we can lay our hands on prior to press-day. We go through every one, enter the review marks for all the games reviewed into a database, and then calculate which games are coming out best.

Then we use the information to prepare the charts on these pages for you. You can find out which games have received the best reviews on each of the major formats (see the Machine Charts opposite) which games are scoring best in 8-bit and 16-bit formats in general (see the Processor Charts below), and finally, which companies are delivering the hottest products (see the ACE Stockmarket at the bottom of page 93).

And just to put you on the cake, you can win £25 worth of software for your machine if

you can predict next month's entries. The entry form is on page 120. There's even a special Jackpot Option that can enable you to win a staggering £150 worth of software.

The ACE Charts are designed to give you not only up-to-date news on release quality, but also a ready-made buyer's guide. After all, if the reviewers are crazy enough about a game to push it to the top in these charts, then you can be reasonably sure that the game's a worthwhile purchase.

Naturally, however, all magazine reviewers rate games according to their own systems and so ratings in magazines may disagree. In some cases this disagreement is quite marked (as in the case of Progression's *Blind Money* conversion for the C64 this month - we didn't like it, but others did).

!!! Because of the shortage of cassette reviews in the UK, we still have to include one chart based on sales information only. Our Top Ten Cassette Sales chart is compiled by Software Company, it is available from: High Road, Wood Green, London N22. Tel: 01-326 0411. Fax: 01-326 0411-000. At 100, Woodstock Green Road, London, W11 Tel: 01-521 4827.

PRIZE WINNERS N.B.

Don't forget - the entry form for the ACE Charts and Stockmarket is printed on page 120.

Because it's taking us longer than anticipated to arrange for software prices to be dispatched to winners, and also to give readers a longer period in which to enter the monthly Charts Competition, we will now be announcing winners for each month after the relevant charts have been published. For example, in last month's issue (Round Five) you had to predict the positions in the charts as shown in this month's issue. The winners of Round five will now be announced in the next issue (issue 57) and of Round Six in the issue after that, and so on...

In the meantime, apologies to those of you who are still waiting for prizes. We're trying to sort that out as fast as we can.

THE STOCKMARKET

The ACE Stockmarket gets its name from the fact that each month we list the top software companies together with a share price for each one. The Stockmarket tells you which software houses are currently producing the most successful titles.

There are four columns for each company. The first shows the company's Rating - a figure calculated according to the reviews it games have received during the current month. A company whose games are all rated highly will have a high Rating.

The second column is the company number in the ACE Database. This simply tells you how well a company is doing compared to last month.

The third column is the Price. This is a listing of the company's current performance compared to its performance in all previous months that it has appeared in the Stockmarket. If you wanted to buy shares in a company, check the column how this company's share price has risen or fallen since its price decreased each month until they get reviewed again.

Finally, there is the company's name. This shows how well a company's games have done this month compared to the average month's games by all the other games reviewed. It's also using this determined the position of a company in the charts. This month Acorn's *Out of the Box* has done it to number 3, and Origin is still leading in the rankings of the Ultima 3 trilogy. Microsoft are also doing well, thanks to several new releases for Macintosh and Rainbow Moon.

The average score for ALL games released each month is called the SOFTWARE INDEX and is printed at the top of the Stockmarket. This helps you tell whether or not the current month was a bumper month for gamers. The month it's being shown...

THE 16 BIT CHART

Title	Publisher	Format	Rating
Ultima VI	Origin	PC	98.5
Rainbow Moon	Microsoft	PC	93.05
Fire & Ice (Super)	Microprose	GF	91.25
Rock of Ages	Acorn	Amiga	90.85
Fight of Wonders	Spectrum Hardware	PC	90.57
Melander	Microprose	Amiga	90
PGA Tour Golf	Electronic Arts	PC	89.87
Tuffnut	Rainbow Moon	Amiga	89.4
Ys III	Electronic Arts	Amiga, ST	89.4
Heard over Heals	Amiga	Amiga	89

Buying order: *Ys III* (Spectrum), *Melander*, Amiga, ST, *Ys III* (Amiga), *Ys III*, *Thunderbolt* (Macintosh), PC, ST, *Macintosh* (Macintosh), PC, and *Heard over Heals* (Spectrum), Amiga. All for 100p+10p postage (plus to send only three letters up).

THE 8-BIT CHART

Title	Publisher	Format	Rating
Midnight Resistance	Ocean	Sp	95.25
Cosmic Collision	Hampton	C64, CPC, Sp	91.25
Kix	Demarc	C64, CPC	91
Lambert	Hampton-Ars	C64, CPC, Sp	90.98
Out of the Box	Acorn	C64, Sp	90.73
Escape/Blind Money	Origin	Sp	89
Pyromania	Empire	CPC	88.87
Thunderbolt	Hampton	Sp	87.5
Vindicta	System 3	CPC, Sp	87.17
Heard over Heals	Amiga	CPC, Sp	87.03

Buying order: *Heard over Heals* (Macintosh), *Cosmic Collision* (Spectrum), *Ys III* (Amiga), *Ys III*, *C64*, *CPC*, *Spectrum*, *Cosmic Collision* (Demarc), *CPC*.

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THE ACE HARDWARE GUIDE (16 BIT MACHINES)

Here it is, the one and only hard-ware guide to give you CSM PLUS! details on the machines you're most likely to upgrade to, including the all-important criterion of software availability.

The ACE Hardware Guide is currently up in three different sections: 16-bit (upgraded machines this month), console (last month) and available (8-bit machines) (second month). As for next month, however, you'll really be seeing something different in the Plus Pages... and the hardware featured will be a part of the revolution. Don't miss it.

ACORN ARCHIMEDES

Models: Archimedes I30, 3000, 410, 430, 440
Package: keyboard, mouse and three keyboard mouse and drive plus monitor (optional or rented)
Memory: 5000-512K, 5.18, 5.66, 6.4, 8, 10M; 4.31, 5.86, 440, 440s
Processor: Acorn-ARM
MSRP: Prices range from \$2665.00 for A3000 alone to \$2545.00 for 4400 with color monitor
Contact: Acorn 0273 766280

IN BRIEF

Still the cutting edge of micro technology, Acorn ARM is about the fastest thing the size of a Dap. This very exciting machine... although gathering steam, since the introduction of the A3000... will take a good game software base and is fast to get the software.

GRAPHICS AND SOUND

Resolution: 320 x 256 or 640 x 256 with optional monitors, 640 x 312 available with multiple monitors.
Palette: 4096
Colors: From monochrome up to 256 colors x 256 or 16-640 x 312.
TV: No
Monitor Output: Three composite video; color + RGB + sync.
Monitor Supported: Depends on package bought.
Monitor Options: Acorn dedicated 14 inch medium-res. colour 17 inch high res. mono, 14.5 inch color.
Speaker: 1
Speed: Best-in-class.
Speaker Quality: Good
MSRP: 16th-edition hardware.
Screen Output: No

Performance: 16 channels 16-speed parallel I/O-cases, 1 external speaker

HARDWARE AND SOFTWARE

Disk Format: 1.2 inch - 800K
Disk Price: From £1.20 upwards.
Disk Performance: Good and fast.
Keyboard: 100 keys with programmable auto-repeat. Early keyboards have a cheap feel given the quality of the machine.
Joystick/Mouse: 3 button mouse is support for joystick.
Interfaces: 29 pin parallel; 9 pin mouse; 3.5 inch floppy (optional); 44 pin disc; 40-pin expansion port; I/O bus video output; TV interface; SCF timer.
Existing Software Base: 50+ very limited. Some games available most software is for productivity and business.

Current Releases: See above.
Games: Most famous are Arch-Aimed and Computer. But there have been other and impressive ones of titles released recently.
Graphics: Potential is enormous. Some excellent packages available.
Music: USA, graphics, but developers remain shy.
Prospects: Limited. Even the cheapest models tend to be tough competing with 16-bit and 32-bit.
Software Licensing: Very strict.

BUYLINES

Best Buy Price: At MSRP
Second Hand Availability: 100 units, some 700 and 3200 starting to appear but expect to pay for them.
Maintenance: One year's guarantee. Return to faulty machines dealer.

APPLE MACINTOSH

Models: SE, SE/30 (two, for Package)
Package: Monitor with built-in (SE) and disk drive, separate keyboard
Memory: 1MB
Processor: SE Motorola 68000; SE/30 68020; for Motorola 68030
Recommended Retail Price: £2,294.75 upwards; £4,429.75 upwards
Contact: Apple 071-565 11 00

IN BRIEF

A very expensive up-market machine for those keen on desktop publishing, WIMP systems and specialist software. Software is very expensive. Quite a few games in the US, but few over here. Good for MSRP machines but be prepared to lose

through the need for software.

GRAPHICS AND SOUND

Resolution: SE 512 x 384; SE/30 600 x 480
Palette: 512
Colors: 16-bit colour monitor - 16 to 256 TV: No
Monitor Output: Image monitor
Monitor Supported: Built-in
Monitor Options: SE - can dedicate monitor only; SE/30 uses microchannel I/O AppleColor from IBM.
TV: None
Speaker: None
Speed: SE reasonably fast; SE/30 fast SE/30 and 68030 even faster by timing.
Speaker Quality: Good
MSRP: Best early software available.
Screen Output: SE, no 8 pins.
Performance: 4-channel (but good) performance.

HARDWARE AND SOFTWARE

Disk Format: 3.5 inch - 800K
Disk Price: £1.30 - £3.00
Disk Performance: Generally fast
Keyboard: Separate with 101 keys including function keys and numeric key pad. Optional extra is the Apple Extended keyboard with 105 keys.
Joystick/Mouse: Joystick is not supported; high-quality single button mouse is supplied with machine.
Interfaces: SE, SE/30 - Apple Desktop Bus connector; 1950-2000-4000 serial; external disk drive; 96-pin Euro-connector; serial; SCSI - SCSI-1 connector; external audio amplifier; SE - 80233, 80243 serial; SE/30 SCSI 1.
SOFTWARE

Existing Software Base: A very wide base exists in all fields except games.
Current Releases: Numerous, though largely of 1.0 range and in the business or BTP field.
Games: Very few arcade titles but plenty of other great adventures.
Graphics: Lots of interesting software for those interested in DTP publishing.
Music: Very well supported for MSRP software - but TV's expansion to 5000.
Prospects: As always, excellent - especially in business and BTP.
Software Licensing: Open and flexible.

BUYLINES

Best Buy Price: Generally the MSRP - Macs are only sold through intermediaries, but for a discount for each.
Second Hand Availability: Numerous and

expensive. A better market exists in 68030 models but these are best avoided.

Maintenance: One year's guarantee.
 Apple offers AppleCare - "lifetime" plus take-out to cover the cost of repairs after the guarantee has run out.

ATARI ST

Models: Atari 1020TFE, 1020TF, 1040STX, Mega STX, Stegy
Package: 500 and 1040 have keyboard with built-in disk drive. Mega contains built separate keyboard. Power Pack includes 1200TFM with light gun, joystick and 2400 of "trial" software. Low "Discovery" pack includes similar value software. Power pack has an educational belt.
Memory: 1020TFM and 1020TF 512K; 1040STX 2MB, Mega STX 1, 2 or 4MB; Stegy 2 or 4MB, 250 machines expand internally to 4MB.
Processor: Motorola 68000
Recommended Retail Price: 1020TFM 4799; 1020TF Power Pack 4299; 1020TFE (Discovery Pack) 4799; 1020TF, 1040STX 4999; Stegy 5/6 Contact: Atari 0743 33364

IN BRIEF

Excellent in a general purpose home machine for games, small business and productivity. It's the number one choice for MSRP machines. The ST's price will give it a slight edge over the graphics more advanced things. The new baby ST - Stegy - is topped by Atari to be the machine's veritable star it is a complete 100 or 486 ST with hard disk, and more more for in a small box.

GRAPHICS AND SOUND

Resolution: 640 x 350; 640 x 400; 640 x 480; 640 x 500; 640 x 600
Palette: 6768 512; 680 4096; Stegy 3
Colors: Black and white brightness; 4 colours in monochrome; 16 in colour.
TV: Yes, but Stegy
Monitor Output: 1020 models only; others through TV modulator.
Monitor Supported: No. Stegy has image LCD monitor.
Monitor Options: Also monitors 960 14 inch; many more. SC 682 needs no colour.
Speaker: 1
Speed: Fast
MSRP: High resolution display is only available on monochrome monitors. Medium and low resolution displays only available on colour monitors or 70%. Stegy listed to lose ST/16 (intended as 250)

improve the QEM access.
OS/2:

Speaker Quality: Depends on model.
MSX: Yes
Screen Output: CRT only
Performance: 3 channel sound is average to good depending on software. STX features 8 bit PCM sound but is current software uses it.

HARDWARE AND SOFTWARE

Disk Format: 5.25 inch - 720K
Disk Price: \$1.20 to \$1.50
Disk Performance: Reliable and fast.

Early machines were supplied with a single-sided disk drive.

Keyboard: 90 keys including 20 function keys. Has a cheap feel which can be improved with third party spring kit.
Joystick/Mouse: 2 joystick ports are standard. 2 button mouse is supplied with machine. Mouses supplied with a trackball.

SOFTWARE

Existing Software Base: Excellent. A few budget titles are starting to appear now.

Current Releases: Many of the major software houses ignore the ST so it is well served with plenty of good software.

Games: Across the board.

Graphics: Good with some excellent software to manipulate them.

Music: Excellent. Plenty of sound samples, editors and MIDI software make this the musician's choice.

Prospects: Very good, but the Amiga is currently the favorite with software houses in the US and the ST has failed to establish a market in the States.

Software Loading: It hinges from the original machine as the 500K disk format which means few companies bother to supply double-sided disks. This means large games require two or more disks with all the tedious disk swapping this entails.

BUYLINES

Best Buy Price: As IBM! Watch out for the wily yearly bundles.

Second Hand Availability: Very common and quite cheap. STs do not hold their value well - beware very old single track machines.

Warranty: One year's guarantee. Return to dealer if faulty.

COMMODORE AMIGA

Model: Amiga 4000, 4000S, 4000S Plus
Package: 4000 best packaged and better deal with separate PSU. 4000S has built-in PSU. Recently released 4000S is a very powerful machine indeed. It'll be getting additional details as the whole range ramps in and more of 4000 - check with your dealer for current handling offers.

Memory: 500 to 768, 4000 1M, 4000S Processor: Motorola-68000

Recommended Retail Price: 4000 (\$4,400) \$1,795.25, Business Pack \$799.95. (Less if the ST's pack

costs \$759.99, 4000S 1,000) 2629 \$799.99

IBM BEEF

A starting specification with custom chips to limit almost everything about the Beef is the first choice for the most serious of games players and video professionals. After an initial play start the machine continues to stay extremely well and has surprised the ST in the 3D, most for machine will have a slightly larger installed base. The 48600 is a 32000 workstation substitute.

GRAPHICS AND SOUND

Resolution: From 320 x 200 to 640 x 400 (more possible in software)

Palette: 4096
Colors: 1, 4, 8, 16, 32, 64 or 4096
TV: With modulation

Monitor Output: SCART - composite video in mono/stereo.

Monitor Options: No

Monitor Output: C1084 C1047 9000

Speaker: 2 in hardware - optional 8000 from software/hardware.

Speed: Very fast with good software.
OS/2:

Speaker Quality: Depends on model.
MSX: No. Third party interfaces available.

Screen Output: 2 photo monitors.

Performance: Among the best around. Custom hardware expands 8 channels of 8 bit digital sound into the four channels.

HARDWARE AND SOFTWARE

Disk Format: 5.25 inch - 500K formatted.

Disk Price: \$1.20 - \$1.00
Disk Performance: Nice and sluggish. Third party software is available to improve matters.

Keyboard: 94 keys, 10 function keys and separate cursor cluster.

Joystick/Mouse: 2 joystick mouse as standard.

Interfaces: Two joystick/mouse; internal audio; external disk drives; RS232 serial.

Centronics (parallel printer): SCART RGB/Analog composite monochrome video expansion bus internal an 4000S, 4000S/History expansion on 4000S, internal RGB expansion on 4000S.

Software Loading: Similar to ST.
ST:

Current Releases: Everyone's doing them.

Games: Something for everyone.

Graphics: Quality and range is unsurpassed.

Music: Needs better support for MIDI. Internal sound sources is well supported thanks to ST standards.

Prospects: Excellent.

Software Loading: Nice but usually entails. Pugged by users.

BUYLINES

Best Buy Price: On Amiga 1000s, can be picked up cheaply enough but these lack the extra graphics modes of later models. Try to find a good value deal.

Second Hand Availability: Good.

common. Best buys are late design 500s with October 1-2

Maintenance: One year guarantee. Return faulty machines to dealer.

IBM PC COMPATIBLES

Model: IBM's PC was the first PC to be accepted in large quantities (not the first PC and remains the standard by which all others are judged). There are hundreds of clones and variations including offerings from America, Japan and Commodore.

In general, with PCs you pay for speed and better graphics standards. The more money is worth it if you can afford it.

Package: Depends on the manufacturer although most are supplied with monitors. They can cost be bought for less form of no name buying.

Memory: Usually 128K or 640K. Can be anything from 16K to 1MB - always go for a 4800 model.

Processor: Intel 8008/8008 or base machine is sometimes replaced with the faster 8010/8010 (also expensive machines are based on Intel's multi tasker 286, 386/387 and even the latest 486.

Recommended Retail Price: Can be picked up for as little as £299 for a 'no frills' machine. With top-of-the-range IBM based 486s - and the official IBM version - the sky's the limit. Look for a good £50 or VGA-model for between £750 and £1200.

IBM BEEF

Superb value if you want the ultimate all rounder. The PC still belongs in business circles. Armed with major software house now part their titles to the PC but these remain limited by the constraints of the basic most common machines - which means they tend to be limited in sound and graphics. Delivers NOT first choice if entertainment is your preferred use for computers, or if you cannot afford the better VGA or VGA model (which are really essential for good games playing).

Resolution: From 320 x 200 to 640 x 400 (more possible in software)

Palette: 4096
Colors: 1, 4, 8, 16, 32, 64 or 4096
TV: With modulation

Monitor Output: SCART - composite video in mono/stereo.

Monitor Options: No

Monitor Output: C1084 C1047 9000

Speaker: 2 in hardware - optional 8000 from software/hardware.

Speed: Very fast with good software.
OS/2:

Speaker Quality: Depends on model.
MSX: No. Third party interfaces available.

Screen Output: 2 photo monitors.

Performance: Among the best around. Custom hardware expands 8 channels of 8 bit digital sound into the four channels.

GRAPHICS AND SOUND

The first PCs weren't fitted with graphics as standard but most clones incorporate the necessary hardware and some with a monitor. There are three main standards VGA - a handy fit all to common colour display, VGA added the latest color display with combining, and Hercules monochrome. To get things/ST graphics you must go for at least VGA or VGA which are usually only fitted as standard to more expensive machines (except the PC2088 is one exception).

Resolution: VGA 320 x 200 VGA 640 x 350 Hercules 720 x 344

Palette: VGA 8 bit (no text mode); 1024-64

Colors: VGA 4 bit (6, 16, 32); Hercules 2

Monitor Output: TTL RGB/RGB (CGA); analogue RGB (EGA)

Monitor Options: Good. Many monitors are dedicated to just one or two modes - some have analog, green or white monochrome monitors - check before

buying. Some

Package: From very cheap - \$399 to very expensive (\$1 - \$2400)

Memory: Usually 128K or 640K. Can be anything from 16K to 1MB - always go for a 4800 model.

Processor: Intel 8008/8008 or base machine is sometimes replaced with the faster 8010/8010 (also expensive machines are based on Intel's multi tasker 286, 386/387 and even the latest 486.

Recommended Retail Price: Can be picked up for as little as £299 for a 'no frills' machine. With top-of-the-range IBM based 486s - and the official IBM version - the sky's the limit. Look for a good £50 or VGA-model for between £750 and £1200.

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THE ACE HARDWARE GUIDE (CONSOLES)

Want to splash out on a games machine? Check out this month's console guide for the best deals on the machines currently available. Next month, we'll be listing 16 bit computers.

Supplier telephone numbers are listed next to each PC graphics are available. As a general rule, however, your local dealer should be the first place to start asking questions.

We've also provided some Star Ratings for each machine, but as with all ratings they should be taken into account along with your own needs and preferences. The more stars the better.

ATARI LYNX

Package: Lynx with California Games (200)

Memory: 512

Processor: 6502

Price: £249.95

Contact: Atari 0753 333383

IN BRIEF

The Lynx was designed by a team led by Ed Logg, one of the men behind the Amiga. If that doesn't convince you you need to take a look at the 6502, the 512 of game storage on its cards and supports multi-play games. The graphics hardware has built in hardware scrolling and image scaling. Software, however, is very thin on the ground and the Lynx has had to do with fewer than a dozen titles since its launch. Current prospects are uncertain, despite the power of the machine.

GRAPHICS AND SOUND

Resolution: 160 x 102

Palette: 4096

Cybernet: 16

PS: No

Monitor Output: No

Monitor Supported: Yes - 3.5 inch floppy colour LCD

Monitor Options: None

Sprite: Special graphics hardware effectively treats ALL screen objects as sprites

Speed: Fast

Speaker Quality: Very good

MSB: No

Screen Output: Yes

Performance: 3 channel, 8 channel stereo could but to be heard to be believed.

HARDWARE AND SOFTWARE

California Games: \$149/\$164

Cartidge Price: \$14

Atari Lynx: 4 way (2000)

Ports: Cartridge (200), multi-play port, miniature stereo headphone jack.

Existing Software: Excellent, small.

Current Releases: California Games is a good choice.

Processor: 6502/6505

Software Loading: Manual insert.

BY-LINES

Best Buy Price: As MSRP

Second Hand Availability: Very low

Maintenance: One year's guarantee.

STAR RATINGS

Graphics: *****

Sound: *****

Expansion: *

Overall: *****

ATARI VCS

Package: 70A

Memory: 7.5K

Processor: 6807 6808/6502 7000

Recommended Retail Price: £129.95

£29.95 VCS 7800-£79.95

Contact: Atari 0753 333383

IN BRIEF

The VCS 7800 is a combined version of the original Atari games console which until a couple of years ago remained the best selling home video games system of all time. The VCS 7800 is a reworked version of the VCS 7000 with a faster processor, slightly better sound and vastly improved graphics.

GRAPHICS AND SOUND

Resolution: 192 x 144 (200)

120 x 243 (7800)

Palette: 16 (200)/256 (7800)

Colours: 4 (200)/16 (7800)

TV: Yes

Monitor Output: No

Monitor Supported: No

Monitor Options: No

Speaker: 7.5/7.5/4

Speed: Slow

Speaker Quality: Depends on TV

MSB: No

Screen Output: No

Performance: Limited to 1 channel on 7800 and two on 7800.

HARDWARE AND SOFTWARE

Atari Lynx: 4 way

Ports: 2 x 7 pin D for joystick, TV, cartridge port.

Existing Software: Good, small.

Current Releases: None

Games: A few

Processor: Unknown in the light of new competition from Japan.

Software Loading: Manual

BY-LINES

Best Buy Price: As MSRP

Second Hand Availability: Worth look.

MSB: No

Maintenance: One year's guarantee.

STAR RATINGS

Graphics: ** 200 7800

Sound: ** ** *

Expansion: None None

Overall: * ** *

KONIX

Package: Multi-system plus joystick and discs.

Memory: 256K + 128K expansion.

Processor: 6808 + 12800 custom 6802 chip.

Price: £279

Contact: Michael Baker 0273 620003

IN BRIEF

Since its exclusive unveiling at ACE, the Konix has suffered from the changing fortunes of its manufacturers. A pity because it had the makings of a champion. For the first time, a games console has the option of changing between a cartridge play, sharing what and a handle bar - depend on the game being played. The multi-system was going to be the machine when it appeared. But whether it will ever make it now seems doubtful. If you see one, buy it for the really low price, not for the prospect.

GRAPHICS AND SOUND

Resolution: 256 x 200 to 512 x 200

Software programmable

Palette: 4096

Colours: 16.2 available at low resolutions.

16 in lines.

TV: Yes

Monitor Output: No

Monitor Supported: No

Monitor Options: Multiple MSB +

sound composite

Sprite: No

Multi-play: none four hardware control games like Amiga's dual-played. The latter is capable of 12 million pixels per second in other words, over 50 frames per second.

Speed: Very fast

Speaker Quality: Depends on TV/monitor

MSB: No

Screen Output: 3.5 inch jack to head phone

Performance: Digital Signal Processor could produce up to 48 channels of non-pitch sound. If you want a game as well the chips have 8 channels (4 left, 4 right over 8 channels - better than the Amiga)

HARDWARE AND SOFTWARE

Disc Format: 3.5 in. 5.25 in.

Disc Price: Applies to developers only.

Disc Performance: Fast + reliable

Keyboard: No

Joystick: Mouse 3 proportional channels built in.

Ports: Joystick, Sound 3.5 inch jack 0.25 inch MSB, expansion port for light gun and Power Port.

Existing Software: None

Current Releases: Don't Miss It, Star Trek, Atari Conquest 90, Asteroid, Star Trek...

Games: All likely to be made into Star Trek.

Processor: New way port, but no port in logs.

BY-LINES

Best Buy Price: As MSRP

Second Hand Availability: Not on sale

MSB: No

Maintenance: Expect one year's guarantee with minimal return procedures.

STAR RATINGS

Graphics: *****

Sound: *****

Expansion: *****

Overall: *****

NINTENDO ENTERTAINMENT SYSTEM

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Recommended Retail Price: Standard model 299, Deluxe model 339
Contact: SegaCorp FR 01 436 2973

IN BRIEF

The world's largest selling console, largely because of the playability of some of its games (rather than its hardware specifications, which is 800 average light-gun supported size in the UK. Bar it used to be.

GRAPHICS AND SOUND

Resolution: 256 x 224

Palette: 20

Colors: 14

TV: No

Monitor Output: No

Monitor Supported: No

Speaker: Yes

Speed: Average

Speaker Quality: Yes

Screen Output: No

Performance: Average

HARDWARE AND SOFTWARE

INPUT/OUTPUT: Dedicated controllers supplied. 18 wireless controllers with 300 range now available for £39.95.

Existing Software Base: Around 30 titles available here. Many more available in Japan; these require a converter to run.

Current Releases: Nintendo (40/41) about 2.8 titles per month.

Prospects: In the UK, improving due to increased support - 50 titles a year in the technology.

Software Loading: Instant

BUYERS

Best Buy Price: No MP

Second Hand Availability: N/A

Maintenance: One year's guarantee. Faulty machines return to dealer.

STAR RATINGS

Graphics: ****

Sound: **

Expansion: ****

Overall: **

NINTENDO GAMEBOY

Package: Man and 1 game (Tetris)
Memory: 64Kbit DR (4K)

Processor: Custom 8 bit

Price: Not yet released in the UK. US price around \$49. Expect to see it 2/3 when officially launched in September.
Contact: SegaCorp FR 01 436 2973

IN BRIEF

Sega's was the first console to give you a dedicated handheld console and now it means everyone wants to get in on the act. In reflection over the Game Boy was a long time coming since the handheld got employed by the display is starting to look dead.

GRAPHICS AND SOUND

Resolution: 164

Colors: 2 (monochrome)

Monitor Output: Yes - LCD display is lit by ambient light

Speaker: Information not available

Speed: Fast for what it is.

Speaker Quality: Depends on host phone.

Screen Output: Yes.
Performance: Plays a lot better than it looks.

HARDWARE AND SOFTWARE

Keyboard: Serial and Start - 2 action buttons.

Joystick: Single 8-way controller.

Ports: Headphone socket, dual-charge interface.

Existing Software Base: Growing nicely - check with your local dealer.

Current Releases: Increasing

Games: Action and puzzle-type.

Prospects: Not bad for 26 million and almost September. Game Boy - an technological gamble - might be too hard pressed to beat the line, but it's cheaper and the games play very well.

Software Loading: Instant

BUYERS

Best Buy Price: Only available

through grey imports at yet.

Second Hand Availability: None.

Maintenance: Watch out - grey imported machines rarely have any real warranty.

STAR RATINGS

Graphics: ***

Sound: ****

Expansion: Dual-machine interface has lots of potential.

Overall: ****

NEC PC ENGINE

Package: PC Engine - console and 1 game (King of the Monsters)

Memory: 544 internal - 8K video 2-128K internal 32K video

Processor: 8/14 custom

Price: 194.83 (price around 1799)

Contact: Local dealer.

IN BRIEF

There are not longer any official stores for the console of the Engine in the UK. Best is the UK, but we don't hope. It's 2000K 6000K drive is now the largest selling CD and on the market and is responsible for much of the recent increase in CD development. There's also a custom CD version, which is more powerful, called the Turbo-graph, but this is only rarely available through importers and at a price - usually around £200. NEC are also working on a handheld version of the Engine which will be software compatible with its larger brother.

GRAPHICS AND SOUND

Resolution: 256 x 224

Palette: 0.12 (7ps) - 1,324

Colors: 32 - 14 background

and 28 clarity options.

TV: No

Monitor Output: N/A

Monitor Supported: No

Speaker: 0.4 (7ps) - 1.28

Speed: Very fast (considering this is a 8 bit)

Speaker Quality: Depends on monitor.

Screen Output: No

Performance: A class above

HARDWARE AND SOFTWARE

Disk Format: CD-ROM at extra cost.

Disk Price: Most only 20/9A

Disk Performance: Super - the CD-ROM with a new dimension.

Joystick: Supplied with dedicated controller.

Existing Software Base: Large

Current Releases: Increasing

Games: Almost exclusively arcade.

Prospects: Good.

Software Loading: Cartridge is instant.

CD is.

BUYERS

Best Buy Price: Currently grey import.

Second Hand Availability: N/A

Maintenance: Watch out - grey imported machines rarely have any real warranty.

STAR RATINGS

Graphics: ****

Sound: ****

Expansion: ****

Overall: ****

SEGA MASTER SYSTEM

Package: Console using cartridge or smart card plus game console and 1 game (King of the Monsters)

Recommended Retail Price: £79.95;

£99.95 (4-light gun) £129.95 (4-light gun and 20 games).

Contact: Virgin Masterdisk 01 427 8270

Existing Software Base: Very good

Current Releases: Increasing

Games: Almost exclusively arcade.

Prospects: Very good

Software Loading: Instant

GRAPHICS AND SOUND

Resolution: 256 x 224

Palette: 64

Colors: 14

TV: No

Monitor: No

Speaker Quality: Depends on TV

Performance: 3 channels.

HARDWARE AND SOFTWARE

INPUT/OUTPUT: Game controller supplied.

Existing Software Base: Very good.

Current Releases: Good

Games: All arcade

Prospects: As good as any 8-bit console.

Software Loading: Instant.

BUYERS

Best Buy Price: No MP

Second Hand Availability: Some.

Maintenance: One year's guarantee. Faulty machines return to dealer.

STAR RATINGS

Graphics: ****

Sound: ****

Expansion: ****

Overall: ****

SEGA MEGADRIVE

Package: MegaDrive, Controller and game.

Memory: 784 (RAM) + 64K video

Processor: 68000 - 28.8

Price: Under £200 when it appears.

Contact: Virgin Masterdisk 01 427 8270

IN BRIEF

Excellent example of the new 16-bit console technology. Although still not officially available, grey imports are being sold all the way to the banks. All will stop when Virgin Masterdisk starts shipping the official UK in September (likely to be the first decent 16-bit console to make official debut in the UK).

GRAPHICS AND SOUND

Resolution: 320 x 224

Palette: 12

Colors: 64

TV: No

Monitor: No

Speaker: No

Speed: Very fast

Speaker Quality: N/A

Screen: No

Screen Output: No

Performance: 12-channel stereo sound is produced by a custom FM chip and sounds fantastic.

HARDWARE AND SOFTWARE

INPUT/OUTPUT: Dedicated controller supplied.

Existing Software Base: Poor

Current Releases: None in UK at present

Games: All arcade

Prospects: Very good

Software Loading: Instant

BUYERS

Best Buy Price: Only available through grey imports at yet.

Second Hand Availability: N/A

Maintenance: Watch out - grey imported machines rarely have any real warranty.

STAR RATINGS

Graphics: ****

Sound: ****

Expansion: ****

Overall: ****

WHERE TO FIND THEM...

City Software is on Lime Street, Liverpool.

There are **Microbyte** stores in the Arcade Centre, Manchester; the Broadmarsh Centre, Nottingham; Bridgegate, Wakefield; the Metro Centre, Gateshead; the Greenmarket, Newcastle Upon Tyne; the Kingsgate Centre, Bradford; the Bull Ring Centre, Birmingham; the County Arcade, Leeds; and Parkway Road, Gosle.

You can find **Computer Shop** outlets in the Arcade Centre, Manchester; Newcastle, Newcastle; Leeds, Preston, Sunderland, Stockton and Nottingham. Also part of

the **Computer Shop** chain are the two **Games Store** outlets in Colne and Widdowsborough, which stock role-playing games as well as computer software.

Virgin has its **Games Centre** outlets on London's Oxford Street and Marble Arch, within the Megastore, and at 100 and Bristol, and also in Megastores in Birmingham, Brighton, Dublin, Edinburgh, Glasgow (at Union St and Argyle St), Leeds, and Nottingham.

Both **Software Circus** outlets are in London's West End; one in The Plaza, Oxford Street, the other at 262, High Holborn, London WC1.

The **Computer Store** chain is based in Yorkshire, with shops at Parking Office St, Goole; Centre, Wiggate, Bradford; Trinity St Arcade, Leeds; Market Place, Huddersfield; Westmoreland St, Wakefield; St Sampson's Square, Park, The Woodshops, Halifax; Market St, Barnsley; and also at High Street, Southouse.

Interface currently operates on a mail-order only basis; the address is PO Box 100, Stockport, Cheshire, SK9 2DF.

All offers and promotions are subject to availability of stock. Although we do our best to ensure our dealer promotion information is accurate at the time of going to press, ACE cannot take any responsibility for changes or cancellations to dealers' plans.

umbrella, up to the big price - a Stomper golf bag.

On the hardware side, both **Computer Stores**, based in Yorkshire, and mail order outfit **Interface** have some interesting bundles on offer. **Computer Store's** Amiga package, which features £200-worth of extras, is now on sale in every branch of the chain, while **Interface** is offering Megapacks 1 and 2 on Amiga, STs and PCs. Whichever

machine you buy, you'll get 10 blank disks, a disk box, mouse mat and dust cover, and five mystery games in megapack 1, and the same in megapack 2, except that a Quikmat 2 joystick replaces five of the ten blank disks. Write to **Interface** at PO Box 100, Stockport, Cheshire, SK9 2DF for details.

City Software will be having special price days at its store throughout August. Every

Saturday, visitors will get a coffee ticket for every £5 they spend - prices to be drawn at the end of the day's trading. Other competition days will be held during the week, and will be based on today's high score on a particular game - pop into **City Software** to find out more.

SORRY! THE ACE DIARY HAS BEEN MOVED TO PAGE 112

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THE ACE DIARY

Every you need to know about the next four weeks, including the release dates of the games you've been waiting for. And one of them (Starglider on the C64) you've been waiting for for quite a time!

AUGUST

WEEK'S RELEASES AT A GLANCE

Released: HMS II (ST, Amiga £29.95, PC, Macintosh £34.95). Sequel to the acclaimed Universal Military Simulator.

Delta: Space Ranger (ST £29.95) Ultra V (Amiga £29.95) File incarnation of the cult 8192 series.

Midascope: Life and Death (ST, Amiga £24.95). Relive those emotions to be a brain surgeon.

Delphine/MS Gold: Future Wars (PC £29.95). New/88 partner for Delphine by being out the PC version of this well-reviewed game.

Operator: Death (C64, Amiga £24.95, PC £29.95) Game utilizing Delphine's new 'metaphor' point and click operating system - no typing required.

Accolade: Bar Games (Amiga £24.95). Collection of traditional and not so traditional pub games.

40 Free Fanzines: £64 disk £19.95, PC £29.95. Compilation from the Accolade team catalogue.

SUNDAY 11
Bruce Alvington review begins.

MONDAY 12
TUESDAY 13
WEDNESDAY 14
THURSDAY 15
Birth of Madonna, 1958.

FRIDAY 17
Anniversary of the Proclamation of Independence, Indonesia.
Construction began on the Berlin Wall on this day in 1961 - not until over 28 years later did it begin to come down.

WEDNESDAY 20
WEEK'S RELEASES AT A GLANCE

Image Works: Back to the Future II (Amiga £5.95, C64, CPC £9.95, ST, Amiga, PC £24.95). Time travel

in the guise of Michael J Fox in game of the film.

PSB: Area Battle (C64, Amiga £24.95). Follow-up to Legend of the Second Battlestar (Amiga, £29.95).

Released: Starglider HD64 (£14.95 tape, £13.95 disk) hard to believe this hasn't already been released - C64 owners get the chance to pilot their space craft and bomb things to bits.

Micro Style: Oriental Games (Amiga £24.95) Stylish set of martial arts games.

Pygmalion: InterAction (PC £28.95)

Poplapse: Skunk Maniacs (ST £19.95). Skunk action in an unusual board game setting.

Accolade: Ichiro (PC £29.95, Amiga £24.95). Another oriental puzzle in board game style.

SUNDAY 19
MONDAY 20
TUESDAY 21
WEDNESDAY 22
Anniversary of the relaxation of the Smoking laws, allowing pubs to stay open from 11am to 11pm, in 1966.

THURSDAY 23
Liberation Day, Romania.

FRIDAY 24
Rolling Stones concert, cancelled on Friday, July 13, to take place tonight at Kempton Stadium. Friday 13th sure was unlucky for some.

SATURDAY 25
Anniversary of the Declaration of independence, Singapore. English football season (1986-87) begins.
Rolling Stones concert, cancelled on Saturday, July 14, to take place tonight at Kempton Stadium.

WEEK'S RELEASES AT A GLANCE

Spectrum: Hellsbyte, Falcon Mission Disk II (C64, Amiga £29.95). New rights for old with this accessory to the original Falcon.

Clonewars: If Came From the Desert (PC £29.95). Clonewars style game with some truly awesome guest acts.

Released: Molander (PC £34.95). Long-awaited title returns with months ago! strategy/action game on six set in postapocalyptic terrain.

Pygmalion: Shadow of the Beast II (Amiga £34.95). Sequel to pre-know-what with nice exclusive Roger Dean T-shirt in the box.

Shadow of the Beast (ST £24.95, Formentor to be above it to first ST using, no T-shirt for ST owners, unfortunately).

Eye/MS Gold: Spacester (Spectrum, C64, CPC £9.95 tape, £14.95 disk, ST £29.95, Amiga, PC £24.95). 18 year wait against the Colombian drug barons.

SUNDAY 27
MONDAY 28
Summer bank holiday.

TUESDAY 29
WEDNESDAY 29
Birth of Michael Jackson, 1958.

THURSDAY 30
FRIDAY 31
National Day, Malaysia.

SEPTEMBER

SATURDAY 1
Revolution Day, 1 day. F80-80
Formals: Computer Fair opens at the new Horticultural Hall, London SW1
Holidays, software, computers and accessories at good prices.
Raffles Bank Trophy Final at Lords.

WEEK'S RELEASES AT A GLANCE

Virgin: Marty Python (Spectrum, C64, CPC £9.95 tape, £14.95 disk; ST, Amiga £29.95, PC £24.95). The jolly Gumbly in a horizontal scroller which retains much of the Pythagorean humor.

Microspace: F19 Stealth Fighter (Amiga £29.95). Flight and aerial warfare featuring the invisible F19.

Midascope: Day of Thunder (C64, Amiga, PC £29.95) Game of the forthcoming Tom Cruise film.

Electronic Arts: Dragon War (Amiga £24.95)

MS Gold: Wonder (C64 disk £14.95, ST £29.95, Amiga, PC £24.95) You have two hours to solve the Agatha Christie style murder.

Gold of the Arches (ST £19.95, Amiga, PC £24.95) Indiana Jones-style adventure starring you as (but named on a quest for gold).

Accolade: Grand Prix Circuit (Spectrum, CPC, tape £9.95, disk £19.95).

Sunday 2
Paul Fire of London began in Padding Lane in 1986. Truly built itself out on September 1. Second and final day of the All Formals.
Computer Fair.

Monday 3
Anniversary of Britain and France's declaration of war against Germany in 1939, after Hitler had invaded Poland on September 1. The people of Sweden switched to diving on the right hand side of the road on this day in 1967. How on earth do they manage to effect this changeover smoothly - you could hardly do it gradually!

Tuesday 4
Wednesday 5
Thursday 6
Friday 7
Independence Day, Brazil, 1950
Acorn User show opens at the Westminster Exhibition Centre, London SW1. Plenty of staff for Beak and Archimedes enthusiasts, albeit with a serious slant.

Saturday 8
BBC Acorn User show/see above.
Computer auction at Canon Leisure Centre, Milton. Sure, check with organizer John Russell and Co on 081481 5413 for details.

DON'T MISS OUT!

If you've got an event, a games release, an announcement, or a comment that you'd like to share with over 100,000 people - then let the Daily Editor know. Send the info to ACE Diary Office, 24-25 Farringdon Lane, London, EC1R 3AA.

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ULTIMA VI TIPS

Welcome, Beginners, Fighters, Bards, Mages and Avatars to these gargantuan *Ultima VI* tips to aid your quest. And make no mistake – you're going to need help every inch of the way, because *Ultima VI* is one mean mutha of a game...

Let's get started... At the start of the game is the castle when you emerge from the fight with the Gargoyles, engage in conversation with Lord Britain. Don't forget that he can heal your party whenever you chat with him (just say HEAL), so if you decide to go down into the sewers below the castle and get slaughtered, make sure you leave yourself enough strength to struggle up the

ladders again for a blessing.

Many doors in the castle are locked and inexperienced players may waste lock picks on them. You can find two iron keys in the castle which between them will open most doors. Use lock picks and magic on the rest.

As soon as you're finished with Lord Britain, search out your room, which is to the west of your start location. Lord Britain's chambers and yours have two doors which face each other north-south in a corridor. Both rooms will yield several useful items.

If you get into combat, try not to use the lightning wand you've been given as it's energy is NOT inexhaustible. Save it for emergencies later in the game when you meet tougher opposition.

Explore the castle thoroughly. You'll find a mouse – Sherry – who usually scuttles around the corridors in the South-West tower. Talk to her and give her some cheese, then ask her to JOIN your party. Keep her to the rear of a battle formation and arm her with a sling. She'll be a useful ally later on – see HELP WITH SPELLS page.

There are four levels of sewer beneath the castle. Use our map to light your way down to the lowest level, then go along a passage to the westward. Here you'll find a secret passage to Britannia's Cave – a



three level maze. Map it carefully and look for a chest on the second level – it holds a magic book and a glass vial.

By the time you've battled to Britannia's Cave and back you should be ready to face the rest of the world with confidence (of course you can always go exploring first...), but one point of caution for experienced *Ultima* players – there is no simple spell in *Ultima* for curing poison, so you have to take one of your limited supply of potions from Potions panels. Avoid close contact with giant rats and marines, both of which can carry other things that poison you.

ITEMS

There are many items scattered around Britannia, here is a small guide to tell you which ones are best and what their function is.

- **Magic Gems** – Find one of these if you are lost and you won't be for much longer. Magic Gems can also reveal hidden chambers too.
- **Moonglasses** – Yum, yum! If these come in night flavors. Once you know the travel spell you can bury moonstones anywhere you like. This can then travel to that place whenever you need to. Travel is possible between moonstones but you have to keep your eye on the moons to do it repeatedly.
- **Darknet** – This will be useful in any traveler because it indicates latitude and longitude. Combine this with a decent map and you should be able to pinpoint your position easily.
- **Swamp Books** – These books were made for walking, and that's just what they'll do, 'till one of these days! These gems walk all over swamps if you find these lovely hand crafted books, made from the finest of leathers will protect you from these unwanted swamp leeches! Available from Storms the Islander, in New, Only for 10 minutes from this channel (except it's not)

Secret Pass of the Sewers



THE POWER OF POTIONS

Potions are invaluable aids to survival – collect them whenever you can and use them sparingly. No need to risk your skin finding them all out – here's the list...

- **BLACK** – This makes you invisible. Can be used for many things, stealing treasure from order dragons, and leech is an example.
- **BLUE** – These potions enable you to weaken those under the influence of the sorcerer. However he is.
- **GREEN** – Ever tasted Reaves and Mortimer's Chew flavoured roots with extract of Tape worm? This is nearly worse. Don't even try it.
- **ORANGE** – This one makes you go 'll...yinn...AAAAAAAAA
- **PURPLE** – Very handy. Protects you against attacks, swamps, poisons, spikes, bear traps and rain.
- **RED** – Just like Reaves and Mortimer's Baked Reaver flavoured roots with extract of leeches, this counteracts the effects of the green potion.
- **WHITE** – Eat your heart out Superman, with this x-ray vision potion.
- **YELLOW** – This has healing properties. If fighting gargoyles, get this by the dozens

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The Shire of the North West is a fictional place shown on the North West map. It is the Shire of the North West.

• **Skills** - Needed for getting about. You need a strong shippy like Dune to carry one. They're especially useful for exploring caves, where you could run into underground lakes or rivers.

WEAPONS

Magic armour and weapons are about the best you can get although glass swords are very

THE SECRETS OF THE SHIRES

When a character is ready to advance, a trip to a shrine is needed to raise your character levels. There are five different types of shrine and the following list details what each one does:

- **Wisdom** - This raises intelligence levels.
- **Valor** - This one raises strength levels.
- **Compassion** - This raises dexterity levels.
- **Combined shrines** raise more than one attribute, though not as greatly.
- **Justice** - Will raise both and dexterity.
- **Power** - Will raise one's strength and intelligence.
- **Sacrifice** - dexterity and strength are raised here.
- **Spirituality** - strength, dexterity, and intelligence all.
- **Humility** - it raises no attributes.

powerful, even if a bit fragile. It's good to when in combat is to use a missile weapon, and stay as far back from the monsters as possible. Stings and beamings are not as damaging as crossbows, but their ammunition doesn't run out. The best ranged weapons are fire rods and lightning wands, if you can find them, but don't waste their energy without a use.

It is powder bag is great for wiping out groups of monsters and good for blowing open closed doors. Flasks of oil can be used to make fire walls between you and the enemy.

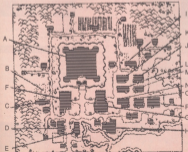
HELP WITH SPELLS

For some great magic items try Focidarius, who dwells in the Deep Forest.

Also if you give Sherry the mouse from Getting Started section a masonstone you can get her to take it through a portcullis and bury it on the other side, a quick Gate Travel spell should then let you see her without having to find a lever to open it.



Land in the Shire of the South West is a fictional place shown on the South West map. It is the Shire of the South West.



KEY TO THE CITY OF BRITAIN...

- A - Lord Babel's Castle
- B - Royal Ordnance
- C - Warbooth
- D - Stable
- E - The Soken Car
- F - The Conservatory/Royal Museum
- G - The Royal Mint
- H - The Wapster Inn
- I - The Healer's Sanctum
- J - Baker
- K - North Star Amnory
- L - Weaver
- M - Fletcher
- N - Prisoner
- O - Job's Glass
- P - The Blue Bar

Ask Gammeth about the triple crossbow and check out the Mantra For Compassion at the Conservatory.

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The BLITTER END

MURDER MYSTERY MAYHEM

Us Gold recently held a press launch in the sleepy town of Loughborough to celebrate the release of its new Murder game. The following account is, unfortunately, true. No names have been changed, because no one was injured.

ACE was represented at the event by Rick Thomas (deputy editor) and Laurence Scullion (senior editor). After the party, Laurence moved over to work on a sister publication, ACE editor Steve Cooke, assured me this is purely coincidental – but looking at 'Sir' Larry in following in the photograph makes me wonder.

In typical fashion, here's Rick's baby account of Friday 13 July 1990: "Just the afternoon went reasonably smoothly. Six jets of expert Euro-400 that's eager to your during the presentation followed by a heap of winks, countless glasses of port, champagne, scotch and more Euro-400. I think we did drink and had a nightcap as well. Apart from that, I don't remember much." What about your stoogeperformance? "Oh I got up on-stage then," says a confused Rick, "I suppose I played a larger role – I've been hypoxic as one for the last seven years." No arguments there, it was indeed an intricate, well-rehearsed performance.

And Laurence wasn't any better behind. Now to be dubbed 'Sir' Larry by everybody in the games biz, this would-be actor stoogeperformance everybody in sight with his handback report. Unfortunately, it was all too much for the poor lad. He retired early, only to be seen eight hours later consuming large amounts of vitamin C in his local supermarket.

HEBREW FLIGHTS

The strange world of the flightbiz took another twist this month, with the announcement of a Hebrew version of Digital Integration's F-16 Combat Flight.

I quote the press release: "Perhaps it has something to do with the new spirit of debate but Digital Integration's F-16 Combat Flight, the most

realistic simulation on the home computer of the world's most advanced fighter plane, is now available in many more territories than those who have seen the real thing. The product is especially popular in a country which boasts a particularly strong air force, Israel – in fact so popular that despite the country not being known as a nation of home computer lovers, Digital Integration has designed a special version of the box written in Hebrew."

COOOPS!

Apologies to Progress for missing the update review of Blood Money in ACE 37 (page 65). The version reviewed was, of course, the 004 – not the 07 as the headline stated.

So, the departure of 'Sir' Larry Scullion left an even bigger hole in ACE this month, as dear Larry took the Pink Page Party and Crossword pages with him. Sorry people, normal service will be resumed next month – in fact, you'll get the all-improved Pink Page as a reward for your forgiveness. Bye for now.

by Dave Cook

'SIR' LARRY CAPTION COMP



is the game defined character the result of being a reviewed editor of ACE for a year? (Only possible 'Sir' Larry Scullion – mainline designer, actor, academic and ex-member editor of ACE – reads the words of his most demanding role to date – the Hebrew handbook of US Civil War Murder Mystery Weekend. (During Larry was a fan, gave a great performance and stole the show. But what remains needs did 'Sir' Larry write? If you can come up with a witty line or two to fit an imaginary bubble above the 'actor's' head in the photograph, let us know on a postcard and we'll send a mystery subscription worth at least £50 to the author of the one that makes us laugh loudest. Send your entry to: 'Sir' Larry Caption Comp, ACE, EMPH stages, Folly Court, 50-51 Fenny Stratford, London Ux8 5JL.

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ACE HOLLYWOOD
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TOKEN

WE'RE FIT, WE'RE ALIVE, BUT WE'RE NOT BACK HOME

LOST PATROL



"Polished until it sparkles.
The Lost Patrol features
realistic terrain like that of
which we've never seen before."
The Game Machine



ocean



AMIGA
ATARI ST

adidas  CHAMPIONSHIP

Tie Break



Pin 'em to the baseline,

attack the net and volley the winner! You might have taken this match but that was on grass - can you play as well on

clay or on the indoor courts? ... with **TIE-BREAK** you'll soon find out! And the play selection doesn't end there - play singles or doubles, select to play in all the major tournaments such as Wimbledon, Davis Cup, French Open and many more. You can then make a racket selection - and that could win you the match!

Featuring all the shots in the book, breathtaking animation and amazingly realistic speech and sound effects in TV style presentation make **TIE-BREAK** the cut and out winner on any micro.



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