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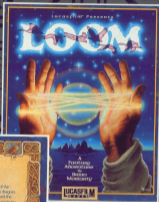
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"Jane's heart was beating out a pulsate rhythm of excitement as he moved towards her. She knew, yes, she **KNEW** he was going to kiss her! With a sigh of apparent surrender, she allowed herself to fall into his embrace. She **stóok**... he reassured tenderly, not noticing the laser behind her back.

It was set to
Max Destruction...!"

Reviewed by
James G. Thompson, Staff Writer
1992 and 1993-1995



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reviews

Wing Leader has the potential to be truly awesome. Supremacy is superior, and Paperaut is just one of several Megadrive titles celebrating the UK launch of the Sega 16-bit machine at the recent CES show...

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The ACE Conference schedule took us through this month - you will find out what went down (and what took off) on pages 148-150.

The ACE Conference are an important part of what we're trying to do with this magazine. We don't just want to give you something to read, we also want to give you the chance to speak out and be heard. Anything that brings our readers closer to the industry they support has to be a good thing. At least we think so.

But rather than just stand passively and let our ideas flow from this issue, to give you more information for your money than any other magazine - and to ensure that that information is authoritative, indisputably researched, impartial, and attractively presented.

And above all, we want to give you the magazine you want. If you ever have any criticisms or suggestions, write to us at the Friday Contact address in the panel on the left. And you can phone us during the hotline hours of 9.00am to 4.00pm each weekday through phone fax panel if we have to ask you to call back because of monthly deadlines.



Another plane to take to the skies in the Megadrive game



By the way, you're not dead yet.



▲ Forget getting needles and light guns. You're doing your machine play better than in real life. You're not out about the future of entertainment and entertainment change.

MEET GAZZA!

Check out our exclusive review of the latest Gazza game from Entertainment International on page 28, plus details of how you could get to meet the man himself!



Ultimate Battle Commanders from the future. © 1992 by Electronic Arts. All rights reserved. All trademarks are the property of their respective owners.

ULTRA WAR!

Realtime review the strategy of this latest creation, Battle Commanders in the Ultra. The team who brought you Star Wars: The Force is back, you can't get a better alternative, really. Dominated by the Ultra War - a new concept between two worlds, high speed and lightning fast, you'll be in control of the earth and operating from all enemy bases. In your Master Base, you'll be virtual into the Ultra base. In this game, you'll be in control of the Ultra base. For more info on this game, visit our website at www.ea.com. We'll be in touch with you. Stay tuned. Thank you to our readers who.

FREE ISSUE! Since everyone wins - at the very least - a £2 discount off some of today's top games, you could say that this issue has paid for itself as soon as you get it past the check-out counter. But there's a lot, lot more to ACE 38 than freebies. There's over 178 pages in this issue, covering everything from simulating 'Nam to the potential danger of matter over mind (see our Brain Burn article on page 24). This month's games include the long-awaited *ACE Dangerous 2*, a superb conversion of *Populous* onto the Megadrive, and *Loopz* - a Tetris' challenger from Australia that should give puzzlers a few sleepless nights. Plus state-of-the-art flight sim technology from Farnborough, Realtime's *Battle Command*, and much, much more!

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ACE

NOVEMBER 1990

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* £100 is the estimated cost to upgrade your Amiga to 1M of RAM. £50 to 100.
* The minimum system requires a 200k RAM and a harddisk for the game to run properly.

It's a sad fact of life that only the fortunate few will ever get to experience Will Harvey's masterwork - The Immortal.

Still, those of you who are lucky enough to possess high-end equipment or a monstrously generous maiden aunt and a birthday coming up, you're in for a rare treat.

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KODAK DEVELOPS CD CAMERA

Kodak, the famous photography company, is developing a camera that transfers film images onto compact disc instead of the normal chemicalised film. These CD images can be displayed on any domestic television. Kodak announced its new system at press launches in Tokyo, London and New York last month.

You'll be able to hold up to 100 images on each photo CD. These discs are then inserted

into a special CD player - developed by Dutch electronics giant Philips - connected to a normal TV. As the photo CD is digital, you can zoom, crop and edit every image stored on the disc using a simple remote control unit. Kodak's revolutionary new system is due to be introduced in 1992. Its price has yet been set for the camera, but the CD player will cost in the region of \$500

RAINBOW ARTS GETS ROTATED

Rainbow Arts, the German software developer of Demons, Great Game System and Axiol, is now working on a game which uses a similar system to US Gold's 3D-scope graphics engine found in its Roto and Operation: Harrier games.

The appropriately titled Rotoator is a one- or two-player 3D-screen shoot-'em-up with 16 colour real-time zoom and field rotating effects, 32 different levels, digital speech and six on-game soundtracks.

"Rotoator is the first program that rotates coloured pictures in real-time," states Rainbow Arts. "This was an achievement previously only realised with vector orientated graphics that rotate objects consisting of only eight colours. It was impossible to create a variety of colours and detail."

"The Antialias Pixel Rotating Technique reads special pixels from a big playfield every time the screen is assembled. These pixels are then transformed and placed on the special region of the screen. Although the reading, rotating and setting of single pixels require high expenses of time, it was possible to reach a very high speed by using all the custom chips of the computer."

"The rotators read, rotate and set 32,768 single pixels each consisting of 15 colours from a 200K playfield in a tenth of a second. There are 296 single angles and 500 zoom phases that allow an endless entertainment and stimulation. Both displayed zones of the screen are symmetric, rotatable and fully self-contained. If the grid is finished, the line connections are drawn and the other objects are rotated, the coordinates are computed and copied onto the screen. Finally the shadow that is to be drawn on the playfield is computed. Every pixel has to be read and converted into a darker colour. This calculation takes just 0.006 seconds on the Amiga." Rotoator is due to be released for £19.95 on Amiga, PC and ST this month.



The really the more 3D action courtesy of Rainbow Arts.

DARE YOU REFUSE?

US Gold is making an offer you can't refuse by developing computer and console games based around the cult series of Goldfinger video movies.

This Birmingham-based software company has secured the rights to the classic name 'The Goldfinger'. "In order to exploit the licence to its maximum potential, our intention is to produce more than one game in a similar fashion to Indiana Jones and the Last Crusade," says US Gold. "There will be a high level interactive-adventure game and a more basic action-game to address both 16-bit and 15-bit markets and child and adult audiences."

The Goldfinger and The Goldfinger Part II starring Al Pacino and Martin Scorsese were both awarded Oscars for Best Picture. The latest movie, Goldfinger II, will be released in March 1991. US Gold hopes to have the games ready for simultaneous release with the film.

NEWS

MORE MEGADRIVE MANIA

Electronic Arts, the California-based company responsible for Populous, Deluxe Paint and Stone Is In, has announced worldwide publishing deals on the Sega Megadrive with Ocean, Electronic Arts, Ubisoft, Three Body, Interprise, Discovery and New Front Computers.

Battle Squadron International and Grand of Seder (Discovery) will be the first titles released under this agreement. Other titles have yet to be announced but an EA spokesperson told ACE that the following titles are likely to be converted over to the Megadrive: F-29 Defender and Space Command, Unreal and Star Wars: The Force Unleashed, It Came from the Desert and Wings (Interprise).

All these software companies have chosen to partner with Electronic Arts because of EA's Artist workstation - a custom-made game development system designed for quick turnaround work. "The Artist allows us to easily port 30,000 games across all machine formats," confirms EA.

The Sega Megadrive 16-bit console was officially launched into the UK at CES last month. EA hopes to start releasing Megadrive games over here before the end of the autumn. Populous will be the first EA Megadrive game available in the UK (turn to page 66 for the full ACE review).

BUILD YOUR OWN ALTERNATE REALITY

Dream and incentive are currently developing a 3D Construction Kit product utilizing incentive's Proscape software technology. "The 3D Construction Kit is the first product to enable you to create, design and plan a real environment, and to then walk into that environment and interact with it as if you were actually there", says Donahue.

Proscape, incentive's innovative three-dimensional graphics system was first used in the Order, Dark Side, Total Eclipse and Castle Master games. "Designed around Proscape's 3D Construction Kit is the ultimate tool to build your alternate reality. This exciting product is unique in that it can be utilized in both the leisure and educational spheres."

"Using the Kit is rather like building Lego blocks for adults with unlimited stretch limits, squish them, stretch your neck and enter your new creations, interact with your surroundings, animate objects, get them moving to cre-

ate an even more real effect. Using the 3D elements of the product you can create houses, streets, and maybe even small towns, buildings and the rooms inside, underground bases, sets and even space scenarios. In short, the limits are set only by your imagination," enthuses Donahue.

The potential uses for such a utility are enormous and include: the creation of 3D-computer games (arcade, adventure and simulation), 3D modelling, visualizations and educational design, modelling and urban studies. You will be able to select sound effects from the product's internal library and to use ready-made stand alone environments in your designs."

Let's get virtual 3D Construction Kit will be available in April 1991 on Amiga, Spectrum, C64, ST, PC and Amstrad CPC. Prices are yet to be set. "3D Construction Kit encourages creativity within many different areas."



Mr. Takahata (left) congratulates the prize winners (middle) and the victorious Neo-Geo competitor Mr. Aoki (right) after their display.

The lucky winner of the SMI NeoGeo competition - featured back in ACE 34 - has been picked out of the thousands of hopeful entrants.

Later De-Cole and Mr. Takahata of SMI presented a brand new NeoGeo to ACE Reader Dave Blass from Mallowhead at the early Computer Entertainment Show (CES) last month. Dave also won a NeoGeo game of his choice.

SMI used CES to officially launch the NeoGeo console into the UK. "This completely new futuristic game entertainment system - already awarded the power of the average arcade game and takes the doors off any home system available in the world today," says SMI.

NeoGeo was exclusively previewed in ACE 32. The console itself costs £199.99 (no game) - complete, NeoGeo games £199.99 each. There are currently eight game titles available, including Ram 1975, Rising Hand, Top-Player's Golf and Magnus Land.

"You can buy NeoGeo now at over 50 independent retailers throughout the UK. Active Computers has been signed up as the exclusive UK distributor of SMI's NeoGeo by De-Cole Marketing (SMI's European agent). Robert Matthews of Active says, "One of the things that has put some of the public off buying the NeoGeo has been the cost of the software at £29.95

HAVE YOU WON A NEO-GEO?

We will be offering new and existing owners the opportunity to rent arcade quality titles for £25 a month. At last, people will be able to buy NeoGeo hardware at the same price as a 35000 computer, but play for superior games that cost no more than most ST and Amiga titles. There is an annual membership fee of £30. This will also include regular news of new releases and other product information coming from Japan," his can contact Active on 091 752 0260.

ACE has recently offered you exclusive chances to win a NeoGeo. Fujitsu FM Towns 50- or 60MHz units, Storage Master Mega Battle goodies, four Nintendo-Gamitrons, Dora Magazines, Alan Yuen, Sega Master System, Nintendo Entertainment System, Paris trip, holiday in Hollywood and an invite to a millionaire's Halloween party in Austin, Texas. Look out for even better competitors in future issues of ACE, the ultimate games magazine.

THE FUTURE IS NOW!

Interactives '90 is the 3rd Annual Conference on Interactive Entertainment featuring in-depth observations on Games, Artificial Reality, Interactive Television, Interactive Music, Social Cycles and the Future of Interactive Entertainment. "The 90's will become 'The Decade of Interactive Entertainment' and we would like you to join us and the speakers as we seek to understand 'The Future of Fun,'" says conference-director Sally Choi.

Speakers at the conference include key personnel from Sega, Lucasfilm Games, Sierra Online, Cinemaware, Midway (Activision), MTR, Magnetic Scrolls, Activision Interactive Media (Pikaia CD-I software development company), AIC, TimeLife, MCA, Bantam, Mitsubishi Electronics, Children's Television Workshop (Gamespace Street), MNT and Chris Crawford (proponent of Balance of Power). ACE will also be participating in the conference.

Topics to be covered include **The New Gaming World** (examining major developments in the video game market including the emergence of new 16-bit game systems, portable game consoles and new kinds of video games); **Future Role-Playing Games and Game Simulations: The Next Level** (focusing on new approaches to role play role-playing games and game simulations); **Pioneering CD-ROM Entertainment** (covering innovative approaches to the design and production of CD-ROM entertainment software); **CD-I Workshop** (providing a comprehensive overview of CD-I, Artificial Reality, Advantages in Cyberspace - New Frontiers for Virtual Reality) (discussing on the development of a whole range of artificial reality applications for the consumer market including games);

Interactive Music (focusing on new approaches to interactive music programming, including interactive music covers, and interactive music demonstrations); **Maximising the Impact of Interactive Marketing** (covering topics such as adverts, use of simulators in advertising, sponsor ship of video games, video ads and interactive TV advertising); **Moving Towards Hyperfiction** (examining the creation of interactive stories on Macintosh and PC formats); **Interactivity in the New Home Entertainment**; **Information Cycles** (discussing on how and where interactivity will fit in with such technologies as HDTV and digital TV in the new home entertainment context) and **Integration of New Technologies in Interactive Entertainment** (focusing on new technologies that will significantly impact the development of future interactive entertainment products, including artificial intelligence and holography).

Interactives '90 will be held at the Marriott Marquis Hotel in New York, USA from 29-31 October 1990. For registration or inquiries contact Sally Choi on 0303 212 382/3929 or fax 0303 212 382/2964. A comprehensive on-site-post conference report (not with exclusive news and interviews) will appear in a new future issue of ACE.

EE
V!

ACCOLADE HITS OUT

Veteran American game developer, Accolade, has interrupted a quiet summer with the announcement of three exciting titles. *Test Drive II: The Passion*, *Euros: Masters of the Sky* and *Alfred Dreddy* are all to be released by the Californian company before Christmas '90.

Test Drive II: The Passion is the latest addition to the firm of Accolade's successful racing simulators. "Test Drive products have sold more

fully functional headlights, rain and lighting, snow and fog and pretty damn useful windshield wipers."

Test Drive II: The Passion will be available on PC this month for 429.99/49, other formats will follow later on. All Accolade PC games support VGA, MCGA, MGA and fairly 16-colour graphics cards and all IBM, Roland, CMS and Tandy 3-wire sound boards. In typical fashion, Accolade *Test Drive II* edition disk will also be releasing a featuring extra scenery and clips.

In a surprising move, Accolade will now publish and distribute themselves' newest computer game, *Euros: Masters of the Sky*. *Euros* is a realistic American F1 star who introduces late-night horror and heavy metal shows.

"Featuring the sultry Greta, the world's most famous supermodel for ghosts and goblins,



Alfred Dreddy will challenge the sea with Test Drive II.

"*Euros - Masters of the Sky* combines exploration, combat and intriguing puzzles in a completely 3D-on-disk game where nearly everything can be interacted with in some way. A graphic and animation intensive role-playing adventure, *Euros - Masters of the Sky* offers rich scenery with nearly 800 locations to explore in the castle rooms, dungeons, catacombs, courtyard, gardens, hedge maze and castle moat. The game also features hand-to-hand battles with more than 300 different monsters, dozens of magic spells and over 300 weapon objects including weapons, herbs and scrolls." *Euros - Masters of the Sky* will be released sometime this month at a rather extravagant price of 429.99/49 on Amiga, ST and 429.99/49 for the PC version.

Alfred Dreddy, the third release from Accolade, uses a new graphic adventure engine. "One minute you're at a gay eating nacho-favoured popcorn. The next you're sucked through a television set into a fantastic alien world filled with exotic landscapes and interlocking Metroids. Welcome to the surprising new destiny of F1 driver. Follow F1 through a heart-throb universe of acid pools and fogs, quips and fallowes, frasers and wreaths. There's a deep mystery here which only he, with your help, can solve."

"*Alfred Dreddy* has been written and designed by Michael Reilly, the creator of such classic hitman games as *Infel* and *Suspended*, and the author of four such novels including *The Mental Interim*. The novel features over 80 animated screens, 25 songs and a super-intelligent parser that recognizes more than 17500 words and allows you to communicate in full sentences."

"*Alfred Dreddy* will be available on PC 429.99/49 later this month, with an Amiga 429.99/49 version due in November.



Alfred Dreddy: There's a hell of a way out!

than one million units," states Accolade. "Not a Sunday, but a first driving simulation, *Test Drive II: The Passion* lets you to new heights of passion in some of the world's most expensive and exclusive sports car prototypes in the world. Computer users will be attracted by the 200-hp Diamond, 200V 4, the 318-hp-turbocharged Proton/Geo Metro and the 216/2000

Lamborghini Diablo. Each of these lightning-fast sports cars can be driven or raced on a completely new collection of challenging roads for the most realistic, and most adventurous road racing experience ever," boasts Accolade.

"Designed by Tom Lupton, creator of *Steel Thunder and Gearsport*, *Test Drive II: The Passion* uses a combination of bitmapped and polygon-filled graphics with digitized vehicle interiors for an unprecedented sense of speed, road perspective and vehicle performance. Also new to *Test Drive II* are instant replay and a 360-degree view-over-view with variable zoom, therefore making you to get the driver's view of crashing into a tree or get the stress view of a car's graceful arc as it dunks into the water at speeds in excess of 300mph."

"You encounter lakes with boats, farms and waterfalls, train-roads, bridges and buildings. *Test Drive II* also features day and night driving,



Alfred Dreddy: There's a hell of a way out!

the game leads players through a demonified, medieval castle," continues Accolade. "There's recent renovations by an ancient castle have aroused her long dead relative, Queen Emerald, from the grave and opened a portal into the underworld, admitting hundreds of evil sorcerers into the castle to prepare for her arrival. Calling on your ghostwriting expertise, *Euros* informs you that Queen Emerald is in search of *The Soul of Spiritual Mystery* which will give her immortality and the power to control all the millions of fiends in her ambition to rule the world. Fortunately, the scroll will also provide a way to defeat the queen if *Euros* can locate it first. Sealed in a chest bearing six different locks, the scroll is hidden somewhere on the castle grounds."



One view of the 36 animated screens from Alfred Dreddy.

- They have created
the dream machine -

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2000AD 700 - Delighting a new era in graphic novel selling and best of a **2000AD** Month (management or specialist vendor shops near you. **40p**).

EVERY WEEK IN



THE AMAZING SPIDERMAN

"Spiderman, Spiderman, does what ever a spider can. Can he swing, listen bud, he's got radioactive blood. Hey there, here comes the Spiderman." Entertainment International is releasing *The Amazing Spiderman* on Amiga, Spectrum, C64, ST, PC and CPC later this month. The story so far... "In a desperate search for revenge, Mysterio breaks into Peter Parker's apartment and kidnaps Parker's wife Mary Jane. Mysterio is unaware that Parker is in fact Spiderman. Returning from his regular nightly patrol, Spidey discovers that his apartment has been broken into. There is no sign of his wife, and lying on the table is a note which reads: "If you ever hope to see Mary Jane again, get Spiderman to meet me at the old Rockwell Studios, tomorrow midnight." *The Amazing Spiderman* is an arcade platform game featuring old film sets from horror, science fiction, epic, outer space, western and urban adventure movies.



Yo dudes!
Not a tiny
mutton nifty
tortoise in
sight...

THE LAST STARSHIP

Impressions new mega-blast-em-up features: "Fantastic three-plane parallel scrolling, ships which transform as you upgrade your weapons, more after heat of initiative and landing items, stirring in-game soundtrack and FX, mean and merciless mother ships." *The Last Starship* should be out later this month on Amiga and ST.



COWABUNGA!

WRATH OF THE DEMON

Get ready for the next release from Readysoft, the creators of *Dragon's Lair* and *Space Ace*. "Wrath of the Demon combines state-of-the-art multi-level parallax scrolling with spectacular graphics, animation and playability. You're on a quest to rid the kingdom of an evil Demon and his minions, rescue the prince and restore honor to your king. Your quest will lead you through caves, temples and castles before reaching your ultimate challenge... the Demon himself." *Wrath of the Demon* features: "Over 100 screens of action, over 1200 frames of animation, more than 100 different monsters, over 100 colours on-screen, 60 frames/second, 15 level parallax scrolling, bi-directional smooth scrolling, state-of-the-art animation, breath taking backgrounds, 20 different weapons, over 2MB of graphics and large well-defined characters". Entertainment International will be releasing *Wrath of the Demon* next month on Amiga, C64, ST and PC. Spectrum and Amstrad CPC versions are also under development.



RAZE

Impressions is working on a game based around a famous French cartoon series. "Raze is an epic adventure that should delight even the most blasé of players. In this game you embody Raze, an agent with extraordinary strength - defender of the underdog. Fights violence and the pay-ohlogues are ranging one town after another. There are thousands of crimes and so various managers to stamp out the plague. You must move heaven and earth to save the world and discover the remedy. From Rome to New York, you'll have to take on the most villainous." Raze is out now on Amiga, ST and PC.

CRIME DOES NOT PAY

The latest adventure made from Titus is unusual. "The goal of the game is to become mayor of the city with the help of your criminal clan. As the beginning of the game you choose to be an Italian mafioso or a Chinese clan member. Each clan is composed of three members: the Godfather, the Hitman and the pretty but dangerous girl. The acting character moves through the city and fights against cops, punks, the gipsy and members of other clans. You have to corrupt or neutralize the VPs of the city so that they cannot prevent you from reaching your ultimate goal." *Crime Does Not Pay* will be launched later this month on Amiga, ST and PC.



PLAY 'THE BREED' ... THEN FEAR THE NIGHT

Clive Barker's

NIGHTBREED

CADAL THE INTERACTIVE MOVIE



BEHELD TO BE RESPONSIBLE FOR THE DEATHS OF MILLIONS, CADAL HAS
BEEN LEFT TO LIVE WITH MIRIAM MOORE, A GIRL OF 16 YEARS, IN A
RUSTY TOWN, AND ALL FROM THE PALE HANDS OF MIP
IN YOUR HAND. AS THE LATEST WORLD-RAMING PRODUCTION
ENTER THE NIGHTBREED, BEING THE MOST FRIGHTENING OF ALL
SHREY THROUGH THIS TOWN, BEING THE MOST FRIGHTENING
CENTRE, WHEN HE IS BORN IN PROGRESS, A CLASSICAL, THE
MEMBER AND THE NIGHTBREEDS TO BE THE TRANSFORMED
A NIGHTBREED, BEING THE MOST FRIGHTENING OF ALL
IN A NIGHTBREED, BEING THE MOST FRIGHTENING OF ALL
DISTRICT, THE "SONS OF THE BRED" AND THE NIGHTBREEDS
FROM THE NIGHTBREEDS, BEING THE MOST FRIGHTENING
MEMBER AND THE NIGHTBREEDS TO BE THE TRANSFORMED
THE NIGHTBREEDS OF THE NIGHTBREEDS, BEING THE MOST FRIGHTENING

A COMBINATION OF STRATEGY ELEMENTS AND
ARCADE-STYLE ACTION MAKES THIS A GAME
OF UNCOMPROMISING CHALLENGES,
VARYING EVERY TIME IT IS PLAYED.



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ATARI ST
CBM AND GA
PC

ocean

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET, MANCHESTER M2 5NS
TEL: 061 832 0655 FAX: 061 834 0660

Combat Halls

ACE readers adopt the 'publish and be damned' attitude...and Russell Dodd brings us a vision of the games centres of the future...

A ROSE IS A ROSE

Are you ever aware of all the different names software houses go under. For instance, Sierra, Activision, and System 3 are all one and the same, and obviously Finbarr is Rainbow. As I am an avid reader of your mag, I wonder if you could answer this for me.

Don Worale, London

Sierra, Activision, and System 3 are all completely different companies. It's just that Activision distribute (or used to distribute) the products of all three to the shops. Finbarr and Rainbow, on the other hand, are two brand names used by the same company (Microprose). Companies use different brand names when they want to distinguish between different product ranges. The Finbarr range, for example, concentrates on value-for-money action games, whereas Rainbow is known for premium price, complex games like *Witcher*.

TOWNS TROUBLE

What is the difference between the CDTV and a CD-I machine, for example the FM Towns? Will there be versions of *Midwinter*, *Bad Storm Rising*, and *FM South Fighter* for the CDTV or will there just be games written specifically for it?

John Joseph Mervin, Malta

Here we go again! CD-ROM is a standard for storing computer data on CD. You can buy CD-ROM drives for many machines, ranging from the PC engine compatible to the IBM PC. CD-ROM is simply a read-only disk with lots of data storage space. The FM Towns has a CD-ROM drive built-in. CDTV is an Amiga with a CD-ROM drive that has what is known as CD-i capability. In other words, it can play CD music and display computer graphics at the same time. CD-i is yet another system, defined by Sony/Philips and not yet commercially available. It uses CD disks to handle video, audio, and computer data simultaneously. The CDTV will be compatible with almost all existing Amiga software, and some companies are bound to produce specific CDTV versions of their best-selling games if the machine ever establishes a large user base.

THE AWFUL TRUTH

I've had an idea for a computer that is able to convert a book into a film. The way it works is that you programme the book into the computer which the computer will then analyse, then you program in the names of the actors and actresses you think will suit the roles. The computer should then store this in its memory banks which should only take a few seconds. Then the computer makes a cartoon film based on the book, thus eliminating irrelevant matter, leaving you with a basic structure to work on. It, however, the film produces in itself is as you would wish it to be, the computer then makes copies of it onto video or real-to-real tapes.

C. Letch, Blackpool

We were under the impression that most films were already made this way.



BUYERS GUIDE TO SALESMEN

Miss Mills of Sheffield has sent us a dictionary of sales phrases. We found the following particularly useful...

The latest machine, using all new technology

The ultimate programming language
Soon you'll wonder how you lived without it

A brilliant machine, but we've only got a few

left because they're so popular

The machine won't work with your old printer

All of the other shops don't give you a free monitor

It's a misprint

No, you'll have to buy a monitor

I've got one at home

You've just saved a lot of money

A Spectrum

BASIC

(Soon you'll wonder why you bought it)

A VIC 20

So why don't you buy a new one?

We don't either

I hate mail order companies

What the hell's a modulator??

I got control too

You've just wasted even more

"TAKES YOUR BREATH AWAY"

OPERATION HARRIER

INTELLIGENCE INDICATES –
MEMBERS OF ENEMY
HI-COMMAND ON CRUISER
NEAR NORTH ISLAND,
MIDDLE EAST.

YOUR MISSION... SINK THE
ENEMY CRUISER.

YOU WANT A REVOLUTION?...
...YOU'VE GOT IT!!

ROTOSCAPE combines the colourful
detail of large sprites with the complete
freedom to move around a background
of polygon-constructed landscapes.
Watch in amazement as this detailed
background scrolls, scrolls and rotates
through 360° around you, giving an
incredibly lifelike feel to the game.



MISSION BRIEFING SCREEN



3D VIEW OF SUBMARINE



REAR VIEW OF
HARRIER

Operation Harrier is
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Creating Memories for
All Commodore
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U.S. GOLD

ROTOSCAPE

Operation Harrier is a trademark of
U.S. Gold Ltd. and the names graphics which
are used in this advertisement are
the property of U.S. Gold Ltd. and are subject to the
company's specifications.

NO MORE ADS!

When I pay £1.60 for a magazine, I expect something that will keep me happy for quite a while after purchase, but with up to 30% or so of the magazine being adverts, ACE does not provide enough long term reading, as you would expect from a 130 page magazine. To ask you to cut out adverts complete would be a stupid thing to do as they keep the reader aware of what games are about, but I'm sure a fee less wouldn't hurt. (Start Round, Karigato)

Alan, Start, the ads actually pay for the production of the magazine, which costs far more money than is received from the readers who buy it. To give you some idea, the page you are looking at cost £700 to produce - and that doesn't even include the printing costs! That's because here at ACE we spend a lot of money on design and colour technology to ensure we can produce a really top class product. Finally, if you compare the number of pages you get to read in this issue of ACE with ANY other games magazine and then compare the price, you'll see that we give you far more pages for your money.

CONFERENCE QUERIES

Will all ACE Conferences be on Thursdays? Will there be a conference at Ocean in the near future? Alan

Hi. Yes. See page 100 for details of how to get in on the Conference act.

I'd really like to attend of your ACE Conferences. Can't you hold some on the Continent? Anne-Miriam Maczewska, W. Germany

That's an excellent idea and we'll try to arrange one as soon as possible. How about Windsor Area?

MEGADRIVE DELUSIONS

I question your ACE CHOC2 conclusion about the Megadrive in your recent issue for several reasons.

First, price. It's really rather expensive when compared with, say, an ST and lacks a keyboard, so getting off the cautious British purchaser tag, an adult who requires some educational justification for buying.

Second, performance. It's old technology really, as we all know, and it lacks a keyboard, so you can only play games.

Third, the games. Will the games be any better on 16bit consoles. Are they that much of an advance? MS is a 4.05 version of Proxibus but more enjoyable than a 4.125 version? No.

Fourth, software availability. A lot thought really, because that which is presently available will not be compatible with the official British machine. I don't know of anyone in Scotland where you can buy this software, so no stars.

Fifth, software standards. From what I've seen, it looks



1 year subscription to readers from the advertising staff reading the advice on how and why to write game games. I think the Weekly should have more ads at my own 1 page advertisement! (Start Round, Karigato)

very good, and so it should be at £30 a game. However, as with all machines, there will be some dull pieces as well - all at £30. It's unlikely that you will be able to keep it with your friends, though, and it can't be copied.

No prospects. Despite the technological quality and type, I predict a one or two star future for the Mega Megadrive. Douglas Innes, Preston

Real argument, Douglas. We have a few points to make. First, we only tested the Megadrive as the CONSOLE, most likely to succeed. We are not recommending it instead of a computer. On the contrary, we made it very clear in the article that the true games console needs both a console AND a computer. However, if you can't afford both, we reckon you should invest in a good 386pc computer.

The performance of the Megadrive is very good for a console and it's 32bit architecture is hardly 'old technology', particularly where consoles are concerned. We absolutely agree about the price and the software availability, but we hope that the former will fall eventually and the latter will increase - especially now the machine has been officially launched. However, remember that there will be some games on the Megadrive that will not be available on any computer. And as far as dull software is concerned, check the games that in ACE and you'll be OK!

REACTION TO THE FAST AD

"The words of Douglas are..."

Douglas, Innes

I have just read the latest batch of adverts from the subscription agencies! (Start Round, Karigato)

Hi. Yes. See page 100 for details of how to get in on the Conference act.

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OUTRAGED

I just want to say "Why don't [certain] software houses use the same keys and joystick conventions on all games and across all formats? It's confusing and time-wasting to look for and then memorize all the different keys. What about 'M' for music only, 'P' for sound effects, 'Q' for pause, and so on.

Dear

Alan, hear.

A SPECIAL RELATIONSHIP

In response to International Business Week's comments about UK gamers being years behind the US...

Each time I was writing a bit to work and trying to best to become an excellent, top office suburban in IBM, Forbes Inc, and the Wall Street Journal. Due to their inaccuracies and obvious starting of news stories, we cancelled. We didn't list their mistakes, totally accurate, or unbiased, so we didn't take them seriously and you shouldn't either.

I spoke and read ACE, The One, Two, CU, and Amiga Format. From your articles and letters to the Editor, I think you take games much more seriously and have a better understanding of them than most journalists.

However, you do seem to have a shortage of licensed consoles, brought on by the manufacturer's wanting to saturate the US before moving on to Europe. The strategy seems flawed, as a cut-off half the world market.

Nicolaus Peters, Helsinki, Finland, USA
 PS In the review dept: watch for "Barkner"...Excellent!

Hey! Who said the special relationship between our countries was so strong?

CES SEND UP

Congratulations on your recent Computer Entertainment Show at Earls Court. I managed to get there early on the Saturday and avoid the queues and enjoyed myself so much I went back again on Sunday - but that time I wasn't so lucky and had to wait for hours. Is there anything that can be done about this for next year?

While I'm on the subject, I thought the idea of getting the Turtles and Betty Blue to perform was great. Who have you got lined up for 1990?
 James Simpson, London

Our apologies to all readers who suffered from the queues at the show. Unfortunately, the control of entry to the show is in the control of the police and we cannot be absolutely certain how many people will attend, and the number of people allowed into any venue at one time is regulated by law. The police and fire officers (and night) will hold up queues for such close shows completely if they believe there is a danger to public safety.

Next year, we've almost certain to hold the Show at a different, larger venue. And I'm sure that there will be even more celebrities on tap for you...



MULTI PLAYER PROMISE



For those who don't know, the key direction over the coming years MUST be multiplayer games. When reading game reviews nowadays, I always look for multiplayer capability. Being lucky enough to own two ST's, I am always disappointed when games are not equipped for this facility. One of the most enjoyable games I ever played is Bloodbath with a friend. This game and the expansion pack have given us many hours of enjoyment - but this could have been better if we couldn't see what the other person was doing all the time. Steel Car Racer is another prime example of the added fun multiplayer brings

to a game, the most promising game appeared to be Dominator, advertised at the beginning of the year, but that appears to have sunk without trace.

As a programmer, I have been playing around with multiplayer games inside my head for years, but a lack of finished products would mean most software houses would not be interested in my ideas. What the computer role-playing game scene needs is someone willing to bring multiplayer games like Shades to the general public. If someone like Richard Branson were to set up

multiplayer "hubs" where, say, one hundred terminals were linked to a main, each terminal being a dedicated cockpit for playing the game, then people could come in off the street and book up a session without having the hassle of buying all the hardware first. They'd pay as they played, and play for as little or as long as they could afford. Your character could be saved from session to session and there would be a couple of ST's to take control of the game world, to expand it and keep it in balance.

Murray Dodd, Bristol

The multi-player hell has already been tried to a very limited extent in the US with BattleTech Desktop. It's a tremendous idea, Murray, however - and you could show your personal BS and stamper on a secret card (see our article on page 10-17). Go for it, B. Branson...

SUBS ATTACK

I've been a subscriber now for several months but have still not received my copy of Interface. Even worse, my copy of the New Geo issue (38) arrived without a postcard entry form. I know these are small niggles, and I will thank the magazine in excellent value for money, but can you make sure that this situation is rectified and that in future we get our entry cards?
 Janet Wilson, Southampton

Sorry, Janet. There have been problems with the subscription service. The service is being reworked next month, with bonus editions of Interface to make up for the delay.

Tournament Golf™



SEGA™

elite

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It's big! It's loud!

It's the Commodore Christmas Show

London Novotel • 16th-18th November 1990



Look no further, the world's Commodore Christmas Show is in town from the 16th-18th November! Stacks of new products and over 100 exhibitors add up to the most exciting Commodore-Christmas Show ever.

All the major software houses will be there to promote their new releases for Christmas - great new Commodore games, software and music software for you to take away on the day!

And that's not all! The Christmas Show is your chance to experience stunning new technologies seen first in the first time.

Commodore Christmas Show Exhibition Stand, FREEPORT, Elmwood Park, South Wood, L41 3ES. 051-357 1275

Ticket Hotline
051-357 1275

Be sure yourself of a ticket and call the Ticket Hotline or mail the coupon from this ad before Thursday 3rd November!

The Commodore Christmas Show

Friday 16th Nov 10am-5.30pm
Saturday 17th Nov 10am-5.30pm
Sunday 18th Nov 10am-4.30pm

- Only Commodore specific show before Christmas
- Over 100 exhibitors - 100s of new products!
- Commodore Theatre and Games Arcade - masses of exciting new product launches!

Admission Prices

Adults £5 in advance, £8 on the door
Children £2 in advance, £5 on the door



CHRISTMAS SHOW

Yes! I've just got to get along to the Commodore Christmas Show. Please rush me:

Adult £5 £8 Under-16 £2.50

*I am sending a cheque for £ _____

*Please charge it _____ to my Account**/Visa

Card number _____

Expiring _____

Name _____

Address _____

Postcode _____

Telephone _____

Please send your application form and cheque or credit card details to: Commodore Christmas Show, Elmwood Street, FREEPORT, Elmwood Park, South Wood, L41 3ES.

*Please state in appropriate



Beyond CES

Well, it's all over for another year. The Computer Entertainment Show, held at Earl's Court from 13-16th September, has been and gone, leaving behind only happy memories and a huge pile of dirt! The general opinion of the Show was that it had been a huge success, the only complaint being that Earl's Court was a little shabby looking and not really a suitable venue.

The order of the day seemed to be huge video walls and cars. Microsoft and Ocean were blasting out sound and video in a serious way, and US Gold had a Lamborghini, Zenix a Lotus Expert and Midway a NASCAR showcar on their stands.

Of course, those turtles were there. Crowds of young-sterz surged towards the stage area whenever the opening music of "Turtle Power" blared across Earl's Court, bumping at below them in their efforts to see how their favourite in green suits. If any doubted the force of Turtlemania sweeping the country, then those stands were blown away. Even Microsoft claimed to have underestimated how popular anything Turtle would be!

The Show wasn't without incident. On the Ocean stand a Special Criminal Investigation concho caught fire, but fortunately the speedy action of the stand staff extinguished it without injury. On a lighter note, the mighty Robocop tripped on the edge of a carpet and the Turbos were seen racing against each other on Lotus Expert Challenge.

WHETHER THE HOME COMPUTER

Most of the software companies felt that this year was the dark years of the 16-bit market, although all acknowledged that there is still a strong core group of 16-bit users waiting software. It appears that most people who aren't buying 16-bit machines are now turning to the cheaper consoles for their fix. The state of the 16-bit market is still strong, with a lot of confidence in the Amiga remaining buoyant for quite a few years yet. How the 16-bit consoles affect that market waits to be seen.

CONSOLE YOURSELF

The console battle continues, with Nintendo, Sega and the Neo Geo all featuring very strongly. Nintendo were exhibiting the NES and promoting the Game Boy, Sega/Masterforce continued their strong support

Our on-the-spot report

from last month's
Computer
Entertainment Show
highlights several
promising trends for
the future...

16-BIT BIRTH DAYS: BAPT 1
Over 1000 16-bit machines were on display, showing a wide range of new titles and hardware.

At the show, many companies were displaying their latest 16-bit titles, showing a wide range of new titles and hardware.



Major software houses (pictured) around the clock for entry to the show. At the gate the queue was at least 1000 ft long!



for the Sega Master System and MegaDrive. Commodore and Amstrad took the opportunity of the show to launch their new systems and nearly every major software house was working on launches for the consoles.

The Neo Geo stand attracted a lot of interest, but inevitably was approached by most at the price of the system and particularly the game cartridges. Admittedly the games look gorgeous, but no matter how good they



Wow! It's the hottest Neo console since the dawn of the gaming scene - but how many will actually buy it?

are you will tire of them eventually, and then you're left with a lump of silicon that cost you around £250. Active Sales, who are marketing the SNK console in the UK, claim that people who buy from them will become members of a Neo Geo Club, where software can be rented for £15 pounds a month. This still seems a little steep, but only time will tell if the public feel the same.

ENDORSE THAT GAME!

An interesting indicator of CES of possible future trends was that of brand name endorsements. One of the most prominent brands at the show was "Sponsoring".

Many software companies were exhibiting their latest titles and hardware. These endorsements are cheaper (at the moment) to obtain, but make the high profile of a recognised name. That means there's more money to spend on the game itself, which can only be a good thing, huh? Because the game itself doesn't have to follow a storyline, the program can have more freedom in actual game design (see the review of Challenge on page 60).

Finally, there's a less obvious aspect to endorsement: when you license a game based on a movie, the value of the license tends to be rather short-lived, whereas a product endorsed by a company is likely to benefit from the relationship on a more long term basis.

Of course, endorsement doesn't guarantee a better game by any means, but it is one way of lowering marketing costs from other industries without paying too high a price.



Looks like you've got the most powerful car in the world - but how many will actually buy it?

IMAGE POWER

The Interactive MultiMedia Engine allowed a lot of images, with huge quotas around the room as major show visitors walked to take their turns sampling the machine.

Engine, developed by Jack W. Long II and Washington, D.C. firm CyberForm, founders of California-based Subjunctive Technologies, Inc., is featured in a square black lightweight stand containing four video screens and touch-sensitive touch screens with a line of motion sensors at waist height around the walls.

A complex computer interprets any motion and triggers a specific image in the room. The room at the Show was quite small in this sense that it was only about 10' x 10' x 10', a portable position on the floor of the event. The hall would have opened all over so that motion anywhere can be detected. Software events can then be more precisely controlled and localized to, say, head movements.

The Engine should ideally be used by one person. Unfortunately, due to the numbers of people wanting to see it in action, up to five had to be admitted at one time. This made the situation of the room a little confusing for some - you may have been standing still, but because others were moving events were still occurring. This, and the high level of noise in the room, diminished the impact of the room slightly, but hopefully more got a basic sense of what the Engine's capabilities.

The Engine was originally developed as a performance tool for artists, but obviously the potential for other uses, and games in particular, is considerable. In a few examples, with your own tracks and graphics reproduced on screen - it'll be great fun, and a fantastic workout as well!



MANAGEMENT (AS YOU SEE) and Jack W. Long II, creator of the stand, standing before the hardware that allows that motion control.



YOUR OWN VIDEO TRACKS AND THE STAND, AND YOU'RE READY TO GO!

A LICENSE TO BELLY

As to be expected, there were a lot of titles tied into the Internet, such as Back to the Future 2 & 3 and Predator 2 from Microsoft, Total Recall, RoboCop 2, Nightshade and Perfectly from Cinem, Days of Thunder from Microsoft, Dick Tracy from the newly launched Emory Software, The Godfather from US Gold and The Spy Who Loved Me from Denmark. There were also several games based on comic characters, such as Judge Dredd from Virgin/Mastertronic, Rogue Trooper from Core and the controversial Rambo from Ubisoft.

A ROOM WITH A VIEW - OF THE FUTURE

ACE's stand at the Show was the Living Room of the Future, and we were staggered by the huge response from the public, and particularly the interest in the centerpiece of the exhibit, the Interactive MultiMedia Engine. Thanks to all the readers who called the stand and said "Hello" - we hope you found it interesting!

But we know that you couldn't all be there to see what was on display, so just as an ACE gift you a glimpse elsewhere in this feature of the sort of technology you can expect to take for granted in the future...and finally, don't forget - see you next year, and keep your fingers crossed that we get Olympia next time so that you can all fit in!

GET SMART!

Smart cards are small, credit-card sized pieces of silicon capable of storing large amounts of information. The Inge My Card employs standard IC technology (as used in Visa creditcards) and can store up to 256K. However, this is small potatoes compared to the SmartCard - it can hold up to 2 Mbytes!

And there are cards even smarter than this. Some use transponder technology to transmit and receive information from various devices. For example, the CarCard can read/transmit from GPS, whereas the GUD card (shown as both a card and a watch-sized chip) has a range of other functions. Interestingly in the UK, CARCARD - it has an 80386 CPU plus DR storage, so the card can control by the programmer.

Such cards could be used in a huge variety of ways including, of course, tickets. For example, you could have one loaded with a particular number of credits at your local arcade, and your favourite



THE SMART CARDS, FROM BOTTOM LEFT: MINDSPACE (MINDSPACE), GUD AND THE MY CARD. THE LARGE BLACK ONE IS THE CARCARD - IT HAS AN 80386 CPU AND DR STORAGE.

arcade will get ready for play as you approach, resulting in your highest score to date and allowing you to carry on from the highest level reached. As you play, credits will be deducted and information on how well you're doing updated instantly.



THE ORIGINAL GAME BOY CONSOLE (AS YOU SEE) AND THE GAME BOY COLOR (AS YOU SEE) - THE ORIGINAL GAME BOY COLOR IS THE ONE ON THE LEFT.



YOUR FAVORITE CAR ON WHEELS FOR YOU TO DRIVE AND WIN CREDITS (AND A LEMONADE)

SMALL IS BEAUTIFUL

is so important? In the world of technology, you need the smallest (or better!) than the Canon from Camera, which can store up to 50 video pictures on just a 1-inch floppy disk. The shots can then be captured straight from the camera onto a normal TV. The tiny size of the disk means that they can also be a compact portable video database. And the size of the camera? Little bigger than a large format paperboard.

The compactness of multi-still images that would have been several frames joined by cables can be integrated into one much smaller device. On display was the Hitachi Laprasch, a portable VHS video player with a built-in 5-inch LCD TV screen that was no larger than a small black box. It can display around 70 stills, such as PAL and NTSC, all taken from just about anywhere around the world can be viewed.

If great interest was the Canon 10000, an IBM compatible PC, FAX machine, telephone and answering machine, all in a casing with a footprint no larger than that of a "normal" PC. The screen is touch sensitive, and items can be activated by simply touching them. When the phone answerer is played up, a list of up to 100 stored names and numbers appears on screen, and pressing a name dial the number automatically.

In average, the worker in London spends about 1.5 hours getting to and from work. It's about 10 wasted working hours a year in being bored. The dream of an integrated home workstation, with the increase in productivity and efficiency that would bring, is now viable.



The Canon 10000 camera. No larger than a paperboard, it stores up to 50 picture close to a 5 inch disk also shown.



How do you guess what the atmosphere was hourly occurring in the Booth?



Yes, don't be amazed! - the 10000 Living Room of the future talking with people!



INTERACTIVE CD - STILL A DREAM?

As an example of CD-ROM, we were able to get our hands on an IBM format for educational. Featuring the Gateway Home class Environment, it got a lot of visitors very excited, but their passion was confined on learning it would cost around 4000 pounds to buy on import. There are no plans by Fujitsu to launch the machines in the UK, partly due to its disappointing sales in Japan.

The possibilities of CD-ROM were indicated by a video, kindly loaned by Philips. The problem with the software for the CD4 machines is that, as usual, it is in the classic "chicken and the egg" situation. The Japanese software developers are more market driven, and wait the machine before starting writing. Thus the CD4 developers are depending on the willingness of the US and European software houses to write programs ready for launch.

Because the launch of the CD4 machines will come to be some way away with as late as 1990 being forecast, this leaves the way wide open for the CD-3s, which was an already launched the safety of a glass wall on Commodore's stand. Although the power light was on and the front clock was working, no other demonstrations of the CD-3's capabilities, apart from a video presentation, was given. Although this raises the suspicion that the

Commodore CD-3 units, and would be very popular before in Japan alone.

machines on show was no more than an empty box, Commodore assured us that it could work if they wanted it to. The official launch date for the CD-3 is still scheduled in mystery. Let's hope they don't keep us waiting too long.



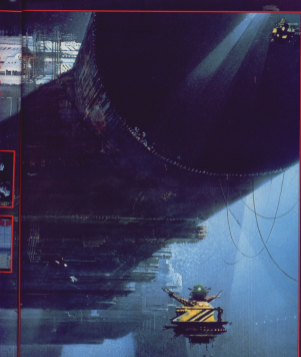
CD's may seem expensive! Working one of the latest Apple II-based computer units, this American with good ideas has been recognized for his futuristic idea.

BEYOND THE FINAL FRONTIER

From the creators of *Beast* and *Beast II* comes this new inspiring combination of shoot-'em-up action and trading strategies. Featuring exhilarating hyperspace battles, full-screen views and a whole galaxy to explore, *AWESOME!* will take you beyond the final frontier.

Large Screen View





AWESOME

JUDGE DREDD

I AM THE LAW



AMIGA - £19.99



ATARI ST - £19.99



AMSTRAD - £20.00

AMSTRAD - £20.00



SPECTRUM - £ - £20.00

SPECTRUM - £20.00



CD-ROM - £20.00

CD-ROM - £20.00



Brain Burn!

Forget that joystick.
Plug in your brain
instead. ACE investi-
gates the Mind
Gymnasium...

Brainwave machines have been around for nearly thirty years now. The principle is simple and well established: train the brain by allowing it to see how certain mental stimuli affect its performance. For example, your grip must be able to emit electromagnetic waves at various frequencies, and those frequencies are associated with different mental states. When you're very relaxed, the frequency lowers; when you're alert it rises. If you can adjust those changes in frequency, the theory goes, you can learn to control when to influence them.

In the cultural world of cyberpunk, brain machines are undergoing an uneasy marriage with computer technology and getting into the street. The Mind Gymnasium is the first of what could be a wave of cyberpunk temples open-

ing in Europe that may soon be offering you the chance to "turn on, tune in, and drop out" in a way that 1970's hippies could never have envisaged, even on their wildest trips.

Based in a London club called, appropriately, The Brain, it's a collaboration between cyberpunk entrepreneur Mark Hocking, a likely rock-level space called Bites, and Angel Biteski. The three of them are creating a walk-in cyberzone that is due to open in mid-October in Harbour Street, the heart of Soho. You'll be able to get anything there from a CD/DVD demonstration to a Japanese Pizza to a Starcode Jumpstart to a revision with a SynTech Media Eye Plus.

NEURAL COFFEE BREAKS

The SynTech is typical of a new generation of mind machines that use computing power to expand their functionality. "The system comes with the facility for ROM updates and customised software," says Mark. "You can add a PC interface and then use the computer to directly customise the operating software of the unit. For example, you can program it to stimulate alpha waves (see Brain Waves panel) which are normally associated with creativity. Other programs might be tailored to induce deep relaxation, meditation, or just a quick mental coffee break."

Costing around £1,000, the SynTech uses a small processing/control unit attached to a pair of glasses that feature five LED lights positioned around each eye. It generates natural sound and light patterns that can help induce

"Read your head"

—MARTIN MCGEE



The changing 3D: Mark Hocking, Angel Biteski, and David Wood

BRAIN WAVES

Your brain typically generates waves in the frequency range 0 to 100Hz. Different frequency waves have different names, shown from the lowest to highest. Beta waves lie in the range 10-18Hz and are associated with lively, alert mental states. Alpha waves range from 6-12Hz. Theta waves, usually come during sleep, go from 4-8Hz. Finally, delta waves cover the spectrum 0-4Hz and are associated with motion blur and relaxation and occasionally with very deep sleep.



varying states of mental relaxation, Mark demonstrated the use of the Living Room of the Future and visitors to the stand were impressed. 'It's really nice,' said one guest, 'but clearly he's in the middle of a chaotic show and feel as if he just spent ten hours relaxing on the beach.' He'd been on the system for about ten minutes. Heard coffee breaks, it seems, must have something to them after all.

INFO ANXIETY

The third Symposium is only half the story of the Marlow Street venue. Xerox and Bolex are helping Mark create a whole cyber-environment that includes clothes, food, and computer demonstrations. You'll be able to mix with your Sans Field Effect Generator (see Cortex Trainers panel), dressed in your Circuit Board Camouflage Suit (designed so that you can talk unseen inside a Gray Mi, V), sip from futuristic fermented rice yoghurt, and watching an image demonstration supplied by the Virtual Factory.

'We share a common philosophy,' says Angel. 'It's shaped by consumer behaviour, information, and techno-gamism.' Angel designs clothes - a Kentucky Fried Trackout, for example - that mirror the consumer society we live in. Both Angel and Xerox are fascinated by computer games and when we met them at the Computer Entertainment Show they were busy trying to persuade Super Mario to attend the grand opening. Clothes featuring the Italian Bros and other game heroes could materialise very soon.

Amidst this slightly alarming, wind-gate environment, it's probably just as well that Mark's been with his brain machines. Where info-anxiety abounds, cybernetic projects.



The Synchro-White Eye Box

ANCIENT ART OF BRAIN TRAINING

It all started with Phineas, this ancient cyberglossary seems unable to locate a working TV, so substituted a simple brain machine using a videotape. Lying on the ground under the ceiling, he placed it between himself and the eye spinning the wheel caused a strobe-effect to affect the spine afterwards blacked and recused the ear, thus relieving Phineas from the effects of info-anxiety and techno-gamism.

In more recent times, a lady called Miss Putnam decided an instrument called the 'Black Box' after her work on electro-experiments at King King's general hospital. Electro-experiments to now used all from the far East and King's can't find any more from would successfully in drug rehabilitation programs - such other Peter Lombard is alleged to have used the unit to make a human habit.

With the development of virtual reality systems, it will soon be possible to link bio-feedback techniques for computer created environments, contributing to our New Britain Republic for cyberneticians who want to explore their brains as well as alternate realities. Although fine in principle, such developments leave one with the uneasy feeling that, in the wrong hands, they could become dehumanisation devices of transhuman games: the daylight, it seems, without darkness.



THE KING SYMBIONESE

Located at 11 Marlow Street, London, W1 and open long until October. Demonstrations by Genevieve, Minnie, and others on chess, food, clothing, and altered states for sale.

CORTEX TRICKERY

Close your eyes and stare ahead. Then if you do this in an entirely darkened room, your brain soon starts generating shades of colour and form that grab your attention. Exceeding the visual equivalent of total darkness revealed for a great deal of visualization, but it's not so easy as it sounds.

Under the Sans Field Effect Generator this little body produces a field of diffuse light using a pair of special goggles. Your eye muscles are unable to focus on any aspect of this uncaring display and therefore relax. Unlike darkness, the display feeds the visual cortex less than thinking it's seeing something and prevents it from generating spurious colours and forms. Result: total relaxation for the visual sensory system.

GAMEWAYS

OK, how for the integrity. Could these brain games make you a better gamer? Could you plug into the Synchro and run up 10 million on Tetris?

'The brain machine philosophy is really opposed to most current computer games,' says Mark Healy. 'Aggressive games are exciting for the very same reason that brain machines are relaxing.'

However, there are some games that could benefit from the aliveness that comes from increased relaxation. Take Tetris, for example. 'You would be a better Tetris player if your brain hemispheres were perfectly synchronized and generating lots of alpha wave activity. The left, your hemisphere is responsible for different mental functions, you get more connected more with creative thinking and the other with analysis. A good Tetris player needs both the logical solution to build a line and the creative inspiration to find new tactics. If you can co-ordinate your hemispheres, you get 'whole brain' thinking which is much more efficient.'

Another real benefit: this technology can offer gamers who use the Sans Field Effect Generator (see panel). By reducing eye-strain, it can refresh your visual cortex and get your brain into gear for tackling the opposition.

Turn on, tune in, drop out, and grab those high scores.



The Sans Field Effect Generator technology uses transformer-Corona transformer technology. Its varying electrical oscillations are computerized, controlling the frequency and amplitude which are constant with a scale of each field. The generator can be manually and provide a slight digital oscillation duration. Oscillations in the generator reduce the stress on the nervous system. Sans Field Effect Generator utilizes the fact that to improve traditional vision perception by generating light frequency complex oscillations.

WORLD CHAMPIONSHIP™ SOCCER

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elite

MONTY PYTHON'S FLYING CIRCUS

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THE
COMPUTER
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NOT

YES
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"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python 'Theme'". *Zero 20%*

"One of the funniest slants of alternative comic action since 'Vimocalypse Never Device'". *The One 20%*



ATARI ST



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SPECTRUM



COMMODORE 64



IBM PC



AMSTRAD



GAMES

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The Entertainment
International stable is
about to launch a
'kick off killer'. ACE
took a seat in the man-
ager's feet...

TEARS OF A CLOWN



Setting up to the attack - it's not just the other games that the strategy involves a few games that the competition never releases.

Let's take the roll-call. Gary Lineker, Peter Beardsley, Saint and Casanova, Peter Shilton, Maradona, and Brian Clough. Just a few of the well-known names who've put their names to silicon voices. If only the games had played as well as the stars, we'd all be in footy heaven. The truth, alas, was rather different...

Gazza has already appeared in support of Empire and now he's trotting onto the pitch for a second time. Someone in the programming cellar must be pretty damned chuffed about the product to fall from another go and to have another go when there have already been so many footy releases this World Cup year. Our first impressions of the game suggest that they may have good reason to be quietly confident about this latest, or kick off.

That's no bad thing. The 'Clown Prince' - golden boy Paul Gascoigne, recently applauded by millions for his dazzling World Cup performance - may not be riding high for ever. To have a game that can stand, run, and score on its own two feet can't be bad.

THE GAME

Gazza's Eurosports Soccer (provisional title itself is essentially in two parts - strategy and pure arcade - played either in combination or individually.

The first, strategy, part effectively allows the player to act out the role of a football manager, viewing and modifying a huge range of parameters from basic team choice to fixtures, finance and the transfer market. From an initial menu of five options, you may then select from a further seven more specific options and from these yet more information may be gleaned. Such a huge range of strategic options in a football game would appear to signal doom and gloom for the arcade fanatic, not so!

That's because of the second element of the game is most definitely the arcade persuasion (although each player's 'between attributes are accessible for viewing) and to the end Active Minds have included a practice option whereby you may select either a single or two player game, penalties or passing. Once competent, you get to play Gazza for real!

The game itself is displayed in the much favoured top-down view although Active Minds were quick to point out that any similarities to those other successful footy games and there. Multi-directional scrolling is the order of the day, with true 3-D representation of the players (ie increasing in size when jumping) and information such as time, scores, weather, commentary and player currently in possession of the ball, displayed in a panel at the bottom of the screen.

The range of controls via intelligent joystick movement looks to be very inclusive and includes various degrees of kick, from chipping and lobbing, to those shot straight! The number of players allowed when playing a 'real' game varies from between one to eight, before the single player may choose to play as the entire team or in a specific pos-



Workshop your team tactics.

Goal, the latter number allowing up to eight players to take part, choosing different teams.

There can be no doubting the huge potential behind GAZZA's EuroSports Soccer. Never before has a developer team attempted quite such a comprehensive style of game. Let's just hope the action can live up to the endorsement.

GET HIS EYES!

What better, while waiting for the game, to sharpen up a few of your own silky skills in the company of the most famous? Entertainment International have generously agreed to arrange for one lucky ACE reader to meet games boy GAZZA in the flesh. And while he gives you tips on ball control, you can give GAZZA tips on sphere control in the new EuroSports Soccer game! The competition will be run in two parts and it couldn't be easier. Here's what you have to do...

1 First, can you identify the two screenshots to the right and below, which are taken from two games published by the Entertainment International stable? If you can, then you're half way to grabbing yourself a real chance of meeting GAZZA.

2 Second, simply make sure you get next month's copy of ACE and you'll find the full entry details and the second part of the competition. Don't miss it!



Is it EuroSports in sport mode? (Screenshot 1) Or the second part of the competition? (Screenshot 2). Or was it...? It is! And the game is EuroSports! Before then, you're well on the way to a meet with the game boss. Don't miss next month's final unique endorsement...



...and who's the game?

PROGRAMMER PEDIERS

The team behind the Soccer game, are part of relative newcomers Arnie Minds and collectively display some pretty impressive credentials.

Designer Steve Gutter-Emphraim was lucratively helpful in divulging information about his team mates, but kept himself steadfast in denying to be what about the others?

- The active mind responsible for art direction, in more often than Steve Butler, who has been involved in Madlands, Miami Vice, Star Trek and (you recently) Madway.
- Chris Pook, responsible for the ST and Amiga versions. Chris was last involved with the epic Master of Darkness, with whom he worked for some time.
- John Piddell, working on the Spectrum, Amstrad and C64/6500 versions, who's experience is gleaned from many years of programming, through which he has been involved in the classic scenarios: Miller's Men, Alamo, The Gunner, Green Wars and the latest hit: Madlands.
- The third member of the programming team is Paul Clancy, who is working on the C64. Paul worked for many years for the Imagine label and has been involved with the Island Vice and Give My Regards to Broad Street games.



Here come Steve Gutter-Emphraim, Chris Pook and John Piddell.

THE FIRE NEXT TIME

Please excuse our apologies. Our cover failed to give several days before our encounter with GAZZA's EuroSports Soccer, at which point we were informed that the game was not yet ready for the rigorous ACE treatment yet more planning to give it. But we therefore decided to split our coverage of the game, and the competition into two parts. Don't miss part 2 next month...

GAZZA FACTS

Born in Gillingham on the 17th May 1967, GAZZA trained with Ipswich from an 11 years old age and went on to join Newcastle United as an associate midfielder on his 16th league debut was for Newcastle on the 19th April 1985 against Southampton.

Playing for Newcastle from 1985-1988, his league appearances total 84 in which time he has scored 21 goals.

In 1988, Tottenham Hotspur manager Terry Venables paid £2 million for GAZZA's talents, since which time he has made 84 appearances and scored 12 goals.

GAZZA debuted internationally on a substitute for England in the September 1988 match against Denmark.

He has been awarded 15 caps, with other team mates about his weight, often Steve Mary from of him on pitch!

Lord British Presents...



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*if land has
come forgotten*



BATTLE

*preparing
creature!*



MEET

*exotic
savage natives!*



EXPLORE

*ancient
mysteries!*

Worlds of Ultima

THE SAVAGE EMPIRE



*Two-listed
adventure!*

*Spine-tingling
graphics!*

*Pulse-pounding
sound!*

*Climbanging
excitement!*

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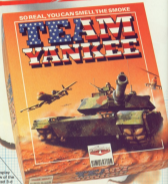
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Capt. Sean Bannon snapped his head to the left. There was only one place where the Russians could be, and that was on the hill 2200 metres away. All the training, planning and preparations were over. Team Yankee was about to learn if the team's seventy nine men and twenty five million dollars worth of equipment could do what they were supposed to do.



Team Yankee is designed to test your leadership and tactical skills to the hilt. You can display in either 4 quadrant mode where all four players may be controlled at once



or Full-screen Mode where the display focuses on one, full size platoon.



To the right of the screen is the tactical view which replicates the various types of weapons available to the unit.

The major objective of the quadrant map screen is to allow the commander and formation of the platoon. The selected map may be zoomed in, or you may enter a zooming position to view a particular area of the map to the right of the screen.



You have the flexibility to display either an overhead map view of the surrounding area, a simulated 3rd view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. Irrespective of which screen mode you choose during battle, there is a constant supply of information to the right of the screen.

- 1. **BACKGROUND** - which is always available with some control on relative magnification.
- 2. **MAPVIEW** - a zoomed graphic which shows enemy units as they disperse.
- 3. **STATUS** - a high resolution unit and vehicle status screen which can be zoomed in.
- 4. **STATUS** - a high-contrast unit and vehicle status screen.

Team Yankee is the definitive action simulation of modern tank warfare. Watch scenarios unfold on 3D battlefields with high definition graphics and keep track of the four tank platoons you control using the unique 4 quadrant display. Defend Hill 214 from Yuri Potockov's crack tank platoons, attack Objective Link through sniper fire from tanks, protect the Langen Gap from an entire Soviet tank battalion at night!

Five major scenarios based on the battles featured in the New York Times No. 1 best seller Team Yankee.



Team Yankee is designed to test your leadership and tactical skills to the hilt. You can display in either 4 quadrant mode where all four players may be controlled at once or Full-screen Mode where the display focuses on one, full size platoon.



Team Yankee is the definitive action simulation of modern tank warfare. Watch scenarios unfold on 3D battlefields with high definition graphics and keep track of the four tank platoons you control using the unique 4 quadrant display. Defend Hill 214 from Yuri Potockov's crack tank platoons, attack Objective Link through sniper fire from tanks, protect the Langen Gap from an entire Soviet tank battalion at night!



Unfair Advantage!

Oh, we admit it. We had to postpone this month's coverage of Chris "Balance of Power" Crawford and the Los Angeles operation because of schedule changes due to the CES Show. But on top, are we going to make it up to you with the next issue!

First, we're going to give you the biggest Christmas present we've ever handed out to our readers. We're not going anything easy yet because the just list we can guarantee that the festive season will go down and a little bit better because of it. There's bound to be a big man in coats, so make sure you use the coupon in this page to reserve yours at your convenience.

GAMES GALORE

Then there's a tremendous Screen Test section to watch out for next month as well, featuring many of the Christmas biggest titles on review and preview. We hope to be able to grab the final versions of *Powermancer*, *Beth Command*, and *Exp* to 3D combat game originally destined to be *Goldbuster 2*, but now under new management.

If you've been wondering whether or not to splash out on a Gateway for your stacking, our Gateway software saves will help you make up your mind. It may be small, it may be moonshine, but it's mean and tasty when it comes to gameplay. Find out more next month...

CHRISTMAS IN THE PINKS

For those of you who just want to feast for the shops and grab the best games around, we'll be featuring one of our occasional mammoth buyers' guides, detailing dozens of great games together with their reviews and purchase details in the PINK. And, of course, if you're after a new computer the Pink Hardware section will tell you all you need to know.

MYSTERY BONUS!

...and here's your very unfair advantage. Because you were smart enough to get your hands on this copy of ACE, we're offering you a Mystery Bonus voucher (valued between \$50 and \$100) which you'll get a SPECIAL BONUS GIFT using next month's super-saver coupon, if you!

All you have to do is this. Cut out and keep the voucher below. Purchase next month's issue, making sure the cover-mounted gift has not been accidentally removed prior to purchase. Then stick the voucher in the space indicated. Easy-peasy ACE! Happy this Christmas bonus to you, too!

MYSTERY BONUS VOUCHER

Next month's ACE promises to be the hottest issue yet. And what's more, we're giving you a special voucher on this page that will qualify you for a special bonus...



Multi-Platform work is helping our Super games for the full holiday season for next month's issue...

THE ULTRA GAME

You're stilling in a real shared universe in 1991. You're playing the ultra game. Around the stadium are ranked 500 other players, each moved into their respective, the outcome is life...or death.

Next issue ACE presents a major feature on the ultimate games experience. Designed entirely using existing technology, ACE 22 will take you into the future of games in a way that has never been done before. Don't miss it, whatever happens...

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As a sophisticated user of highly complex electronic equipment for entertainment purposes, I do hereby request and require you to ensure that I get my copy of ACE issue 18 - the December issue of Advanced Computer Entertainment, due out on Thursday October 4th 1990. I need you to reserve a copy because the superb computer-aided gift is vital to my long-term games future...

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ACE Logo, Advanced Technology, ACE's logo and monthly ACE. Game Features, ACE 22



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Military personnel have all the fun—while you're playing Deane's F-29 Retriever or McDonnell's F-29 Stealth Fighter, American warfare jocks are firing the most realistic flight simulators in the world. Evans & Sutherland, a leading manufacturer of simulation systems, uses the latest in visual generation technology to create superlative artificial realities. With an Evans & Sutherland simulator you can pilot a helicopter gunship in Eastern Europe, go on stealth missions in the Middle East, or fly across the Veldt Mountains in Mali.

"High performance image generators are used where high scene density and realism, and complex threat models are required. Applications include tactical and top-of-earth flight, combat mission rehearsal, weapons tactics, situational awareness training, and full mission simulation," explains Evans & Sutherland.

Based at the University of Utah Research Park in Salt Lake City, Evans & Sutherland was founded in 1968 to design and manufacture special purpose machines to compute and display visual representations of digital models. In flight simulation, Evans & Sutherland decks are used to generate cut-of-the-window scenes and sensor imagery, representing the environment in which the aircraft operates. The company has sold over 1000 visual simulators to customers all over the world including: the U.S. Army Research Institute Simulator Complexity Test Bed, NASA Johnson Space Centre Shuttle Engineering Simulator, U.S. Navy Landing Craft Air Cushion, Mitsubishi Heavy Industries, Fuji Heavy Industries, German Air Force Bomarc and McDonnell Douglas Helicopter Company. Co-founder Professor E. Sutherland is also the father of Virtual Reality. See ACE 24 for further details.

COVERING ALL THE BASES

As image generators have grown more powerful, the databases which feed them have become increasingly complex. Evans & Sutherland has developed modeling tools to generate databases more effectively. These tools can automatically generate terrain from Digital Terrain Elevation Data of the Defense Mapping Agency (DMA). They also automatically place natural and cultural features from an extensive model library correlated to DMA Digital Features Analysis Data. The model library provides hundreds of generic cultural features and basic set representations of forests, desert, rural farmland, urban, industrial and other terrain attributes. In addition, you can produce new models using a three-dimensional graphic editor.

One of the most powerful database features is the ability to automatically reconstruct terrain from satellite or aerial stereo imagery. Feature maps are generated from photographic sources by photogrammetric and sophisticated image processing. This technology facilitates rapid generation of terrain/databases which is particularly useful for mission rehearsal operations. A highly complex and detailed terrain database can be created in under 48 hours.

Applications for the type of aircraft the simulator enables operators to rehearsal, combat mission training and support earth target.



ACE OF ACES

Will you be playing flight-simulators of this calibre in ten years time? Bob Haynes looks at the latest in military simulation



High performance image generators provide realism, scene density, and a virtual world environment for high altitude operations flight to simulate the bases selected for the USAF and US Army Research Institute, Simulation Complexity Test Bed program.

Real-time terrain database high mission operations with an Evans & Sutherland multiplatform digital deck.



Software customers use Evans & Sutherland computer image generation software for administering and setting up operations.

The Evans & Sutherland ESG-4000 is a revolutionary new approach to computer image generation. It establishes a tier system architecture which separates the processing of terrain and features in both hardware and model tools. "These advancements offer for the first time an machine unique photo-realistic visual fidelity and real database generation, making it the ideal choice for mission rehearsal as well as for all high, high-speed, fixed wing and helicopter rapid threat/gold training, and vehicle eye viewing simulation," states Evans & Sutherland.

One of the most important training aspects with current database generation procedures is the complex terrain data between skin and the 3D features which are to be placed upon that terrain. It



The new terrain and atmospheric effects added to the new Battlefield 2005.

ESG4000 'database' actually consists of several separate databases, each independently created and stored. After being created with modeling tools, the terrain and feature databases are processed and combined in the image generation software.

Key natural effects can be placed into the ESG4000 database including mountains protruding through clouds, snow-covered runways and ground fog. The ESG4000 database also features feature models for the animation of clouds, water and smoke. So will the sophisticated multimillion-dollar technology of the ESG4000 ever let you log onto a PC, certainly hopes not.

ESG4000's database simulated the F-16 Eagle for the Air Force game.



ESG-4000 ATMOSPHERIC EFFECTS

- Clouds
- Foggy Fog
- Lightning
- Mountain Snow
- Precipitation and Thunderstorm Cell
- Wet Runway and Snow-Covered Runway
- Fog
- Ground Fog
- Snow

The ESG4000's terrain database is a naturalistic 3D database for the use of the ESG4000's terrain database. The ESG4000's terrain database is a naturalistic 3D database for the use of the ESG4000's terrain database.



ESG-4000 SURFACE EFFECTS

- Flat Shading
- Flood Shading
- Transparency and Self-Luminous Surfaces
- Smooth Shading
- Colour Shading

The terrain database and photo database for the ESG4000's terrain database were derived from satellite and aerial photo images.



The ESG4000's terrain database is shown in the final approach of the ESG4000's terrain database.



ESG-4000 SPECIAL EFFECTS

- Mountains protruding through clouds
- Multiple Moving Targets
- Fire and Smoke
- Response Effects
- Dynamic Flow (Simulating the terrain and the flow)

TAKE

5



IRON LORD
Set in a time and place medieval or thereabouts, this is the ultimate ADVENTURE AND sword-swinging, all-time hero's work of art. It's really long, occupied by an on-

SKATEWARS

A fast victory and decisive DEFEAT. SKATEWARS which will test your joystick and your nerves to the limit. The only way is via aggressive tactics and strategic moves.

■ AD
■ ST
■ CD-ROM
■ PC 4.5 - 6.5
■ G.A. 12



PUPPY'S SAGA
Forget the usual dog stories or sell an animal's soul for a puppy. This is the most exciting and colorful ADVENTURE AND sword-swinging, all-time hero's work of art. It's really long, occupied by an on-

NIGHT HUNTER

In this old-time horror territory epic, you'll explore the darkest and scariest corners of darkness yet created by the computer, where a wild, unpredictable and constantly changing world is waiting.

■ AD
■ ST
■ CD-ROM
■ PC 4.5 - 6.5
■ G.A. 12



■ AD
■ ST
■ CD-ROM
■ PC 4.5 - 6.5
■ G.A. 12



UBI SOFT

Entertainment Software

Realtime Games Software is no stranger to Battlezone, the classic Atari arcade game where you blasted three-dimensional tanks in a warframe world. In the early '80s, the Lucas-based software development team produced a version of Battlezone as the bundle Spectator. Now the company who first brought you Career Command is working on a solid design looking for the '90s.

"It's a real future alternate reality. Battle Command is an arcade strategy game with you commanding a single Mauler assault tank in a series of scenarios (missions). The Ultra War is being fought between two dominant races in the new World. Full scale attacks are suicidal because of the defensive capabilities of each side, so any offensive moves are, by necessity, small 'behind the lines' actions performed by elite troops in specially designed vehicles. Your Mauler is the latest such machine -- an armoured fighting machine armed with the most advanced weaponry since iron cast cannons -- capable of being lifted in and out of hostile territory by a fast stealth-stopper."

"The action in Battle Command is split up into 16 separate missions -- each with a different objective. These are outlined in the mission briefing at the beginning of each scenario. The nature of the missions vary from requiring straightforward arcade skills (such as the Egyptian Mission) to those of a more complex nature (like hunting for a satellite or tracking a herd), where you will be expected to use reasoning and deductive skills. In addition to a quick and accurate trigger finger, while there is no set order in which to attempt the missions, some require equipment to be fitted to



Battle Command's initial introduction to a 1990s package hardware version of the Adventure 20000 System.

BATTLE COMMAND

your Mauler which are unavailable until you've completed certain missions."

"The game is played at 24 times real time, one day of play time is one hour of real time, and there is a day night rock landing one hour. Missions can take place at any time of the day or night. You could finish one mission at dawn and start the next at midnight."

"After making your mission selection and reading the briefing, you repair your Mauler and start the mission. You're delivered to the vicinity of the mission objective and

withdraw from a prearranged pick-up point by the helicopter. A fast stealth helicopter with a large payload capacity. To complete the mission successfully you must achieve your mission objective and then rendezvous with the helicopter at the map co-ordinates shown on the mission briefing. After being picked-up you're shown a report on the mission which also displays your score."

TANKA TOYS

"Your Mauler Tank is designed primarily for flexibility. In addition to its standard equipment, the Mauler has secondary equipment slots that enable specialized devices to be fitted to the tank when needed -- these are automatically fitted by the maintenance crew before a mission starts. However, the weapons systems are totally uncolored."

"Your weapon modules allow the Mauler to carry any selection of weapon payloads, limited only by its payload capacity. The Mauler can therefore be configured to meet almost any mission requirement. Only one of the Weapon Pods can be active at any one time. You don't have access to all weapon types on every mission. You're also limited to how much you can put onboard your Mauler by weight and weapon design constraints. All weapons have a magazine size, which is the number of rounds that weapon system carries. The success of each mission depends on your weapon selection as much as tank skills. The mission briefing will give you clues to which weapons to choose."

Realtime and Ocean are working on a 1990's version of Battlezone. Rick Hayes test drives their new tank game...



A mission brief shows an updated vehicle. Special devices are pre-fitted to the Mauler. Battle Command runs only on the Atari.

"Battle Command's Adventure 20000 hardware. As people will know."

Realtime Games Software



The Mauler is equipped with standard design gear like radar and weapons.



It is very difficult to destroy enemy aircraft using the gun or missiles... but it is possible!



Your vehicle has got a 3000 horsepower engine! Shell's 120mm cannon is able to destroy tanks and trucks almost instantly!

have to aim for where the target is going to be when the shell arrives. You can carry 60 Polariser shells. The Master has three types of missile guidance systems: infrared, radar and wire guided. Heat seeking missiles will only lock onto targets that produce a lot of IR radiation such as aircraft or vehicles. Radar guided missiles will lock onto all targets. Heat seeking missiles have a much simpler guidance and targeting system than radar guided ones, as a consequence they are smaller and lighter and can fit more in a magazine. Wire guided missiles are manually manoeuvred to the target.

The Barrage surface-to-surface missile locks onto the closest target in a cone directly in front of the Master. The missile will follow the target until it hits it or runs out of fuel and explodes. If Phoenix surface-to-air missile is similar to the Barrage, but it has a more complex targeting system and the player has limited control of the elevation and yaw of the launcher. When you launch a Dragon wing-guided missile, a wire trail just behind the missile appears in the main monitor or main display in your Master cockpit. You then control the movement of the missile rather than the Master. Dragon missiles have a limited range and can only fly for ten minutes.

The R-60 Meteor throws a shell forwards and upwards, travelling in a ballistic arc. The Meteor allows you to fire at targets behind other objects or targets sunk into the ground – a very useful feature needed in all of the later missions. A time delay bomb can also be dropped from the Master. The Steeper Time Bomb has a large blast area and does massive damage to everything in the vicinity. It is intended for use in destroying large installations such as supply dumps or airfields. The R-90 Cluster Bomb is a parachute sub-munition for wide area attack.

Your Master also includes defensive weaponry. Specter-IR decay tanks are used to foil heat seeking missiles and the Phantom shell detector launches a cloud of shell to confuse radar guided weapons. The Sleaz anti-armour system launches a slow from the rear of the Master. This tracks then flies across the battlefield. If it passes above another object it detonates and fires a shell



A fighter's location can be determined. This figure of eight manoeuvre appears when you track a target on the IR thermal track heading system.

ACE PREPLAY



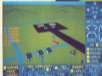
- Easy, readable instructions throughout the game
- Large, comprehensive, controls and graphics manual, complete with screenshots
- Good control interface
- Can be played as an arcade-style fast action or a more strategic simulation



- A somewhat unrealistic AI needs to be better
- Strongly needs an even more intelligent AI with an even more realistic system to be required



Steeply launched from features into target and accuracy. Steeply target and aim support from the side above one of the external views.



Master's main screen displays in a very simple game area. You can change which view you wish to see. The game also has a number of other views.

(downwards at that angle). The steep stays in the air for approximately 30 seconds. For total defence, the SLURF Laser sits on top of the Master. It locks onto any incoming missile and shoots it down with laser fire. SLURF is chemically powered and has a limited number of shots. Its magazine holds enough fuel for about 60 shots and the laser normally takes several shots to down a missile.

TANK BASTING

Your enemy is also well arm, armed and armoured. They aren't just sitting ducks – these bobbies actually fight, evade and skillfully fight back. Nothing is an easy job in Battle Command.

Destroying the object within through a game the Master's system. Destroying enemy vehicles from the Master's cockpit is an easy job in Battle Command.



The anti-aircraft gun can be a factor of it, as it is by adjusting the shell on the surface left of the Master in the cockpit.

The enemy fields an impressive array of ground vehicles and aircraft. "The enemy tank is slow, stupid and easy to kill. Realtime wanted camera helps to catch people's blood lust. The shell tank is heavily armed and armored, and very smart. Radio tanks use music tactics and track you on behalf of other tanks. It can also call for fire support. You can be handling happenings along when suddenly a tonnage of missiles blast all around you with unerring accuracy. The scout car is very fast and weaves around trying to avoid you. Trucks and follow roads, you have to predict a string of trucks in one of the missions. Helicopters take behind hills, pop up, fire and then retreat behind the hill or just stand in making strafing you fill their out of missiles. Other Battle Command craft include laser tanks, personnel carriers, mobile missile launchers, spook planes and scout helicopters, and fighter bombers."



Battle Command incorporates a wide variety of vehicles and aircraft. The fighter bomber is one the more complex.

COMPUTER LESS

The world of Battle Command is depicted in solid three-dimensional graphics. The realistic landscape is populated by hills, trees and buildings, crisscrossed by rivers, roads, utility tracks and electricity pylons. There is a multitude of ground objects to see and destroy including: all trucks, rail yard signals, signal towers, buffers, lock-out towers, train engines and cars, radio masts, fuel, barracks, warehouses, suspension bridges, and so on. The digital world runs incorporate into different types of hill and tree, and fire different bush types.

Realtime is using a state-of-the-art designer to create the missions in Battle Command. With the designer, Realtime can choose any object and place it anywhere on the map. Each individual object has a range of tactics, you can also set attributes for objects. Defensive objects scan for local area and only attack if you enter it. Aggressive objects patrol their local area.

Building you out if the ideal also has a radio rig. It can communicate with other objects and ask for support. You could even have an aggressive rock that talks to safety buffer.

TIGHT TRACKING

You have to use some strategy in Battle Command, but there's nothing to worry about - you don't have to be a cross between Rambo and Einstein. Battle Command will initially be available on Amiga, ST and PC in late October - official versions are also under development including an impressive Japanese implementation. John Dunn at Ocean is supplying the music. Realtime hopes the Amiga version will use sampled sound effects. All the PC graphics and sound levels are fully supported. Realtime will also be developing editor Battle Command missions disks in the future. These extra disks will contain new missions, vehicles, aircraft and ground objects.

"I will be disappointed if people don't get at least 100 hours of playtime out of Battle Command," says Ian Oke of Realtime Games Software. Look out for a full review of Battle Command in the next issue of ACE.

FIRE AND FORGET

Langhove is an integrated fire control radar and reticle system under development by a Martin Marietta and Westinghouse joint venture for the U.S. Army's Aviation Applied Technology Directorate (AATD), with responsibility transferring to the Army Aviation Systems Command (AAVSC) and the Army Missile Command (AMC) in 1993. Comprising of a millimeter wave video fire control system mounted on the main rotor mast, and a fire and forget guidance system using reticle missiles, Langhove is designed to provide all-weather capabilities and long range anti-aircraft targeting capability for Army helicopters. The Army intends to equip 200 AH-64 Apache and one third of its AH-1G helicopters with this hardware, now complete, highly accurate system. Langhove is designed to maintain its accuracy, even in poor weather and battlefield obscurants, and significantly increase the combat effectiveness and survivability of the aircraft.

Deployment of the Martin Marietta/Westinghouse system is scheduled for 1993. Martin Marietta also provides the target acquisition designation light/laser night vision sensor (LANSNS) mounted on the nose of the Apache.



The Apache equipped with the Langhove integrated radar and reticle system. The LANSNS is located in the nose.

THREE TIMES THE SPEED OF SOUND

The ASAFI Mobile Air Defense System is a dual purpose missile system designed to protect force units from both attack by advanced rotary and fixed-wing aircraft. The system has been selected by the U.S. Army for service as a central component of the multi-weapon Forward Area Air Defense system (FAADS). ASAFI carries eight low-boom, rolling missiles that travel at more than three times the speed of sound with a range in excess of 50km. Target acquisition and tracking is handled by a reticle search radar and the reticle-optic missile, which consists of a passive target acquisition and tracking system, laser guidance beam assembly and laser seeker heads. The reticle can track up to 16 ground-based targets simultaneously. Long range passive tracking is performed by a 4K video search view, 4K video tracking view and a Forward Looking Infrared Radar for use at night and in adverse weather conditions.

The ASAFI is mounted on the M548 Bradley Fighting vehicle. The system is highly resistant to counter-attacks and is being used to detect by enemy aircraft. The laser beam-tracing seeker "look back" to the reticle-optic missile for guidance information, making it virtually impossible to jam. ASAFI was developed by Martin Marietta under contract to the Army (Bedford, Massachusetts).



ASAFI carries eight low-boom, rolling missiles that travel at more than three times the speed of sound.

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Available for IBM PC Compatibles and coming soon for
Atari ST and Commodore Amiga



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Four M1 Abrams Tanks, Four soldiers in each. That's Four Tanks, Sixteen Men. And you control the whole shooting match.

M1 TANK PLATOON



• **Leadership.** Think of the 16 men in your tank platoon (as the only tankless tanks and soldiers, improving with experience, promotion and decoration), your survival, or success—increases as your platoon performs battle maneuvers.



MANEUVERING YOUR ARMED M1 TANK



• **Strategic and tactical awareness.** Plan your winning strategies, giving orders to your platoon, changing, reacting, in minutes and minutes. At any moment you can "step into the shoes of the action, taking over direct control as commander, gunner or driver/observer tank.

• **Realistic Battlefield terrain.** Exact use of natural cover, such as hills, ridges and buildings to hide your tanks, across the huge 10,000 acre 3-D battle zone. Just like a real tank commander.

• **High-tech war.** Laser targetfinders, digitized acoustic processors, wire-guided missiles, reactive armor, CG support and artillery make M1 Tank Platoon the most comprehensive up-to-date simulation of armored tank warfare available for your home computer.

M1 Tank Platoon will release to the PC competitive processors in October 1988.

"MicroPro has surely established on this one it's in there, good support, playability through great attention to detail to one of the best simulators I've seen in a long time. The competition should really eat, on the ones going to take some leading." —PC Leisure Spring '88

"I can't deny that M1 Tank Platoon is a definitely MicroPro's most comprehensive production yet." —EPA, CA 10/19/88

"The most intelligently accurate tank sim we've seen." —EPA, Apr 1988



• **Endless variety.** Fight during the day, at night, in snow, mud, rain or clear weather. With thousands of battlefields and millions of situations and you get endless surprises. Decide between single battles or an entire campaign.



OSIUS



YOUR OWN WORST NIGHTMARE . . .

From *Psychosis*, Impelling RPG with more than a dash of hack-'n'-slash.

You're in the depths of your own worst nightmare . . . but this time there's no waking up.

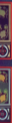
Last and alone in a dangerous and alien world you must discover where you are, how you got here . . . and how you're going to get out!

In a frantic search of the unfathomable land you explore AMAZING forests, mines and underground complexes collecting objects and interacting with indigenous creatures.

Re-emerging in to daylight you race along perfect parallel action scenes, dispatching enemies as you battle over danger into the unknown.

Image courtesy: Black





ACE REVIEWS GO 3D

DIFFERENT Unlike many magazines, ACE rates 3D games. The ratings you see in the box to your right mean we don't want to let you down by rating both 2D and 3D versions. Instead we give you accurate reports on games and make the stage of describing them perfectly clear. To find out more, check out the "What's In It For Me" award opposite.

DEFINITE! Every game has been examined. If the score starts high on other definitions, we think accordingly with the company concerned. Then we give you the whole story whenever possible, so you give more than just the review - analysis, comments, and technical information in all included volumes, as possible.

DEPENDABLE! An average is available. Subscribed. You not only see when the books come (keeping decisions that make the one best or a very good one), but also, we can also make sure that all reviews are finished by the ACE reviewing staff. The ACE, Best game!



PIC POWER!

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

We at ACE know you don't just play a game - you experience it. The Predicted Interest Curve is the only review system that takes this as important factor into account.

The curve is divided into six sections, indicating the player's subjective level of interest over time. Some times you dip, one week into month, and one year. And this can tell you a lot more about a game than just the interest level.

For example, a high one month rating means that the game must look fantastic and get you all excited from the word go. That means it's probably a good game to show off to the neighbours - who probably aren't going to pay attention for much more than a minute anyway.

The initial, high, and slow ratings, tell you a lot too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into. Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PIC comment for more details.

Finally, you've got the month and year ratings. The better a game holds up here the more deserving it is of your hard earned cash.

SCREENTESTS

Welcome to the ULTIMATE GAMES GUIDE

ACE is the only magazine with regular review sections for computers, consoles, and CDs, giving you complete coverage of games today - and tomorrow. But our reviews section isn't just comprehensive, it's got other hidden strengths too...

- We don't waste space. We use it to tell you very clearly what the game is about, how it's played, and what sort of experience it provides. You get all the information you need to make up your mind.
- We distinguish very carefully between products that are exactly as they appear in the shops and those that are incomplete. The panel at the bottom of the opposite page tells you how we do this.
- We're selective. We don't bombard you with pointless reviews of needless rubbish. If a game's in ACE, it deserves your attention. The rating will tell you whether it also deserves your money.

ACE RATED!

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

<p>RECOMMENDED</p> <p>85-6</p>	<p>REVIEW</p> <p>Use with respect if you wish and also when you're asked to play the computer. It's a game that's worth playing and playing it should be a pleasure. It's a game that's worth playing and playing it should be a pleasure. It's a game that's worth playing and playing it should be a pleasure.</p>
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Each review contains a PC forecast by month and year, a "What's In It For Me" that gives you details of the game's implementation on a specific machine. These details include ratings out of five for...

GRAPHICS
All aspects of the game's graphics - with the better bits of each machine taken into account.

AUDIO
The music and sound effects are rated here. It's important to be able to hear the music in the game. The computer's sound capabilities are also mentioned.

IQ FACTOR

The brain factor rating, here that will, means are generally related to be more intelligent than other human beings, so the ratings may be lower than you expect.

FUN FACTOR

Usually a measure of interest, satisfaction. Games that demand justifying their purchase usually are their own fun and are all remarkably addictive. More fun you score will have because they are designed for instant satisfaction. Sometimes it's hard to be other than intelligent - they aren't.

ACE RATINGS

To get a really high rating a game will not only have to be very addictive but stand the test of time as well as a general guide to what the ratings mean:

- 900+** is a great game, recommended without reservation.
- 800-899** is a superb game, but perhaps lacking the long-term depth to last into the month and year categories.
- 700-799** still recommended but probably has a couple of aspects to the gameplay that take the edge off it.
- 600-699** The "hot" ones where it tends to be OK if you like that sort of thing.
- 500-599** Not recommended. The game clearly has some noticeable problems.
- 400-499** It shows well gameplay and programming make this an inferior product.
- 300-399** Not only is the gameplay but the design also seriously flawed. Very poor value.
- 200-299** Things are getting really heavy now. Might be funny if you aren't expected to pay for it.
- 100-199** Inferior EXE - games running on an Amiga.
- Under 100** An exceptional price/discovery value and unimportant degree of usefulness.

VERSION NOTES

These cover version specific information on graphics, audio, loading problems etc. If there's no box for your machine but a version is listed, it'll be covered as an update in a later issue.



WING

Battle beyond the stars with this cinematic space-sim from ORIGIN and MINDSCAPE...

Could this be the game of the year? Exclusively revealed in ACE25, Wing Commander (then called Wingleader) certainly impressed us with its "groundbreaking 3D graphics, spatially realistic stereo sound and cinematic game experience". Now we've had a chance to play a bit of the game, we're even more impressed. With its combination of revolutionary new graphics techniques and film-like presentation and audio, Wing Commander is one of the most exciting games ever released.

Instead of being just a fancy 3D shoot-'em-up in outer space, Wing Commander is a complete futuristic flight simulator with four different spacecraft to fly and over 25 missions to complete. Every spacecraft is equipped with fancy snail-gadgets and weapons, from a useful communication system to mass driver cannons. As a Wing Commander you must not only have to fly your own bird on a mission, you must also lead your fellow pilots to victory and the next roll call.

"Our actions in every mission affects the way the game unfolds," says Phil Harrison, Mindscape's product development manager. Missions vary from securing comms to suppressing intensive alien attacks. You'll perform both offensive and defensive missions, depending on your performance.

Wing Commander uses one of the most advanced and impressive graphics systems ever devised for a coin-operated game. It's the

first time this type of three-dimensional graphics have been seen outside of the arcades.

Everything about Wing Commander makes you think you're playing a movie. Ray-traced bitmapped images provide the most realistic graphics yet seen in a microbased release.

Fighters zoom-in at the distance till they fill your entire cockpit window - these are just waiting to be blasted to bits in a multicoloured cloud of space junk. The ensuing action can be viewed through the cockpit window or outside using a multitude of orbited camera positions.

Attractive cinematic in-between screens provide an interesting insight from the action and help create the cinematic feel of the game. The attention to detail is very impressive. Pictures of ruined cities hang on the banners as the water leaks from a broken pipe.

Professionally composed soundtracks alter with the pace of the game, adding another dimension to the gameplay instead of detracting from your enjoyment like the forgettable Euro pop efforts found in most games. Wing Commander even includes 13 different dogfight soundtracks.



We blow this one, and a million colonists on Dakhets IV pay the price!



Including missile tracking you, severely damaged, intense combat and ally lifelines, eight flying songs (such as strike type mission and tri-ship) and instantly returning to the control and moved or led in space sequence sequence music.

It's very easy to end up writing clichés when describing this latest release from the Texas-based creators of Ultima. Wing Commander breaks up many new ground in computer gaming, but Origin has probably just invented a con-

SEE FOR YOURSELF

Origin, Mindscape and ACE are offering you the exclusive chance to see Wing Commander for yourself. Also we're giving away a limited edition Access disk set of Wing Commander. If you're interested and want a full write a high density disk, 300KB write to: ACE 25000, COMBAT/ACE 25000, MINDSCAPE, PO BOX 1000, LANSING, MICH 48206 (see ACE 25000 issue also, sorry forget to include your name, full address and PC model/number type CD-ROM type, 100-0000, 1.44" disk drive, hard disk, VGA graphics card, soundboard, etc).



So let's go get them!

WING COMMANDER



with new games of genre. It really is like playing a novel. In fact, Bregt is promising more games using the Wing Commander mix of intense graphics, graphics, sound and presentation.

We were expecting to be able to bring you a complete review of Wing Commander in this issue, but it turned out that the version we received was still at beta test stage and so such

wasn't quite ready for a definitive ACE rating. There's no doubt, however, that this is a definite candidate for Game of the Year and we've been promised the full reviewable version for next month.

■ **By Robert**

TAKE THE GAME

We should be reviewing on ACE next month, but we can't wait to see the definitive edition of Wing Commander. Don't you'll also get exclusive playing tips on the game. Don't forget, look for us to look with a revamped Chris Roberts, the inspiration of Wing Commander, will reveal the best way to take this game. They should be the best way to take this game. They should be the best way to take this game.



ACE PREPLAY



- Excellent graphics
- Amazing sound
- Great gameplay
- It's one of the best of the year



- Good, but not enough to be a great game
- It's one of the best of the year
- It's one of the best of the year

BAT

A
THRILLING
ROLE PLAYING
ADVENTURE

EARTH, 22nd century.

You are about to embark on an exciting and dangerous adventure. The Bureau of Batrol Troubadours has selected you as their Special agent.

Your mission: to find and destroy Trango, the evil genius who is threatening the people of the planet Saturna.



Player interaction gives you the chance not only to participate in the lives of other characters, but to be plunged into the virtual city of Terrapolla.



Use the DRAG, a genuine "drag" controller, to move in 3D.

Learn how to use 8.0.0., the programmable computer implanted in your



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UBI SOFT

Entertainment Software



SALES CURVE: How good are you, really? The answer is probably not. In 1989, the year of the Super Nintendo Entertainment System, the sales of arcade conversions peaked at 3.5 million units. The Super Nintendo was the only console to sell more than a million units in 1989. In comparison, the sales of the Super Nintendo were 1.5 million units in 1992.

830

RAMDISK

RAMDISK: The Super Nintendo Entertainment System (SNES) has a built-in RAMDISK. This allows the system to load and run games directly from its own RAM. The Super Nintendo Entertainment System (SNES) has a built-in RAMDISK. This allows the system to load and run games directly from its own RAM. The Super Nintendo Entertainment System (SNES) has a built-in RAMDISK. This allows the system to load and run games directly from its own RAM.

RELEASE DETAILS

NAME	SNES	Year	October
DEVELOPER	21st Century Software	Year	October
PROGRAM	21st Century Software	Year	October
OS	21st Century Software	Year	October

© 1992 21st Century Software

Random Access, the Sales Curve's in-house programming team, are making a name for themselves when it comes to Japanese arcade conversions. First Silkwoom, then Meg Warriors and now Saint Dragon, a game that carries on their proud tradition.

The Saint Dragon, who happens to be your mother, has been kidnapped and sentenced to death by the evil tyrant cyborgs that dominate your once free homeland. Part robot, part cat, you decide that you are the only one that can free her, and set off on your most perilous adventure yet. Succeed, and the freedom of your mother and your race is guaranteed. Fail, and all hell will rain.

SCROLL, DR!

Saint Dragon is the latest Random Access game to use the Dynamic Loading System (DLS). Initially, the DLS gets on with loading the graphics, sounds, etc., while the multitasking system runs the game. While the new data loads, the System loads other necessary management, obscuring unneeded data to make room.

Created by Michael Hines, designer, it was the first of the DLS games to use the DLS system to load the real game data in order to get around a program design flaw. This very limited system can only control the background and sprite loading. Next came Meg Warriors, written by John Cassidy (21st Century Software), designer, which used real multitasking and dynamic loading of sprites and backgrounds. The scrolling continues to improve due to a bug, although the system continued to move around the screen as normal.

The last was converted for SNES and the following DLS, the first Sales Curve game to be loaded on the Super 32-bit. It's only the first game to fully exploit the DLS, it's only one game that takes you all the way through the backgrounds and more realism, because they don't load from one bank, they're in a bank. Unlike SNES which jump between background styles on each level.

Sales Curve fly an arcade firebreather

SAINT DRAGON

Gameplay, St Dragon is a totally standard shoot-'em-up. Fly from left to right through five horizontally scrolling levels set in several exotic alien locations, such as a tropical forest and a barren rocky planet surface. As you progress, airborne and land-based robot aliens appear and shoot missiles at you. Occasionally pods will fall on screen, and when collected will grant you bonuses of extra, more powerful weapons, points or extra lives.

The game utilizes Random Access' new very timely legendary DLS (Dynamic Loading System) that allows constant loading of sprites and backgrounds from disc without halting the game. In effect, this means that the only thing in the memory at a given time is the game logic, code and the currently displayed sprites and backgrounds, allowing of the animation frames and scenery of the arcade machine to be reproduced perfectly.

You begin the game as a simple little dragon with a simple little gun. The only part of your



What the designer had in mind? The dragon's for you. Things like that don't have to be going to the end of your gun.

body that can be hurt is your head, the rest of your body being made up of a ring armored hat that you can use as a shield and weapon. As you work through the game, you can collect fire-throwing power balls, a high powered laser and even bouncing bombs, all of which can be fashioned together and are vital for taking out ground and ceiling-based gun barrels.

Playing St Dragon is something that should be second nature to any arcade goer. Shoot everything on sight and avoid the enemy and their bullets. What could be simpler? As you may have gathered, St Dragon doesn't offer anything like what's new. However, as a straightforward shooter, it's ready one of the most playable in its field. Even though it has only five levels, each is long and tough enough to test even the most experienced player. It'll never be regarded as a classic game, but the amazing loading system will definitely go down in history.

— Tony Olsen



It's hard to see, but a collision with your indomitable hat will still do the trick.

Stratagem play Cluedo in Space

Terran Envoy is the first product from Stratagem, the Australia-based industrial computer systems contractor. For the past few years they've dealt primarily in business computer systems, servicing the needs of international giant, but have now turned their rather successful hands to the home computer games market.

The game is aimed at that small niche in the market comprising gameslayers who want a game with a little depth, but don't have the time for a full RPG or adventure. What you get is basically a scaled-down space-based adventure game that has to be solved inside two hours. Each time you play, the scenario is slightly different, allowing for thousands of game varieties. The story is as follows...

For years the mysterious (but benevolent) Ubbemensch has ruled the universe peacefully, creating harmony between the various telepathic races and humans. His final plan for ultimate harmony is to help humans achieve telepathy, but is being opposed by the equally mysterious Dourger. It's



Another position from these games...

the Dourger is, but they will tell you who is friend or foe. By a process of elimination, you can pinpoint who the Dourger is.

You begin with a view of the Universe, showing all star systems and the location of your ship. You essentially have to visit every planet, each of which can be in any of three states: Empty, Mineable or Occupied. The Mineable ones contain a small amount of one of the five crystal types, and when mined turn to Empty.

On Occupied planets you meet aliens, who are a funny lot. Each has two ratings, loyalty and trustworthiness, and these determine the amount and validity of the information they supply. It helps to



TERRAN ENVOY

Your job, as Terran Envoy, is to find-out who or what the Dourger is, and destroy him/her/it. As you travel through the many star systems of the Universe, you can mine telepathic crystals which you can use to lay information-regarding relationships between races from aliens. Nobody will actually tell you who the Ubbemensch or

make notes of everything everyone tells you, and only start the detective work when you've built up a solid picture of those telling the truth and those leading you right up the galactic garden path.

Getting information also requires a little detective work. With each alien, three of the crystal types are harmful, one is acceptable, and one is

treasured. One or alien a harmful crystal and they won't tell you anything. One an acceptable crystal and you'll get one piece of info, while the treasured ones gets you two.

The crystals also serve another purpose. On board your ship you have a huge laser, called the rather pleasant Ray Of Justice. This is powered by a combination of three crystals, ideally the three harmful to the alien you're attacking (usually the Dourger). Get the combination wrong, or attack the wrong person, and it's Game Over. You only get one crack at it, so check your facts before firing.

The game is controlled through either on-screen icons using a mouse, or letters on the keyboard (M to mine planet, W to contact alien, etc.). This system works well enough, except in situations where windows with selection boxes appear. On a mouse these are simple to use, and a case of moving the pointer over a box and clicking. However, there is no way of moving the cursor with the keyboard, and every key pressed either has no effect or closes the window.

The problem with the game is that it soon becomes very repetitive, and because it's been designed for short play, it isn't very taxing or rewarding. Use those few minutes, and hurry you lose the key to a good strategy game. What should be a fun accessible product has one sub-standard, but still accessible, aspect of money



...and a view of the alien world in a night shot of the Ubbemensch, © Stratagem Director and The Ubbemensch



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TEAM YANKEE

Take on the Reds head to head with EMPIRE's team tactics tank sim



The spreadsheet screen (showing individual display the units) is one of four tabs.

Briefed by Empire as the 'definitive action simulation of modern tank warfare', Team Yankee puts you in control of four tank platoons, defending key points from the onslaught of Russian attack. While perhaps a little dated in its cold-war scenario, the implementation of Team Yankee is superb.

Set over 25 different battles, the object is to progress through five ranks from private to captain, proving your mettle in combat along the way.

Once the game has loaded, you are presented with an options screen from which you may choose a commander (there is only one default in the first instance), commence play, alter the

way of gameplay, as each platoon may be viewed and manipulated independently from its own quadrant via a series of icons.

Each game screen may be displayed in either quadrant or full-screen mode. The icons above each quadrant allow access to each of the three screens, (maps, status and 3D) and include the ability to expand the view of each platoon (although not all of the action will remain visible). To the right of each quadrant there are further icons allowing you to pause and quit or displaying the time, your rank and relative strength of both yours and the Russian platoons. The latter cluster of icons are displayed throughout the game.

One of the most vital screens of the game displays a grid map view of the entire play area from where you may plan your course and general tactics. This shows all terrain features and both yours and the enemy positions. Icons to the right of the grid allow full map manipulation, such as magnify, demagnify and full screen and alteration of speed and camera formation.

Although combat reference to the map is essential, the main action is displayed in glorious 3D and it is from this screen, that you may engage in head to head combat against the lined files. The tanks under your command (you also have at your disposal a number of TOW and anti-aircraft personnel vehicles) are armed with three types of ammunition and have the ability to emit a smoke screen to provide temporary cover. You also have a laser range-finder and thermal imaging to assist at night and when under cover. Movement of the main body and turret of each tank may be controlled both here and, once the enemy is in sight, firing is achieved by placing your cursor over the target and letting go with the mouse button.

Finally, there's a screen giving status info about your vehicles. When in quadrant mode, the display shows each vehicle with two bars indicating morale and overall efficiency. Full screen status, however, also shows the number of rounds of each weapon left.

Rather than opt for a strategist's dream Defied Digital Enterprises have emphasized the arcade

element, although this by no means indicates a lack of tactical gameplay. The blend of thought and reflexes required to play Team Yankee with any degree of success is mostly right and the gentle progression through the ranks ensures that you are never faced with anything totally beyond your capabilities. Having said that, some of the later scenarios seem incomprehensibly difficult.

Graphically, Team Yankee works very well. The decision to use bitmapped sprites for 3D rather than polygons may seem unusual, but allows for both speed and the graphic detail required in such a game. The design of the vehicles themselves was assisted by a military expert and as such, authenticity is fully reached for. One more niggler I have about using bitmaps however, is the loss of detail when using the zoom, but this has no effect on gameplay and graphics are generally good. Sound is fairly satisfactory, with in game FX limited to a low rumbling and the obligatory fire and explosion noises.

Team Yankee is an excellent effort to bring to limited appeal of a tank sim to a wider audience. Involved gameplay, original implementation and gradually increasing difficulty ensure that once you are initially hooked, you will remain so for some considerable time.

■ Mike Rowland



A platoon of six mapped tanks - speed control and high speed graphics. But if you zoomed in you'd spot the detail...

game language, practice a scenario or quit. Before commencing play proper, it is recommended that you practice a scenario to familiarise yourself with control of the tank.

Although in control of a total of sixteen tanks, Defied Digital Enterprises (the development team) have managed to make the game very easy to get into. It helps that, in practice mode, any encounters will have only one outcome, as none of the enemy vehicles return your fire! The control method may help to let Team Yankee apart from the ever increasing crowd of tank sims, as it involves simple con manipulation via the mouse buttons.

The initial game screen displays a 'quadant view', when the main play area is split into four sections directly related to each platoon. This is where Team Yankee offers something more in

RIC

RELEASING THIS WEEK

GAME	PRICE	RELEASE DATE
ARAB II	£19.99	04.07.90
ARABIA	£19.99	04.07.90
ARABIC	£14.99	04.07.90

See other screenshots on page 58

PIC

TEMPERATURE

835

RELEASE DETAILS

NAME	PRICE	AVAILABLE
AMIGA	£79.99	OUT NOW
IBM PC	£59.99	NOV '90

For other versions visit us

Arrow keys beside the window allow you to click between the different planets.

In the top right corner is a small animated graphics illustration of the currently selected planet. If you've selected an enemy-held planet then a "Classified" logo will be displayed. Below that is a message window which on other screens you will be informed that new information has come in by a digitized voice and a flashing light. Finally, in the bottom-right corner, are the five control icons. From here you can access all the information screens and functions. As a shortcut, some of these icons are reproduced on other screens, so that you don't have to keep returning to the main one.

The basic aim of the game is to capture the enemy's home base. Naturally, this isn't going to

BEHIND INTERSTELLAR AID

Eventually you'll want to start getting violent. You can generate 28 planets, each containing up to 200,000,000 and the best equipment you can afford. Battle Cruisers can carry up to 4 planets between planets and into battle. When battles ensue, the combat control screen shows two bars - green (you) and red (them). Their relative heights indicate, at a glance, the strength of one side to the other, so you can quickly decide whether to cut "your boys" out.

Random events occur that may help or hinder you, such as your scientists developing a high yield crop, or a solar storm shutting down resource stations. You have to stay alert and flexible enough to conquer chance as well as the enemy.

SUPREMACY

Power is an aphrodisiac, and MELBOURNE HOUSE offer you the chance to be the sexiest thing in the Universe!

Vision/Electronic are launching the latest Melbourne House name with this game. It features resources and an strong, the latest this year game so The Hobbit has a slight future.

It all starts with research at 7 research labs. The factories have discovered four new alien species while working on four hyperlogon drives. Each dimension contains many new worlds just ready for you. Rule of the Universe no less, to expand your empire into.

The problem is that four alien races have all made the discovery, and some of them are particularly powerful and ruthless. The gates are too permanent, leaving you wide open to potential attack. There's only one thing to do - get in and win first before they lock you out.

The game leads up with an attractive intro, followed by a screen detailing the four alien species you will face. Each module is one of the dimensions, and acts as a difficulty level. The more complex increasing difficulty and, if they aren't enough, the number of planets to conquer also increases.

Once you select an opponent, you are presented with the main control screen. Most of the action is controlled by the mouse, and clicking on the right button returns

you to the main screen. The bottom button of the screen is a large round window showing the planet system in the dimension, with your home planet of Starbase at one end of the system and the enemy's at the other. It features an overview plan of the system for conquest.



Viewing data and resources for your planet.

to begin. For a start, you begin with a tiny population, no resource generators, no spaceports and no army! However, your being dropped into the Universe was going to be easy! You will have to make decisions about how to tax the populace to raise resources, then you have to buy

Hydrocultural and Mining Stations to produce food and rare materials, as well as Solar Satellites to beam down power for them.

Only once you have a stableish community on Starbase can you even begin to think about expanding to other planets. To do this you must buy an Atmosphere Processor (very expensive) to send out to the barren worlds in the void and terraform them. After some time a new colorable world's formed, each with ready made inhabitants just waiting to be taxed, fed and drafted. There are four world types, each with different benefits: volcanic Mining Stations give a higher yield; desert Solar Satellites generate more power; tropical Hydrocultural Stations produce more food; and metropolitan Innovation produces higher resources. A Cargo Cruiser can then truck resources between planets as needed.



View your empire from the perspective of the enemy.

Finally, the Supremacy. The attractive graphics encourage you to explore the screen and the icon system makes it very easy to get around and manipulate data. Getting a few new functions aren't quite as easily identifiable from their design as they might be. The sound effects are far better than you usually get in this type of game, and quite amusing in places. The manual is well thought out and guides you step by step through some early game play examples.

When the game starts over, say, Imperials is that it's fun. While there aren't as many variables to manipulate in Supremacy, it's just as taxing intellectually but from a more tactical point of view - it's not just a question of juggling the units. The four alien species are all tough foes, but the difficulty level means the player can pick the one best suited to their abilities.

Honestly, there's not really anything in Supremacy that hasn't been done long before, but it's never been done quite so attractively or with so much thought devoted to user friendliness. Like Populous, it comes up in the style of game to those who perhaps wouldn't normally consider it, and offers lots of long lasting entertainment into the bargain.

■ David Updegrave



There's also Esprit's software in action.

No member of the software buying public could have failed to notice last year's barrage of driving titles, released to do battle for sales and to come-casual milk the punter for all his/her worth. The start of what could become this year's onslaught is heralded by Gremlin's new licensing deal with Lotus, under which the company have the exclusive rights to market software endorsed by the company and carrying the official Lotus badge.

All very impressive, but endorsed software doesn't always live up to the expectations imposed by the label. Is this yet another piece of sub-standard software with an expensive price tag?

The most obvious difference between Lotus Turbo Esprit and the previous batch of arcade licenses is that it makes use of the horizontal split-screen effect, first seen in the age-old classic, Pit Stop II. So you've got simultaneous two-player action, the kind on which the original Pit Stop thrived, as well as a threat-between you and the computer.

There are 12 tracks, set over 4 difficulty levels, each level contains an increasing number of tracks in which you race either solo or against a "friend" in a field of 20. Once running, you are presented with a well implemented arcade mode, showing various representations of the Lotus with accurate spec charts and a demo of the game itself. Unusually, you are presented with an options screen from which you may select the difficulty level, number of players and mode of control. Of the former, each level requires completion of an increasing number of tracks, although you may select at which level you begin.

Each track increases in difficulty, adding hazards such as water, oil, mudbanks and land



The player needs to be in 1st position for the victory. Whilst it's standard in Esprit's software, this track had an alignment with another where, for one player, only the front half of the display is visible up to an obstruction in split-screen and the frame.

LOTUS TURBO ESPRIT CHALLENGE

Unleash a Lotus with GREMLIN's hot new license



Just back to the cockpit and you're off.

sides. There are three control options: the first allows you to cycle up/down for accelerate/decelerate and the button to change through the gears. The second mode effectively reverses the first, using the button to accelerate and paddle to change gear. Lastly, Gremlin will include a remote option which had yet to be implemented on the main title.

In addition to choice of physical control, each player may select either manual or computer controlled (i.e. automatic) gears. Information as to selected gear, speed, revs, fuel and overall position is displayed to the right of the play area, while a bar indicator to the top left displays each lap completed. Further similarity to Pit Stop II may be drawn from the fact that you must inevitably enter the pits at some stage, to replenish fuel and restore your overworked engine.

Graphically, LTE is excellently implemented. Convinced 3-D moves fluidly and smoothly, so do the various horizons and roadside objects and although the main centre is viewed from the stationary rear angle, colour has been well used to create a feel of arcade quality software. Sadly, the master copy was incomplete, so that no in-game Pit were present, although as has been mentioned, a selection of the media's in game tunes are available for your selection.

Overall speed has to be seen to be appreciated when the screen becomes cluttered with action: the game does not stall, and although enjoyable as a single player game, Lotus Turbo Esprit enters another class altogether when played against a "friend". The obstacles frustration experienced when an attempt to overtake is thwarted by either a driver or a purposeful opponent is immense. The frustration levels for beginners is also reduced let the expense of realism in that collisions with other vehicles does not cause damage to your car, but merely slows you down.

A substantial range of different tracks and the unobscurable mounting determination to achieve first place ensure that Lotus Turbo Esprit will, whilst perhaps not achieving the classic cult status of Pit Stop II, nevertheless prove pleasant memories for some and quite new fancies of enthusiasts in many others. Questioned and over-praised? Hardly definitely not - and a big tip on the back to Gremlin for proving that endorsement needn't be associated with substandard software.

■ Ben Rowland

PIC

There's a certain thrill about sales in a computer game which is difficult to match when it comes to the software industry. And there's no doubt that the success of the PIC software is a testament to the fact that the software industry is still a very exciting and profitable one.

875

RELEASE DATE

15-07-1988 (UK) £19.95

05-07-1988 (USA) \$29.95

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WONDERLAND

dream the dream...



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SHADOW OF THE BEAST 2

On dear Orlin, Beast Mage, wasn't too stressed at being defeated in *Beast 1* and now seeks revenge. Like all battles he picks on the weak and kidnaps your baby sister, with the intention of turning her into a superior messenger for the Beast Lord himself. It's supposed because he's stronger than recorded delivery mail. You, of course, were since then cursed and after that one year your sister suffers so, you did, you tried to raise-floos, some of the friend, to raise her.

Shadow of the Beast was the most popular long title of 1989 and probably the first to show what that machine was truly capable of. Intensity *Sally* it was, somewhat lacking in the game department but now here's the sequel, featuring enhanced gameplay as well as the visual art works so applauded before.

The game opens with the best intro sequence I have ever seen. It's almost cinematic in quality, and not a lot of people will reach for their wallets as soon as they see it. Unlike them to not until the game is fully loaded.

In the game you can see a character that looks like a figure who can walk on left or right, and is in black. Pressing to activate the weapon effect you can carry items with just a hand. In the bottom left hand corner of the

screen is a red field which expands as you get to when it's dry you're dead. At the bottom of the screen is a small window for messages.

Your aim is to strike purposefully through various scenery, which scrolls in two layer cartons at all directions. Of course, this is no *Limbo* and in the park — there are chains to lay, waterfalls to cross, ropes to climb and a wide variety of people and monsters hell-bent on stopping you saving your sister.

As you explore *Raytheon* you may find items containing gold, which can be used to buy food or weapons in some locations.

Occasionally chests or alien numbers will reveal weapons or useful items. You can carry four things at a time, switching between them with function keys 1-4. Some items have limited use, so choose carefully!

The programmers, Reflections, have tried to build on the basic gameplay of the first *Beast* by adding a small graphic adventure element with the option of trying to engage those you meet in conversation (after a fashion). Pressing 'F' allows you to type in a word that you want to inquire about. For example, early on you meet an old man who, you are told, is mourning a loss. Press 'LOSS', and he'll tell you that his ring was stolen by Gobins. It doesn't take a PhD to work out that, if you find and return it, he may be useful.

BEASTLY?

All this sounds fairly ordinary but, quite frankly, I wasn't impressed with *Beast 2*. The scenery graphics are great and small incredibly smoothly

but the monster graphics, although well designed and animated, look colour and appear flat compared to the original. The worst instance of this is with the player's character — which looks as if it had escaped from a CG game. I appreciate that this was done for save memory for use elsewhere, but the player has to look at this sprite all the way through the game and I think that it would've been memory well spent.

The adventure element is a nice addition and adds a little spice to the pot, but it isn't particularly taxing. The sound effects are out of the mill and the backing music is somewhat dreary. But the real nails in the *Beast 2* coffin are its toughness and its user unfriendliness.

I consider myself a reasonable gamer/player, but, after slugging away for days at this hanker game, I've only just got onto the second load. If I don't know the cheat made for to be in a straitjacket by now. The monsters deplete your energy at



It's well known, trapping you into a conversation to work things with an alien before. After some time you'll see the game and the monster, but will you ever get to them?

PSYGNOSIS serve up another helping of the *Beast* — warmed up leftovers or cordon bleu meal?

PIC

605

RELEASE DETAILS

ATARI 2600

EMULATED

FOR OTHER SYSTEMS CURRENTLY UNAVAILABLE

quality and more so fast that your life is over before you know it — and that's all you get, just one measly life! When I died on the second load I thought maybe I'd restart from there, but no — back to the beginning I got!

Furthermore, you can't skip the intro and get on with loading the game. It's enjoyable the first couple of times, but after that... *Argh*, at the end of the game you get a jolly and a stamped gunner roll. It's good but from going to restarting a new game takes nearly ten minutes! You can turn this sequence off — reducing the time to a speedy (but 4F seconds). That's a heck of a lot of time between games!

In the final analysis it has to be said that the fruits of *Beast 2* severely outweigh its good points. It's a complete mystery to me why it's been so highly praised elsewhere. Either the game was reviewed on the basis of someone playing it for fun or with the aid of a cheat. Or maybe they just like impossible challenges. I don't. I admire the technical achievement this program represents, but I would have admired a good game even more.

David Upchurch



Adventure game windows in scrolling view, as they were used for *Quest*, *Wizard*, *Dragon*, and *Magical Windows* and will be used here.

Magnetic Scrolls has always been regarded as one of the fore-runners of the adventure field, standing alongside Infocom for producing the most entertaining and involving adventures around. Back in 1987, they started the world with *The Pawn*, a game that featured excellent location-pictures and the most intelligent parser yet seen.

MS have kept a low profile since the demise of Telecomput, who used to publish their games

details, allowing for a lot of freedom and plenty of room for some typically logical, yet difficult, puzzles.

The key selling point behind this game is not that it's a brilliant adventure and one of the best in its class, which it is, but the new operating system, namely Magnetic Windows. At first glance, you'd think the game was running on an Apple Macintosh. In fact, if you didn't know any better, some of the finer graphics would tell you the same. Welcome to MW, the future of adventure games.

With any adventure scenario, there are a number of commands used over and over again that are used purely for information, called that way for good reason, such as *HELP*, *INFO*, *DIR*, *MAP* or *LIST*. MW allows you to call up a series of pre-highlighted windows that give you an instant printed guide to these plus a list of objects in the current location. There's also a self-building map option that allows you to travel instantly to any location you've already visited by simply clicking on the destination. A lot less frustration than trying to enter a series of directions, I can tell you.

RELEASE DETAILS		
OS/2™	12/91	12/91
MS-DOS	12/91	12/91
IBM PC	12/91	12/91

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WONDERLAND



under the Rainbow label. Now they have returned with what must be one of the most informative and user-friendly game systems ever devised.

Based on an adventure game around such a classic book as *Rings in Wonderland* it always going to create problems. After all, the story is pretty set and adding any more has to be planned carefully so as not to lose the feel of the book.

Playing through a large part of the game, I have to say that MS have done extremely well. The story is essentially the same, only for those

All the windows can be moved and scaled, and if you feel yourself reading a lot of a mess on screen, you can use the TEXT command, whereby the computer will relay and recode all the windows in a way that all can be displayed at once with no overlap and no loss of information.

As far as the game story follows that of the book, but that's not to say you can have any idea as to what's around the next corner.

Situations have been played around with to the point that even simple tasks, like strengthening a clothes hanger become complex in any and all of the former tasks of *Heracles* for even *Adena* come to that.

However, all the puzzles are logical and can be quite easily thought out. For example, going back to the clothes hanger, you find a situation where you have to use some straight wire. Upon trying to unfasten the hanger, you are told you need to find something to grip it securely. What's that a vice you saw in the garden shed?

If you get really stuck, however, there is a help command that brings up a list dictionary, which effectively contains the entire collection in clear form. Each list is split into four or

Have Magnetic Scrolls created the ultimate adventure system?

more parts; the more you recall, the more obvious the clue becomes, until it finally tells you exactly how to win over your specific problem.

The parser is, but MS, containing a wide variety of synonyms for each act and object and includes a full editing system, where you can recall previous commands and alter them - handy for repeating long sentences or correcting mistakes.

Can this really be the end of frustrating adventures? A colleague of mine, whose initials are Keith Campbell, wanted to give this game 100%. After playing it, I can't say I share his. Scrolls plan to use the Magnetic Windows system indefinitely, to create more advanced and involving software. All adventure fans heed and praise.



Many scrolls have magical ways to solve a problem, but unfortunately, sometimes with a string and all other the others are very subjective effort.



Cadaver™



Deep in the heart of darkness lies a swamp. In the centre of the swamp there stands a castle. And deep inside the castle the Necromancer waits.

His history is steeped in blood. A trail between the labyrinthine, a deadly web by magic and a maze that oozes the barbed-wire and with blood. In the aftermath many adventures tried to unravel the enigma. None survived.

He has lost someone's heart. No valiant knight or cowardly soldier but a Dan, a woman and a thief. Kariakos the thief is bound to go where men have failed, to come face to face with the Necromancer and solve the darkest mystery known to man. His name? Not known as long as a personal feud has vengeance against evil or a deep love of Necromancy has tempted small Gude Wolf to bartering at the altar with it.

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BETRAYAL

*Your Father's been murdered,
Your Peasants are in revolt
and your wife's run off with your best
friend - the Kings' brother.*

*Quite possibly the best news you've had
for some time!*

Betrayal.

From Rainbird.

*A web of intricate possibilities - but fair
play isn't one of them.*



MASTERS OF STRATEGY

LOOPZ

When you find yourself thinking with excitement on the tube because you've just beaten your Tetris high score, you know it's time to either let clouds the Gameboy in the States and see a psychiatrist in the UK or just one more line to see what happens if you adopt a more aggressive strategy on Level 9.

There is a third alternative. Just as heroin users can sometimes be weaned away from the red drug with methadone, so Tetris victims can be dragged away from those tumbling blocks by other puzzle games. Some people have found new life after discovering *Loopz*. Others' lives by Pomeroy. As a hardened Tetris user, however, I don't get a rush from either of these, so you can imagine the effect on my puzzle rate when I played *Loopz* and saw, for the first time, the possibility of freedom from Galag Tetris. Suddenly a whole new world of addiction opened up, and not a fading block in sight.

ELEMENTARY

Loopz is, of course, very simple. A rectangular playing board confronts you, over which you can move a cursor using the mouse or joystick. The cursor assumes one of several distinct shapes, each of which is an open-ended line with one or two right angles and of varying size. One, for example, is a straight line of three squares' high. Another is a right angle with two sides of a single square's length. Other single right angles create L shapes, and some lines dip (though less right angles).

To drop these lines onto the grid by first moving them where you choose and then clicking the mouse/joystick button, a line cannot leave either end continuing immediately to the boundary of the grid. Your objective is to place five lines so that they join into each other and form 'loops', which are simply polygons that enclose an area of the grid. Once you complete a loop, it fades and disappears and your score goes up. The more complex the loop, the higher your score.

Naturally you can't determine in which order



Here you combine five lines to form a loop, which disappears and your score goes up. The more complex the loop, the higher your score.

the shapes will come, so sooner or later you have redundant shapes on your grid that you can't join or, worse, are stopping you from completing other loops. Occasionally (VERY occasionally) you get a special shape, which - when dropped on any line or pattern of joined lines - wraps them out and frees some space.

You have three lives, and lose one when either you cannot place a shape anywhere on the grid because you can't find a space for it, or you fail to place the shape within the time limit (as indicated by a sliding bar at the bottom of the screen). The time limit provides a simple way of



One of generated levels from Loopz. The grid contains shapes and you have a timer.

increasing the difficulty - the higher levels (which, like Tetris, you can access from the starting screen) are just the same but simply leave you less time to place each piece. You get an extra life for every 25 loops you complete.

Loopz has three game modes. In Game A, the level remains constant. In Game B it rises with your score (as in Tetris). Game B includes two bonus sequences - the first simply lets you readily creating loops and doesn't remove them when you've finished. The second is similar to Game C. The latter is quite different - a complex completed loop is shown onscreen and then sections are removed. You have to replace them and rebuild the loop. This is essentially a memory and logic exercise.

Loopz is an excellent puzzle, but this evening I was back playing Tetris on the Tube. That's because there's one feature of AudioGenic's puzzle that stops it from replacing that other game as my affection.

Yes, I admit it. I just can't track it. The game (and it's not the only one here who had this problem) is too difficult for you to loop into it and get instant gratification. The shapes of the lines in *Loopz* make the strategy very complex. Tetris allows simple incorporation of any block into either single or multiple lines. In *Loopz*, some shapes cannot be incorporated into the more simple shapes on the grid (eg, for example, can never be part of a simple rectangle). These shapes demand that you reserve some of your

AUDIOGENIC's puzzle has been grabbed by Mindscape for the Gameboy and Capcom for the arcades. But should you grab it for yourself?

PIC

The performance graph shows the probability of the computer being able to play the game on your system. The graph shows the performance of the game on your system. The graph shows the performance of the game on your system.

795

RELEASE DETAILS

AA&D '87	279.00	8/24/87
AMIGA	279.00	8/24/87
IBM PC	279.00	8/24/87
CD ROM	279.00	8/24/87
SPECTRUM	279.00	8/24/87
ATARI-ST	279.00	8/24/87

After consulting with the publisher, we have found that the game is not available for the systems listed above.

grid for the particular shapes they require and at higher levels this becomes very difficult indeed.

Unfortunately, you can't pause the game to plan ahead because the pause option blanks the playing area. The programmer's probably did this deliberately, but they did themselves an injustice because the attraction of *Loopz* is that the strategy is so much more interesting than Tetris. That was what attracted me when I first played it - and what frustrated me when I realized how difficult it was.

AudioGenic assure me that there are many people who've mastered *Loopz*. That may be true, but you should be prepared for a much longer learning curve - which means that you'll only really want to tackle *Loopz* when you've got the time and patience for a challenge. Tetris, on the other hand, is completely straightforward - and that's its main attraction.

■ Steve Clarke

LOOP HIS LOOPS

Loopz also has a two-player mode which isn't very exciting because it demands two joystick and the joystick seemed to not be precise on the mouse. The most recent news, however, is that neither you're opponent may be keeping you a particular shape to complete it (unless you try get those four and push the buttons, but the other's intention). It shows all the advantages and drawbacks of the single player game.

By comparison, most other bubble shooters try to keep the player focused on one or two balloons. In *Pang*, you can spend as much time as you want on any one balloon.

PANG PLAYERS GUIDE

The best general advice is to be methodical. When a new screen starts, quickly see where the position of the balloons are after it's fired for 10, and then immediately fire them. Try to move up as many of the three balloons as possible before moving on to the other balloons. If you don't, you'll just end up repeating.

There are four main weapons: the harpoon, the grapple hook, a double shot laser and dynamite.

■ The harpoon (which you start with) shoots up, dragging a cable behind it. If it hits a balloon, an animal, a platform or the ceiling it stops there. Be warned - you can't fire this until you hit it a few times; you get up the double shot. The harpoon is, basically, useless; the best weapon for laser, especially when you can't see the line. Best way to use it is to fire and move to the side, using the cable as a shield and allowing the balloons to crash into it.

■ The grapple hook (which you use as a harpoon, except that it's like a platform or the ceiling it sticks, leaving a longer or shorter cable trailing behind). This weapon is a bit of a double edged sword - while it's good for using as protection in low numbers, it can be a pain if it gets stuck somewhere away from the center, leaving you unprepared.

■ The laser is great for knocking up the big fat balloons, but it's too dangerous to use unless there are lots of small balloons because you have to get right underneath them - for too long!

■ The dynamite is best avoided at all times. It splits all balloons into the smallest size and can cause major headaches if used too early on.

Use platforms or animals as much as possible - shoot between gaps in them whenever possible.

There are many screens containing balloons which you may be tempted to shoot - OGREY! Your chances of survival are much higher when the headless of the floor is near, rather than hovering at some tiny height. Only use platforms if you're shooting them, or you shoot safely from it.

Try to shoot both ends of an even as good as you can. Don't hit the one - it's totally harmless and will destroy some of the balloons.

Screens in the earlier and earlier levels have features for graphics which make you go to and shoot things when you change direction. Be careful, and have a trigger finger for when

Imagine, if you can, the whole screen of the coupling of *Space Invaders* with *Asimov's* and you will begin to get some idea what this game is all about.

You control a little fellow whose task it is to travel around the world, making your way through 50 screens of action set in 17 locations. You start in Japan (guess where the comic was written and end up on Easter Island in the Pacific Ocean). Each screen is made up of several platforms, barriers and ladders. Your character can walk left or right, climb up or down ladders, or drop off the edge of platforms (you can't die by falling).

Bouncing around are a number of balloons, which you can shoot with your harpoon-like gun. Be warned - your gun only fires up! Each time a balloon is shot, it is hit by the cable trailing behind the harpoon, it splits into two smaller balloons. The smaller the balloon the lower they bounce - the smaller the balloons barely clear your head. All these smallest balloons and they disappear. Clear a screen of all the balloons and you can move into the next. If one of the bal-



OCEAN burst a few bubbles with a highly addictive romp around the world



Screen 20 - game starting screen shows where the fun is to be had

PANG

loons lets you or the time limit is used up, you lose one of your lives and have to start the screen again.

And that, basically, is *Pang*. There are several extra tools and abilities that elaborate on the basic scenario: some platforms can be destroyed by shooting, occasionally you can launch drop bonuses (such as double harpoons or a handy pump action laser) and snails or birds will sometimes wander on screen which, if they touch you, stop your weapon working for a limited time.

Pang may not look much from the screen shots, or sound like much from the description, but just wait until you play it - the game positively oozes addictiveness! The first few screens are fairly simple affairs, but as more obvious platform arrangements appear and more balloons start bouncing about, things can get pretty hectic and the game really starts to get its hooks into you! Although fundamentally a simple platform game, some screens require thought and strategy to complete. There's also a two player option, where both take part at the same time, which is great fun. The old adage about concentrating to survive a true test that just about any other two player game can think of.

Pang has been superbly converted from the Macintosh arcade game by Ocean France. The graphics are identical to the original, even down to the ah-ah sequence between games. Each country is represented by an allusive picture which acts as a backdrop to the in-screen action. The animation is good, and everything moves very smoothly. Sound is also well imple-

PIC

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RELEASE DETAILS

14 JANUARY PC SPECTRUM	17 FEB	NOV 90
14 JANUARY CARTRIDGE	17 FEB	NOV 90

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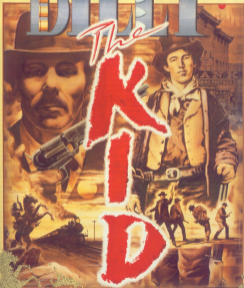
mented. The spot effects are pretty standard bangs and poops, but there are a large number of enjoyable tones and jingles throughout the game.

This is a marvelous game. Okay, to be fair not exactly stretched to the limits of your visual faculty capacity, but the game does require more brain than your average arcade fare. If you market for the days when games were fun and simple, buy *Pang* - you won't regret it.

David Sprott

BILLY

The KID



ATARI ST

... A HERO?

CBM AMIGA



ocean



HIGH NOON

What do you get when you shut four programmers in a small room in North London? Rik Haynes meets the men at Millennium



The men at Millennium: Paul Cartwright (left), Steve Stone, Pete Hickinson and Rik Haynes

More out of the Logotron education software specialist, Millennium is a young, small and independent software publisher dedicated to producing original games on the CNA, Amiga, PC and ST. So far this year, Millennium has released the critically-acclaimed Revolution 101, 800 Gears and Thunderstrike. ACE want to Millennium's London office in Highbury to ask the of its programmers are simple – but very important – question. Four of the programmers turned up, the other one missed his train.

HOW DO YOU RATE THE CURRENT STATE OF GAMEPLAY FOUND IN GAMES?

STEVE CRAND (programmer of Outland): I think it's more artificial stupidity rather than artificial intelligence.

DAVE GARRILL (programmer of James Pond): By building intelligence around the situations and characters involved in the game. There's much more intelligence in today's games for moving and controlling enemies.

PETE HICKINSON (programmer of Chase HQ) till Billy Moonshine (Ramen): Characters have to interact more with each other in games. You have to think up a whole lot of programming routines to emulate stuff.

PAUL CARTWRIGHTS (programmer of Archipelago, Revolution 101 and Snowball): There aren't that many complicated things in life, it's just lots of little simple things which combine with each other to make something that is – or looks – complicated.

Instead of structured intelligence, we need intelligence that is created during the game.

STEVE (I don't think the level of intelligence found in games has increased a great deal – per-

haps stupidity has increased. You get more complex algorithms controlling the behaviour of people in games, but there's no real intelligence – not like you'd call a real mouse intelligent. It's essentially still all preprogrammed hardware stuff. Graphic adventures don't seem to have come very far at all in the level of intellect

"Complex story projects will involve a lot more money which are still hard to find than outside our own resources – but not sure we're or re-publishing or venture capital. It can be an expensive proposition. We are done to get involved, but are used to know which will be the main format before we start developing games."

for Steve, Millennium

involved. They are just puzzles. It's just you against the programmer. None of the people inside the games do anything intelligent themselves. I think graphic adventures have got a great future, but they need to have a lot more intelligence. You need to be able to walk into a world and make it work your way. The closest you walk into a programmer's game designers want you have to solve their puzzles their way. The world is complex because it operates autonomously – so you can step into them and play along with the plot if you feel like it, or perhaps play it if you want say. As far as I can see, it's not so much

can one, games are exceedingly thick.

CRAND: There's a lot going on in the background of today's games. You've got to play a part in what's going on. Enemies in games have to do something more of a purpose. We have to look in their direction with what the player does.

STEVE: You have to treat the objects in casual or games as autonomous bodies – building them, programming them, thinking about them in isolation, then letting them meet together and see what happens – this can lead to intelligent. When you think of the plot first, you make everything fit around it. Complete systems are more than the sum of their parts. When you pile on it

PAUL BILLY HICKINSON'S RACING

A futuristic racing romp, till Billy Moonshine (Ramen) (working title) is a darker and bloodier version of Chase HQ. You play the role of Billy and as they illegally drive racecars around a circuit a full fifty miles in an unpopulated landscape of America. You have to beat other racers' cars and the cops to the pit-stop and the drop-off. You can buy extras for your track, including a super-charged engine or fuel tank, including a super-charged engine or fuel tank, including a super-charged engine or fuel tank. You can buy extras for your track, including a super-charged engine or fuel tank. You can buy extras for your track, including a super-charged engine or fuel tank.



TENTACLE

Edith the Cat, the strange animal software development team most recently responsible for Prophecy by Electronic Arts, is currently working on Tentacle for Millennium. The details of the Atari game genre will feature full screen graphics, scrolling and mouse optics. Combining a classic plot which moves around the arena using four springs, you're up against dragons, insects and reptilian transformer robots. Tentacle is being written by the same guy who conceptualised off the Atari port to the 88 Megs derivatives and Edith the Cat says, "It's going to end in four chapters of the Atari port which will probably be released at the same time as 'Prophecy'." Tentacle is scheduled for release on Amiga and ST in February 1988.

IN HIGHBURY



and of course, plot and dialogue. Horror involves a lot of story, and that's what makes it so interesting. It's a genre that's been around for a long time, and it's still going strong. It's a genre that's been around for a long time, and it's still going strong. It's a genre that's been around for a long time, and it's still going strong.

the single entities, together they become complex. What we need to do in terms of technique is find new data structures, new methods of representing things inside the machine, not algorithmic data structures like you tend to see in games. We require a more intelligent, sensitive, interesting kind of structure. You have to create people inside your games and then teach them, rather than tell them how they are to behave. If you have to make them walk, then you have to tell them to behave the way you want them to be in the game. There has got to be some learning in the game. I don't think intelligence is a non-learned learning.

DEB: Gamesplay itself really improved over time. Sometimes you can go overboard by trying to add too many elements to the gameplay. Are there multi-intelligence ones. Three dimensions graphics have come on a long way, but I think they can sometimes hinder gameplay.

PEW: Games require a lot more thought in the planning stages these days. You set down a general storyboard and add to it during the game's development.

PAUL: Half of it is to do with what's wanted in the market place, you have to do more work in a game otherwise it's ignored. If you write a game I try to have something that is really special—either in terms of humor, gameplay, graphics, sound, technical expertise or whatever. Every game has to have something that really stands out. Five years ago it was enough to have a game that had a lot of everything in it. Three years ago I actually did everything in a game—wrote all the code, design the game, do all the graphics and the sound. Now you would hardly ever do that, because there's such a lack of a lot of work. Producing games is more of a corporate activity that it was then. Making said that, a lot of good games have been programmed by the individual who has had a close idea and stuck with it. You not really a technician, I just want everybody to be able to make it—then you could make the best of that machine. You haven't

really seen the 3D and Amiga stretched to the same degree as the DOS 1 unit. You can do anything you want on a PC-386 with VGA graphics. If you've got too much in the machine, people expect a lot more of the programmer—and development time goes up again.

CHRIS: Generally, I don't like arcade conversions and licensed games. The name tells the game.

PAUL: It doesn't make any difference if it's an original, license or clone-up conversion—that's all external to what's in the game.

Unfortunately, what happens on the whole is that things like concepts and like stuff tend to be turned out. A lot more effort is put into the marketing of the game. I don't think it's fair to say all license games are rubbish. Things are moving so far that way that it's very difficult to do something original and actually make lots of cash out of it.

PEW: Original games tend to be more finely tuned and better prepared before they're released.

STEVE: What's an arcade conversion?

"Everything I do is state of my art, but I'm damn sure it isn't state of anybody else's."

Steve Grant



ARE GAMES THICK?

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OUTLANDS

Can it be a more-land than that mean during the one. America's Outlands, working like a game you in the role of an ancient Indian spirit out to defend the and have magic. This concept affected has reduced your little people to utilize things as you're in a game, you can only influence things by knowing people, meeting new ones, or even by meeting. In the end, you'll have to do what you want. You can't control anything in the game, but every time, there's a new energy level by a new



ing amount. You gain more energy by being overboard.

Outlands uses Populous-style presentation, and control implemented by a full text panel. You use this to talk to the character who you are controlling. You can even hear and talk to a character, but they don't understand that much English. This feature is useful to make places hard to get to.

Everything you do appear to find in the world of the wild there is included, animals and humans, shrubs, camp fire, stagecoach, rail, water, water pits, general stores, bank, bank, magic items, and so on. Outlands contains a good mix complete with old-time presentation. You win the game by getting lots of money and power. For example, you might influence the heart's ball to provide for money in the future, or you might, you could get money to do with a bank or bank, or magic items. But because it's game over if you lose, that

Outlands is the result of two years work. Steve Grant, the programmer of Outlands, states: "The engine is unique.



but there's no plan for the game yet. I don't know how it's going to turn out." Grant's presentation feature started life as a 3D program on a Macintosh computer back in 1986, in its original form by a computer language for the Macintosh. "I like making worlds in the machine," continues Grant. Outlands is due for release on Amiga 500 and 501 in March 1991.

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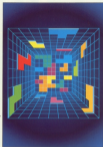


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*- The echo of lights
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ANCO

Access Software could claim a lot of responsibility for putting US Gold on the map. LeadedGas, Road Over Moscow, and Death Squad were all Access products programmed by the Cohen team. Now the same boys have come up with a series of interactive detective dramas featuring Real Detective and Major Graphic 3D. Left's face it, the games are going to have to be pretty hot stuff to live up to those trademarks, eh?

Mean Streets is the first of the new wave and takes you into the not-too-distant future as a private dick, called upon to investigate the appeal of suicide of noted scientist Professor Carl Linsky. It's a multi-scenario display game with two basic gameplay modes: flying from one location to another in your hovercar; always-on-footing sequences; interrogation of suspects; interviewing locations.

After an atmospheric intro sequence, it becomes immediately apparent that investigating Linsky's death is going to be no picnic. The legwork involved in collecting firm evidence is colorful, involving searching, numerous buildings and interacting with many characters.



By night, the hovercar takes what evidence to your terminal...

MEAN STREETS

Travel between locations involves a crude use of graphic display with an overlaid control panel a joy and your Lotus speeder. Although manual control is possible, flight is best left to the autopilot and navigation computer - simply enter the coordinates, your destination and proceed. While abroad, you may access your videophone through which you can talk to other Vennica (for security) or your informant Lee Chen. Both are valuable sources of information.

Interacting, you will be faced with one of five basic situations - the investigation of a character, searching a room/building, or obtaining it out with the opposition. Information displays one of over 25 digitized characters, whom you may question, resorting to bribery or violence when necessary. This is the most graphically accomplished section of the game and what could have been laborious is perfectly compensated. Each digitized character has been well done, displaying highly individual personalities and offering a wide number of reactions when faced with a probing private dick.

Learning a room or building is achieved via a free free search system devised by Access, which requires no typing, but presents a variable menu with options for all possible actions and appropriate items for the current location. (Nice puzzles abound) - many of the locations contain traps (some rather obvious), a few of which you end your days as a private eye. If you cross a battle sequence, you have to shoot it out against large numbers of hoods, sometimes a side-on perspective.

Your inventory enables you to examine or sell anything you may have picked up. Selling items

gets you cash for bribery and ammunition. You can also raise money by engaging in a sort of beauty hearing in the tender parts of town.

THE VERDICT

Access must have spent a lot of time developing this system. The complexity of the plot and the interaction demonstrates the thought that has gone into the programming, and the four basic sections, although very different, gel together very well.

The hovercar's frustrating - the distances you have to travel are often long and can take ages. In addition to this, you're accused to be the only vehicle in the whole of the San Francisco area. It would have been nice to have had some suspects to pursue, or hoods to evade.

The gunfighting is undeniably the weakest section of the game - it quickly becomes repetitive and is at times far too difficult. The onslaught of hoods refuses to let up, even when reaching the end of the screen, and death can come frustratingly quickly.

Overall, however, Mean Streets has a very competent feel to it. Graphics for each section have been well designed (especially the interactive) and Access claim that the sound represents a technical breakthrough because the program outputs high quality digitized effects without adding extra hardware.

The only real criticism I have is the considerable disk access required (2 disks on the ST which becomes annoying after a while. Perseverance, however, will reap its own rewards.

■ Ben Beckett

US GOLD/ACCESS put you in charge of a murder investigation on the West Coast...



PIC



The number of subscriptions grew sharply throughout the 80s, as the price fell from over \$1000 to just \$199, and as the availability of computers, mainly the IBM compatible, grew. Starting in 1989 the number of subscribers fell, but the company held off the inevitable subscription cutbacks until 1990, when the subscriber base was reduced to 100,000. The company is now looking for a new publisher.

8:37



STARTUP

Completely automatic startup using a standard mouse or joystick. When the picture disappears, simply click the mouse button to return to the main menu. Pressing the space bar will bring the picture back on the screen. Use the arrow keys to move between items. Press the mouse button again to return to the main menu.

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RELEASE DETAILS

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2



Rick Dangerous II.
The Man in the Hat is Back..
IN A FLASH!

THE LIGHT CORRIDOR

"The echo of light on the walls of silence" – thus saith INFOGRAMES about their highly original scrolling ball game, tested here in an early pre-production version

The galaxy is in darkness... and the latest offering from Infogrames gives you the popular look of exploring light, offering you the process an originality that few other environments will imagine playing the computer equivalent of squash in a moving 3-D tunnel and you may be able to imagine The Light Corridor.

The game is played by shooting a sphere along a moving corridor. Filled with obstructions in the form of walls themselves either stationary or acted with the aim of reaching the end of the tunnel. Inevitably, the sphere will, when hitting an obstacle, return to the player, who is able to redirect it via control of a translucent square rocket.

The game contains 2 series of 7 parts, each composed of four sections of tunnel. Each of the 7 parts corresponds to one of the colours of the corridor. On completion of each fourth section of tunnel, the player will encounter a challenge. Success brings you a fragment of light to help illuminate the galaxy.

Scattered throughout the tunnels are tokens - collect these, and various bonuses will be bestowed, ranging from an extra life (not if you miss a rebounding sphere) to a double racket (transparent of those bonuses awarded in Asteroids).

In addition to the basic game, Infogrames say that a screen editor will be included in the final version, allowing restructuring or creation of designer tunnels.

Initial impressions are that the originality of the game runs rather close to the merely glibly. However, the gameplay feels promising and the implementation is smooth and promising. The 3-D effect of the tunnel is especially convincing, with the author managing to show an impressive turn of speed.

ACE PREPLAY



Overall Score
8.5/10
Highly original gameplay
Excellent graphics
Impressive music
and sound



Gameplay may be improved
by adding more
challenges
and more
various bonuses

RELEASE DETAILS

Title	£24.99	Developer
Year	1999	Publisher
PC	£24.99	System

Sound at this stage is functional, if not exactly blistering, but this could yet be improved upon. Looking as though it has the potential to be an excellent end product, Light Corridor will be reviewed in full as soon as possible.

■ Mike Rowland

3D INT'L GOLF

Golf has been one of the best game genres to benefit from 3D technology. Recent months have seen both Gremlin's Ultimate Golf and the superlative RSI Tournaments from Japan. Now RSI are joining the club with another simula 3d, which we were able to 'preview' at an early alpha development.

Extensive options cover everything from camera configuration, number of players (1 to 4) and number of holes played, to the actual state of play, on, motion, noise and choice of match, stroke timing ranges. Other facilities such as teeing or landing spheres games for pool specific information and viewing previous records are also available.

The graphics are pretty impressive too, showcasing the familiar Levelboard perspec-

CRL Indulge in 3D 'Fore!' play



From a viewpoint the classic arena camera, a background of softness and atmospheric haze help to maintain a calm effect.

ive f.l.c., but behind the player's and board camera is smooth animation. Added to this, a novel and excellently implemented 3D map is displayed both before a hole is played, and during the action replay following a shot.

Once you're on the green, putting is viewed from above with the green displayed as a translucent plane to show undulations. Controls are simple, and involve a pointer to change shot direction, with repeated mouse-clicks to influence shot strength and size.

As the game stands at the moment, lacking any finishing elements such as wind and with only one of the four possible courses installed it

ACE PREPLAY



Excellent presentation with smooth animation and superb 3D map of the course
Impressive music and sound
Impressive graphics



The 3D display is completely free of any flicker or tearing
The graphics are superb
The sound is superb
The overall presentation is superb
The overall presentation is superb

RELEASE DETAILS

Title	£24.99	Developer
Year	1999	Publisher
PC	£24.99	System



A superbly implemented 3D view of each hole is displayed before a shot, while also an action replay returns shot shot results... it offers

is far from complete and it is to be wished for a couple of months yet. From what we have played however, 'very impressive' it's the ball.

■ Mike Rowland



For more information on the game, visit the website at www.rsi.com

A flight. With so many flight simulators on the market it's amazing that anyone has thought to write one about flying a First World War plane. And now, all of a sudden, comes news of not one but three games based in this setting—*Knights of the Sky* from sci-experts Microprose, *Fokker* by Glyn Williams (maker of *Warhead* and, first out of the hangar by quite a few months, *Wings* from Cinemaware.

Wings starts with Flight School and presents you with an options screen where you can generate your own pilot character and let him earn his wings taking non-objection to join a friendly squadron. There is a pregenerated pilot (White F. Wanderer—where do they get their names from?) ready and waiting to fly if you're impatient.

Pilots are characterized by four skills: Flying Ability, Shooting Ability, Mechanical Aptitude and Stamina. Flying Ability affects your plane's speed and maneuverability. The higher your Shooting Ability the fewer hits you need to down the enemy. Mechanical Aptitude affects how well you hold your plane together when hit. Stamina determines how likely you are to survive crashes (quite important, too).

New pilots have 40 points to spread between the four skills. During the game you can return to this screen to see how your successful missions are affecting your skills, how many German planes you've downed and receive any medals you may have won!

Learning your wings involves a practice mission. Mission types are described below. If you're successful then you can join a flight squadron as a 2nd Lieutenant. If not then it's back to school until you are!



Build the Fokker's score record over targets, lose life and earn medals by hitting the red.

ACTION

Once you've got your wings, you're briefed by your commanding officer and put in charge of updating the company journal. This acts as your diary of the war and appears between each mission, providing interesting, amusing and sometimes important information on the state of the squadron and the allies' success in the War.

Missions come in three types. Aerial Combat are the most common and the most dangerous, involving a variety of tasks: escorting reconnaissance planes, protecting the base from enemy bombers, or straight engagement of German Fokkers. The action is depicted in solid on for 3D with an unusual cockpit view—just behind your head! As you roll, dive and turn, your head turns to follow enemy aircraft, acting as a first-person sort of radar.

The air is thick full of enemy and friendly craft, and you have to be careful to avoid mid-air



Press those buttons then fly the wings without your commander's permission!

Biggles flies in from Microsoft/ Cinemaware's new WW1 flight game

WINGS

collisions or shooting comrades. Injury or collision may give you, depending on your luck, the chance to ditch the plane and just lose face, rather than your life. The mission is over when all the enemy are downed at you and!

The other two mission types, Strafing and Bombing are more arcade-like than the Aerial Combat Missions. Both are preceded by a briefing where you are alerted of primary targets that must be destroyed, although there are lots of secondary enemy targets to hit. You can't be killed, but you get down or miss your primary targets and you're killed the mission.

Strafing Missions are viewed from a three-quarters angle, with a road scrolling along at a fixed rate below your plane. Bombing Missions are viewed from overhead with the countryside slowly scrolling vertically down below your plane. Careful timing is needed to estimate the delay between bomb release and hitting the ground and the bomb supply is very limited.

If you fail at five consecutive missions you get thrown out of the squadron. Bombing ends coming to an official, such as shooting down your own tanks or Red Cross properly, can get you out as well. Should this happen, or your jet gets killed, you can generate a new one who takes all the company credits where the last one left off. Thus, in a sense, you can't really die in a loss at *Wings*, although ideally you should survive until VE Day.

Wings is a slight departure from the usual Cinemaware style in that there is no 'plot' as such. Like in *Rockin' Ranger* or *It Came from the Desert*, Events occur and you take part in them, but the end goal can seem a little nebulous at times. However the presentation, graphics, music, and effects are consistently excellent in the period atmosphere generated is marvelous.

The main problem is that *Wings* is trying to be all things to all people. The Aerial Combat Missions are too unrealistic to satisfy flight sim fans—you can't alter flying speed, for example, and there is no taking off or landing—and the Bombing and Strafing Missions are too simple for arcade fans. However, the missions get pretty tough, especially later on in the War.

For all its shortcomings, *Wings* is a fun game and fairly simple. If you want a flying game that's not a flight sim where you can see the world of the moment's eyes, then *Wings* is for you.

—David Spitzer

PIC

The performance chart displays your current statistics. Each quadrant represents one of your statistics. A red line indicates your current performance level. The chart is divided into four quadrants: Flying Ability, Shooting Ability, Mechanical Aptitude, and Stamina. The red line starts at a high level in the Flying Ability quadrant and drops significantly in the other three quadrants.

RESEARCH DETAILS

AAADL 00	COIN 00	EMBL 00
AAABA 00	COIN 00	OUT NOW
AAAPV 00	COIN 00	AAAB 00

(All other research planned)



The gas money available in *Wings* is its hobbyhorse, not!

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The colorful look is meant to distract a conventional, friendly, alien-robot-slasher and soothe your conscience.

NEVRYON

Stunning graphics and multi-channel stereo soundtrack ensure that *Nevryon* will be a hit with *Archimedes* owners.

The action takes place just after the First Great Space War of 2198, when enemies of *Titania*, the last ship-constructer, began to invade throughout the Universe. *Nevryon* is a small planet inhabited by humans, which has large reserves of *Titania* ore buried beneath the surface. Unfortunately, a rather nasty breed of alien has infiltrated the humans to obtain this valuable mineral. Naturally, you react upon this intelligence procedure as the perfect excuse to kill everything that moves.

The battle plan consists of four vital missions, each with two levels of alien blasting. The overwhelming power of the *Archimedes* is fully exploited in a superb, faster-than-light scrolling backdrop which includes large warships, 2D aliens and six levels of parallax scrolling. It's by far the best you will have seen on the *Archimedes*, period scrolling adds to the real

Just what can the fastest home micro deliver when it comes to alien destruction?

The 4th Dimension's latest release has the answer...

ism by scrolling the surroundings at differing speeds, providing an enhanced feeling of depth.

Herds of alien swarms abound as the scenery scrolls horizontally past your small ship. Initially armed only with a rather feeble laser cannon, you can progressively customize your ship by collecting bonus pods which are released as you destroy more enemy forces. These add extra shields, firepower in secondary weapons to your ship. The more ammunition you collect, the more pods are released. A good pilot can soon

collect a huge array of extra armaments, some of which are vital for survival at higher levels.

Two useful power-ups are a small gun shield which floats alongside your ship, firing automatically with your main laser. This effectively doubles fire power and is highly recommended. A missile shield can also be collected which floats just above or below your ship. Acting as an air-raised battering ram it can protect the vulnerable sides of your ship from pieces of wreckage and side attacks.

Your first mission is to fly into the alien space-craft and include rocket-launching forms as you force fields and visit alien in addition to formations of alien ships. Many strategies are built-in that to fly through a force field you must first destroy the force generators at the base, to deplete it's energy supply.

Each level is concluded by defeating an increasingly ferocious alien beast. Along with a suitably atmospheric stereo soundtrack for each mission the graphics seem to improve as you progress into the game. Mission two, for example, is a fight through a particularly nasty crystal ball. Asteroids drift across the screen from all directions, whilst swarms of alien bats weave in and out of them. The occasional falling star-bolt will ensure that you don't doze off...

By the time you reach the third mission the planet surface, however, the graphics are quite spectacular. Mountains, bushes, trees and clouds all form a breath-taking backdrop to some of the fastest action yet seen on the *Archimedes*. Coupled with background music, explosions and ever-shifting screen angles excitement is guaranteed all the way.

In the forth and final mission you actually come face to face (or rather close with the 'mother form'). Large alien goliath and alien which will threaten your ship's energy levels almost instantaneously, requiring agile key movements.

The only minor drawback to the game is that sometimes there are literally so many graphics and explosions on screen at once, it can be quite hard to see where you're going, resulting in loss of energy colliding with cavern walls and losing life.

Less than means swapping when you die in higher levels - even if starting on the same level again. This only really becomes annoying if you die frequently but does prevent you from quickly returning from later levels.

Nevryon is the strongest (unreleased) shoot-em-up currently available and should encourage all *Archimedes* owners to reach for their pyramids. The 4th Dimension look out for another classic.

■ Paul Fegan



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PIC

4.5

4

3

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1

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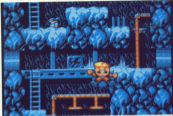
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Running, jumping mayhem from MICROSTYLE as Rick mounts the platforms for another curtain call...

RICK DANGEROUS II



That's Rick in a sticky position here.

The original Rick Dangerous was something of a revival for the somewhat dated platform genre, due to its diverse puzzles and superb presentation. Now, some 11 months later, Rick dons icebergs, caps and levis and takes to the skies in a bid to save mankind from invading alien forces led by his arch-enemy, the Fat Man.

The game begins by offering the player a choice of four of the five available levels through which you must run, crawl, jump, shoot and bomb your way.

The overall feel of RDI, as with RDL, is superb. Each level follows a very different theme

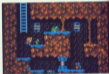
and the game boasts a wide variety of excellent graphics, all of which have been developed with tongue very firmly in cheek. The cartoon sequences promising skills are both humorous and well made and give the player the impression that although not breaking through any boundaries, Coss has gone out of their way to produce a game with genuine style.

Obviously, no hero can be expected to do his job properly if he is unarmed. To this end, Rick is equipped with a laser gun and a number of bombs although, as with the original, both are in limited supply and must be used with caution for best effect. Dotted around however, are numerous bonuses, some of which replenish your dwindling stocks. In addition to these more physical defenses, you are presented in true platform style with 16 lives with which to further your cause.

Playing the game, you will immediately realize that it is not only arcade reflexes that are required. Whilst the game is indeed fast and fun, attempting to speed through will inevitably lead you to Murder into a devious trap, of which there are many. Certain obstacles are seemingly incurable and require specific actions to be performed before they can be overcome.

This by no means vilifies, however, that RDI is lacking in any arcade elements. The speed at which some of the menacing enemies come at you quash all hopes of a string of withdrawal hits to the back of your head, at which point panic may easily set in as the limited stocks you are allowed disappear in a frenzy of blasting.

Graphically, Rick Dangerous II is superb. You cannot fail to laugh at the expressions of the characters as they maul haplessly into your line of fire, only to fade exactly when it is that hero's made of Robota, woodmen, silvered



Mobile enemies - but don't you go to the Mad House, as it's fairly easy seeing

each man, bespectacled mule and young leaver all display an individuality that delights the eye. This is in itself an incentive to play on the game, just to see what Rick will do for next.

Rick himself is a typical hero - with white teeth and a gleam in his eye - and he craves about with all the confidence of someone who knows a good product when he sees it. Coss is also used to full effect and looks as concerned as if sick and verted animation.

As far as sound is concerned, Coss has opted to go for the appropriate, rather than the technical approach. Certainly there is nothing that will leave you reeling in awe of the new but some capabilities of the ST, but each sound that there is has been well thought out and is perfectly tuned and level-start tones are defined by the cartoon persuasion and sound off well in, although stated in concept, a product that proves the continuing feasibility of one of the original game genres. There's just one problem when you've cracked it and you will - it's not that difficult you're unlikely to want to return to it. Time then, perhaps, for RDI...

— Alan Watts

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Screen Shot from the Amiga version

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'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE

Police have today been informed of the murder of Mr Charles Jones, aged 44, an attorney from Bar-

rington, W. Sussex. It is believed Mr Jones was stabbed to death at the home of Mrs Audrey

Brown-Hall, actress & Member of the famous film cast Sebastian Brown-Hall, who was holding a cocktail party for the rich & 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. By Victor Jones, Scotland Yard have searched the scene of the crime, but they are reluctant to arrive at a suspect. - 2 hours after the case was discussed.



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Populous has been an enormous success on home computers. But how does a game like this transfer to console?

The scenario is simply divine, dating. There are a huge number of populated cities in the universe, most of which live in perfect peace and harmony. However, 500 of the latter (most players have been invaded by evil), causing wars, corruption and hideous tears on tears and cigarettes. On each world you have a small gathering of devout followers and, through the power of faith, you have to build your church, eventually creating a huge army and making a holy crusade against the growing forces of evil.

The great scenario translates remarkably well onto your monitor. In the top-left corner is a large scale map showing the number of buildings



The scales of your followers, as directed by the wind, allow you to build on the Final Island. It takes five minutes and you can order your followers to work and your work too.

EA plays God, Megadrive-style.



POPULOUS



In both developing territories, and by doing a complete set of scenarios you can control the world, with all its resources and military decisions, forming the god-world.

and people of each side. This is used, basically, for setting army sizes and also for picking prime spots to do maximum damage. The top right corner shows two bars, showing the current energy levels of both good and evil gods.

Immediately below the energy bar is a sliding scale, measured not in numbers, but in abilities. As your power grows the slider moves higher up the scale, allowing you to do more. After the pointer reaches the top, you can call armageddon, whereby every man, woman and child race to the centre of the map to partake in a huge battle to decide once and for all whether peace or chaos will reign.

The centre of the screen is taken up with an isometric, close-up view of a small part of the map. This is where all the work is done. By

scrolling around the map, either through the scroll arrows at the bottom left of the screen, or by holding down button B and using the joystick, you can select areas of land to flatten and choose where to place your fabulous disasters, as well as just surveying the land.

Nearly the bottom left of the screen contains all the system icons. These control map scrolling and selection of all those delightful disasters that prompt comments along the lines of "What sort of a god would let that happen?". The icons also control your subject orders, where you can command your people to build, become knights or just go to battle.

DRIVING POLICY

At the start of each world, or level, you are presented with a pretty sparse map. At the top are some small islands and your tiny following, and at the bottom are some more islands and those few, but awful evil worshippers. Between is a vast expanse of water. The key is to develop the land while growing your army, eventually conquering the two land areas for The Final Battle.

The easiest way to make your armies grow is to flatten the land, encouraging them to build large houses. Building size is governed by the flatness of the terrain - if the land is very irregular, only small huts will be built, whereas flatlands soon sprout castles. Later, raising land closer - by decreasing the size of the houses and forcing one or two inhabitants out to build elsewhere.

As you continue encouraging your minions to go forth and multiply, you'll find your tiny island expanding to encompass nine tents and columns. Well, of course, it's up to the same tricks

and when the two great all-evil breaks loose it warms cross into enemy territory, lighting and destroying buildings as they go.

Of course, being a deity, there is a fair bit you can do to slow the advance of evil. As you're leveling ground, so does your cover and before long you have a whole range of natural obstacles and catapults to lay with. Earthquakes and floods, for example, wreak delightful havoc amongst the opposition. A lot of the time you'll find the computer trying to emulate your strategy - for example if you are flattening a lot of land the computer will begin to do the same as there's nothing better than flooding to isolate and wiping out all the buildings and followers.

Populous is not an easy game, not by a long shot. It will take some time before you can fully understand the game-world - it starts to piece together strategies. Believe me, however, when I say that it's worth every effort. These charts for one of the most involving things since bar-rite playing.

by Top Gear



WORLD 1		WORLD 2	
ITEM	PRICE	ITEM	PRICE
1.0000000000	1000000000	1.0000000000	1000000000
2.0000000000	2000000000	2.0000000000	2000000000
3.0000000000	3000000000	3.0000000000	3000000000
4.0000000000	4000000000	4.0000000000	4000000000
5.0000000000	5000000000	5.0000000000	5000000000
6.0000000000	6000000000	6.0000000000	6000000000
7.0000000000	7000000000	7.0000000000	7000000000
8.0000000000	8000000000	8.0000000000	8000000000
9.0000000000	9000000000	9.0000000000	9000000000
10.0000000000	10000000000	10.0000000000	10000000000

All the items of each world are also shown. This is a simplified view of the game's economy and is not meant to be taken too literally.

THE COMPILATION PACK OF MEGA STARS

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ROBOCOP



GHOSTBUSTERS II



INDIANA JONES



BATMAN



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ANCO



MOONWALKER

He's back, he's bad, he's black and he's quite definitely mad in the latest Megadrive product from SEGA

Michael can be as cool as he likes in this fast but fun game. He can only acquire his own skills. The game features you as MJ in Street-Commuter attire, fighting (or, fighting) your way through the streets from the movie "Moonwalker." You start in a 2D world through some limited views and heavily armed enemy forces.



Michael Jackson has everything but an ace in the street. When all's said and done he'll have to get some more than a cartoon to be a hero!

As you go in a 3D space battle with "Mr Big," his section is distinguished only by different levels, the action and challenge remain the same - and somewhat limited at that.

Actual focus on an eight-way scrolling world with nothing more than a dancer's agility (leaving dance moves and jive-dancing combat) and a spin of magic beams to you and me. He also has what he sets as a smart bomb. The appo-

lition, on the other hand, stick to tried and tested technology and emerge to blast away with guns when ever possible. You can either use the fat card a good deal of energy in the process to get rid of them, kick them in free-dancer style or you can dodge their fire by jumping. The strength of your attack is marked by your magic energy meter at the bottom of the screen. The more hits (or) takes, the more the magic decreases, until it reaches rock bottom and Mike loses a life.

The reason Michael has left the capacity of his bubble in the first place is that Mr Big has not wasted almost all of our hero's funds - approx. maybe ten-dance identical little gems. The lives, if yours, don't get a look in.

On each level, the children are hidden behind



doors or guarded by enemies that, typically, get tougher as the game goes on. Collect all the children on the current level and you progress to the end-of-level challenge, a la Street, which can be anything from a single fighter to a whole army of neofuturists. And if you're worried about the blood and guts, it should be stressed that although Michael can punch and kick any enemies he meets into-oblivion, he doesn't actually hurt them. We don't want to promote violence, do we, Bubbales?

Protect the kids, beat Mr Big and get 'floo' a lot. Are you bad enough? The game certainly is...

■ Tony White

ELECTRONIC ARTS with a multitude of martial arts

The Budokan is to martial arts experts what Hammerhead Casino is to budding rock bands. Each year the ultimate fighting tournament takes place and winners from all corners come to compete with all manner of weapons, from an above-average streetfighter, you too have been from your downtown home to a fully equipped dojo, where you will train in that of the most popular arts (karate, kendo, taekwondo). You must then head off to the Budokan to see fame, fortune and the title "The Budokan Champion" in the "Bunker."

It's beginning you find yourself standing in the middle of the ring-courtyard. Surrounding you are the four fists that house the classes and

BUDOKAN

a detailed mat where you can test against opponents with different weapons, to help you create winning techniques when faced with better armed opponents.

Learning the different arts takes a lot more time than most other martial arts, simply because there are far more moves than before. Rather than just use the straight eight-way controls, each style also uses combinations to create new and fluid attacks, such as poking upright diagonal on the post, then pressing a button and pulling hand left makes your on-screen karate expert perform a jumping spin kick, if you get the timing right.

At the Budokan, when you feel you are ready to face it, you have to face a dozen different opponents, using all manner of styles and weapons, many of which you won't have seen



Training time, you can take the first of the budding fighters of the Budokan. You'll be training with Karate, the Bunkers are the first class of the Budokan's warriors.

before, such as Torlan. To say that the opponents are tough is an understatement and a half. Only through hours of practice are you ever going to have a hope of winning the tournament. Good Luck.

■ Tony White



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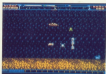
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AMIGA**ANARCHY**
Pyrilapse #19.99; Atari ST version reviewed
Issue 36; ACE rating 823

As a shooter, Anarchy may be the closest form of fantasy shooter an imitation may be to the original form of fantasy. Anarchy would appear to be far off (price for the age old and much-closed Williams classic, defender and white) clones are not necessarily a bad thing, this depends very much on the implementation. Pyrilapse's own interpretation of this endless blast works quite well. The original Defender relied heavily on speed to provide frantic blasting action and although Anarchy contains both this, and all the graphic and sonic advancement expected of a 16-bit machine, you may wonder if another version is really needed. The answer is... perhaps. As it stands, Anarchy has managed to retain all the ingredients of the original (good to perfect), numerous items to slaughter and the top-down level signaled by the box of all the ports) but whilst having been architecturally emulated, 14 level parallax, 48 colors, sampled sound) may appeal to blasters only. Recommended to try before purchase.



Anarchy: Amiga

AMIGA RATING: 850

Time Machine: ST

ATARI ST**TIME MACHINE**
Activision #24.99; Amiga version reviewed
Issue 37; ACE rating 800

Time travel... Oh to be hurled through the space-time continuum in millions of tiny particles... What you find Image's puzzle, featuring the manipulation of time by a certain Professor Potts, has made it to the ST in all its glory. Not only have the graphics retained their crisp, cartoon quality, but the sound also appears to have lost little in the transition. Inevitably, the puzzles are identical, making Time Machine on the ST the additive arcade puzzle it is on the Amiga. Play Time Image!

AMIGA RATING: 860**IBM PC****WILTERS**
Infogrames #24.99;
Amiga version
reviewed Issue 36; ACE
rating 901

Reviewed in the September issue of the Amiga, this "to be on up" to the classic Tetris has made it across to the PC in all its glory. Gameplay is identical and all the usual PC extras (CGA/EGA and additional soundboards) are catered for. As with the Amiga version, Wilters does not exactly stretch the machine to its limits, but similar to Tetris, its addictivity relies on its simplicity. An essential puzzle for PC owners.

AMIGA RATING: 911

Wilters: PC

UPDATES REVIVAL!

Our Updates series is being completely reworked next month to give you the best possible coverage of new conversions. We expect that as a result the section this month has had to be reduced to a single page while we change over to the new system. Next month will make it all worth it, so don't miss it!

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Recent conversions for Amiga, PC, and ST in the last of our current Updates series. See the box for details of next month's column

UMS II

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MASTERS OF STRATEGY

SIM CITY

Cash and 'quakes from Infograms/Maxis bestseller

Here's a quick tip for the ST version of this Deutscher's classic, from Mr. NUL, South of Devonian. Hold SHIFT and type in MONEY to credit your bank balance with an instant \$10,000. This may be repeated to a maximum of 500,000. Occasionally this may trigger an earthquake, although Mr. South says that if the cheat is employed in January, the risk of a quake seems to be lessened. If an earthquake does occur, it's best to maximize your cash as you'll spend a fair while reassembling the city.

The second of the Sim City tips is for the Amiga and comes from David Young of Belfast, Northern Ireland, who says that (unlike the cheat printed in issue 66) it may be used by those who have already started to build a city. Apparently if the cheat is repeated every year, vast quantities of cash are at the players disposal. It works in the following way:

1. Turn OFF auto-budget and select fastest speed setting.
2. When December comes around, call up the budget for that year and increase the tax rate to 20%.
3. Wait until some more sand has run from the time device "Go with these figures".
4. The budget for the following year is automatically displayed.
5. Reduce the tax rate to 0% (resulting in maximum growth) and choose "Go with these figures".

The outcome of this is that 20% taxes have been collected from the Sims without them realising - taxes will also disappear from the problem section of the city evaluation.



At last! TWT has a new editor...

Newcomer Alex Kuranski is now putting together the section that gets you out of trouble - and this month he's got tips for Sim City, Last Ninja II, Space Quest III, Xenomorph and many more.

Welcome to the new TWT! I'll be giving you more tips, more solutions, and more hints than ever before over the coming months. Most importantly for some of you, I'll be writing out the problems relating to our serialized solutions, whose appearance has been somewhat irregular pending a new TWT editor.

Next issue will see the return of Console Games, but with its closure (unfortunately) confined this month due to my changing banks, and the continuation of Xenomorph, LastNinja and some major hints for Chess (Brian Cook). Any hints you may have would be very gratefully accepted. In particular we're looking for tips for Zyntra, Alpha, Operation Stealth and Shadow of the Devil II - and any other, quick hints on popular games would be well appreciated.

SPACE QUEST 3

Solve your problems with the universe in Sierra's famous graphic adventure

Thanks to Tim and Marthee Whitty for this. Deep breath... here goes.

ESCAPING FROM PLANET 1

Get the wire in the tunnel and go to the conveyor belt. Climb on to the conveyor and jump. Travel left until you reach the u-turn and climb down into the mobile chair. Go around the u-turn and two-thirds of the way into the next screen. Collect the motivator. Travel right and stop just after the second u-turn. Place the motivator in position. Travel left until you reach a chute. Examine the wall and then the hole. Take the reactor. Climb the ladder and take it.

Make your way to the robot's head and... after you've been nudged by the rat, go back down the chute and retrieve the wire and reactor from where the reactor was first found.

Use the ladder, climb it and get it again. Go back to the robot's head (so rats this time) and get as near to the broken eye as possible. Climb. Use the ladder on the side of the ship and climb again. Open the hatch. Use the reactor and the wire. Sit in the pilot's seat and examine the screen. Switch the radar and the engines on and off (ouch!) Having stopped, press 'R' to investigate weapons. Turn on the lights, and then off.



**PLANNET**

Travel to **Planet** at light speed and once arrived, go to the "Shield of Mowtow". Show that you have the gem (S), say "no" twice and then "yes" at 425 Bulksoids. Now for a shopping spree.

What to buy:

- "Orat on a stick"
- "Heat-proof underwear"

■ "Extra-choke flight-hat"

Matthew and Tim advise that you should **SAVE** the game at this point as it gets rather tricky.

Return to your ship. Enter the screen via the X on the map. Travel left and once you see the "Terminator" footprints, walk around the killer-pods, leaving the mazy to walk under them and perish! **DO NOT ATTEMPT TO PICK UP THE BOMB-SOUTH BOLT.** Stand to the left of the ball and use Orat. Return to your ship.

TIME FOR A SNACK...

Travel to "Monolith burgers". Walk to the arcade and insert Bulksoid. Play the arcade game until your score stops increasing (**1000000**). Order a full-meal from the counter. Sit down to eat your meal and you should find a decoder-ring. Enter the tunnel and climb-down.

OFF TO THE HOT ONE!

Once entered the ship, wear the underwear. Fly to Omega and when you arrive, go to the other ship. Travel to the scientists and wait behind the rock until they leave. Take the detonator and the pole. Go to the screen on the right, then walk two screens up. Walk down the steps and one screen to the right. Climb the ladder and walk to the edge of the hole. Drop the detonator and climb down. Return to the ship and at the point where the unstable rock has disappeared, use the pole. Enter the ship.

LET'S GO TO SCENESOFT!

When you've arrived at Scenesoft, any direction will lead to the ladders. Walk and use the belt. Enter Scenesoft and go down the steps. Press the button and walk forward. Enter the first door on the left. Look, and then examine the doors. Take the reveals. (all objects carried will be dropped but don't fret and leave. Walk forward and enter the door on your right (without the keyboard monitor).

SAVE the game at this point.

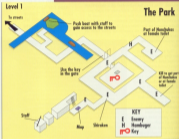
Walk your way to the top of the screen. You should come across a picture of the boss - take it. Copy the picture with the nearby photographer and replace the original. Once in the boss's office, empty the bin with the vaporizer. Exit the screen to the right and then return, by which time the boss should have left the office. Take the keyboard and go back to the corridor. Find the correct door and use the keyboard. Use photocopy and press the button. Stand right next to one of the men and use the vaporizer.

SAVE the game.

You should suddenly find yourself in a giant robot about to fight the big bossman. Continue.

LAST NINJA II

Another serialisation for your detection - this time the first three of the seven levels of System 3's oriental extravaganza...

**MEAN STREETS**

Further to the computerisation from previous issues, **ME** here's how to get the final two missing cards. The **GREEN** card is held by John Black, who is a reasonable guy and will give back the card and the password (**GREEN** - guess) without a fight. The **RED** password is obtained in the following: Head the football by missing the lamp nearby, after which you have only to raise the card (A feature, **RED** only).

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Screen Shot from the Amiga version

SEEING IS BELIEVING



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PSYGNOSIS



walking forward and punching repeatedly until the boss topples... You now find yourself back at the shop.

Start the game yet again to prevent any personal bloodshed! Press 'F' to use your weapons. Repeatedly alternate the sword between front and back (when the sword is not needed, you MUST turn it off) and when you have destroyed five pigs... **FINISH!**

Return to the cockpit view to watch the end of game sequence.

Well, that, you will be relieved to know is it, although Matthew and Tim say that whilst the game is now complete, the final score is still some points short. Anyone know where they are...?

XENOMORPH

The complete solution...

To accompany Allen Cooper's ongoing series of Xenomorph maps, we can now reveal the complete (Gottlieb!) solution courtesy of litany Guy, in addition to some general tips to assist your quest.

GENERAL TIPS

In addition to the food dispensers located throughout, food may also be found lying around to be picked up for free.

When shooting aliens, ensure that you're aiming the inventory window, as they take less shots to kill and are initially impossible to miss.

NEVER leave a card in an elevator.

LEVEL 1

At the start, take all the chip-cards, remembering the order in which they appear and how many of each you require.

- GPT - A2 - 4/CPB - SMART 113 - 1/DMC - 1/DOGS 1
- RSH - NAV - 2



LAST NINJA II



Level 3



This total of 17 will fit on three cards. Take all the cards and go down one level. Place all of the faulty chips apart from all of the functional chips and take three empty boxes, leaving the rest behind. Move to area 1. The AGU Anti-Gay Unit contains a card - take it, wear the suit and move to area 2. Take from a the AGU, a helmet, one shoe, a pair of boots, all food and all batteries. Get to level 2.

LEVEL 2

Make your way to the gun and charge. Collect both and set them for use. Pick up the (only) battery and the ammo for the RL (rocket launcher). Get to ladder 'Q' and go down one level. NB: To set the gun for use, the charge must be placed inside. Remember the shooting tip for any aliens you come across.

LEVEL 3

Travel to area 3, kill the alien and take all the chips you need. (There is a recharge unit here that you may want to return to later on.) Go to area 4 (switch out for the alien) and take the card from the AGU. Go to area 5 and pick up the battery and the RL ammo, (the latter close to area 6). Collect the tracker and charge it with a battery, (not forgetting to turn the tracker on!). Move to area 7 and massacre all the aliens. Go to ladder 'Y' and bring your position before progressing to level 4...

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Digital Integration



CHAMPIONS OF KRYNN.

Corporal D.A. Morgan of RAF Honington is Suffolk files in with a couple of unusual and very useful tips

CLOSING A CHARACTER

Yes, you heard it right, generic engineering the Dispendance

way! This comes in very handy if you happen to have a character of mind-boggling attributes that you're simply unable to establish and have his your own means.

1. Firstly you need two discs. One with saved games and another for characters.
2. Load a saved game, then replace the disc with your character disc.
3. Remove any character from the party. Then load the same character back into the party.
4. Give all the best items (weapons, jewels etc) to this character, and remove it from the party once more.
5. The program will ask if you wish to write over this previously saved character, to which you answer "NO".
6. Enter a new name for the character and save it. You also, at final that both the new and old characters have been saved to disc, leaving space for two more characters to be loaded into the party.

7. Load the new, improved character and order and order to double the weapons and supplies.

In this way, you can build up a "death-squad" of virtually indestructible characters.

The second of Corporal Morgan's tips involves the mind-bending phenomenon of time-travel.

1. Save your party to the character disc.
2. Remove the disc and insert your saved-game disc.
3. Load the period from which you wish to start.
4. Drop the characters you don't want.
5. Replace the disc with the new character disc.
6. Add your new characters to the game and begin training and killing.

THE ESCAPE

OPERATE the ground - you should find a piece of sharp metal.
USE the metal on the ropes.
OPERATE the ground - you should find a pickaxe.
OPERATE the pickaxe (repeatedly) at the right of the screen, just above the rock you were tied up against.
Exit through the hole.

Continued next issue

LATE EDITION TO T'n'T SHOCK!!

Good news for all those struggling over Delphine's excellent OPERATIONS STRATEGY... The complete solution in two parts, comin' atcha live! (And thanks to all who sent solutions in.)

THE AIRPORT

Go to the newspaper machine and EXAMINE the coin return disc.

Place the coin gained in the slot - presto... a newspaper.

DISCARD the paper and note down the society mentioned.

Enter the toilets and enter the empty vehicle.

OPERATE the briefcase and OPERATE the calculator.

TAKE the passport and EXAMINE it.

USE the passport on the opening in the calculator - fabulously good passport.

USE verification key on briefcase.

Be enter the starting screen and USE the passport on the Customs official.

SPARK to the hostess at the welcome desk - she will give you a telegram.

Exit left.

COY the plane ticket to the guard.

EXAMINE the telegram - it should read Mr. Martinez.

Go to the baggage-collection.

EXAMINE all the baggage - TAKE the luggage belonging to Mr. Martinez.

Re-enter the toilets and OPERATE the luggage.

EXIT the watch.

TAKE and OPERATE the electric razor - you should now have a cable.

USE the cable in the electric socket in the toilets.

Exit the toilets and go to the second office.

USE the false passport and exit left.

Leave the airport and catch a taxi.

After reaching the screen with the bus, exit left.

OPERATE briefcase.

TAKE the pen and the American passport.

OPERATE the passport and TAKE the note you should find.

OPERATE the passport to close it.

Enter the bank.



USE the notes on the Clerk, who should give you some coins.

Exit the bank and go to the florist.

USE the coins on the florist and TAKE the red carnations.

Exit the screen at the top left.

USE the red carnation on yourself.

Walk to the top left of the bank screen - you should be in a garden.

Go to the bench and sit on it. An operative should appear and... or get shot.

TAKE the card with the key attached.

AS SOON AS YOU TAKE THE CARD EXIT TO THE RIGHT.

Enter the bank and change the remaining notes.

OPERATE the card and key to operate them.

USE the card on the Clerk.

Walk down the stairs at the bottom of the screen.

EXAMINE each safe until you find the one reading 2475.

USE the key on the safe.

You should find a briefcase and open it automatically.

TAKE the credit box.

OPERATE the envelope.

Next issue will hopefully see the return of one with the cheat, unfortunately omitted this month due to T'n'T changing hands I, as well as the continuation of Demomorph, Disruption (especially) and some major hints for Chess, Wizard Book. As you may have noticed, T'n'T has in fact grown an extra page, so any hints you may have wanted to see gratefully accepted in particular tips for Demomorph, Wizard Book and Disruption of the Book. I, and any other such hints would be well appreciated, so, until next time...

NEW ALLCOPY-SYSTEM COPIES ALL AMIGA SOFTWARE

At last a backup copy, which is easy even for the beginner to use. We have not found a single program whose copy-protection would have prevented making a backup-copy with Allcopy System.

The equipment functions as if it made a copy with two disc drives. ACE (Allcopy System) does not need even the most advanced copysystems. It accepts all formats. We must have an Amiga with an extra discdrive in order to utilize the Allcopy-copy of the soft. The low price, the many utility programs and the free generation soft-program all make the ACE a necessary investment even if you do not own an extra discdrive.

WARNING: Because ACE copies all Amiga software it's not to copy and distribute commercial software in illegal.

The utility program soft including ACE is usable even without an extra discdrive. The soft includes several functions which make the programming and its maintenance easier. One function different from other copy programs is being able to see from screen what kind of error was made and in which discdrive, on which discdrive and in which sector. This is possible whether you used your Amiga's two discdrives or 2 extra discdrives. ACE is at least as necessary investment as buying an extra hard memory or an extra discdrive.

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Sims City

In the latest ACE Conference, readers visited the UK home of the world's best-known simulation publishers:

Microprose

It's never easy coming down to earth after an ACE Conference. The food, the facilities, the friendship... we've grown used to people leaving with their heads in the clouds. But this time it happened for real.

On a boiling hot summer's day, ten ACE readers gathered in February for six hours of non-stop involvement at the cutting edge of games technology. Welcomed by UK Prose's head honcho, Peter Jukes, we took a tour of the company's new headquarters and then settled down in the conference room to find out what the company also brought us. Ships are up to:

ARMS BANK

It's hard to believe anyone else at the last ACE show managed, among your computer set-up and next four vehicles (plus an assistant) as you negotiate an unending 3D landscape as a wide variety of vehicles, still confined to the usual 2D screen. And it's not even in the jungle from this month's updates and will return early next year on the Atari 3D!



The new one, the old, and the new ACE program on 2D readers who had just celebrated in the 3D landscape around the ACE Conference from London, Atlanta, Dallas, and Toronto (Canada).

LIGHTSPEED

Microprose and Intel have been busy developing their combined simulation capabilities - so it makes a change to discuss that the company are now planning a 'ship speed' program. Lightspeed, currently under development, features several different playmodes, including interaction with others in a lot of which, are discovered, features a certain sky feature, and 3D space combat sequences, and strategy elements. The scenario involves setting a new route for the human race, exploring planet systems and fighting your way out of difficult situations as you go. It's set in 2050, year 1 adventures, and fighting your way out of difficult situations as you go. It's set in 2050, year 1 adventures, and fighting your way out of difficult situations as you go. It's set in 2050, year 1 adventures, and fighting your way out of difficult situations as you go.



Lightspeed features several playmodes, including a certain sky feature, and 3D space combat sequences, and strategy elements. The scenario involves setting a new route for the human race, exploring planet systems and fighting your way out of difficult situations as you go.



The scenario involves setting a new route for the human race, exploring planet systems and fighting your way out of difficult situations as you go.

First onto the stage was Steve Jukes, one of the big gun stars in the programming firmament whose exploits hark back to the days of 2D Space-Invaders and Asterix. After his work for Hewlett, he joined up with Andy 'Unlucky' Dugdale to form Gallop and they've recently finished SimCity for Macintosh (ACE rated 9/10 last issue). Steve recounted a nightmare story of how the original original man abandoned the project and he had to pick up the pieces. "The most difficult thing," he revealed patiently, "was realising someone else's code. I was working 24 hours a day to get it finished."

From then on it was games galore as Microprose showed us International Soccer Challenge and Silent Service II, before moving on to news of forthcoming book-systems including Wildlife the follow-up to Molehill, Knights of the Sky, covert Action, and Lightspeed. "You can find out more about these elsewhere in this article."

Once the gaming was over, it was off to the airport for a flight in the Microprose plane. They don't get by simulators, three chipsets - flying is deeply relaxed amongst these employees and many combine business with flying lessons to get their into the sky for real.

Unfortunately, because of time and travel deadlines, some of the ACE contingent had to leave before getting

ACE CONFERENCE ROLL-CALL

They came, they saw, they conquered... these are the folks who braved Britain's heat and country roads to join the ACE Macintosh Conference. Will POWER say for us these people aren't great?

Steve Jukes (left) and Andy Dugdale (right) are the two who founded Britain's heat and country roads to join the ACE Macintosh Conference. Will POWER say for us these people aren't great?



Steve Jukes: "The only difficulty that we have with Microprose is the fact that we have a lot of people who are not very good at programming."



They came, they saw, they conquered... these are the folks who braved Britain's heat and country roads to join the ACE Macintosh Conference. Will POWER say for us these people aren't great?



Microprose and Intel have been busy developing their combined simulation capabilities - so it makes a change to discuss that the company are now planning a 'ship speed' program.



Microprose and Intel have been busy developing their combined simulation capabilities - so it makes a change to discuss that the company are now planning a 'ship speed' program.

KNIGHTS OF THE SKY

There's been a bit of World War II flight games recently. Here Commodore's brings, for example, Microprose air-piloting the plane with *Knights of the Sky* - a combat flight sim that aims to recreate as far as possible the experience of flying a low-technology aircraft over European theatre. The daylighting controls take you against various opponents until finally you encounter the infamous Nazi Stuka. Flight controls on the personal machine are tested more simply but effectively, with great results.



Knights of the Sky - flying the plane controls are simple but effective, with great results. Microprose looks great too - we'll bring you more details in a forthcoming issue.

MICROPROSE

Founded in 1982 by Ed and Andrea Blawie and Ed Blawie, Microprose have established a reputation for producing some of the most impressive computer-based games on the market. *Knights of the Sky*, *Knights of the Sea*, *Pharaoh*, and *Real Time Strategy* are amongst the titles published by the company under Ed's executive direction and Ed's ability leadership. Microprose set up in the UK in 1988. Later they purchased the Microprose network. The company is based in Salisbury, Wiltshire, UK.

WHY DON'T YOU COME NEXT TIME?

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, get the software house's name down and we'll put you on the list for that conference when (and if) it is organised in the future.
- The machine you own, so that we can make sure you get some pay-free gifts for your money!
- Your age, so that we can ensure a good spread of age groups at each conference.
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Obviously we have to limit the number of people attending each conference to a maximum of 25. In addition, we have to make a nominal charge of £5.00 to help cover costs. 10 places are allocated on a first come, first served basis. Subscribers, however, get priority allocations for the first five places in each conference, and they may attend free of charge. You can find out how to become a subscriber on page 55.

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

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95 GOLD 12.00pm Thursday 10 October 1990 in Birmingham

The big one. UGG are planning a tremendous and some for ACE readers, including hands-on testing of the latest Laserline and Dolphin products, and CD-ROM glory. You'll also get a rare opportunity to meet console developers, following UGG's Sega versions of *Paperboy*, *Combit* and others.

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5 MILLION WORLDS!

We all know Mike Nagler's is renowned for his word associations. Ever since he brought us the superlative *Words of Wisdom*, Mike has been creating games with that little bit extra - like the 5 million words he's packing into *Five Words* due out in 1991. The game has three 14-player capability and you can challenge pals between 50, 100ps, and 200ps each in 14 modes.



Five Words is about to hit the shelves from Mike Nagler's 5 million words. It's a word game that's a million words in one!



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Screen shots from the Amiga

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Ant Attack

Nerve-racking nostalgia as Hall of Fame curator John Nixson discovers he's got ants in his pants!

"Total production for programming needs for Ant Attack" is the creator of Ant Attack.

MULTIPLE MINDS

The multiple viewpoints in Ant Attack provide an extremely influential and fun game interface for two more titles in series: 3D games like the Doctor and Medicines 3D and a huge take on the movie/series title Anticipation of Anticipation.

The real buzz about being a reviewer in the early days of the Spectrum was that every time a steam-and-glass merchant visited that the boundaries of Uncle Dixie's micro had been reached, somebody pressed their wiring and inched them yet again.

Among the publishers pushing the capabilities of the humble Z80 chip machine, with its primitive, single-channel sound and absence of sprite graphics, was the Quixote label. And 1983 saw Quixote's dressed-with-mirrors.

There was a colorful platform game, *Magician The Flea*, one of the first Spanish programs to reach their shores. But our Hall of Fame member came from closer to home. Scottish artist Sandy White invented a system called Softcode 3D which allowed him to generate a desert city... and inhabit it with ants!

SENSATIONALLY SOFTCODED

There's a clue to White's inspiration in the name of his bug-infested metropolis, Antetecher. "Take one part HG Carter, the artist whose mathematically precise drawings of impossible architecture reached cult status in the seventies, and one part Miles and movies like *Them*... introduce the oversized hypercomputer into the sticky city. Then set the player the task of rescuing their mate from the maze."

If it all sounds a little dated today... well, it is. The plot has been re-used a hundred times since. But seven years ago the computer 3D and video playing ants caused a considerable stir. Instead of tanking a series of consecutive screens, Ant Attack presented the player with a world inside their micro.

There were even rumours that if, at the start, you wandered off into the desert you would eventually discover another city. Then again in the mid-eighties, rumours such as this spread faster than a virus on a pirate disk. Does anyone remember the space robot that was supposed to take Jet Set Willy to the moon or the trail in Lotus 3D-Fix?

Sensibly ignoring the title-tattle of letters page tips, most players stumbled into the city over the low wall that kept the ants in. Plans to find your mate with only the help of a direction indicator. You were on your own but not for long as the insects would seek you out with their uncanny sixth sense - and a real piece of pseudo-artificial intelligence. This was where your flesh began to creep.

Antetecher may have been merely a series of shaded blocks against a yellow background, but what else could you expect of the desert - not to mention the Spectrum with its notorious attribute claim? The two colour graphics didn't detract from the ants. Small, solid, black scuttling shapes, they crowded in from the sides of the screen or loom behind walls and buildings. Forget photos, anyone with sense would scarpers from those grunting mandibles.

The best defence was usually to climb the high walls of the city, leaving the insects at ground level. You could fire your mate with a small crowd had gathered and let rip with your own weapons, grenades. Hitting one of four keys determined the target and a good shot could kill a line of the others. Strategic planning and patience were essential though as ammunition were limited.

As you ran behind objects you'd sometimes vanish, or Sandy White provided four viewing angles. Playing television director and switching from camera to camera also let you look out for advancing ants. Once you'd discovered your partner, hidden increasingly deep in the labyrinth, it was a question of remembering the way out so there was never time to map properly.

Despite the fact it was much inflated, there's one aspect of Ant Attack not yet mentioned that really does make it almost unique. It comes right at the start where you choose to be a man rescuing a woman or vice versa. No stereotyping in Antetecher. But then again, in those innocent days, program authors actually paused to consider that women might play games too.

HALL OF FAME

How does a game qualify for the Hall of Fame? It may have been a best seller on the day or overhyped and overrated. But one thing's for certain, it led the field, either creatively or technically. Games don't qualify, however competent. And it's got lasting appeal. It's the program you still want to play after years - not weeks. So if you've got any suggestions, drop us a line.

AFTER THE ANTS

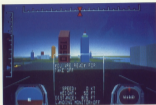
Like many of these early games, Ant Attack is long dead and, what is, a pity as it's still an enjoyable diversion today.

Sandy White went on to develop a second program, for the newly launched Electric Dreams label, *I Of The Glass*. A surreal labyrinth chase set in the tunnels behind a wall, these visions if again took the Spectrum into new realms technically. But many reviewers found the game quite lacking.

Since then Sandy has been strangely silent, though rumours abound that he's been working on a massive new game and that the fruits of his labours are about to see the light. It's to be hoped so. Today's production line programming needs few thinkers like the creator of Ant Attack; designers who deserve the term 'artist'.



An antetecher in a maze of a city, the only game that's still going strong with a fridge and looking a grade more beautiful's recommended program.



High over the city in 3D orbit.

I began with Lunar Lander in Sept. 1979, then followed up with Asteroids later that year. The crash for vector-style graphics launched a new era of game displays and, for as long as centers remained four-walled, there was a whole bunch of files using these techniques that were very popular.

The first mega-successful 3D game using the chosen vectors was arguably Deltarune and a couple of years later came Star Wars but, by the time, some engines had started to pull away from vectors in both main bar and popularity. That was partly due to increased color — centers could provide more detail, higher resolution and greater "realism" than 3D techniques.

This is simply a question of computing power. Moving objects around the screen is, at the end of the day, a question of sophisticated memory management that's relatively easy to program and doesn't need any amounts of pro-

3D



**A BUILDING FIRE HAPPENS!
SAVE THE PAUL-TO-ESCAPE PEOPLE
ON THE ROOF OF THE BUILDING**

From the 3D-graphics in Star Wars to the 3D effects

John Cook welcomes a new age of solid 3D and dives into the latest coin-up releases.

cessing time. Creating a true 3D model, let alone scanning, writing and redrawing the whole of the screen every frame, requires more brute force plus some pretty fancy mathematics.

Games stayed way ahead until computing processing power became high enough to produce fixed polygon technology with real flesh — Winning Run from Namco, for example, and Atari Games' Hard Drive and S.T.R.K. Rambo. The late eighties, however, has seen a revival in 3D in a new and exciting form — and this is just the beginning.

That's because computer technology has now gone down as far as it can — except \$100 — to see what users for the first time, looking for a few years can come up with. It's fast, loud, very colorful — but what of the rest? Though it is, doesn't look or feel "hard". Although we all suspect our belief for the duration of the game, that's exactly what it feels like — a game.

Now compare that with something like Winning Run, which is the best 3D racing game to date. Participants in the 3D version, there are levels when you do actually feel like you are driving a car. Fast Road 3D can create a better illusion than other cars, even in a restricted world form like a racing circuit.

Now imagine you wanted to play a tag game. The old one has complete freedom of movement around in an, say a maze. You need to be able to see from every angle, hide behind things, crouch down. The player should see an almost infinite number of viewpoints. This, unfortunately can't handle — not unless you can access OpenGL or a data impossibly — although Sega had a good try at Lunar Stormer.

The kind of sophisticated arcade game that runs down the road to Virtual Reality — the kind of game that in arcades will have to deliver to keep ahead of the home machines — can only be done in fixed vector 3D. And if that means the end of the best-of-its-kind and the entire scrolling shoot-'em-ups, it's a pity for that.

INTO THE SHERRINO

Star has been pushing what is possibly the most solid 3D arcade game in the world — Top Landing — for a long time now. It has you piloting a commercial airplane into

MEDIA TWIN FROM CAPCOM

I suppose Capcom is pretty angry over the continued success of Final Fight and what can blame them — it's proved to be a long term money spinner in the lucrative South sea market. But I can't see them when they come up with stuff like this.

Quite beyond all doubt, this is a fairly standard jump-'em-up with a sprinkling of already-observed in for good reason, that this graphics style is growing in the eyes, the "beauty of the moment" thing is really in the eye — and that one of our most little secret things hidden in the game that you can discover, allowing you to feel superior to any gaming friends you go to find them out.

The fact that after playing things like, rather than wanting to beat the hell out of a real human being in frustration, you actually feel more like you've just done a job of (discrete) business says something about it. "Though it's not quite exactly what."



"The kind of sophisticated arcade game that starts down the road to Virtual Reality — the kind of game that in arcades will have to deliver to keep ahead of the home machines — can only be done in 3D."



Freedom

ty, late at night. The 3D is nicely done, although a lot like, as you read the instruments and get the glide path right. As you might gather, I think it's a bit dull - but there are those that claim the game has a certain fascination in its own. So does Snail Racing.

Taito has been successful enough with it to come up with an action follow-up called Air Inferno. This has you piloting a helicopter in certain set-piece rescue situations and is excellent. The 3D has been rendered in 256 colours (at least) and, although not as technically efficient as Konami's 3D using technology, the hardware is adequate for the job, delivering 30 frames per second or so, for most of the game.

More interestingly, Taito have linked the 3D in with a realistic helicopter control system. Power on the left hand joystick, controls to move forward/backwards and pitch left/right - but to rotate left/right you have to use foot pedals. Interesting, huh? Takes quite some getting used to for sure - but it makes a challenging learning curve.

The game itself has practice or rescue options - all against a fairly stiff time limit. Rescue 1 has you fighting a water fire, then landing on the deck. No prob. The second, you are fighting a sky-crane fire and then you get to the roof (try not to emulate the chopper pilot's loss of control in lowering flames, will you?) Not too difficult when you get the hang of it.

The third (killing people from a volcanic eruption. Not easy, as the volcano is lobbing out the rocks and blowing a force fan across the helipad. OK, so I haven't made it yet - but judging by the high scores (mixed weather has any on it).

In fact currently in the most excellent (and in the location, Piccadilly Circus, probably the best arcade in the country at this time). Check it out there, or head to one of coastal arcades real soon.



Hammering Hareby has used your skills in Top Landing.

HAMMERING HAREBY

This one is a real joy to get to grips with. Pure Japanese gaming, from the graphics style to the level of realism that puts through even your character if you really too long by the late early. Highly playable, great fun - you'll either run a mile, or be glued to the joystick.

CRIMINAL STREET RACING
 Hammering Hareby... who used to have a very fine arcade in Eastland London, until the local council, some more opposed to even having just north of Tower Bridge, a mile smaller than before, it is now the same for that, as it will be the very latest games on there. Both are worth a visit if you are in London... although you'll need to be over 16 to get into Hammering.

MAGE SWORD

Another Capcom title - and it looks like they might have finally got over the artists' block they had early this year when releasing stuff like *Ulti* Squidman.

Mage Sword is a platform

game that has you jumping and kicking through very many levels of some old castles. Being so it's using the Capcom CP System 3D - it's a very substantial level - it's a very substantial level.

Being so the Capcom... I know you may... and yes, they are here - but in the shape of different sorts of platform that you liberate... because you get the right... these guys they doing... what you solving some

level video sequences to your office - giving the game a little additional originality. Worth the lowest... want to off your little hands out there.



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Writing 'Nam



This story comes in two parts. First, it tells you how I went to war* and came back with a game design. Next month, it'll show how the design was translated into code and graphics, as well as making some points about game designing and research in general. Along the way, it'll fit you in on some Vietnamese history and provide a glossary of terms often used in connection with the conflict.

The Vietnam war is difficult to analyze, let alone difficult to simulate — and especially difficult for someone who wasn't personally involved. Before I started work on the actual design, I had to immerse myself totally in the conflict — in particular watching videos and reading very widely about the war — both personal and historical accounts. From that I drew out some of the main strategic "lessons" I felt there were:

- the balance between political and military commitment to the war and domestic support for the war
- the tension between high technology, expensive methods of war, and guerrilla warfare
- questions of supply — for the Americans by sea and air, for the Communists across internal lines of supply from Hanoi and China via North Vietnam and the Ho Chi Minh trail
- the tension between military and "hearts and minds" operations and the effect of both on South Vietnamese politics.

TEAM WORKING

As means of simplicity (and my own interest) I decided to make the player to taking the American side. I then had a lot of role or "metaphor" for the player that would translate the issues mentioned above into specific game rules and rules.

The original version of the design called for a windowing system as the game's user interface. This, however, did not give any sense of being there, in the way that a 3D simulator does. It soon became clear that, in the game, the player should become the president, and that his or her decisions would therefore be taken at stratified strategic levels. Therefore, to achieve what I thought people did if willing suspension of disbelief, I settled on the notion of a presidential report.

This would allow the player to look at information in a natural and intuitive form. Once this decision had been reached another issue remained. To use windows would be to destroy the metaphor — every action would remind the player that he was using a computer.

The military aspects of the game are presented by the use of maps within the report. The player can look at a strategic map of South East Asia, and then zoom in to particular parts of South Vietnam. These maps show the disposition of the various allied and known enemy units, much as a commander-in-chief would see them.

The real major factor was how to reflect the passing of time. Many games, like *Balloon of Power* or most wargames, use discrete turns. This made year decisions, then years' time turn to see the results of these decisions unfold. Others operate continuously, using real or accelerated time. *Harpoon* and *Sim City* are both like this. Another suggested the use of discrete turns, but instead I chose a continuous model.

Vietnam forced this decision on me — the combat on the ground and its political consequences are simply not amenable to a game design based on discrete monthly turns. For example, two major conventional campaigns — Tet and in 1975 — were conducted within 30 days as were nearly all US operations. On the other hand, discrete daily turns would be too laborious. In the end, I chose a continuous model, with one-day as the smallest step.

Using this system, while you think things happen. This is as it really was. The use of accelerated real time (1 year can take 10-20 minutes) gives a certain urgency to the game, which I felt was necessary and realistic in a political and military simulation. A pause option was added later at the request of beta testers.

REINVENTING HISTORY

Analysis of the history of the Vietnamese conflict soon revealed several parameters that could be translated into the game. These were that:

- 01 the Americans cannot invade North Vietnam, nor stage anything more than raids into Laos and Cambodia for fear of Chinese intervention;
- 02 there would be no US mass conscription or call up of reserves;

Denmark are about to launch a new military simulator that gives the player total involvement in Vietnam. Game design/programmer Matthew Stibbe describes how he went to war...and came back with the source code



MATTHEW STIBBE, designer of NAM

(b) There would be no dramatic change in tactics or weapons; but the US's victory conditions were essentially political rather than military.

Despite these parameters, the actual decisions that the player can make, like airpower, troops, commitment and missions, all were designed to slow the simulation of a wide variety of different war strategies. The models and the simulation engine had to allow different strategies and react rationally to them. In the end, the best bet would be to see if the program reacted rationally to real historical input.

The last difficult design problem I faced was the definition of victory conditions. Given that a player might try any one of a number of strategies to win the game, how should it recognize victory? The general consensus about Vietnam is that the Communists could win simply by not losing, and this was translated into the game design by putting the onus on the Americans to "win" the game.

The main road to victory, therefore, would be to deny Communist resistance to the existence of a separate South Vietnam by tactical or economic means. This requires time and means that any prospective president must at least meet attacks on South Vietnam until victory can be achieved. This - not losing while you go about winning - is a second and important war objective. Other strategic factors mixing diplomacy, culture, history and economic aid with varying degrees of US intervention.

I have only touched on some of the design dilemmas and processes involved in producing Nam. What's really important, however, is that they illustrate far general points about game design that I think everyone ought to be aware of. These are:

- A game should focus on one or more strategic dilemmas
- It should have an appropriate metaphor. That is to say, there should be a worthwhile game structure that can properly represent the various elements at work in reality
- It must have achievable but realistic victory conditions
- It should put the player against the problems of a coherent and comprehensive reality.

In my opinion, a game must challenge a player, not what you could call "dramatic, only" (i.e. it shouldn't have a



The more often a player goes into the game, I think Swisher, the more he will change of his own mind.



"Swisher" is in a play to die"

Swisher and Swisher are the last, single of Swisher.



One of the Swisher from the game. Swisher has a strategic view of Swisher.

"NAM" OFFENSIVE

Swisher and Swisher are the last, single of Swisher.

gameplay series of disconnected scenarios and should focus on where the action is and if should reward success.

So, you next month, when I look in more depth at the technical issues involved in programming simulation games like Nam.

Vietnam - THE WHOLE SAD STORY

Tom Swisher said that war is an extension of politics, and he had to believe this was especially true. Both the major combatants in the war - North Vietnam and America - had political aims and would never be compatible with any single definition of the meaning of the field of battle.

By the end, both the major players became exhausted with the war - the US in the 1st offensive and the USSR in the aftermath of 1970 and 1972. However, it never really was their war; their conflict was an insurgency. The real shooting war was between the North and America.

The North was extremely suspicious of the West going to their struggle to end its presence. The final deal giving us only the French left after the Paris settlement of 1954. This agreement had split Vietnam, like Korea, into two halves. It had been the case in Germany and Korea, the West (especially America) were unwilling to see a free world ally "go over" to the communists, and so entered up three conditions, and provided their support as nations in their own right. The Communists, in turn, wanted to gather more into the field.

BEFORE THE FIGHT

The Americans saw involvement in Vietnam as part of a crusade against Communist expansionism. This was a policy of "containment." Kennedy inspired a general war to keep any border in the name of freedom. It is, however, not difficult to get yourself into the containment chess, and see the policy of containment as a policy of "rolling up communism."

Kennedy's words became orders to large numbers of American soldiers and special forces, spread into Vietnam in the early 50's. His strategy was aimed toward in 1960. It was a more intense Vietnam conflict and the policy.

However, in July 1964, the Gulf of Tonkin incident occurred. Congress then granting the President emergency war powers, to permit North Vietnam for attacking American warships.

Early in the next year appeared "Rolling Thunder" began with all that year 2 battalions of US warplanes, headed to the target to produce the aerial attacks. There were the American that provided the warplanes - very soon the American presence in Vietnam had grown to nearly half a million men.

1967 and 1968 were given over to the building of American forces in US Asia. The Army was stretched to the limit to equip and train enough men to fight in the new military called on its reserves. The National Guard, who were called to fill out the ranks of the army in Asia. They were not called upon until 1968, and even then in limited numbers. In a way the American desire to understand the war was to fight one war with half an army. The Army that arrived was poor, and well equipped, but short on numbers and lacking the political backing to press home their attacks in a conventional way. Instead they relied on technical fines and critical moments of strategy. In 1967 all had to be done.

(Continued next month)

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FICTION

- Full Metal Jacket, Apocalypse Now, Hamburger Hill, Crossing of the Red Sea, Mountain of the Moon (for a laugh).

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134 ACE Charts

The best charts around—based not on typed sales but reviewer's ratings in ALL UK magazines. Not only that, but there are prizes to be won as readers attempt to predict next month's entries.

151 Hot off the Shelf

Is your software collection in need of some new blood? Max Diamond compiles the definitive software buyers' guide. Not only that, but the games here are selected from recent releases, so if it's recommended, your dealer will either have it in stock or be able to order it without delay.

129 Hard Sell

Don't get caught with the ACE Hardware Reference Guide—technical listings of all computers currently on sale so you can get the hard facts.

133 Direct Line

...to 1000 means. If you own one of the nine major systems, there's a section for your computer here as ACE correspondents talk man to machine...

145 Elite Compo

Last month's Elite console comes packed with vital address panels for selected ACE sites allowing you to print it again...plus a special Pink computer where you not only get your copy but can win a prize for saying it...

165 ACE Crossword

The infamous ACE Crossword offers you a chance to prove your word skills and win a prize into the bargain.

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For Windows with four regular tips sections for dedicated adventurers. Police Quest: 1. tips and further instalments of our serialized solutions.

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Put a smile in your pocket and get down to the shops today—you're sure of a big surprise, because some dealers are literally GIVING the goods away...

167 Shopwatch

Oh! Longhorn with a view from the other side of the counter...

166 Encyclopaedia Microamnesia

Over the years ACE has consistently given gamers the low down on entertainment technology. Check out the subjects we're covered in the past and make sure you're up to date.

139 Freebies!

Check out some Public Domain games with Mark Smiddy.



There's always next month's contribution of our guide to 'winning ideas'. This time we'll be giving you a battle with Windows 3.11 and setting the game, once for all.

ACE CHARTS

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

Each month we pick the top five games, as indicated in the latest editions of computer magazines, for each of the main computer formats. Don't forget – because there are so many titles being released, our charts are necessarily 'quick'...

We also give you each month the names who can predict next month's stars, the names of up to 100 new titles of software for you to watch, and a 'what's worth watching' page that contains our expert knowledge of software market trends and upcoming activity.

Finally, our special 'TV GUIDE' for the latest delivery of homecomputer titles, this was chosen partly by our high staff turnover during the last year – since nothing of the past month's issues – and partly by difficulties in securing the latest products. If you're interested, you should have received their price in addition. If you're not, please phone the Editor on 071 221 4222, for 1987 advertising and design rates.

Don't forget!
You can win a prize for predicting next month's charts and stock-market entries. Run the game for full details.

THE STOCK MARKET

In addition to our games charts, we also have a list of five with the highest stock-market price who produce the most successful, or a list of five that will suffer an unimproved or falling stock-market price, as currently reviewed. You can see their fortunes rising and falling in each issue.

We calculate the average stock share each publisher receives for every one of its games on each format and use this to calculate a rating for the company. This is the rating that you see in the second column below. For example, if the company is good at securing 10,000 games but focuses on the 8-bit computers, that will pull down the average stock share if you rate the sale of the titles leading up the ratings, 16 or 32, that pulled over the page. If all of the games are excellent, or if the company has just one (or two) game program doing the rounds of the markets, it will consequently have a high rating.

The third column, labelled '+ or -', shows you how much the publisher's score has improved (or deteriorated) compared to last month. As you can see, not all their games are getting better or selling more money than their games were doing as well as they were.

This last column shows how well a company's games have fared compared to the publishers' totals. This is simply a rough figure that gives the average stock share compared to a percentage that all games, all formats included in the time between last month's Stock Market and now. It's a guide to how good the current crop of titles is, and each company's total score shows how well their games compare to the total. For example, in this month's chart, Electronic Arts' score (18) is worth 4.83 percentage points above average – according to the industry's estimates.

The final column shows the top 25 companies each month. In fact, we keep tabs on all of them, but you don't want to read through a list of over 100 names in every issue. The entries by Magnetic Scrolls and Palace's names indicate that it they are found new entries to the Stock Market. Magnetic Scrolls has been a developer of some renown for several years, but new developer Magpie is also giving the month its own label relative to the Magpie-Magnetic Scrolls.

PUBLISHER	SCORE	+/-	INDEX	PERCENT	DIFF.	CHG.
Magnetic Scrolls	87.9	4/4	84.8	Mega Byte	78.71	-4.82 7.53
Amstrad	81.37	4/4	88.87	Palace	78.67	-0.83 7.87
Miramax	80.08	8/3	77.08	Prologica	78.2	6/1 6.7
Delphin	80.07	4/1	84.27	Planet	78.08	0/0 8.46
Commodore	80	4/4	14	Microline Arts	78.03	-0.48 8.23
Amos	80.00	-1.00	11.40	Philo	78.0	6/1 8.8
Exa	80	12/1	11.4	Demarc	77.93	-0.06 8.83
Vigor	80.14	8/0	11.34	Intergraph	77.91	-1.24 8.83
Star Design	80.87	-0.80	10.07	Software Systems	77.84	-0.87 8.83
Electronic Arts	80.00	8/0	8.33	Atlanta	77	0/1 8.4
Microlog	80.07	10.10	8.47	Elite	77.71	-4.71 8.13
Elite	80.5	6/4	7.8	Hi Speed	77.67	-0.56 8.67

AMIGA

Supremacy	Virgin	77.00
Kid Off 2	Amos	77.00
219 Stealth Fighter	Miramax	77
Hexadecimal 80	Demarc	76.00
Operation Stealth	Delphine/Hi Gold	76.00

High quality Amiga chart this month, with just over a point separating the top five, and two very different games tying for first place – Vigor's rich and measured strategy game Supremacy, and Amos's highly playable action sim.

C64

Submaster	Hi Speed	82.0
Three Machine	Delphin	82.00
Iron 'Ironman' Steam	Virgin	80.0
Memento	Hi Speed	80
Murder	Hi Gold	80.00

Five new titles in the C64 chart indicate there's a wealth of good software currently being released in this format. The top two titles even beat the Amiga on points.

AMSTRAD CPC

Great Car Race	Mega Byte	81.00
International 80 Tennis	Palace	81
Excipitibus Memento	Demarc	81.00
Vandalia	System 2	80.67
Shadow Warriors	Comet	81.75

Start 'Car' is way ahead of the pack for the second month running, while the Palace side-frame 80 Tennis was always going to look good on a CPC.

IBM PC

Wonderland	Magnetic Scrolls	79.5
Simon Socrates 8	Miramax	79.54
Iron 'Ironman' Steam	Virgin	80
Future Wars	Delphine/Hi Gold	80
Wolfen	Random Arts	80

Wonderland is a 'must' for any software fan who wants to see just how the genre has progressed from the old 'Go north' days. Very detailed multi-window user interface, which will allow many explorations, and beautifully detailed graphics.

WHAT YOU REQUIRE ABOVE ARE...

First, of course, you've got the game. Then the software house and - in the last column - the average score (rounded) in a percentage with special ADJ provided to show detailed placed. The game included in ALL reviews during the last month. Don't forget that the criteria below are taken from all UK magazines, not just ACE, so we don't necessarily agree with some of the judgments here, but all available ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS OPPOSITE

HOW TO ENTER

STEP ONE

Print a postcard. Enter your name and address, a daytime telephone number if you have one, and the featured number.

STEP TWO

Write your age and which machine you own, and in case you need:

STEP THREE

Examine the monthly charts. Then, using your knowledge of the games listed, try to predict what games will come top of the top-machine specific charts. Finally, enter on your postcard:

- the top game for the Spectrum
- the top game for the C64
- the top game for the CPC
- the top game for the IBM PC
- the top game for the Amiga
- the top game for the ST

You don't have to ENTER A SUGGESTION FOR EVERY MACHINE! But remember that your chances of winning may increase if you do.

STEP FOUR (OPTIONAL)

You can also try to predict which company will be at the top-of-the-month in Stockmarket for the top five games. Enter on the card. The top entries will be... *Home of company!*

STEP FIVE (OPTIONAL)

If you want to get the jackpot £150 prize, then select any of the previous categories and try to predict the top FIVE entries for next month instead of just the top one. Then list an which category you're predicting for - it can be either the Stockmarket or any of the machine categories - (Top Five, IBM PC/CPC, IBM/IBM OR IBM/ST, C64, SPECTRUM, CPC, C64/CPC).

STEP SIX

Post the card (with a stamp) to us to arrive not later than the closing date for this month (31st October). The address is:

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Discounts have set prices - perhaps you'll be lucky this time!

THIS IS ROUND 12

Each month's competition has a round number so that we can correct typos in entries. You **MUST** include the round number on your postcard otherwise your entry may not be processed correctly.

THE RULES

- All entries must be received by October 31st 1990.
- No exchange of money or any company material to be produced, distributed or sold which suggests an unfair advantage.
- All prizes are non-transferable. Receipt of prizes will result in award of winners.
- The winner undertakes to deliver goods, software files or prizes, but we warrant that we will make every effort to ensure that the games get the printer's blessing!

ATARI ST

Operation Stealth	Highlander's Goal	100.00
Risk Off 2	Area	99.00
Flash Knight 2	WJ Gold	98.00
Calverton	Image Works	98.00
Scuba	WJ Gold	98.00

Operation Stealth has knocked Risk Off 2 off the top spot this month in a closely fought ST chart. We reckon you haven't heard the last of Calverton either.

SPECTRUM

Time Machine	Archie	97
Manthley 2	Brown	96.00
Shadow Warriors	Brown	96.00
Escape/Robot Warriors Bonus		96.00
Snappers	Infotronics	95.00

Time Machine seems to be at the top, and although Robot Warriors' ratings have tumbled off a bit (from 93.0 last month), it's still hanging on in there.

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HARD SELL

Went to splash out on a games machine? Check out the month's computer guide for full details of the machines currently available.

There's good news and bad news this month. Sadly, we no longer feature set-top (fully-installed) kits in our special listing. On the good side, however, we've got three new entries: the fabulous IBM, plus the Amstrad and Commodore 8-bit machines.

Supplier telephone numbers are that each entry. All agencies are available. As a general rule, however, your local dealer should be the first place to start asking questions. IBM's also provided some Star Ratings for each machine, but all with all ratings they should be taken into account along with your own needs and preferences. The more the better.

AMSTRAD GX4000

Package £44999 console, 2 controllers and during bubble game memory (4k)

Processor Z80

Mem. 128

Contact Amstrad 0783 360344

IN BRIEF

Amstrad have partly gone up the Commodore path, but have seized the opportunity to upgrade their hardware. The game is concerned with maintaining hardware scrolling and 16 hardware wires increasing to 32 with integrated DRAM. Unfortunately the manual ship is the same old 800k size used in the CPC, albeit in stereo - you can't have everything, I suppose. With some software (though) expect iterations of the machine (using a more outside Europe) and hence aimed at extending support to the many are working on titles for the machine.

GRAPHICS

Resolution Same as Amstrad CPC

Fields 1024

Colors 32

Fit No

Monitor Output Yes

Monitor Supplied No

Monitor Options SAAI, Amstrad (only)

Speakers 16, 32 with hardware interface

Speech Pretty good for 8-bit technology

SOUND

Speaker Quality Depends on TV/monitor

Music No

Monitor Output Yes

Performance Unimpressive 8-bit sound chip as an old CPC, but now runs independently of main processor

HARDWARE

Joystick 2 game controllers supported

Ports Monitor/TV ports, stereo telephone socket, 2 joystick ports (2 digital, 1 analogue)

SOFTWARE

Existing Software Base Very small

Current Releases Plenty of releases due this year (see notes)

Games Arcade

Prospects Very good, with several software houses working on titles.

Software Loading Instant

BUYLINES

Best Buy Price £4,500

Second Hand Availability None as yet

Maintenance One year guarantee

STAR RATINGS

Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

ATARI LYNX

Package 1pcw with California Games pack

Memory 64k

Processor 6502

Price £149.95

Contact Atari 071 388 9071

IN BRIEF

The Lynx was designed by a team including BJ Matal, one of the men behind the Amiga. If that doesn't convince you consider it runs a fast 6502, has 64k of game storage on its cards and supports multi-player games. The graphics hardware has built in hardware scrolling and image scaling. Software is a little thin at the moment but bound to increase during 1986. Although not officially available yet in the UK, the Lynx is widely available from distributors.

GRAPHICS

Resolution 160 x 100

Fields 1024

Colors 16

Fit No

Monitor Output No

Monitor Supplied Yes - 3.5 inch

Fields 1024

Colors 16

Fit No

Speaker Quality Very good

Music No

Performance 4 channel, 8 octave

Ports 2 joystick ports, 2 stereo

Software Loading Instant

BUYLINES

Best Buy Price £4,500

Second Hand Availability None

Maintenance One year's guarantee

STAR RATINGS

Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

Software Loading Instant

BUYLINES

Best Buy Price £4,500

Second Hand Availability None

Maintenance One year's guarantee

STAR RATINGS

Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

Software Loading Instant

BUYLINES

Best Buy Price £4,500

Second Hand Availability None

Maintenance One year's guarantee

STAR RATINGS

Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

Software Loading Instant

BUYLINES

Best Buy Price £4,500

Second Hand Availability None

Maintenance One year's guarantee

STAR RATINGS

Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

Software Loading Instant

BUYLINES

Best Buy Price £4,500

Second Hand Availability None

Maintenance One year's guarantee

STAR RATINGS

Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

Software Loading Instant

GRAPHICS

Resolution 160 x 100 (2048, 320 x

240 (2048)

Fields 16 (2048/174-1700)

Colors 4 (2048/14-1700)

Fit No

Monitor Output No

Monitor Supplied No

Monitor Options No

Speakers 16/32

Speech None

SOUND

Speaker Quality Depends on TV

Music No

Monitor Output No

Performance Limited to 1 channel

on 2048 and two on 1700

HARDWARE

Joystick Supplied

Ports 2 x 3 pin 8 for joystick,

TV, cartridge port

SOFTWARE

Existing Software Base Small

Current Releases None

Games 4 (only)

Prospects None in the light of

new competition from Japan

Software Loading Instant

BUYLINES

Best Buy Price £4,500

Second Hand Availability None

Maintenance One year's guarantee

STAR RATINGS

Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

Software Loading Instant

BUYLINES

Best Buy Price £4,500

Second Hand Availability None

Maintenance One year's guarantee

STAR RATINGS

Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

Software Loading Instant

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Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

Software Loading Instant

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Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

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Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

Software Loading Instant

BUYLINES

Best Buy Price £4,500

Second Hand Availability None

Maintenance One year's guarantee

STAR RATINGS

Graphics 4 4 4

Sound 0 0 0

Expansion 0/0/0 None

Overall 4 4 4

Software Loading Instant

Sound Outputs To

Performance: 3 Channel SAM - one of the best 3-bit sound chips.

HARDWARE

Available: Japped supplied.

Best Buy Price: As 1997.

Second Hand Availability: None.

Maintenance: One year's guarantee. Fully machine return to dealer.

SOFTWARE

Existing Software Base:

Potentially huge, but small at the moment. Commodore anticipates around 700 titles by 2000.

Current Releases: Plenty forthcoming from various software houses.

Genre: Action.

Prospects: Uncertain. Do people really want a console version of an operating system already good, complete software support is likely to be pretty good for a while at least.

Software Loading: Instant.

BUYERS

Best Buy Price: As 1997.

Second Hand Availability: None.

Maintenance: One year's guarantee.

to increased support - but this is yesterday's technology.

Software Loading: Instant.

BUYERS

Best Buy Price: As 1997.

Second Hand Availability: A few.

Maintenance: One year's guarantee. Fully machine return to dealer.

Overall: 4.5/5

STAR RATING

Graphics: 4.5/5

Sound: 4.5/5

Expansion: 4.5/5

Overall: 4.5/5

NINTENDO GAMEBOY

Package: Main unit + 1 game (Duck Hunt)

Memory: 48KB

Processor: 8MHz

Price: 109.95

Available: Deighton, As 1997.

Overall: 4.5/5

**IN BRIEF**

Nintendo were the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. In effect, the Game Boy was a long time coming due to the technology employed by the display is starting to look dated. Not to be dismissed simply because of some graphics - this machine has some super titles and the two-player link-up option has tremendous potential.

GRAPHICS

Resolution: 160

Colors: 2 (monochrome)

Monitor Supported: Yes - LCD display in its own right.

Speaker Information: Not available.

Sound: Best for what it is.

SOUND

Speaker Quality: Depends on head-phones.

Stored Outputs: Yes.

Performance: Plays a lot better than it looks.

Available: Deighton, As 1997.

Overall: 4.5/5

HARDWARE

Available: Japped and Deighton.

Genre: Action and puzzle type.

Prospects: Single & easy controller.

Performance: Plays a lot better than it looks.

Software Loading: Instant.

SOFTWARE

Existing Software Base: The best for any handheld.

Current Releases: Increasing.

Genre: Action and puzzle type.

Prospects: Excellent.

Software Loading: Instant.

BUYERS

Best Buy Price: As 1997.

Second Hand Availability: None.

Maintenance: One year's guarantee.

Software Loading: Instant.

Overall: 4.5/5

Overall: 4.5/5

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Overall: 4.5/5

Graphics: 4.5/5

Sound: 4.5/5

Expansion: Best machine interface has lots of potential.

Overall: 4.5/5

NEC PC ENGINE

Package: PC Engine + controller and 1 game.

Memory: 128KB internal + 80KB video.

Processor: 13.7MHz internal 13.7MHz video.

Price: 169.95

Available: Deighton, As 1997.

Overall: 4.5/5

IN BRIEF

Well, it now seems unlikely that this machine will ever be officially supported by MS, in the UK it's CD-ROM add-on drive is now the largest selling CD unit on the market and is responsible for much of the recent increase in CD development. There's also a release for version, early more powerful, called the Turbografix, but this is only rarely available through importers and as a price - usually around 1200. MS also have a modified version of the Engine which is software-compatible with its larger brother.

GRAPHICS

Resolution: 256 x 224

Colors: 16 (16 background and 16 shared by sprites).

Monitor Supported: No.

Speaker Information: Not available.

Sound: Very fast considering this is an 8-bit.

SOUND

Speaker Quality: Depends on monitor.

Stored Outputs: Yes.

Performance: Plays a lot better than it looks.

Available: Deighton, As 1997.

Overall: 4.5/5

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Overall: 4.5/5

SEGA MASTER

Package: Console using 167000 or more (and plus game control) and 1 game (Maze War) in Britain (1997) 199.95 (high) plus 119.95 to light gun and 20 games.

Available: Virgin Master only 197-121 1997.

Overall: 4.5/5

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Overall: 4.5/5

Contact: Virgin Mastermedia 071 371970

IN BRIEF

Excellent example of the new 33-MHz audio technologies. The first World 33-MHz console to receive full support from the UK.

GRAPHICS

Resolution: 320 x 220
 Refresh: 71.2
 Colors: 64
 TV: No
 Monitor: No
 Sprites: 32
 Speed: Very fast
 SOUND

Speaker Quality: No

None

Screen Output: No

Performance: 13-channel stereo sound is produced by a custom FM FM and sound hardware.

SOFTWARE

Hardware: Excellent controller support.

SOFTWARE

Existing Software Base: Poor
 Current Releases: New in UK at present

Games: All available

Prospects: Very good

Software Loading: Instant

BUYERS

Best Buy Price: As RRP

Second Hand Availability: Not

Maintenance: One year on UK machines.

STAR RATINGS

Graphics: 4.0/4.0

Sound: 4.0/4.0

Expansion: 4.0/4.0

Overall: 4.0/4.0

SMK NEO-020

Package: Console unit and controller unit.
 Memory: 64K work RAM, 64K video RAM

Processor: 33000 + 2804 support.
 Price: £299

Contact: Active Sales 061 752 5555

IN BRIEF

Technically the most advanced console currently available, the games are of superb quality, with huge sprites and excellent sound, although the current crop of games are not totally astounding in regard to their gameplay. The game can crisper can store up to 32K bytes of data, but this is reflected in their price - £299.99. All in all, the Active Sales intend to launch a club where members can rent software for £25 a month. Definitely the option to have if you want to game, and to be very poor!

GRAPHICS

Resolution: Amade quality
 Palette: 65,536
 Colors: 4096
 TV: No

Monitor Output: No
 Monitor Support: No
 Monitor Options: RGB, SCART
 Sprites: 320
 Speed: Remotely
 SOUND

Speaker Quality: Depends on television

None

Screen Output: No

Performance: 13-channel stereo.

HARDWARE

Available: Supplied, second available

for around £70.

Ports: Standard socket

SOFTWARE

Existing Software Base: Just 8

titles at present.

Current Releases: 6 more planned by the end of the year.

Games: Amade.

Prospects: Uncertain, but the team's very close could help bring them in to launch.

Software Loading: Instant

BUYERS

Best Buy Price: As RRP

Second Hand Availability: None in UK.

Maintenance: 1 year guarantee.

STAR RATINGS

Graphics: 4.0/4.0

Sound: 4.0/4.0

Expansion: 0

Overall: 4.0/4.0

CALL ME
 HARD.
 CALL ME
 MR CHIPS,
 BUT CALL
 ME!

Be responsible for the old hardware pages, and I'm always available for your suggestions. Drop me a line at the old address or please starting anytime soon. David Updell



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SEGA MASTER



Probably new games are being developed on the Sega Master System thanks to the multitude of European third party software deals signed in recent months. US, Gold and Microsoft are two of the big software companies currently producing Sega Master System titles.

The impressive USG Sega Master line-up includes Gunbird, Impossible Mission, Laserforce, Indiana Jones and The Last Crusade, Powerboy and Viewers of the Laser, Gunbird and Impossible Mission were favourably reviewed in the last issue of ACE.

Meanwhile, Microsoft is converting Back to the Future II, Xenon II and Speedball onto the Sega Master System.

Back to the Future Part II is based around the film of the same name. The plot of Back to the Future follows terrific sci-fi for a classic game," says Microsoft. "Having started out as present in the original film, the hero Marty now has to travel into the future - 2015 to be precise - and save

the life of his children. However, while in the future he finds an alternate world full of the sporting results of the last century. Tempted to use this alternate world to place bets in the present to save the winners he is talked out of allowing his destiny by his mentor Doc. But his arch enemy Dr. Evil is not so scrupulous and using the DeLorean time machine gives the book to his father in 1955 in order to ensure a cushy life for himself. Thus Marty is then in a mad race against time to retrieve the alternate and ensure that past and present unfold in the way they were pre-destined."

"Xenon was regarded by many as the definitive 16-bit shoot 'em up," states Microsoft, "but the Blinn Brothers achieved the impossible and came up with Xenon II - Blinnball which stuns everyone with the calibre of its graphics, it's surprising special effects and it's very hot sound track." Now Microsoft is converting this baby and another Blinn Brothers game, Speedball, onto the Sega Master System. Xenon II on the Amiga was a vertically-scrolling shoot'em up with a full-screen three-layer parallel scroll and the Megadrive II.16s Premier Hit! Help file by Tomp the Boss. The Blinn Brothers took original samples from Blinn's Boss and incorporated the soundtrack into the game.

Do you have any tips, tips, cheats or maps for any game on the Sega Master System? If you do, send them to us at: SEGA MASTER ACE, LINES, ACE MAGAZINE, ENAP IMAGES, PRIORITY COURT, 30-32 TARRINGTON LANE, LONDON E2 12 6AU.

By Bill Rogers

AMIGA



And what a show to ease you didn't know and how could you miss the Computer Entertainment Show (previously known as the PC Show Show) has, just been and gone. I was pleased to see that just about every stand selling Hi-Fi software on demo used an Amiga in preference to the ST, confirming its position as the 386 machine to have.

My award for what it's worth, is best stand of the Show goes to Virgin Masterforce - and they show the price for the best poster as you come up the escalator the first thing you see is a printing of Judge Dredd from the comic 200AD (roughly up something that wasn't funny unrecognised).

It, of course, is now appearing in a Virgin game, which looked nice enough and had recognizable sprites but seemed to be just another halfhearted scrolling shoot-'em-up. Their stand also featured the conversion of the arcade game Gunbird, which I was very impressed with. It needs a Megadrive with ports like that

Other games of note are Ripoff and Magnus from Microsoft (a simultaneous two player platform after that I think could be a surprise hit - I played a preprod version at Microsoft and found it extremely easy to get into and very playable), and Powermancer from Electronic Arts (I know, I know, we keep going on about it at ACE but it really is excellent). My Commodore from Midpac is apparently on the way - if ever there was a great game destined for Amiga standards, this has to be it - but I'm a bit concerned about the fact that they're porting it onto a PC original.

All the Show I eventually staggered onto Commodore's stand. I glanced up and saw unimpressive video monitors proudly boasting the presence and capabilities of the CD32. "It's real is here", I thought, and sought out its physical form. After a quick search I found it - behind a glass screen, the only indications that it was more than a beta mock-up being a green power light and a digital LCD-like clock on the front.

Commodore apparently intend the CD32 to be released in the Spring of 1991, with around 25-30 software titles ready for its launch by such software houses as Comtek and Green. Also Commodore are distributing 2500 preproduction CD-32s to various installers for thorough pre-launch testing. If anyone at Commodore is reading, I'm perfectly willing to sacrifice some of my spare time to give the system the once-over. I've long been, however, is that the adaptor for Amiga owners to give us CD32 compatibility is going to be a long time in coming.

AMES, the blisteringly fast graphics handling BASIC from Microsoft Software, is becoming a

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vital purchase for those with even the faintest interest in programming. Microsoft's Chris Payne told me that since the release in June the program has sold just under 25000 copies - very impressive for a utility.

Chris also told me that they have just released Version 1.2 of AMOS. This corrects the bugs and speeds up some of the routines (as if they weren't fast enough already). An upgrade program is being released into the public domain, so owners of the old version should keep a look out for it at their local PD markets.

On Demo at the Show was the 3D solid graphics handler called, imaginatively, AMOS 3D. It was written by one of the guys who programmed Digibus, and is impressively fast. The final product, released around June, will come complete with the main program, three games, an object editor and a manual for £29.95. To implement you simply move the AMOS 3D program into the original AMOS folder, load up, and -voilà- it's installed, as simple as that. Now forthcoming in the New Year is a compiler for around the same price. This, I am promised, will compile ALL AMOS commands, unlike some compilers I know of, and will on average double the speed of your programs.

To end with, a question. Why aren't there more isometric 3D jump 'n' slide games like Knight Lore and Head Over Heels on the Amiga? The recent Treasure Trip and the very old Airball are the only ones I can think of (Catherine doesn't really count as it's more of a graphic adventure). I would love that style of game - surely there must be others who feel the same?

By Tom Harkin

SEGA MEGADRIVE



Well, the CD has come and gone, leaving its title under a trail of goodness. No, it's not falling apart. For masses of journalists collapsed in drunken feasts all around Earth Court, its falling about something much closer to our hearts - the official UK launch of the SEGA Megadrive. How was it received? In the words of Lenny Walker from Sega UK, "Very, very, very, very, very well indeed". The huge crowd of budding Megadrive owners crowded around the Virgin stand at the show was an encouraging and heartwarming sight for both Sega and anyone interested in buying one, as this kind of support in these early days obviously bodes for a strong market indeed, which naturally means cheaper machines and huge software support. As it is, Sega forecast over 140000 units will be sold between now and Christmas. Interestingly enough, when we faced with Sega concerning the competition elsewhere in the column, they were unable to give us any software in return for the simple reason that all the software they had

has already been sold, and any software now being shipped in has to be sent out to cope with the intense demand. Has there ever been such keen interest in a machine? In our minds, only the launch of the ZX Spectrum back in 1982, and even that was nowhere close to this sort of demand.

Speaking of software, which with any new machine is the key to early success, you'll all be interested to know that 14 titles are planned, including *Ahmed Beast*, which is packaged free with the machine. Price paid for the new software lies between £29.95 and £49.95, a not too unreasonable demand, especially when compared to the £80 price tag on imported titles for the grey machine. Sega plan to release titles at the rate of two a month, which is all honestly not a hell of a lot. Sega plan to use external third party developers, such as EA, but whether these companies will be producing and marketing their own product remains to be seen. News on that front next issue.

I've received positive stacks of mail this month inquiring whether any of the existing imported titles are to be converted, as well as many other titles. Its easy to say that this month I can't tell you, as Sega don't seem to love themselves. The entire software future of the Megadrive is scheduled in all sorts of mystery on meetings, and fingers crossed next issue we'll be able to reveal all.

For grey import owners, you may be interested to know that this month sees the long awaited appearance of *Strider* and *Atomic Roboto*. *Strider*, as you all know, sees you as Matt Strider, super tough athlete, running, leaping and

carabombing your way through a multitude of four way scrolling levels, facing such adventures as melted slugs, and a court jry that come together to form a huge dragon. Looks pretty hot to us.

Ahmed Beast is the louder story about the invisible life robot that looks like *Double Dragon* with game that goes on a leveler mode where he causes mass destruction. Featuring his own push scrolling and some other huge sprites, if you want to cut for. And of course, there'll be full reviews in the next exciting installment of your favourite computer news.

SEGA MEGA-COMPO

The Megadrive had to be the name on any club dealer's lips this month, and to let the world know that you know what's going down, you've got to dress right. We've teamed up with Sega to offer *Bess*, yes three lucky readers the opportunity to be the talk of the town with absolute class to be the Megadrive outfit consisting of caps, attractive long sleeve T-shirts, extremely limited edition Sega boxes, badges and a nice Sega football to, um, hold it all when you're not wearing it. What do you have to do to be one of the practically-baby-pretty? Answer this simple question, in the UK, SEGA's 16-bit console is known as the Megadrive. What moniker is it known to elsewhere?

Answer on a postcard, along with your name and address, to: DR GARRON A.J. LEEDS COMPO, 601 MILLSTONE, 11MP BODLEY ROAD COURT, 50-52 TOTTENHAM LANE, LONDON EC1R 3AJ.

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GAMEBOY

It's officially here! The world's



portable handheld console now officially launched into the 40-bit world — via the first Game Boy cartridge, *Lander's* up-market Super Gun. "The ultimate color travel accessory for the man and girl about town, Gameboy allows players to take the fun and challenge of the 16-bit Nintendo console experience... on a miniature screen," says Nintendo's PR agency.

"After the ubiquitous Walkman, what entered the language in the 1980s, Gameboy adds a new dimension to portable entertainment with ease to become a familiar sight in bars and trains, buses and planes." Not a very original color job is it?

"The stylish compact video game system, with a library of video-gameable game packs, has a 2 1/2" screen, offering you just and stress-free games. At \$89.95, Gameboy comes complete with the Super-Controller, a cartridge holding built-in graphic data, and a video link cable for use in local competition."

But, US sales and marketing director for Nintendo, says, "We would still count for Gameboy in the next six Christmas as breakthrough for 'colored' game machines because there's time for today's experience youth."

"With international and year-wide of 11 million units, Gameboy is the leader in the new wave of hand-held machines. Gameboy features a library of interchangeable game cartridges, limited graphics on a dot-matrix screen as well as stereo digital sound. Game titles, for players of all ages and skill levels include: *Super Gun*, *Wolf*, *Super Mario Land*, *Die and Live*, *Driller*. Gameboy software will be 270+ titles."

Go on, how big? Gameboy game titles, *Curry*, *Rumblefish*, *Wakeman*, *Vegas* and other major titles.

THE FIRST 40 PASSENGERS TO MONEY HOUSE

Rank	Code	Game Title	Rank	Code	Game Title
1	000	2	0298	3	0294
4	0291	5	0475	6	0303
7	0240	8	0080	9	0490
10	0374	11	0145	12	0201
13	0048	14	0023	15	0046
16	0405	17	0302	18	0343
19	0212	20	0199	21	0192
22	0112	23	0242	24	0193
25	0040	26	0192	27	0212
28	0262	29	0144	30	0191
31	0194	32	0192	33	0209
34	0299	35	0299	36	0299
37	0191	38	0299	39	0299
40	0299				

TOP TEN TITLES

What are the ACE Game's favorite Gameboy titles? These are the top games that Barry Williams (publisher of ACE and multi-award-winning support player, with an explanation of why he thinks they're so good...)

1) BAYMAM

"Very much like *Super Mario Land* but with enough extras to make it special. Killing, but it's difficult to lose him six times in the head, but getting past the second part of the burning stage is for experts only. This game is a must."

2) TETRIS

"Say no more. Pick it up, you won't put it down. Head to head Tetris will become an official Olympic sport."

3) SUPER MARIO LAND

"Not the most addictive member of the Mario family but a good two weeks worth of play in it, which put it in a category when you've found you've finished the final screen - you haven't."

4) REVENGE OF THE GAYON

"Be careful, there are few versions of Pinball available. Better for copying than the Color version. The bonus level with the dinosaur egg is great fun."

5) FERRARI MUTANT NINJA TURTLES

"About the only decent level set up on the Gameboy because of most of the fun is for games as they're ponderously slow and repetitive."

6) BASKETBALL

"The nature of some games, 1/20 levels of fun. Not as addictive as Tetris, but you can win and return to the game by entering a code."

7) GUN

"So difficult to describe, but if you want a weird puzzle this is your bet."

8) TENNIS

"Everyone with this game. Once you've got the ability to connect and smash the ball, and you can get to 80 MPH, you're unbeatable - except for the ball is not beyond shot."

9) BEACH VOLLEYBALL

"Screen's home rating version available to play on the bus."

10) ALLIENWAR

"One of the many Breakout clones, fighting's addictive but needs a level entry code system. By the time you've got to level 10 you don't want to be starting again at level 1."

WRITE ON AND SEND IN

What are your favorite Gameboy games? How do you get any hints, tips or maps for any Gameboy titles? What's your favorite on the latest Gameboy release? Share your experience and knowledge with your fellow Gameboy players by writing to us at **GAMEBOY AIR MAIL, ACE MAGAZINE, GROUP EDITOR, PUBLISHER, COURT, 30-35 SANDHOLM LANE, LONDON W10 6AA.**

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AMSTRAD CPC



of months' column, although buying the same CPC seemed to concentrate rather on the new GAMES, MAG, but to view, the month-end publication of the library program, and thanks to those who inspired and contributed towards the column.

To kick off, let me introduce you to a group of friends dedicated to furthering the cause of all limited ranges - the United Amstrad User Group. What they offer, is a 6-monthly magazine CPC User, containing news, reviews, technical assistance and some amongst a wealth of other things, in addition to both Public Libraries, and reference book libraries. At present, the yearly fee to these facilities amounts at a modest £100.

For further explanation of the library facilities, the PC library is split into two sections. The first of these is cassette based, consisting of three tapes available for the price of just 4 free tape cassettes, and from which you may copy anything that makes you sleep. The second part of the PC library is on floppy, and is quite extensive, so for a fee, U.A.U.G will copy extra disks or specific files to suit your needs. The book library works on the same basis as a public library, its primary use is for loan being that you are able to check out a book which may wish to copy or borrow issues in

shops. Sample copies of the magazine are available for £1.50 from the address specified previous to.

TAKE THE GAME

Next up, some classic (and modern) plays for both adults and the non-readers alike. First off, we have P-47 Thunderbolt.

LEVEL ONE - THE TRAIN

The bonus are the last power-up before the arrival of the train. Whatever you do, DON'T miss them, that until the last few cartridges are visible, go to the top of the screen approximately half an inch from the far right and you should find your self safe from harm - bonus away!

LEVEL FIVE - THE NUMBER

These power-ups you collect on the level, try to ensure that you fly out from the bonus when reaching the end of level as to use these properly, you need to be above the bonus. The safer tactic is to remain below the bonus as far as you can. Note however, that when the bonus explodes, it drops like a lead-battery so be sure to move quickly.

LEVEL THREE - THE SAND

Once again, the best weapon to use here, are the bombs, but to the fact that the tank keeps moving forward, you are unlikely to find a safe place to sit, so that reflexes are the order of the day. One method is to sit just above the tank, to the far right of the screen, dodging between bullets and bombing for all you're worth.

LEVEL FOUR - THE BATTLESHIP

Bombs, bombs and more bombs. Fly the length of the ship and then return backwards, bombing of the ship, and not forgetting to avoid the other aircraft. When the warbling starts, make a bee-line for the top right hand corner and bomb like mad. Incidentally, entering 000000 into the high score table gives you infinite lives. J

WINDOZZ

The comments for level two and three of this Ocean game are (originally) CIPHERMAN and LINDOZZAN.

That's all the tips for now, but I'd just like to add the column up on something of a later note. For far too long the CPC has been neglected by software houses, looking upon it as a machine of inferior capability and as such, support in recent months has been in my opinion, minimal. But there have been plenty of conversions, but only from companies who release software rights across the board in an attempt to reach up-market users. I can assure the fact that this may be for the most of all off the 8 bit machines, but to my mind, the CPC has suffered the most. Amstrad's launch of the 640 plus add, I feel, is little to further the cause in that it will undoubtedly be bought into by many as "an updated Amstrad machine", especially in the face of the 16 bit and console boom.

And as this may be neglected Amstrad system, by 1986 in point was given only scanty when upon playing several software houses to engineer additional CPC releases. I am not with the general consensus that the Amstrad has all but disappeared and that "we have no plans to produce any further software for the range." I

All I can say to this, is that it seems a pity that when a machine that has widespread public support is intrinsically superseded, it is thought of as all but defunct. This is most definitely not a sleeping dog that can be left to the letters of rage and demands of retribution please. Speak up all you CPC owners! Write to me at the above A.C.U. address with your comments, hints, tips and requests for features on the Amstrad range. Thank you in anticipation.

• Mike Harwell

SPECTRUM



To Spectrum's Best! Long live the Spectrum. A brand new use of technology aims to be directly linking to the computer itself, you are not using it to learn its program. Maybe not use the machine as an educational tool. They are pure game players. They want to get better and faster games. Can the Spectrum live up to what seems to be a marketplace right ahead of itself and itself?

Home computing really began way back in history of 1980 with the launch of the Celer 1600 which found its way into the home from the gate of an electronic hobbyist's project as it is from where you (C.M.S) bought you all improvements needed to build it yourself. This strong marketing made the Celer 1600 the first 16 bit computer - and brought computers and their special specific home and directly into the hands of the public. Mainly due to the popularity of home technology for the only viable company (and that is recognized by young and old alike) the Celer Spectrum.

The Celer 1600 had 16 of RAM, no graphics or sound and had just a rudimentary basic programming language. But it captured people's imaginations and the rest, as they say, is history.

The 2088 was in the shops by Christmas and sold over 450,000 before the machine was replaced by the ZX Spectrum.

With an already phenomenal and loyal user base, the ZX Spectrum and its distributors have found their way into over five million homes today, with an estimated annual sale base of 200,000. So why has the software market started to fly away from the Spectrum's star software houses now write games on PC's or Amiga and port programs down through the 57 and sometimes, when they had a product may be right for the 8 bit market, onto the Amstrad's CMT and Spectrums and in the process sometimes make poor decisions in doing so.

Part of the problem is actually new to do with the people that write the games. Programmers who write good games on the Spectrum are generally gobbled up by the 16 bit market, but for good reason. In Spectrum programmers had to develop foolproof ways to save memory - then add saving code to cramming code into areas of memory that were never meant to be used. They used the Spectrum way beyond its original limits. It's for this reason that some of them have been better loved than the Spectrums to utilize their talents in the lucrative 16 bit market. This has led to very few games being translated as the Spectrum and has led, arguably to a decline in the overall standard of games available with a few notable exceptions.

And it's not that the notable exceptions do notably better in sales than games that are unrelated with industry hype. So many games now seem to be the product of puppy face marketing with the big money going into buying licenses of the film, of the video, of the arcade game of the day. Maybe part of the supposed decline of the Spectrum is more to with the way the money

for research and development for Spectrum is spent, it seems, in some cases, to be getting caught in price of the 8 bit pc.

Spectrum games still sell in vast quantities and will continue to do so as long as people buy the machine. If anyone destroys the Spectrum the software houses, not all of the Spectrum which continues to provide a solid and responsive introduction to the world of computer games.

The fact remains, although it is true, is also, however, they say for the standards of the Spectrum at all that is it only eight months ago we saw Microsoft's Doom Car Race come out of the market. The 16 bit version of the game, with their customized sound chips and full map scenarios, was actually good enough for the Spectrum and CMT owners with their so-called poor graphics and very slow.

There's a strong money motivation for software houses to concentrate on 16 bit but it's always nice to see that the big houses like Ocean, 3D Real, Demarc and the kings of the 8 bit Ocean, the Commodore still make games for the Spectrum and have no plans to move to 16 bit only as they believe that a market that has more Spectrum in it than the Amiga and Atari 2 continues still has a huge future. And by that they mean they can make money and as long as there is money to be made, there will always be someone there - making money from selling games that people want.

Send your Spectrum game comments, tips and ideas to: SPECTRUM A.C.U. (MRS. A.C.U. MARGOLIS), FRANK PARKS, PRIORITY COURIER, 80-03 PARKWAY, DOVE LANE, BISHOPSTON EC1B 1AQ.

• Geoff Sanger

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DOUBLE STRIKE!

Yes! TWO competitions! First, because of a production error in last month's issue, we're giving you another chance to enter the Elite Console compo... The entry form is at the bottom of the page - and here's the low-down...

If you're console crazy, or just console casual, Elite have offered to launch the new Pink Pages by very generously giving away one each of ALL the major console machines. This is an opportunity you just can't miss to grab some of the greatest businesses you can get your hands on.

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PINKY COMPO

We want to know what you think about all the new pink pages in NCS! If you give us the info, you could win a special software prize worth £25! So start thinking and get writing... Just grab a pen and send it to us with your name, address, and machine format, together with your answers to the following questions:

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2. What's your least favourite section?
3. What would you like to see most in the Pink Pages?
4. List five games you think should be included in our Great Games Classics of All Time listing, to be printed for this Christmas.

Send your card to NCS Pinky Questions Compo, Pearly Court, Farringham Lane, London, EC3A 3AG. The first five solutions out of the hat on 31st October will get the prizes.

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Why I chose the machine ticked above (in no more than 25 words)

My three choices of games are (enter letters identifying game in list):

1. _____

2. _____

3. _____

(A) Space Ace (B) Dragon's Lair (C) Paperboy (D) Robocop (E) Hard Drive (F) Teenage Mutant Hero Turtles (G) Kick Off (H) Frank Bruno's Boxing

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ACE DIARY

OCTOBER

7-13 OCTOBER SOFTWARE RELEASES

Demomasters: Cops 'n' (Amiga £18.95). Another/puzzle style game with soundtrack from the recent Snap hit.

Electronic: Super Tracker (SI, Amiga £26.95). Shoot 'em up featuring the 800000 count character.

Malware Publishing: Predator 2700 (SI, Amiga £19.95). Soccer simulation, 32nd century style.

Electronic (SI): Subdive Spectrum, C64, CPC tape £9.95, disk £14.95, SI, Amiga, PC £24.95). Table top soccer conversion, developed for Dos by Softlab Games.

Sierra: Battle Command (SI, Amiga, PC £78A). Long award of sequel to Rainbow's Corner Command, featuring air and land combat.

Wily the Elf (SI, Amiga, PC £78A). Original game developed by Level 9. Interactive movie style game set in the Wild West.

Murder Spectrum £9.95 tape, £14.95 disk, C64, CPC (re-release) SI, Amiga £78A). Black puzzle game with construction UI to create your own scenes.

Amalgams: Aster Blaster Spectrum, C64, CPC £9.95 tape, £16.95 disk, SI, Amiga £9.95). Re-released platform game.

Logic Spectrum, C64, CPC £9.95 tape, SI, Amiga £24.95). Puzzle, reworked in this issue.

Logic: Nuptial Bliss (SI) Spectrum, C64, CPC £14.95 SI, Amiga £19.95). Squaresy Empire introduction over 1,000 pages from an various topics.

Demomax: Day After Control (SI) Spectrum, C64, CPC £9.95 tape, £14.95 disk, SI, Amiga £24.95, PC £21.95). Latest game in the long running James Bond series.

Paradise (SI) Amiga £24.95). Another Braxton's updated version of the space shoot 'em up.

Sunday 7

Fun Germany, the German Democratic Republic, was formed on this day in 1949. Fifty one years later...

Monday 9

Independence Day, Spain

Tuesday 10

Wednesday 11

Thursday 11

Friday 11

Saturday 12

14-20 OCTOBER SOFTWARE RELEASES

Sierra: Nightlord - the arcade action game. Spectrum, C64, CPC £9.95 tape, £14.95 disk, SI, Amiga £19.95). Kick and dodge game from the Clive Barker novel (also and now Nightlord), the movie, featuring a cast of grotesques.

SI Subdive/Tracker (Crisis for a Canon (SI, Amiga £24.95)

Agatha Christie style mystery, using Chronologic interface.

Subdive/Tracker (PC £24.95, SI, Amiga, C64 £29.95) C64 SI CPC, Mac £24.95, SI, Amiga £29.95). Updated version of excellent car simulation from 12 months back.

Sierra: Outright (SI, Amiga £24.95). Role-playing adventure. Future Battlefield (SI, Amiga £24.95). Battlefield with weapons. Command (PC £24.95).

Demomax: Affairs of the Spectrum, C64, CPC £14.95 tape, £18.95 disk, SI, Amiga £29.95). Driving competition featuring Chase 80, Turbo Saturn, Power Shift and Demomax's own 'Star Driver'.

Amalgams: Aster Blaster (Amiga £19.95) (Spectrum £9), Amiga £24.95, C64, Spectrum, CPC £9.95 tape, £14.95 disk). Gunstar (Amiga £24.95).

Spectrum, CPC £9.95 tape, £16.95 disk) Star Tracker (C64, Spectrum, CPC £9.95 tape, £16.95 disk, SI £24.95). Effects. Affairs of the Star (PC £29.95). SI: horror game in quality article advertisement.

Tuesday 14

National Day, Madagascar

Monday 13

Tuesday 14

Wednesday 17

Thursday 18

Friday 19

Saturday 20

Sunday of the Day, 1981

21-27 OCTOBER SOFTWARE RELEASES

Madagascar: Soccer 2 (PC £24.95). Air Traffic Control also with new airports and multi-player features. Cognitive (SI, Amiga, SI), Tony Crowther 16-bit game - imagine Gunguisse Warler created with Populous, the Ultimate title (PC, SI, Amiga). By Chris Gray who did Populous finally, same title, same format. Star Wars (PC, SI, Amiga). Driving game by team which did Dem and Test Drive. JD Racing (PC, SI, Amiga). Also from the OverFlow Drive club.

Virgin: Ivan 'Ironman' Stewart's Super Off Road! Super Spectrum, C64, CPC £16.95 tape, £16.95 disk, SI, Amiga, PC £24.95). Four wheel drive dirt track racing against the clock and various opponents.

Virgin: Jack 1, Planetfall (Madagascar, Laser) (Madagascar of Madras) (Madagascar's Guide to the Galaxy (SI, Amiga, PC £9.95) cash). Welcome to release for these classic Indiana adventures.

Sierra: Python (Spectrum, C64, CPC £9.95 tape, £14.95 disk, SI, Amiga £19.95, PC £24.95). Surreal platform style game which neatly captures the Pythagorean atmosphere.

Logic: Order! Spectrum, C64, CPC £14.95 tape, £14.95 disk, SI, Amiga £19.95). Patrol Mega City One the only way Judge Dredd can in this platform based game.

Pythagoras: Carriage (Amiga £24.95). Arcade/shootout game set in the Carriage of the Roman Empire.

Pythagoras: Nitro (SI, Amiga £24.95). Road racing over four different courses.

Pythagoras: Particle Manoeuvre (SI £19.95). Futuristic racing over nine different tracks.

More Style: 808 Dangerous II (PC £24.95, SI, Amiga £19.95). Spectrum, C64, CPC £9.95 tape, £14.95 disk). Smasher (SI, Amiga £24.95). Fast 16: 20000 'em up.

Demomasters: The Power

(Amiga £26.95). More puzzles, played to musical backing from the no. 1 hit record.

Interceptor: Flee Spectrum (Amiga £24.95). Three level-based shoot 'em up.

Amiga: Equation (SI, plus update) (SI version £14.95). Shoot 'em up, 320 version features hardware scrolling and stores saved.

Electronic: Antidote/Specter: Anger Wars (Amiga)

Electronic Arts: Powermancer (SI, Amiga £24.95). Set up your own civilization in sheltered fantasy in this much heralded game from Populous development team Bullfrog.

Sunday 21

Monday 22

Tuesday 23

Wednesday 24

Independence Day, Zambia

Thursday 25

SI: Dragon's Day - pattern game of diamonds and leather markers.

Friday 26

National Day, Iran National Day, Austria

Saturday 27

Clubs go 8400 and hour at 2:00pm Sunday morning. Starts at 6:00pm hour in bed.

28 OCT - 3 NOV SOFTWARE RELEASES

Madagascar: Super Action

Electronic (SI): Alpha (SI, Amiga, PC £24.95). Latest game to tap into the 28000-space marketplace 'em up genre. Action is set across five universes, in large 3D graphics.

Amalgams: Exterminator Spectrum, C64, CPC £9.95, SI, Amiga £24.95). Outing conversion.

Magnum: Sorilla: Wanderlust (PC £24.95). Adventure based on Frank Correll's classic. Nine levels, with a truly innovative multi-window user interface and beautiful illustrations.

Madax: Laser Squad (PC £24.95). Strategy game.

Orford Software: Chess Champion (PC £19.95). SI (SI, Amiga, PC £24.95). Version of ancient Chinese board game.

Madagascar: Republic (SI, Amiga, PC £24.95).

Software Business: Bomber (SI, Amiga £24.95). Heavily shoot 'em up.

THE ACE DIARY CONTINUES ON PAGE 149

ACE DIARY

Monday 28

Monday 29

Republic Day, Turkey Bank Holiday
(Republic of Ireland only)

Tuesday 30

Wednesday 31

NOVEMBER

Thursday 1

Anniversary of the Revolution Day,
Algeria

Friday 2

Anniversary of the opening of Mt,
London to Southampton, in 1903

Saturday 3

Independence Day, Panama

Sunday 4

All-formats Computer Fair takes
place at New International Hall,
London W8L

Monday 5

Gay Fashion Night,
London E

Tuesday 6

3 - 5 NOVEMBER SOFTWARE RELEASES

Oceanic Retail Retail (Aquariums,
OIL, CPC £9.99 tape, £14.99
disk, V5 Amiga £19.99).
Picturable (chart 'em up from
the Arnie files).

Ring (Spectrum £8.99 tape,
£14.99 disk; S5, Amiga, W)
£19.99). Colin Amore's game in
Ballroom (Amiga, NT) story
style, reviewed in this issue of
ACE.

Phantom (S5, Amiga £19.99).
Eliminator (Amiga) (graded masterd
blocks from the screen -
another of those infuriating
puzzle games, W5) is he better
than Lazer?

Blade (disk of (Amiga) £4,
Amiga £19.99, PC £24.99).
Strategicplus (playing from the
Lazer Squad team).

Computer Graphics exhibition opens
at Alexandra Palace, London EC2
Starts of the art graphics and anima-
tion show.

Wednesday 7

Anniversary of the October
Revolution Day, Russia Computer
Graphics show continues. Mac User
Show opens at Olympia, London
W6. Continues until November 10.

Thursday 8

Anniversary of the first British
album charts, printed in Melody

Melody. The first number one album
was the film track from the musical
South Pacific, final day of the
Computer Graphics show.

Friday 9

National Day, Cambodia. All absti-
nating capital (anniversary in British
cars a little later on the day in 1993).
Alternative Shows and Electronics
shows opens at the Earlsfort Place,
Ston Centre, Dublin. Donnellan
for holidays and electronics exhibi-
tion.

LET THE DIARY EDITOR KNOW!

Don't forget that the ACE Diary is not just here to tell you about CES, Christmas, and the next General Election - it's also here to publish details of 1000 forthcoming events, however small, however casual. If you're up to something and want people to attend, the ACE Diary will help get them there - and you don't have to pay a penny (though space is sometimes limited).

For example, if you're in Liverpool or nearby, what are you doing on Saturday for December? Because...

I am running a show at the Northcote Arts Centre on Saturday 1st December called the 80th Birth Show. It starts for Spectrum, C64, VHS, etc. and 48, 640k, Electron, Atari tapes, and whatever else I can't remember. My idea is to get in and have things to show up 4 days.

Good and great will be sold and everyone who attends will get a free programme. There will be about 30 stands at the show. I'd like to see the ACE Design magazine with the magazine with Kenny (S5), Amiga, and many others. Mostly selling games, showing demos, activities, book issues of Sines, and PC software for the C64, Spectrum, and Amiga Copes...

Please let them know from Britain first. Further information if you need it from the 80th Birth Show. It's ready, London, November, 8th, 8th, 8th

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Amiga 2000	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99
Amiga 3000	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99
Amiga 4000	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99
Amiga 5000	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99
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Amiga 8000	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99
Amiga 9000	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99
Amiga 10000	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99	12.99
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HOT OFF THE SHELF

Hot Off The Shelf pinpoints those games that are on the shelves NOW and are worth your discriminating attention. The ACE Classics column, which pinpoints Great Games of All Time, is now due out next month - our apologies for the delay, but see the compo on p124

ANTHEMUS

Democracy/Intersoft • Amiga £24.99/\$36
For all those who loved *4* Came From The Desert, here is more of the same in the shape of a handy (before scenario, it's titles style) bit again, and this time some very strange things are happening to the inhabitants of the tiny Mid-West American town of Lizard's Head. You play "Stick" Nash, an ex-fighter pilot determined to take the middle of the Airlands. 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 *4* Came From The Desert, then why not give that a try first? **ACE RATING 9/10**

CAPTIVE

Mindscape • Atari ST £24.95/\$32.99 • Amiga £24.95/\$36 • PC £25.95/\$36
Another in the ever expanding number of RPGs portrayed using first-person perspective. *Captive*, programmed by the veteran Tony Crowther pits you against hordes of renegading aliens, with nothing but a briefcase at your disposal! This feature, however, contains a computer giving you remote-control over a four-wheel team, with which you must free yourself from the tobesa where you are imprisoned. Excellent (mapped) graphics, atmospheric real-time stereo sound and a total of 65500 levels to explore place *Captive* very much in the ACE rated bracket. **ACE RATING 9/10**

CHANG STRIKES BACK

ITL/Microsoft • Atari ST £24.99 • Amiga TBA
The long-awaited sequel to *Dungeon Master*. If you have already played through the first you'll wish you can use your existing characters, otherwise there is another half of monsters you can select from. Chess has a similar feel to *Dungeon Master*, but is much tougher. There are also some new features *Chess* is, like a character editor and help (quite handy). If you haven't played *Dungeon Master* then play that first before making a definite date with this game. **ACE RATING 10/10**

CONQUEROR

Rainbow Arts • Atari ST £14.95/\$20 • Amiga £24.95/\$36 • PC £29.95/\$39
An arcade style tank sim which makes use of a 3D graphics system based around the one David Braben developed for *Zarch*. There are three types of game available: arcade, strategy, and strategy. All three are best played with two players. *Conqueror* style, but there are enough control options to suit every setup. A definite buy for tank buffs. **ACE RATING 9/10**

CORPORATION

Core Design • Atari ST £24.95/\$36 • Amiga £24.95/\$36 • PC £29.99
This role-playing cybernetic strategy game from CORE builds the links of previous RPGs, just that bit better. *Corporation* is a 3D exploration, puzzle-oriented arcade control game (it is the mould made traditional by the original *Dungeon Master* RPG). Your objective is to find and remove an embryo belonging to the ultimate biogenetic killing machine, bred by the UCC Corp. Light covers shaded realism and good control of flexible quality, along with excellent playability and an intuitive control method all contributed in pushing *Corporation* over the 900 mark. **ACE RATING 9/10**

DAMOCLES

Navigator • Atari ST £24.95/\$36 • Amiga £24.95/\$36 • PC TBA
This unusual combination of flight

sim and adventure game, and sequel to the well-reviewed *Mercenary*, has been in development for a couple of years now, but the resulting game has been worth the wait. The fantastic 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 only, so there is plenty of long term challenge here. **ACE RATING 9/10**

F-16 STEALTH FIGHTER

Microware • Atari ST £24.95/\$36 • Amiga £29.95/\$36 • PC £29.95/\$36
A program that could well be described as the flight simulator's flight simulator. The PC version has enjoyed much success since it launched a year ago, and now it's brothers on the ST and Amiga look set to do the same. The sim is based around the much talked about (or perhaps that he whispered 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 INTRUDER

Microware/Quantum Sports • Atari ST £17.9 • Amiga £17.9 • PC £17.9
From the people who brought you the superb *Falcon* games, yet another world beating flight simulation. It is based on the book of the same name by Steven Coonts and has you flying either an intruder in a Phantom or bombing and reconnoitering missions over Vietnam. The simulator has very strong on features, including a superb (in a little unusual) auto-pilot option. **ACE RATING 9/10**

FUTURE WARS

France • Atari ST £24.95/\$36 • Amiga £24.95/\$36 • PC TBA
A totally mind-blowing graphic adventure from French developers Delphine. You are cast as a mill-manned office window cleaner who gets caught up in an alien plot to conquer Earth in the third 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 adventure's happy for some time. A delightful game. **ACE RATING 9/10**

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GRAVITY
Imageworks • Atari ST £24.95pb • Amiga £24.95pb • PC 199
Good score strategy unlike anything you've ever seen before. The universe is being invaded by the alien cubes who are attempting to turn the stars in the universe into black holes. Meanwhile you must create as many inhabitable systems as possible. The game makes use of the principle of 2 motion.

Melonski four space - this makes for some very unusual graphics. When you add programmable drosses and travel via black holes, you have yourself a highly original and compelling game.
• ACE RATING 9/10

HAIRSPIN

Microprose • PC £29.95pb
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 will be available soon. A clever system of three ship types is used to effectively manage each mission. The nice thing about

Microprose is that the computer takes care of all the boring mechanics, allowing you to concentrate on tactical factors. A must buy for anyone interested in modern naval warfare.
• ACE RATING 9/10

INDIANAPOLIS 500

Electronic Arts • PC £24.95
The ultimate racing game. Only 500 cars state of the art real-vehicle graphics which really add something to the high speed action. As in Activision's Bomber there are a variety of auto-collision views to select from, the realistic handling of the cars will have you coming back to the game time and time again.
• ACE RATING 9/10

INTERPHASE

Imageworks • Atari ST £24.95pb • Amiga £24.95pb • PC £24.95pb
Your task is to guide a female submarine to the heart of the Dreamwalk Corporation by interacting with a strange 3D environment. The game is very weird and very compelling. It is also very hard - don't expect to get through this one in a hurry.
• ACE RATING 9/10

KINGDOMS OF LEGEND

Origo/Microprose • PC £29.95pb
Role Playing at its best. An expandable game set in the land of

Ardennia. There are twenty-four quests to complete, or you can enjoy only exploring. The program stands out because of its attention to detail. There are so few that fairly different algorithms to decide how and when an enemy retreats for instance. Impressive stuff.
• ACE RATING 9/10

LOTUS TURBO ESPRIT

Gremlin • ST £29.95 • Amiga £29.95
The latest hot new endurance item from Gremlin is the shape of Lotus Turbo Esprit. It's something of a god-send for speed freaks. Racing back to the classic PC flag it, it's also based to head action with the use of split screen display. Sound and graphics are of a very high quality and implemented excellently. It's very fast, certainly furious and guaranteed to keep your palms sweaty and your teeth gritted.
• ACE RATING 8/10

MY TRAIN PLATFORM

Microprose • PC £29.95pb
The ultimate tank sim. Not only are there realistic 3D-vector graphics sequences with a feel of a lot of atmosphere, but you also have to think carefully about choice of job, time, men, and the way you tackle each scenario. Microprose had to call on the Freedom of Information Act to get all the information that they needed for the game. The result is one of the most frighteningly accurate tank sims we've seen.
• ACE RATING 9/10

MONKEY

Microprose • Atari ST £29.95pb
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 Bessley's mutant forces. 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.
• ACE RATING 9/10

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• **ACE RATING 900**

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Origin/Mindscape • Atari ST 98A • Amiga 500 • PC £49.95cd • C64 70K

The ultimate role playing game. Sixteen thousand objects, two hundred and fifty characters, animated encounters, a quest that will take months to solve, and graphics better than you'll see in any other game of this type. The Ultima series of RPGs go from strength to strength. Join forces with Lord British and once more enter the fray... unbeatable stuff!

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VENDETTA

System 2 • Atari ST £9.95cd • £12.95cd

A great arcade adventure that really pushes the C64 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 tails the police are on yours. Most of the action takes place against an interactive 3D background, but there is also an excellent driving section to deal many hijacked driving games.

• **ACE RATING 910**

WETTE

Interact/Spectrum Hobbyist • Atari ST 70K • Amiga 500 • PC £29.95

High speed racing round the streets of San Francisco in one of four convertibles on offer. The superb 3D colour graphics in the game give a great sense of the wind in your hair as you tear 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.

• **ACE RATING 920**

WARRIOR

Activision • Atari ST £24.95cd • Amiga £24.95cd

Warrior programmer Gary 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 FOX-ST, an advanced craft absolutely loaded down with weaponry. Fast solid-vector graphics and rapid action make this a winner. Work your way up through the training missions and you'll soon be zapping enemy gale forces.

• **ACE RATING 920**

WELLTRIP

Intergraph • Atari ST £24.95cd • Amiga £24.95cd • PC £24.95cd

Effectively the follow-up to the award-winning *Wanderer*, Welltrip takes the original idea and literally turns it on its head. Seen from a first-view, Welltrip requires you to rotate various shapes that fall down the walls, fitting them together to make a horizontal or vertical unbroken line. This achieved, the line disappears to make way for another. Sound familiar? Despite the obvious gimmick, Welltrip is a good and playful well and a worthy of anyone's collection.

• **ACE RATING 900**

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FREEBIES!

MARK SMIDDY explains how you too can get leisure software for the price of a disk - without breaking the law...

Software pirates seem to be under the impression that programmers get paid lots of cash for their work, speaking as an ex-game programmer I'm not exactly straight - we don't. Many of us can barely scratch a living and it's only the talented or very lucky few who strike it rich. Leisure titles do cost a lot of money. It is easy to see how ordinary, law-abiding citizens can stray from the divine path of righteousness and take the copied software. But there is an alternative: Public Domain (PD) and shareware titles. These give someone a chance to try before they buy - with the writer's full permission (though that is commonly thought, PD game software can be quite expensive).

Probably the largest class of PD games is the TI, primarily because of the existence of 70 game specialists, Budget UK. Their current catalogue lists over 80 titles in the leisure field - some of which have been properly packaged and sell for more informed dealers for the princely sum of £162.00. Who said software was expensive?

Budget's current games have been to **Age Invaders** from Gary Whisman, the man directed by the company's Corey Maurin, as "King of the exploding genre...". The game itself, as the title suggests, is a highly polished variation on the 20th Space Invaders theme. Gary also supplied Budget's 80-current bestseller, the amazing **Robotix**.

A surprising second in Budget's repertoire are the **Budget Crosswords** a collection of crossword puzzles. Not on their heels is another old-favourite classic, **Slain** 80. Depending on viewpoint **Wingspinner** - based on the good old one-armed bandit theme. Budget's 1721 game **Perils of Penfold's** is based on the cult "Banger Mouse" cartoon and just missed a price in the 1721 competition.

OTHER ST HITS

Other favourites in the Budget stable include:

- **80 Day** - The *Big Dog* theme revisited
- **80 Miles a Break** - Based on the *Breaker* trivia quiz
- **Football '88** - A football manager
- **Life as a Novice** - Inspired by *Misquity*

AMIGA FREEBIES

Not on the ST? Well, it's the Amiga. The only lack game, because most of the prog writers spend their time either writing demos or utilities. Like the ST, the graphics found in the limited number of Amiga titles is generally of a very high calibre. Generally few come over close to commercial offerings, but most are quite enjoyable.

The best of the current bunch has to be **Star Trek - The Game Of The Future Of Madmind** - from the prolific *Triska*, Tobias Richter. Supplied on two disks (packed full of graphics, animation and sound effects) - many taken from the original series, this *Madmind* offering is better than the original commercial ST offering in many ways. "Thinking *Trek*" is the idea to be talked into doing a superb job - every frame should have one. *Star Trek* works best with two drives or a hard disk though.

For those with a preference for more traditional shoot-'em-ups, the best favourite making its way around the libraries now is **Blitz 2**. Written by The Challenge - just to prove it could be done - **Blitz 2** is a 32 colour scrolling shooter in the *Sidewinder* theme. It'll hit home a copy on disk 166 which you can get for a merely two-pond. Also highly recommended for children of all ages, **Flashback** is a simple puzzle game which casts the player in a small Ponda-like character and charged with the task of retrieving a bottle of *Wineville Brown* the 271 levels on the classic *Double-Decker* theme, great sound and a catchy tune should keep the kid amused for hours.

PC PROSPECTS

Trailing well behind the vast range offered for the "home" computers is the PC. In truth, given the graphics available, the PC is not well served with games. Few would even have made it to the floppy page of familiar (but little) of old. A couple stand-out from the pack, and thanks to some hot, minute telephone calls and hours agonising over a few MODEMS - thanks to the lack of home shareware - AOL can bring news of some real hot PC property.

Archie Fantasy will be pleased to hear some genuinely nice looking software can be had for just a few in the form of **Adams**. This has nothing to do with *Invaders* though. It's an extremely platform game in the style of classics like *Batman* (read over: *Hardy, Arnold* and so on, although the game only runs from drive A with an idly CGA display, the graphics are great and the gameplay is wiffling addictive).

Opposite of the classic board game, *804* and opposite with a vague interest in genocide or just using the planet can take time out to play

The 8-Bit Scene

Everything in the garden is nice if you have a 4-bit colour (EGA/CGA) but some of aging 8-bit colour will find a dearth of PD game titles. There are several reasons for this, in the long-run, when 8-bit colour the disks, PD are all but unheard of, the only titles likely to be handled around shipped up as computer titles in the form of utility software and the old ones.

Compensating the situation, most of the greater 8-bit libraries, Amos and only on tape based filing systems which are the slower to duplicate than a disk based setup. By the time disks arrived for the 8-bit formats in large numbers the 16-bit machines were already well established.

The best part of the 8-bit games from the more shareware, 8-bit machines are the ones to progress the *8048* and *80C* from their 16-bit machines. This means most simple games end in the form of magazine listings for users to type in to the 16-bit world, this is all but impossible since the physical size of code and their possible magazine listings.

Shed Warfare Simulator, although this game can be played in text only, the graphics available in EGA make it drive out as one of the best in this genre - get the author only requires a ready file to register.

Among the list of options, up to between 2 and 16 players can try to dominate each other's armies alternatively the game can just play with itself while you sit back and watch. In these days of *Slaves* and *Parasites* this is the only way to play at war.

The list of games presented here is by no means an exhaustive one, there are hundreds of titles out there both Public Domain and shareware. In closing, if you do play a shareware game, please don't forget the authors. A few pounds is worth the extra time and effort they have spent adding the patch that makes a good game great.

© Mark Smiddy

16-BIT CONTACTS

- **80 Budget UK**, 80 *Minion* Co., *Keyring*, Essex, 164 000
- **PC Public Domain**, *Share Broker* 80 *Info*, 164 *Shannon* Road *Bedford*, 804 204, tel 0525 255701
- **Amiga** 11 *Bit* *Software*, tel 0424 384442

ADVENTURELINE

Stuck in an adventure? Write in with the name of the game and the nature of your problem. Be as specific as possible and I'll do my best to answer (on these pages only so no SAEs please), and if I don't know the answer, I know a man who.....!

News, tips, gossip, anecdotes and adventuring trivia are also all most welcome. Write to me, Pat Winstanley, c/o ACE

Adventureline,
Priory Court, 30-32
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London, EC1R 3AU

CORRUPTION

The tale unfolds with Alexis Kofteros, Cyprus.

At 11.05 in Margaret's office you will hear a very interesting conversation. Go outside Mr Magher's office and listen to the woman there. Then head for Theresa's office. Wait until she leaves then unlock the door and enter the office. Get your partner's phone

ZAK MCKRACKEN

The solution continues from Mike Barham

You should now be controlling Leslie. You will now be taken to Mars where Melissa and Leslie are waiting for your commands. Open the spaceship door and get in. From the glove compartment take the fuse and the cardboard. Use the sapper valve then pick up the digital watch. Taps. Go back outside and give Melissa her command.

Return to Melissa, enter the ship and close the door. Use the sapper valve then take off the helmet and breathe in Leslie.

Walk left to the doorway and use the cardboard on the slot. Wait for the robot to drop then walk right back to the building and enter the door. Use the robot on the metal plate then pick up the burnt fuse. Use the fuse in the fusebox then close the fusebox. Close the Mars door and open the heated door. Go inside the heated. Pick up the ring. Taps from the right hand locker and open it. Pick up the flashlight then walk to the back and pull the covers. When the cover drops a bit pick up the brown alien. Walk to the right and pick up the ladder. Walk back and through the door (open the Mars door and go outside). Then use the brown alien on the sand walk to the forest. Walk to the right to the huge forest.

Use the ladder on the door then push the buttons in the same combination as you did in the village in Sibiria. (You did remember to write that down didn't you?) The door will now open. Pick up the ladder and walk to the great chamber. Walk to the right until you get to the sand and huge statue. Read the markings and make a diagram, calling this No. 1. Enter back to take and use the yellow crystal on the orange markings on the statue. Now draw the diagram you just drew (No. 1). When done, click on Finland showing them

pick up the shield. Go out of the door then find your way back out of the temple using the map titled "Missions Temple". Make your way back through the jungle and on to the Airport.

Use the instruction terminal. Buy a ticket to London and walk to the plane. Go through the automatic doors then give Anna the scroll. Fugga's military wire cutter and both chains of the crystal.

Give the military to the sandy then turn off the switch. Use the mine cutter on the fence. Walk to the entrance and use both bits of the crystal about on the other stone. Use the Fugga's on the other stone. Now read the scroll. The crystal chains will now be fused together to form a yellow crystal. Pick up the crystal and walk to the greenhouse. Give the yellow crystal to Zak (his watch is OK).

Walk to the airport and buy a ticket to Miami. Walk to the plane. Buy a ticket to the Bermuda Triangle then walk to the plane. Walk around the plane for a while. The pilot will have given you a parachute. Wait some more. You are now visible and alive spaceship. Make note of the colours the pilot passes on the wall (you'll need them to get off the ship later). Press the button on the door. An alien will come and take you to the king. As soon as you can enter give the guitar to the king. The alien will now show you the way out. Make sure you don't cross the line on the floor or you will be transported back home and you don't want to do that yet. Walk back into the king's room and read the left wall. Make a note of this man. Use the back to the coloured buttons and press them in the order you wrote down. Walk to the left of the line on the floor and wait. You will now be falling very fast!

Get the handbag and wear it. Go out then south, open the locker and get clothes. Put the clothes in the yellow case then get the whitebag from floor and wear it. Go north and west, sit on the bed and put the whitebag in case. Close the wardrobe, get up, drop handbag and papers. Wear your clothes and open door. When you reach Fugga's hallway jump out and get all your things from the government.

At 10.10 you will learn something that can turn your life upside down. After that, go to your room. Drop everything on the pavement except your car keys. Enter the car but leave the door open. Put the key in the ignition and leave it. Then go out. Your car will end up in flames after the explosion and you will wake up in the hospital. Wait until the nurse leaves then get up. Get papers and either case then go out and west.

POLICE QUEST

The solution completed from Anthony Quinn.

When you are assigned to the narrative situation you will be introduced to Det. Louis Watts. Follow him to the office after changing into your plain clothes. Louis will show you round the office. Read the clipboard and make any notes necessary. Before you are assigned to investigate you will respond to a speeding suspect car. When you stop it, sit in your car and notify dispatch. They will tell you to approach with extreme caution. Wait for help to arrive. When help arrives, get out, hold gun, draw weapon and type "Get out". Your suspect will get out and start walking towards you - type "Stop" or "Hands up". Approach him only after your partner tells you that he has him covered. "Cuff him" quickly then search him. You will find there to be a search and carrying drugs. Type "read rights". Question him then get him into the car and take him to jail. Book him under "Drugs". Then you will go to the "Blue Bar" as instructed, then back to the station - to take up your narrative point.

After changing into your plain clothes, follow Sergeant and Watt's orders. Examine the clipboard then open the filing cabinet.

Among the files will be one for Hoffman who you arrested on a drugs charge. Take notes. If necessary, Louis will call you to a stake out in the park. One will stop in the car while you talk in the bushes. Tell her when you are in position by the radio. You may will mean and exchange packages. You should then your gun loaded and draw prior to talking. Once the change has been made type "Hands up". The boy will come to a halt. This will tell Louis to grab the suspect's weapon. Cuff the boy and "read rights" return to the patrol car where Louis will tell you there is no time to talk, so you will be informed that you are not close enough. Move down to the bottom of the screen and the detective in the brown shirt will turn to face the same direction. Then approach him directly and talk to him. Get the voice transmitter from him then type "Radio" to check it. Go back to the bar and tell Wood the password. He will escort you to the back room after searching you. Sit down and wait for the third player. You will recognize him as the man you have been searching for, the Death Angel. You must now play well and win more money. If you are successful the Angel will invite you to a drink. He will also ask if you want a job.

Reply "Yes" and follow him out the side door up the stairs. Then type "Radio" or "Transmit". This will tell your backup when you are. Then just before you enter the Death Angel's room, transmit again. Your backup is now informed of your location. The Death Angel will tell you to fix yourself a drink while he answers the phone. When the Death Angel returns he will show his gun and aim at you... but he will be interrupted by a knock at the door when your backup arrives.....

INFOLINES

Virgin are doing us a big favour by re-releasing some of the Infocore titles at budget prices. These really are bargains you mustn't miss - check out this month's news section for details of formats and prices.

If you're an Infocore fan, how about sending us some tips on the Virgin re-releases? The address is on the previous page.

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ACE CROSSWORD

Our monthly prize word puzzler, set by the inimitable MIPs

Not again! Last month's crossword grid suffered from the same bug as August's - the square at the end of 13 across was accidentally blanked out. We've now checked ALL the grids and assured they're OK. Congratulations, however - all entrants spotted the error and still managed to get the answers. Full marks to everyone.

PUZZLE PRIZES

Each month, we've been offering 250 prize prizes to winners of the ACE puzzle and crossword. For several months there hasn't been an entry for games, because those kind of prizes will be so software, so please don't take your entries for those prizes, and instead for that which you prefer.

CLUES ACROSS

- Game from Origin giving it feeling (2,5)
- Read about it being expensive (4)
- PC in mad coma forming software house (8)
- MS2's flight simulator (6)
- You finish in debt with this start (3)
- Exact copy of leading computer novel programmed (5)
- File is confused by a computer (5)
- Get out the habit (5)
- Sex boys playing without a game (8)
- Hear one sneezing a mouse could move it (8)
- Average sort of name (4)
- Max Rose played a game (8)

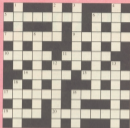
CLUES DOWN

- Game in which Dave gets into motor (7)
- Game played by top man at Whipnade (4)
- Eccentric, uneven dance (7)
- Earl's redirecting the beam (5)

DOPS!

shortage of space this month means we have had to postpone quite the solutions to the last and this month. We'll try and fit them in next month.

We've also begun to contact any crossword and puzzle winners who have not received their prizes. If you're one of these unhappy souls, give us a ring and we'll send you our congratulations.



- Masterful type of game from system 3 (6)
- 18-6, perhaps, before take off (5,4)
- Let's rap circulate computer service (7)
- Idol one smashes in game (7)
- Betsy's new collections of bits (5)
- Popular musical's Got dancing around (4)

HOW TO ENTER

Every month we offer a first prize worth up to £25 (the year maximum if you're the holder of the first correct crossword solution out of the box). The entries to send your solution to is ACE Crossword 98 Crossword, Penny Lane, Farmington Lane, London EC1A 3DF.

The deadline for entries is always the first Thursday of the month, based on the date in this issue. ACE Monthly 1st November 1998.

SOLUTION TO OCTOBER 30 CROSSWORD

And the winner was Steve Todd of Philadelphia, who received a free game for his Atari 5!



ACE DEALS

The arrival of the MegaDrive is being celebrated by Virgin's retail outlets, the Games Centres, with promotions and money-off deals on Mega products.

From now until the end of December, you'll get a voucher worth up to £15 when you spend a certain amount of money which Virgin hasn't quite decided on (sorry!) on anything Mega in a Virgin Games Centre. That £15 voucher can be used against the value of Mega purchases.

£20 fans will also find the Games Centre a useful place to go shopping this month for many £6999 add-ons for the Mega you'll get a free download for the game to go with it - should come in handy.

Virgin obviously hasn't heard that there's a retail recession on - there are two new Games Centres opening round about now, with more to come before Christmas.

In Bristol, the brand new **Virgin Megastore**, complete with computer games division, should be open by Christmas. In the time you head this, visit the **Virgin Megastore** plus Games Centre is also to be up and running in Newcastle. Both will stock a full range of consoles and software.

There are more console offers around of the Computer Store in Yorkshire. Place your order for the Nintendo Turbo pack with these now, and they'll give you five £1 vouchers to be spent on any software - not just Nintendo - in their outlets.

Computer Store also have a similar deal going for the Image Works' Teenage Kings Hero Turbo game: order that now and get £1 off your total purchase.

The Games Centre could be more in a coffee-style competition which you can enter by buying either *Demons 2* game, and in a similar manner, there are teddy bears to be won with the purchase of *Star Wars Fun & Fear 2*.

Perhaps the Nintendo biggest, *Days of Thunder*, is more in your face. Each Computer Store has a huge, room-filling poster from the film in its window, and anyone buying the game stands a chance of winning the poster: their value the window display is changed.

If you've been collecting tokens

Our regular column highlighting special offers around the country. Useful to check out before you head for the shops...

for the Computer Store Farnham scheme, be warned that this offer is finishing at the end of October - so claim these freebies soon.

Up in the North East, there are gift vouchers on offer from

Computer Shops and Bywaters. Buy your Games Express over five (spend from them and you'll get £1 off your next purchase).

Selected Computer Shops' Bywaters outlets (close with your local one) are offering a trip of a lifetime in a motor car to buyers of *Demons 2* Lotus game. Simply buy the game and enter your name at the shop...

OUTLETS

You can find Computer Shops out here in the Avonlea Centre, Manchester; Newcastle, Leeds, Preston, Sunderland, Stockton and Nottingham. Also part of the Computer Shop chain are the two Games Store outlets in Cardiff and Middleborough, which stock relationship games as well as computer software.

Virgin has its Games Centre outlets in London's Oxford Street (at Marble Arch), within the Megastore, and at 100 and Brook, and also in Birmingham, Brighton, Dublin, Edinburgh, Glasgow (in Union St) and Angle St, Leeds, Nottingham, and now Milton.

The **Computer Store** chain is based in Hackney, with shops at Norwich, Colindale, Gloucester, Leeds, Bradford, Trinity St, Leeds, Leeds Market Place, Huddersfield, Huddersfield St, Wakefield, 21 Sampson Square, York, The Woodings, Halifax, Market St, Barnsley, and also at High Street, Bourneham.

Please remember all offers and promotions are subject to availability. If you're not sure, call us at 01-800. Although we do our best to ensure our dealer promotion information is accurate at the time of going to press, A&E cannot take any responsibility for changes or cancellations to dealer plans.

to writing for Sega or Nintendo? Did you know that some titles like *The Christmas Inn* (AI and Amstrad format) are going to be available on cartridge only? Including *Robotrap 277* (Pony) is the smallest that is also writing the low cost computer into a cartridge only console.

In many ways, of course, this is a good thing - instant reliable loading is not to be sneezed at - but there will be some game types that will sit out along with the compact one that originally spawned them, but adventures, for example, will be something for middle aged readers to get nostalgic about.

If you know someone who's playing games, telephone the Federation Against Software Theft or your local Trading Standards office. Your name will not be used and all information will be treated in confidence.

INCOMPATIBILITY CORNER

Some recent 'incompatibilities' we have discovered through our poor frustrated customers...

Gamesix

The Amiga version will not run properly if you're in memory a resident, though it will on some setups. No, we don't understand it either...

Red Stone Rising

The Amiga version will occasionally crash if the installed extra RAM is not the official Commodore approved.

Little Computer People

The Amiga version will not run properly on 600/600 systems. It works fine on the 6500 with *Colossal 1.1* - but anything later than that and the guy looks himself in the cupboard and vomit some out again... (sorry!) It makes me wonder why an extra Virgin slot fits to version 2...

Combo Master

The Amiga version again... if you have one of the latest 1.0 machines (1.28) connected to a television, then the picture will continuously cut. Connection to a monitor is the only remedy we have found so far.

Finally, a word of warning to all consumers. Always check user purchase for viruses, even if the package is sealed. There have been several instances recently of products coming directly from publishers with a virus already installed on the disk.

My name's Dirk Longhorn, Goodnight.

If this is an independent column and does not necessarily represent the views of the magazine...

SHOP WATCH

Software seller Dirk Longhorn gives a view from the other side of the counter. This month - is piracy responsible for the software boom, plus Amiga incompatibilities...

B is my monthly computer magazine and there is a clear-cut view there that the readers letter section will contain a complaint that software prices are too high. (Occasionally they may even take the form of a letter of 'justification' from a self-confessed pirate who defends his actions by pointing to the high prices of original software as mitigation. The argument usually claims that £12 is too much for a piece of entertainment software, and in some cases this - early - is true, but there ARE very commercial programs that are pure value for money, there are others which give as much pleasure for £12 as any individual can buy for such a return: the *Player Manager*, *Real Storm* series, and *Wings of the Hawk*.

But there can never be any excuse for piracy. The individuals who perpetrate this crime are not software, developers, or modern day Robin Hoods; they are parasitic thieves who take the trouble to make the consequences of what they do. The real thing is that home computer industry as we know it will surely die if their activities continue to go unchecked.

If you don't believe me, you can't have noticed how rapidly stations are embracing the new generation of consumers. First you noticed how EVERY major publisher is committed

ENCYCLOPAEDIA MICROMANNICA

Here it is... a list of those vital topics that every up-market gamer needs to know at his command. Just because you finished the first of bootlegs! This doesn't mean you'll be the star of the party. No, that, you need know how. And here it is...

Each entry has a brief explanation, followed by a reference to an issue, so that you can hunt down the full text, in-depth, ACE assessment.

It, however, you missed an issue because you were abroad on a coast-to-coast operation, or missing a sale relative to Windows, or some other arbitrary reason, that no longer. Back issues are available for all issues from ACE 4 exclusive (except ACE 11) at the giveaway price of £2.50 each in the UK and £3.50 each for overseas. These prices include post and packaging (surface mail). Overseas readers wanting airmail delivery should inquire as to the cost at the address below, listing the issues required.

To order, clearly list the required issue numbers and send these, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazine, to:

ACE Back Issues, PO Box 500,
Luton LU99 6AA.

• **LAST MINORUS SITUATIONAL AWARENESS TRAINING**, combat flight simulator for the US Air Force by Protonics. Uses Falcon software by Spectrum Technology/Minotaur. Features

ACE Back Issues can expand your collection – and your mind. Here's a checklist of topics covered in previous mags...

include: networking for multi-player action, tactile feedback and fingertip weapon selection. (ACE14)

• **BATMAN DIGITAL JUSTICE**, is the world's first interactive hypercomic by Pope John. Digital is the art medium of the future. (ACE 02)

• **BATTLETRICK**, "the world's first complete computer simulation for play", featuring multi-player contests equipped with 40MHz 16 million colour graphics processors, stereo spatial sound and flexible controls as you command 31 at century's Wars. (ACE18)

• **BIT BOPPER**, the world's first total audio-visual entertainment system by Technos. Also Bit's cybermatch between packs: team 31 at century's Wars. (ACE18)

• **CD4 Compact Disc Interactive** is destined to become the entertainment and education media of the 90s. (ACE1/01/02/04/05/07/09). Check out issue 30 for multi-media principles (especially in particular) and issue 24 for a preview of the Philips CD4 system.

• **CD76**, Commodore's attempt to bring multi-media to the mass-market. An image with built-in CD-ROM drive and CD-audio capability, redesigned to look like a VCR. (ACE14)

• **COSSMO 9540**, the world's first typegame – courtesy of Cyan Software/Action. Check out issue 23 for the first review, issue 24 for a feature on typegames, and issue 30 for general type-related coverage. New Cyber-COSM version featured in issue 36.

• **FLAME TECHNOLOGY**, trio of talented Cambridge-based game hardware engineers. Their custom-designed Flame One micro formed the basis of the Flame console. (ACE11)

• **FLUENT FM TOWNS**, a 32bit 16 million colour computer with built-in CD-ROM drive. If you bought ACE 31, you could have won one! (ACE17)

• **HYPERGAMES** like Cosmic Ocean and Batman Digital Justice are paving the way for CD4 entertainment. (ACE24/30)

• **INNOV FLIGHT SIMULATORS**, the world's first multi-player Triplane game running at 25 frames per second on 11 Transpaks. (ACE1)

• **INTEGRATED FLIGHT AND ENTERTAINMENT SERVICE SYSTEM**, Perryco's answer to being able to play – with games displayed on the wall in front of you. (ACE25)

• **INTERACTIVE WORLD TAPE**, an alternative to CD4. (ACE24)

• **KONGS CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, inflatable handle or popcorn popper. Rumour suggest a new design is in the wind. (ACE18/19)

• **LIGHTSPEED SPIRITS**, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects in real time at 95% of the speed of light. (ACE14)

• **MEDIA LAB**, London-based research institute with one simple brief – "invest 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. (ACE1)

• **NEO-GES**, a new home- and arcade-based games console from SNK in Japan, with storage capacity for 64MB games cartridges and IC card capability. ACE gave you an exclusive chance to see one in issue 24. (ACE31/34)

• **POPULOUS**, highly industrial 960 ACE rated arcade strategy game by Softlab/Electronic Arts. (ACE18/19)

• **PROFESSIONAL**, the unique 3D graphics system by Power which creates polygons with photorealistic detail. (ACE15)

• **TURBO EXPRESS**, currently the best colour handheld console – a portable version of the NEC PC Engine, fully compatible with existing games cartridges. (ACE15)

GAMESBUSSING WITH TNT BACK ISSUES

Here's the first of a two part guide to Trucks and Tactics in back issues. This month, complete solutions and guides, next month – after tips, cheats, and jokes.

ISSUE 20
Dungeon Master Guide (part one) - Les Rignier
AD&D and Bard's Tale - Colin Taylor
Batman the Movie - Adam Rowley

ISSUE 20
Dungeon Master Guide (part two)

ISSUE 21
Space Ace - David Williams
and Chris West
Dungeon Master Guide (part three)
Future Wars - Phil Thompson

ISSUE 22
Dungeon Master Guide (part four, final part)
Complete guide to Ph - Joe Owers and Mark Cook

ISSUE 23
No guides or solutions, but loads of stories!

ISSUE 24
Castle Master - Maurice McInnes - Microvision
Guide to hacking on the C64

(part one) - Jim

ISSUE 25
Dungeon Master Guide (part one) - Adam Morley
Demomorph (part one) - Alan Cooper
Guide to hacking on the C64 (part two)

ISSUE 26
Safeside of the Crown (two players guide) - Paul Thomas
Lots of stories.

ISSUE 27
Dungeon (part two)
Demomorph (part two)
Guide to hacking on C64 (part three)
The ACE guide to solutions.

HOW TO PLACE YOUR ENTRY

All you have to do is send off the form below, together with your payment;
 Entries to the Pink Pages cost just £6.00 each. (Except for helpline which is free).

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- Entries which could be interpreted as encouraging software piracy will not be accepted.

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THE M E D I A E N D

THE SHOWDOWN

September, and as Berlusconi would say, "It's showtime". Ah yes, the Computer Entertainment Show, where thousands of parties gather in Ladbroke Grove to see the latest hardware and software, while a casual group of hacks gather in the hospitality suites to see who has the best buffet and lager.

TALKING TURTLE

Things started well from my point of view, my wife said. At the opening ceremony were Luther Randolph and Frank Stone (on behalf of Children, the charity beneficiaries of the Show), accompanied by Lee Tartles and Roberto. As the cameras of the paparazzi snapped and clicked, the "Herman in a Hat" snaffled Roberto out of view to the cheers of the Microsoft staff. The message Mr Flood may well be here to protect the moment, but who's going to protect him?

Talking of the "stuffed dudes", visitors to the Show may have wondered why only Roberto and Donatello were present. Well, there are only four turtles in the world, and according to national law, to be named, a large patch of salt must be taken with this one, Leonardo and Michelangelo couldn't be there because they were at another public appearance - in Flamingo Road Can you get pieces in Latin America?

DON'T MOVE, GEMINI

Referring to poor old Roberto, it really wasn't his Show. Not only did the Turtle hassle him, he also tripped over on the upturned edge of some carpet. Mind you, at least he didn't pick up a young boy and throw him across the room when the punky lad tried to poke him in the eye, as a certain Italian star of cascade platform games did.

Of course, the fun doesn't stop when the Show closes - there are still the parties in the evening. At the Commodore/Cosmos joint bank, I can't help thinking that Cosmos won't have been too pleased at the giant video wall being dominated at night by Microsoft titles (to promote Cosmos new "Tortoise Game" bundle with the Amiga).

I admit I had a couple of drinks at the party, but one software development executive obviously likes a few more than that if the state of his, slumped on the floor cushions, even anything to go by. Unfortunately, your Probing reporter couldn't quite shake-out who he worked for.

WHERE ARE YOU, BABY?

The behaviour of some of the visitors was just as disgusting (slobber). One of a certain Top Ten teenage star's leading singers had her behind pressed to a cheeky young chappy. Is there she slapped his face and said "Now go and have a w***", and in future nice girls like me won't come and sing to nasty little boys like you!

MORE TASTY TIPS

A Reader has been very busy this month with a selection of indispensable items.

• Do not attempt to load Spectrum cassette software into your Amiga because they don't

ACE HAPPY HOUR HOTLINE



Are you stuck on the 8th level of Maze Magikoban? Or what game is still playing this week? Which video games console should you buy? What will the biggest hit be this year? Or whatever those mind-boggling questions revolve around on the ACE Happy Hour! Ask questions regarding Advanced Computer Entertainment? Well here are the answers. Just call our 24HOUR HOTLINE 0975 661 444 (or 075 131 4333) and ask the Great Magazine Man or Alice Bonanni. The hotline is open Monday-Friday from 9am-5pm (it will temporarily close every month during the ACE Show but please!) Being our current answer calls outside the Happy Hour.

ARE YOU GOING TO TEXAS?

We're happy to announce the name of the first ACE Reader who has won the Origin Halloween competition. Miss D Baines from Luton will be spending the night of 30 October 1990 in the company of a games creating genius of his millionaires mansion in Austin, Texas. Every year, Richard Lord British Carroll, the creator of the Ultima series of epic fantasy role-playing games, throws a massive spooky bash at his game room party to celebrate the year's best writing here in ACE's style. This is the party of a lifetime. You can find out what happened in a future issue of ACE - along with full exclusive details of the new Origin games coming in development.

In the meantime, don't forget our special review of Wing Commander. Origin's new computer space flight simulation, in the first issue of the ultimate games magazine. Not only will you get the definitive ACE review of the game, you'll also witness all the Wing Commander Trade Secret gameplaying top-screenshot from the programmer's results.

make fall you off the bitter and they tend to get stuck in the disk drive."

• The careful when crossing your busy high street. Don't be fooled into thinking that occupying bus is a signpost of your virtual reality."

• Don't poke around your machine with a screw driver... it invalidates your warranty and could cause a nasty crash."

If you have any "waffle" letters, send them into us at: SQUID TIPS, THE BUTTER LIME, ACE MAGAZINE, (EMP) BRASS 5, PRINCE COURT, 30-32 MARLBOROUGH LANE, LONDON EC1R 3AL

SOAPS

The "Realist Developer CD-ROM" story on page 7 is slightly off-mixed and about ten years too young. Realist is, in fact, developing a photo CD system where people can transfer 35mm negatives taken with normal cameras onto a photo CD which can display these digital images on TV using a special audio CD-player. Currently being developed by Philips, "Photo CD" is expected to appear in a broad cross-section of amateur printing markets, as well as professional and video-tape customers," says Realist.

Puzzling

The best and greatest puzzles come to the Western World via the East. Now come to the West via the East. The solution is in by East. The puzzle is 44 levels of difficulty as you position the

blocks and make them disappear. Sounds easy?

The gameplay is simple - the blocks are the formation of the pieces. Get puzzled by the many long and frustrating levels. And



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NARC

NO-ONE
HAD THE
GUTS
UNTIL
NOW!



WILLIAMS

The hottest coin-op game in the past two years now comes storming on to your computer - with a vengeance! Controlling a Miami-Vice-style cop, you crusade through the criminal world of pushers and dealers, shooting, arresting and basically destroying everything in sight! Every level of tense and non-stop action introduces greater hazards, traps and firepower in what has been hailed as the greatest shoot-'em-up coin-op game ever!

ocean

SPECTRUM AMSTRAD
COMMODORE
ATARI ST CBM AMIGA