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THE ULTIMATE GAMES MAGAZINE

ADVANCED COMPUTER ENTERTAINMENT

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artwork

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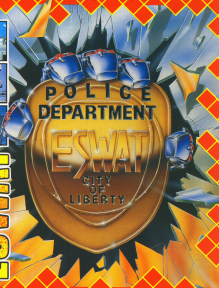
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3D graphics are making their way into the mainstream. Here, the graphics from the new game, *Star Trek: Voyager*, are shown. *Star Trek: Voyager* is a 3D game that runs on the new 3D hardware.

PHEW! CHRISTMAS! It's been a hectic four weeks here at ACE. We minimize scenarios for us. This time of year is the busiest and best for the *InterEntertainment* "Big", and as a result, we've been frantically preparing a festive treat of an issue for you. *Special! 2* delivers frenetic articles, 4D Driving and Boxing offer polygon sports simulation. And *Prince of Persia* will enchant you with its stunning animation. We've also got a report from the *InterEntertainment Show* in the States, and the scorching *Computer Graphics Show* here in the UK. And as the world of CD applications grows, we take a sneaky look at the *DVI Workstation*, a truly incredible piece of kit. Oh yes, and for your stocking, a £25000 Virtual Reality machine. Sign that cheque!

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Massive 500pp+ section for the 'Xmas' issue. Includes: buying hardware and software buyers' guides, price competition, machine-specific columns, charts, diary readers ads, public domain updates, Xmas present suggestions, and stacks of mail-order and dealer advertising to save you money and serve you right.



A selection of computers. This is a new from across the country. Lightly used. Free gift included. Read all about it on page 34.



DECEMBER 1999



InterEntertainment's new look. The presentation of the magazine. *InterEnt* News Desk.

THAT'S ENTERTAINMENT!

ACE Invented the New Year, creates new month to bring you a full featured report on each of the year's most important conferences and interactive events. These offerings include: Chris Crawford arguably the world's most influential games designer, Marnie Krueger, the most influential female "Virtual Reality" (VR) designer, and more. *InterEntertainment* with *InterEntertainment* and *InterEnt* "Games" column. Meet with us in this issue and the next, when we'll be publishing the new year issue with a look at HyperText and applications.

WHEN YOU'RE THE BEST,
EVERYBODY WANTS TO
STICK ONE ON YOU.



ACE...ACE RATED 97%, CU AMIGA...SUPER STAR 95%,
C&VG...C&VG HIT 95%, THE ONE...95%, ZERO HERO 93%,
GENERATION4...97%, TILT...95%



The look for many of both models - a PC with an IBM Megadrive game card.

NINTENDO IN TABLOID SHOCKER

The well respected family newspaper, *The News of the World*, recently ran a story on Nintendo's alleged "bad effect" on children. The paper said American kids are skipping school to play on their Nintendo Famicom console and forming gangs to fight over which game to beat. Write me AOL if you've formed a Super Mario Bros. gang!



Big screen, the old blocky video game is now available on the big screen thanks to the Super Mario Bros. gang!



Nothing so scary as Caves of Chaos - it's huge and the only thing that's not completely new!

Sega and IBM Develops Megadrive-Compatible PC

IBM and Sega in Japan are jointly developing a 16-bit micro which will be compatible with both PC software and Megadrive game cartridges.

The forthcoming system, rumored to be called the Turbo PC, has 286 and 386/486 CPUs on the same board which means that programmers may be able to develop Megadrive games on it. The machine features VGA graphics which can be displayed on a TV or monitor.

There will be three models. The most expensive will have a hard disk, 3.5" floppy drive and 2.5MB of memory. The price is expected to be about 200,000 yen (approx. 1,800). An optional CD-ROM drive will also be available when the machine is launched in Japan during April next year.

Michael Holt, President of Sega America, was clear-minded about the project of a mixed New York conference. European and/or US release dates are still uncertain.

The inclusion of a CD in the package at a later date sounds particularly interesting, since IBM are strongly rumored to have plans for the low-cost CD market. Could the IBM/Sega partnership bring us the first DVD game machine?



Power to look on the Turbo PC board. Power to look on the Turbo PC board. Power to look on the Turbo PC board.

CAVES OF CHAOS

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US company Laser Games International has developed a live role-playing system for amusement parks. Called LaserQuest, the system takes the old 'quest you' control camera concept and updates it using lasers, computers, and animatronics.

The first major exercises, Caves of Chaos and LaserQuest, pit players against a succession of 'bosses' as they make their way through a computer generated environment. In LaserQuest territory, where you lead all your bag-eyed monsters before attempting to rescue the crippled child.

Caves of Chaos is a more typical D&D scenario, where you and three companions must use might and muscle to save the kingdom from the forces of destruction.

The monsters come courtesy of animatronic technology, used as effectively in Disney's theme parks. Monsters have sensitive 'Active Bees' that react to laser light and trigger firing movements - provided the player can shoot them in time. The playing areas are all weathered and use tools the progress and performance of individual players. The quest system, we were allowed to only appear in both scenarios - scenarios rather than roleplay, we suspect.

LaserQuest looks pretty primitive as far as state of the art technology goes - you're not going to see holographic figures leaping out and threatening to make mince-meat of you, and the scenario of Caves of Chaos is hardly original. But you could say much the same about Disneyworld - and everybody knows how much fun THAT is!



Watch a classic SNES game on a 32" color television with a built-in Super Nintendo console. No price has been announced.



You can try with a generic model panel.

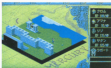


...and a generic console model.



Baseball has released one of the best-looking baseball games ever seen to date for the Super Nintendo.

So there will be special thanks to A&E's computer and light magazine for their assistance in bringing us these stories. We'll be opening a Bulletin on Light magazine in the January of 1994. In a lot of ways of...



Baseball Stars and The Legend of Zelda: A Link to the Past are two of the best-looking games ever seen to date for the Super Nintendo.



The Super Nintendo game Hori no Day, developed by the Japanese game developer Hori, is one of the best-looking games ever seen to date for the Super Nintendo.



The Super Nintendo game Hori no Day, developed by the Japanese game developer Hori, is one of the best-looking games ever seen to date for the Super Nintendo.

Technology and Entertainment Software has announced the Super Nintendo game Hori no Day. The game is one of the best-looking games ever seen to date for the Super Nintendo.

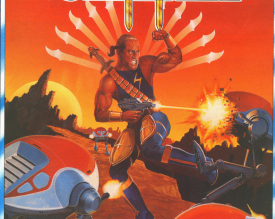
Games for development on the Super Nintendo console. The game is one of the best-looking games ever seen to date for the Super Nintendo.



The Super Nintendo game Hori no Day, developed by the Japanese game developer Hori, is one of the best-looking games ever seen to date for the Super Nintendo.

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Bold Strokes

Rik Haynes takes a look round last month's Computer Graphics show...

held at London's Alexandra Palace exhibition centre, Computer Graphics is the UK's premier showcase for the latest innovations in digital art. This year was headed by Virtual Reality with extensive conferences, hands-on demonstrations of YFUI software and the launch of the world's first virtual reality arcade game (see page 18-20 for further details). With the ever-increasing use of silicon technologies, the level of visual excellence found in today's top graphics systems will find its way into home entertainment systems within the next five years.

Down In The Studio

Autodesk, the cyber-space exploring company, was showing its 3D Studio interactive graphics software package for creating high-quality three-dimensional still images and animations. "Based on faster spline technology, Autodesk 3D Studio can be used to quickly produce realistic images that move with natural motion," explains Autodesk. "Anything from towering hills to complex static assemblies can be modelled, animated and rendered with flat, Gouraud or Phong shading. A built-in material database provides texture, bump, transparency and reflection mapping - even animated texture mapping." Autodesk 3D Studio is due to ship next year for £1,750-1K.

One For Digital Designers

Southern Polytechnic currently runs two full-time courses teaching computer graphics and animation. The place is dotted out with seven Silicon Graphics workstations and is developing a number of computer animation systems such as the Smallworld interactive system interface and development system. Southern Polytechnic is also researching a number of interesting projects including 3D textures of rain, clouds and foliage and flat free form deformations of polyhedral objects. Give them a call if you're interested in joining the gang.

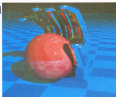


This simple interactive scene illustrates just one scenario by one of the many exhibitors at the show.

Harlequin Tears

Amiga Centre Scotland, the Amiga graphics specialist, launched an exciting new product at SIG'88 for Commodore's low-cost graphics workhorse, the Harlequin 1248. Power Buffer is a 1.6 million colour graphics card for the Amiga 2000/3000 series. Harlequin is compatible with a wide range of accessories including graphics, film recorders and video printers. Prices start at £2280 (ex VAT). Meanwhile, Amiga Centre Scotland describes Real 3D as the "fastest 3D ray-tracing program with animation and solid modelling on the market for Amiga Users". Real 3D is a 3D graphics program with animation for designing images, animation, presentations and technical design. It's a raster-based product with a hierarchical object-oriented construction method. Real 3D's images are correctly represented with all the right shadows, soft tones, reflections and light refraction.

The Real 3D program demonstrates their own modelling. This scene with the image which was created with the Harlequin 1248 system from Amiga Centre Scotland. As part of the Harlequin 1248 package is a photograph of the 3D image of the scene.



Computer graphics are offering complete effects to the designer, including animation, shading, and perspective drawing. The Harlequin 1248 is a low-cost graphics card for the Amiga 2000/3000 series. It's a raster-based product with a hierarchical object-oriented construction method. Real 3D's images are correctly represented with all the right shadows, soft tones, reflections and light refraction.

PC It's G^oth



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THE POWER



THE SKIES ARE YOUR HUNTING GROUND

The only flight simulation to provide 100,000 complex missions over four intense battle scenarios.

The only flight simulation to provide detailed daily war update reports.

The only flight simulation to present the latest in aerodynamic technology introducing F22P cockpits, backseater AAMS, superweapons, streams and more!

F22 Retaliator is that flight simulation. F22 Retaliator presents the fastest and most detailed graphical environment ever seen in a flight simulation. With multiple internal and external viewpoints, multi-player online action and a wide range of difficulty levels.

F22 Retaliator will suit both the beginner and the expert pilot. You have the choice of two of World's most advanced aircraft - the F-22 AJP and F-22.

WE'RE FIT, WE'RE ALIVE BUT WE'RE NOT BACK HOME

Our stooper talked-out after taking a hit, the pilot won't be leaving the ground again. Now I have to lead my weary platoon back to our lines through the jungles and paddy fields. Dealing what appears to be a friendly village, only to find it is a cover for a quantum faction, is just one of the things that helps our mood... that and the steady payoffs in my squad - I gotta figure out who he is before the morale factor becomes our worst enemy. Just, will this stupid war never end!

Generational graphics and a game-play that will have you sweating on the edge of your seat... every choice you make, every decision you take may not only be the last for yourself but also for your platoon.



STRATEGY AND ARCADE ACTION

Take on the role of the desperate with a heart of gold, Billy the hero, or his ex-foot friend, Sling, choosing the sliding ball of the command, Sheriff Pat Garret. As Billy you must survive by your wits. Or as Sling, check out the town, the men you think can help you, what the big games of poker take place, is the bank worth losing or is it going to be too hard to crack?

The other side of the coin is Pat Garret. You must back down Billy using all your cunning. The payroll train is due to arrive... do you take all your deposits or leave some to keep an eye on the bank? And when you find Billy you will meet in the final showdown... look the guns do the talking!

FIRST INTO BATTLE... LAST TO LEAVE

Control the "Master" Account Tank in one of 16 scenarios in the ultra war, fought between two nations in the new World.

The latest phase of the North South war has reached a stalemate, eventually developing into a standoff between armies massed over a long, dog-in battlefront. Such are the defensive capabilities of each side, full scale attacks are obsolete, so any offensive moves are by necessity, small "retail" fire!" Actions performed by elite troops in specially designed vehicles. The Master is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.



Seon

Console Fury

Console aggro, computer aggro, adventure aggro, and a debate on economics....

GOBBLE GOBBLE

I am absolutely fed up with the way you are continually raising an issue about the Amiga CDTV. The way you go on about it, it's obscene. Personally I think it's a load of crap, even worse than CD-I, and makes no in-road into true interactive games technology.

First, it doesn't have something that even CD-I can manage (asky - full motion video, which means that all the TV quality screens are just digitised images, you won't be able to play them. At most they could only be hyperrealised).

Secondly, the interactive capability has been totally crippled by it being based on the Motorola 68000 processor. Although fine for ST's and Amiga's, it is totally inadequate for what is supposed to be an interactive graphics environment.

I am also afraid that your preaching of 4096 colour HAM games was for the wind. Even with all the custom chipping, there will be no way you realistically will be able to play a 4096 colour game in HAM mode.

All in all, the CDTV offers nothing new and is totally inferior to a Macintosh or PC with a CD+G, CD-ROM drive without costing significantly less. The only place where it will be a success is in education, where on-line hypertext applications (like Dr Perigold) come into their own.

If Commodore wanted to be really clever, it should have dug up the old Philips standard Laser Vision ROM and combined it with the Amiga to create the ultimate games machine.

But unfortunately Commodore has launched a turkey and you - like an illiterate typhoider - praise like hell without knowing anything.

Barry Korman, London

Or Mike, what a load of - forgive the expression - total gobbledy. First, CD+G approach to FMV is its incorporation in a chipset - and they are delaying the

launch to accomplish this. CDTV still has the option of adding either a chipset as a peripheral or which now seems more likely following a software solution. You're a bit behind the times, Mike - software-compression technology DOES now provide a solution to the FMV problem.

Second, there is always the option to upgrade the 68000 processor as has been done in the Mac range.

As for HAM games, I tend to agree with you, but the situation isn't as negative as you paint it. Games like Starwulf the Cleric, which were programmed using early CDTV development systems, are fairly indicative of what you can do with the machine.

To compare the CDTV (which, incidentally, also has CD+G capability) with the PC and Mac is ridiculous. The PC's processor set is far more powerful unless you buy an expensive high-profile model. Ditto the only PC FMV solution, a horrendously expensive, 4 system equivalent to the CDTV with CD+G, CD audio, and Amiga graphics/audio processing capability in either form or PC formats would cost you at least £2000.

You obviously don't know anything about games design. The Philips LaserVision system is, frankly, rubbish when it comes to interactivity - for the simple reason that FMV is not particularly important in games design unless it offers full digital manipulation and processing on the fly, which LaserVision doesn't and neither will any of the systems we're discussing here (for some time). It is also incompatible with CD audio, which is an important factor in future games design.

Finally, we must say that CDTV is not new technology - who is to deny the potential of the sum of its parts.

RANX AD PROTEST

I must come down heavily in favour of John Glover and agree entirely with him

OVER TO CONSOLE...

I've been playing computer games for almost five years now, having owned a C64, an ST, and now an Amiga, but sometimes I'm thinking of switching to a console. The reason is that I'm so often disappointed in the quality of current software.

In the old days of the C64 we took technical excellence for granted. Most, if not all games worked perfectly and had better free animation. Not surprising, since many C64 games were tailor made for the machine.

Now five years later, that situation no longer applies. Since the Amiga and the ST share the same processor and the Amiga is generally able to display ST screen resolutions, modern programmers often code and design games that can be run on both machines without too much trouble. Rather than rewriting and fine-tuning routines for each machine, programmers go for the easy way out and the result often are technically mediocre and sometimes even terrible, written by people who are familiar with both machines but master of neither.

Now, with the enormous popularity of PC compatibles in the US the situation could deteriorate even further. What often happens is that the Amiga's PC games get converted for the US machines using the VGA graphics. This is usually the case with all games and adventure games. Obviously these conversions hardly scratch the capabilities of your machine, the difference is especially telling when you compare these straight PC conversions with programs that were totally

that far too much space is given to consoles and handhelds etc. If I had wanted a console, I would have bought one instead of this expensive computer.

While I'm on my high here, I would like to protest about the Amiga advertisement in issue 89, page 81. Does no-one see these ads or am I to assume that this is okay by you?

I trust that you do not take offence at my objections at the same high moral standards for highest must apply here as they do to HAM and games.

Dave Newton, Bolton

Four pages of superb console reviews this month, and 29 pages of computer reviews, and you think we're giving console too much space? I don't get this angle! - AG's policy on consoles is to

...AND BACK TO COMPUTER



About three months ago I sold my Amiga in order to buy a Sega Megadrive and I seriously advise all those thinking of doing the same to think twice. My reason for selling the Amiga was that I was constantly fed up with constant console conversions and I wanted quality software that used the machine properly. At first I really enjoyed the improved playability of the software, even if the graphics quality didn't match the Amiga (or still doesn't - compare Thunderforce 3 with Rainbow Act's forthcoming 2-Disc). Then I started realising just how limited the majority of MSX games really were and in gameplay terms what poor value they represented. I used to think '8-bit software was expensive, but if you're very selective, good looking software

can be found that beats console software hands down (eg Sid's like Fairy Tale Adventure and new games like Captive and The Immortal).

ACE is correct in stressing the need for both a computer and a console because a list of arcade games alone can become very tedious. I bought Megadrive Strider and nearly finished it after a few hours. Unless console games get more involved with RPG and strategy elements (like Talon's *Conquest*), the future for machines like the Megadrive looks unimpressive and expensive.

I'm now saving up again for another Amiga! I hope people learn from my mistake. Consoles are a good complement for a home computer but a very poor substitute.

Matthew Breaker, Chester

Hard luck, Matthew. We've certainly never seen consoles as a replacement for computers - though some console owners seem to think they are. A keyboard remains essential for complex game interaction.

written, like the Amiga version of *Frutas* and the 68000 version of *F19 Death Fighter*.

Console games ought to be written from scratch for each machine just like the 8-bit games of yore. Such games won't be a compromise between 2 highly different computers but will use the machine to the fullest. However, I am afraid that British software houses will try to change that situation for a new machine that is getting a lot of attention these days, the Sega Megadrive. One of the reasons they are so enthusiastic is that the Megadrive has the same processor as the T1Amiga and is perfectly able to display Atari graphics. It doesn't take a genius to guess what will happen.

Meanwhile I find it highly annoying that after five years (the Amiga was released in the fall of 85) many sometimes highly acclaimed programmes have still not mastered the basic functions of the machine. What about smooth scrolling, smooth animation,

Full European 320/256-resolution (instead of the American 320/200 resolution) and 32 colour screens (instead of the 16-colour ST palette, not to mention such 'difficult to program' features like hard disk support, 1-Meg support, and multi-tasking. When we shall not afford CRT we deserve the best a programmer can do, not Amiga games with ST animation and PC graphics, ST games with PC graphics and animation, PC VGA games with ST graphics etc.

Hard Han De Kruisinger, Amsterdam

Good point about the Megadrive, Hard. It's always savings and roundabouts, though, isn't it? The 68000 processor means we'll get more games like get more games, we get a greater proportion of rubbish, in the end, the answer is in your hands - it's your money they've after, and you decide how to spend it.

concentrate on exclusive coverage of the greatest games, not to flood the magazine with console trivia. That way console owners get the goodies, and so do you. And meanwhile, in the end console software will become more sophisticated so that the truly advertising gamblers will have both a computer and a console (see this month's *Three Letters*). Finally, we're sorry if the *Ultima* ad offended you. I personally don't find it offensive - but gave us hard and anything we created in CE by me...But I respect your attitude. Although sometimes firm delivery schedules mean that we don't get to see all advertisements before print, we do our best to send out unsuitable material. Remember also that ACE is a magazine for the older generation.

COMPO RESULTS

Why did only UK readers get the chance to win free software and discounts in your competition in issue 181? I called the 0800 number from Germany several times but it didn't work. And the next issue arrived at the end of November, so I had no chance to send off my card in time. Peter Koyler, Stuttgart, W. Germany

Sorry Peter, but most adverts territories received the next issue (with the contents of the numbers printed inside) well in time to enter the competition. We'll look into why West Germany was an exception.

ADVANCE CONSOLE ENTERTAINMENT?

Why don't you change ACE's name to *Advanced Console Entertainment* - the way you're writing on about 'the fabulous, brilliant, amazing Megadrive. You'd think the Amiga and the ST were dead. Ian Goodrich, Northampton

The only people who think we're putting consoles first (which simply isn't true) are those with a secret fear that the consoles may be better than their computer. Which they're not. Relax, and continue to enjoy our coverage of ST, Amiga, PC, DSX, Spry from...and others.



STORM



10% SUN ONE
 80% CRASH SIMRUSH
 90% GEN DIVER
 91% ZERO HERO
 91% MEGASTAR JOYSTICK



ST DRAGON

AVAILABLE AT GAMESTOP, GAMESTOP.COM, GAMESTOP.CO.UK

An evil force of monstrous machines has risen to conquer the Galaxy. One by one the powerful races of the Galaxy have been attacked and enslaved by the Galbrog Monitors. No race has the strength to stand against the power of the Galbrog. One last rebel star from within the ranks of the rebellious monitors. Part dragon, part machine, the Galbrog Warrior fights back against the tyrant machine. The Galaxy has a hero. Hope returns to the hands of the people at the rise of the armored champion they call "ST DRAGON".

*A feature with a device shut-up for ages (in fact different was possible the last) now this looks set to end with a product from the very same software programmers that could challenge the might of the last!

(Over top) 1990

THE SALES CORNER
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SEE
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From the programmers of Silkworm, the shoot 'em up of the eighties, comes SHW, the shoot 'em up of the nineties.



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Computer aided weapons systems on-line, satellite-based equipment operational. System checks complete, prepare for combat! A number of your nations will stand, too! SHW. Two different vehicles of devastating destructive power, fighting together in one team.

Primary Objective: Destroy enemy control center.

Secondary Objective: Interdictive missile. The destruction by satellite-based SHW Heavy units.

SHW - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November '90
"Superlative SHOOT 'Em Up Game." Zero November '90

SHW/SHW II/SHW III are from the Amiga magazine.

Far out!

ACE is now committed to covering virtual reality technology in depth, in every issue. This month a starring British VR arcade machine and an interview with James Lanier, VR guru from NPL, world leaders in cyberspace equipment design...

When the vision seems slightly red-dotted' their heads and said that, 'one day all games will be written for virtual reality', we don't expect that day to be Wednesday week and the place, Leicester rather than California.

Perhaps that's because, when it comes to VR, we're here so many produced so much better - in fact, at the New York Entertainment conference (see pages 26-31), we've also moved an standard bit at the door (and almost) as 'Vocatives, or Experiences'.

we'd like to see the movement and the metaphysical.

'...Would VR reflect a circular consensus, hermeneutic orientation in future development and use, or follow a dialectical model, characterised by a critical interest in emancipation and liberation with emphasis on self-reflection?'

And at the time, in the heart of Leicester city centre, a small group of people were just getting on and doing it. VR, for real, for computer-aided.

It's not that W Industries, the company in question, can't collect the concepts on use - according to local standards, Dr Jim Walton, the company is trying to, 'open the bandwidth of dialogue' - but when that is said, the story ends, soft focus. Utopia 2000 look is absent and he happens to be sitting next to a real VR product, 'available from stock' that on a price/performance basis makes everything else in the field look 19th century.

STAND UP FOR VR

Called the Virtually 2000 and produced in sit-down and stand-up versions (SD and SUI), THE W Industries' modular system has been engineered from sound basic principles to be both state-of-the-art and tough enough to stand up to the wear and tear of everyday use. As Jim says, 'To do Virtual Reality is easy. To do a product to stand up in the Public Domain is difficult.'

'Virtual Reality easy?' There speaks the understated confidence of someone who has been in the field almost before it existed. After a first degree in Design Engineering, Jim's interest in VR was easily triggered by 'two appalling CAD-CAM systems here, ' and the frustration that, 'over since the 1970s were drawing lines in sand to describe

VIRTUAL JOB

Want to be a part of team that's producing the new generation of games, or interested in keeping the people that 'think along and drink bits and bytes,' to join the software team of, 'high performance professionals'.

Practical experience is preferred over and above paper qualifications, but you'll have to be highly proficient in C or Assembler to be considered.

Send in CV's, etc to W Industries at 24-26 Chancery Street, Leicester, LE1 5RH. And say you read, you know you're in lucking, to which case mention some other magazine, etc.



Here the computer lighting defined on photographic form, but this still shows a cross-section of the VR system. The environment has always been defined in terms of the data from a 3D CAD package.



Close up of the device you need when using the VR system...

the Pyramids, we've been using 2D constructs to describe 3D systems.'

That was back in 1980. Influenced by a paper on real-time 3D graphics by James Clark - who went on to found high-end workstation producers Silicon Graphics - a desire to do virtual reality followed.

Initial experiments were so successful that Real lent the £500,000 worth of computer to produce a wire frame interactive VR room that was presented at a breakthrough at Lancaster World in 1985. Despite the obvious applications for such a system, amazingly the government research council's rejected further funding for the project.

Undeterred by the establishment's flimsy doors, Jim went underground with the concept, holding down a job during the days but burning together with 2 other key ind-



Not for the faint, Jim Walton designed into virtual reality.



VR-1000 gives you the experience of looking out into the world as if you were really at the location.



Headset is a portable system for looking out into the world as if you were really at the location.

they are today - the Virtually 1000.

VIRTUALITY BUILT FOR ONE

VR describes the Virtually 1000 as, "a concatenation of proven technologies," but there again, so was the invention of the motor car.

The unit, in both forms, is made up of three parts - Anemite, the software that controls the show, especially the hardware it runs on, and the user, the viewer that delivers good sound and stereo images to be seen.

Equally is a custom designed multiprocessor multi-media system that includes amongst others, the latest Texas Instruments floating point matho chip set that copes with 30,000 shaded and clipped polygons per second, the guts of an Amiga 3000 to cope with sound and some of the VIO, plus a CD-Rom for both mass storage and CD sound.

During this impressive hardware is the inhouse software operating system Anemite that generates the visual, aural (and in the future, motion) cues from the virtual world, also allowing for up to 16 units to be connected together in the same 'world'.

Finally, Vioarte - the crash helmet-like wrap around user that uses two Thin Film Transistor monitors 800mm by 400mm with a resolution of 276x170 to produce a stereoscopic 3D image, which thanks to the built-in magnetic tracking device, reacts to the movement of your head. Well, wouldn't you look around if it rounded like an enemy air war? Is inches away from the back of your head? That particular effect is delivered by the quadrophonic sound system.

The price? Well, you could walk into the VR offices and take one away for under £20,000 today - but if you think that's a lot of money, take in mind that a similar system from another company might cost you something over £200,000.

The £20,000 price tag brings in well into the price range from many commercial applications that CAD has revolutionized in the past decade. Design and Architecture, for instance. Design a building using a commercial CAD package - then load the file into Vioarte. Now you can 'walk' around and make your structure to check it out for

THE GAMES



VR-1000 is the first game to be written for the Virtually 1000 VR unit, and has you piloting a fighter like yourself - along with up to 15 other players! You can check out the screenshots we made during our session elsewhere on these pages.

Controls are two joysticks, left and right, the left hand controlling the vertical thrust and the throttle control, the right the movement of the plane and the forward - cannon and missile launcher controls.

In this game, VR1000 gives you to select - via one air button to begin with - and thereafter stay up in the air. Later on in the game, you'll have to land on a carrier to re-arm - just say. Winnow stays on, if you're playing in a group.

The stereoscopic motion picture technology as you stare over the complex 3D world generated landscapes with other four ever full on. But into the feeling of being totally immersed within the game that makes it quite unlike anything else you've ever played!



VR-1000 gives you the experience of looking out into the world as if you were really at the location.



VR-1000 gives you the experience of looking out into the world as if you were really at the location.



Dr. Jon Walden, CEO of VR Industries
This system is a revelation from
Nintendo.



The worlds are in all the glory - the
screen on the front enables players
to see their own avatars.

glitches, before the first break has been laid.

But it sounds like Jon's favorite one for Virtuality is one you're probably familiar with - Entertainment's desktop games (programming as "the most demanding application," and aims to build VR into "the Paramount Studios of Computer Entertainment.") There is already a suite of 4 games, or "regimens" written, one of which will be on this test in an arcade, "somewhere in England", by the time you read this and will be in full distribution by next year.

The four comprise a VR3D fighter combat game, a race or hover-bikes through a future forest of trees, a ball-sleigh game and space game, using Shuttle-style Orbital Vehicle units.

Played sitting in the SD unit, and networked (so you can get a whole bunch of you flying a squadron of fighters if you so wish), the controls are a pair of military spec proportional joysticks, one for either hand, with two buttons on each.

HANDS ON, HEAD IN

Of course, the trouble with a VR experience is that the true feeling of it has to be sensed, "hands-on", but one thing is for sure - once you've played VR games, you won't want to go back to a flat screen.

Once the vision is on and the engine noise fills your ears, you are completely immersed in a real world that reacts to your every movement. Add this to the interactivity of being neural-fused along - either in competition or co-operation - and you have a unique computer gaming experience. A genuine feeling of being there.

There's a certain amount of future shock involved too. I mean, when all the guys in New York were sagely nodding their heads and saying that, "one day all games will be written for virtual reality", I didn't expect that day to be Wednesday next and the place, Leicester rather than La Jolla.

The future? The Virtuality system has been designed to slot in new components as the chips become more powerful which in turn will allow even

greater realism in the models, such as surface texture mapping. And VR has enough goodies in development to keep the surprises coming - how about a VR football, including a cheat, for VR football?

"We're at the Wright Brothers stage now," says Dr Walden, "but it won't take 100 years to get to Concord, more like 10".

But Jon feels that its future applications - probably more imminent - that will prove to be the full blossoming of VR. VR have provided the platform - now it's up to the innovators, maybe you, to make best use of it.



VR headset in a box - the controls are
connected from inside and they
work in the virtual VR World (see
page 11)



The goggles are built straight up
from the front of the system
allowing users to see their
avatars in real time.

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FEATURES

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The Code Monkeys, consisting of various monkeys (2) Mark Farkley, Colin Hoag, and Didi Gao

ACE readers visited US
Gold for the latest
ACE Conference and a
whole heap of monkey
business...

Though we expected the fun to fly at the US Gold Conference, but we didn't expect it to be looking around the office telling us how to program Mean Streets!
It was, of course, those pesky Code Monkeys who were responsible. They gambled into the office likeidents of trojans whose Code had escaped from the Jungle Book and done something unmentionable in the Hamley's Soft Toy Department. Then off came the heads to reveal the tweety,



Andrew Hoag - a programmer
Cybercom affiliate who was
sped for 20 one of the tweety
trojans

And then...



Colin Hoag - inspired by
the spirit of trojan

And then...



Didi Gao - got managed to
make it to the Conference
before leaving the US District

And then...



James Moore - says a few words
during the conference but most
sped to escape with goodies for
his storage bin



James Moore - had the same
idea of Mean Streets and was
inspired by the fast working
structure

And then...



James Moore - had the same
idea of Mean Streets and was
inspired by the fast working
structure



James Moore - had the same
idea of Mean Streets and was
inspired by the fast working
structure

And then...

And then...

And then...

Gold Digging

trojans, and stealthy spies of Mark Farkley, Colin Hoag, and Didi Gao, who together had(we) twisted coding the UK versions of Mean Streets (rated 80% in ACE 30).

"You can make a decent living out of games," said Cole encouragingly as ACE reader Saim Fazley admitted to a secret desire to turn programmer. In fact, the lads had it slightly easier than usual with Mean Streets because "...Asmode (the US) originally supplied all the source code -- and it was very well commented. Talking of taking it easy, the Monkeys were also enthusiastic about console programming: "...they're designed for games. Lots of sprites, hardware assisted scrolling. The Amiga comes the closest, but the 1540s consoles are really tremendous games machines."

Looking further ahead, the Code Monkeys were not quite so enthusiastic about CD development. "It took us six months to write Mean Streets," pointed out Didi. "Now think of all the data spew on a CD. How long do you think it's going to take to do that makers' edition?" And it's going to cost a lot of money."

To cope with a tight schedule, the Monkeys then had to be lured out of the office with a bunch of bananas and in came John Dale and Andy Beveridge of The Assembly Line. This team, previously responsible for the excellent Rover

amongst other titles, are currently working on Cybercom II, due out from USG next year.

This program started out as a big game...but unfortunately it got even bigger! Write up against memory problems already -- Beer's an options selection wheel on-screen, for example, that uses 30K just for the sprites used in rotating it."

Cybercom II puts you against a real computer of the same name which has run amok and, instead of defending the Earth in Star Wars fashion, has decided to give it a good drubbing instead. It's a lot like only a handful of humans remain alive and in a last ditch bid for survival you must penetrate the computer complex and put it out of action. Some early sequences from the program were demonstrated at the Conference and looked very impressive indeed. Scouring a combination of arcade and exploration skills will prove some superb 3D environments.

Cybercom II got the thumbs up from almost everyone at the Conference -- let's hope it hits the shelves soon. And in the meantime, very many thanks to everyone at USG for putting us up with us, feeding us, entertaining us with trophies, and giving us some of the best games around. Check out the Screeners' section in particular pages 54/55 for more Golden goodies.



The Assembly Line team, seen here being used to help... (text is partially obscured and difficult to read)

Verline Devillard has the honour of being the first girl to attend an ACC conference. Let's hope she starts a trend. Meanwhile, here are the other ACC leaders who took train, plane, and automobile to share a few tedious moments in Birmingham...



Arthur Green (editor) - ACC Editor. He'll guide you through the maze of opportunities in these columns.



David Hey (editor) - ACC Editor. He'll help you find the best ACC conferences. You can't get to us by telephone till a year after he's a construction.



James Smith (editor) - ACC Editor. He'll help you find the best ACC conferences. You can't get to us by telephone till a year after he's a construction.



A young man, ACC Editor. He'll help you find the best ACC conferences. You can't get to us by telephone till a year after he's a construction.



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SOLID GOLD!

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

- Which conference you would like to attend. If you're applying for more than one, put them in order of preference. If no conference is listed for the software house you'd like to visit, put the software house's name down and we'll put you on the list for that conference when/and if it is organized in the future.
- The machine you own, so that we can make sure you get some pay-free gifts for your model!
- Your age, so that we can ensure a good spread of age groups at each conference.
- If you are a subscriber, send your application in an envelope together with the address panel from the last issue of ACC. That way we can send.

Obviously, we have to limit the number of people attending each conference to a maximum of 15. In addition, we have to make a nominal charge of £5.00 to help cover costs. All 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 also attend free of charge. Phone 0658 830630 for subscription details.

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 prioritized for a future conference and another selection will be made for someone who can take their place. Please note: all conference attendees are responsible for making their own way to the conference venue. Obviously we'll help wherever possible with lifts and taxis etc. but we can't fulfil any promises. Note the location of each conference is stated when you apply. If you're planning to use public transport, bear in mind that services start at 07.30pm.

FORTHCOMING CONFERENCES

Overseas: in February 1991, location: Manchester, Greenleaf; in March 1991, location: Sheffield. Exact dates for these will be announced together with the full details in the next issue, but don't delay - get your applications in NOW!



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Times Square, then change Broadway Boppers into road runners, but in November 1990 the star turns were definitely off Broadway — very far off Broadway indeed. They were in Texas — and that, in case you've been sticking in the Giga Ball for the last few months — means a virtual reality, a world of shifting co-ordinates, 3D block transfers, stereoscopic images, and vector landscapes.

But Entertainment '90 was about far more than inner cyberspace. Game design gurus gathered from around the world, fast-tongued businessmen fenc'd with each other over multimillion dollar amusement park contracts, and university professors debated the nuances of hyperfiction. The only thing that seemed to be missing was hardware — CD technology, which everyone expected to see showing off its full-motion video, stereo sound capabilities, seemed instead to have slipped into some virtual reality all of its own. Introcos, apparently, knows exactly when it's going to come out.

In these three pages we've given you just a taste of what went on, what went off, and what went wrong. It is particular order just the way it emerged from Texas — and we'll bring you further coverage next month of the Hyperfiction and Virtual Reality sessions.



Virtual info showed, showing off the interactive system: an actor, wearing almost totally unobtrusive motion-capture gloves, as he simulates, in motion, a character's actions and emotions. That can't only control the computer, the participants, the audio feedback, a monitor in an area controlled by sensors. This, with its full image and surround-sound, plus stereo with the reference camera on the computer, is showing the world of virtual reality. In Texas, that virtual out of the conference organizers, there's a lot more going on with the technology. Entertainment '90 is the technology.

That's Intertainment...

VIRTUAL BALLS

'It's the world's first virtual ball!' declared Rich Cold, manager of Mattel's Powerlover project (see also elsewhere in this article). He was talking about Super Baseball, a new Nintendo game programmed by Rare using the Powerlove. Imagine the old Break Out game — now imagine seeing your gloved hand on-screen. Plus, if you can, imagine the on-screen fingers flexing and spreading as you raise your arm hand. And finally, imagine your hand moving in and to across the screen as you move your arm in reality. The fun really starts, however, as you get accustomed to catching, tossing, carrying, spinning, and throwing that virtual ball. *by*

PC MEGABYTE

Early listed at in the Japanese computer press, and confirmed at the Entertainment conference by Sega's US president Michael Katz, the Tera PC is now officially a reality. Only problem is, the release dates, prices, and distribution remain a mystery.

The Tera PC is a very simple idea, but a truly excellent one for anyone who wants to combine work and play. It's a PC with Sega Megabyte circuitry built into the motherboard. In you can load up Lotus 1-2-3 and, when time or absence of boss allows, flip over to your latest games, cut it off the touch of a switch. Let us at: *text*

GO — THE NAME OF THE GAME

So what the hell is happening with CD then? After years of gab, we'll be forgiven for expecting at least one CD games system to be on the market, but the CD games preferred of New York were still promising as just a promise.

The jinx, however, does seem a little further these days. First, Data Image of AM (see ACE issue 32) made a major commitment to going to a CD4 full-motion video system within 300 days. And by our calculations that means September 1st, 1991. And compare with full-motion, too, eh? And — he promised — under \$1000. Depending on exchange rates, that leaves Philips and Sony the option of undercutting the price of CD47 when they bring out their own system — and FMV would give them a major marketing advantage over the Commodore machine.

So, a quick question to Nolan Bushnell, currently in charge of CD47 development at Commodore. Would Commodore be delivering the FMV capability either in-built or as an add-on for CD47 that a company spokesperson had strongly hinted at when we requested our exclusive coverage of the machine in ACE 34?

'Well,' replied the man himself, 'it's amazing how far they've come with software decompression systems. I wouldn't be surprised if we had a software system that could give us FMV capability by the end of 1990.'

The extraordinary thing is that the man could be right. Software compression technology is developing at an

Virtual reality,
advanced game design,
hyperfiction, interse-
tive cinema — it's
interactive, it hap-
pened at Entertainment
'90 in New York. ACE
was there...and here's
the first instalment of
our two part report.

PC, AMIGA AND ST POWERGLOVES?

The Powerglove—the most popular addition to the 3-Dexes for the Nintendo system—is shortly to be made available for the PC and possibly other machines as well.

To date, PC owners have been unable to get a Powerglove—unless they wanted to pay around \$400 for a professional model from one of the big video-game companies. Instead themselves weren't interested in doing a PC version and hence did not take up the PC option when they licensed the Nintendo copy from original developers EA. However, the version of the unit has improved 30% to get other deals on the table and it's now certain that a PC Powerglove is on the way. The unit's entirely new when it's coming from EA's version to the more being upgraded.

The PC version of the Powerglove opens the ballgame up again to other hardware developers, so we can see fairly certain of coming 3-Dexes technology implemented on other 3-Dex machines in the near future. Watch this space.

unprecedented rate. If someone comes up with a bundle of algorithms that can do for the price of a few bytes of storage what Philips and EA are doing with expensive chip sets, then there are going to be some very sick parrots around.

None of the conference denied that CD is the entertainment medium of the future, but when it comes to jam terminals, the attendees were understandably more interested in virtual reality (which is jam next century) than in the state state of compact disk. Sadly, CDi was demonstrated only in prototype form and CDiV—well, the less said the better. When Nolan Bushnell mounted the stage to show the system off, it consisted of training commentators on that basis. It was something of a relief to hear that its launch was to be delayed until Spring '94.

At the end of the day, perhaps the most impressive CD product was Empower's Commodore machine because (a) it worked and (b) it showed just how this technology could change the machines we use and what we get from them. Check it out on page 111 of this issue.

INTERPLAY GET FUR BETWEEN THE TOES

The company that brought you The Sims and Resistant have now announced a new version of Lord of the Rings: Rings of Power.

Good, because after it's to square this into silicon—or indeed into any medium other than ink and paper—have infinite item choices. Middle-earth House struck lucky with The Hobbit, but they sure shook out with The Lord of the Rings graphic adventures that came after it. And as for the full length cartoon experience, well...the less said is a subtle voice with big goggles eyes and speaking animation in the better.

DETERON

Edgar Allen, designer of Electronic's *Order of the Stick* and *Resident Ranger* plus 2D3. Creation, demonstrated a new role-playing game featuring digitized face actors, called Deteron. Interactive location graphics accompanied characters may relate with complex strategies based on emotional and skills, plus game actions, and possible meetings - just your typical video. Based by a full set report by the team before...



Deteron game - and Ray's all about...that. Publishers announced by EA for the system that the story is surrounded by the world of the book, based on becoming a hero (the world state) and how they interact with it. The system uses interactive writing of characters and is presented in a 2D style. The title of the game will be about that and about more.



Edgar Allen, president of Empower, the developer of the new interplay control panel. The game is still under development.

There's a comprehensive icon control panel at the bottom of the screen and the gameplay is standard RPG with an Ultima II style party display—in other words, you see all members of your party trodding about after you in your current location.

With most games based on existing literature, players also have read the book, which obviously know how to take the problems. And if you check the plot, everyone complains, "We've got round this by maintaining the old plot

IN PERSON CHRIS 'BALANCE OF POWER' CRAWFORD

It's impossible to go to the world to take interactive entertainment design seriously, this is the guy, who gets more energy into his work than most.



development engineers just use their most useful software programs, either on the publisher of the authoritative journal of Computer Game Design, Chris Crawford all the time into the business and began to discuss it last. He can search on his virtual game design concepts.

There's a minimum acceptable level of realism in games," Chris Crawford, "and it starts from subject to subject. For example, in a flight sim you can say that part of the spectrum is a theme role of a few seconds, about that, and the quality is acceptable. Before that, and it's something, it's difficult to relate to. It's closer to work. But there's only a maximum acceptable level of realism. Talk about realism in this, it's realistic enough, but it's not being for you have a "realistic" of acceptable realism with upper and lower limits and the position of this realistic curve according to the subject you considering. For example, Wing Commander has a fairly low realism—the level of realism achieved by the graphics and sound is acceptable for the subject being simulated. But you think some problems to do a simulation of Tom Brack and you'd get laughed out of court."

Chris then went on to talk about "operational" and "perceptual" realism. The latter refers to the quality of manual replication of the world, the former to the quality of mathematical replication. For example, LucasArts' Battle of Britain has great perceptual realism. You're in the cockpit shooting down the Germans but the operational realism is not so good—in a dog-fight your opponent disappears, the air mass is all, obviously flies through down into the ground. I consider this to be a major blunder.

By the time Chris had finished speaking, he'd taken quite a few game designers down by a gage or two. Because, as he pointed out, when it comes to perceptual realism, we may have machines with 200 colors, great CD graphics, and wonderful three sound, but when it comes to operational realism, we



Her designs are strong since Mattel's trademarked a girl's software movement. Here's a special 40th-anniversary image. (Illustration by Steve Rosenbaum.)

but adding in new characters who could have been there and looking up separate stories around them. Existing characters who played minor roles can also be built up."

To start off by recruiting Barn and Poppo and having a lot of playthings with your tall-looking robot Lobotia. And never, absolutely never "lets down and sings about gold."

PERSONAL INTERACTIVITY ENHANCEMENT

There's a revolution in personal entertainment coming, all springing from the development of portable telephone technology. The leapers you see to hail are now going digital — and fully personal. Conference sponsors Nynex announced a new range of personal phones that use a new handset manipulation system, effectively allowing every one to use one — with the old system, the answers got so clogged up that numbers had to be severely restricted. "Now the new system launches," promised (Illustrated?) a spokesman, "a telephone number will no longer denote a desk — it's a person. And if that number goes out of service, you're gone!" In other words, you won't get number unobtainable, you'll get person unobtainable, and we can all agree what that means.

However, the same technology will be used to interactive personal entertainment devices, including an "addressable channel" that can "download" your choice of the latest hits. More efficient use of the answers will also give us "video in demand" — TV-style sets that can play your own selection of movies. Even more interesting, News and other companies are researching compression techniques that will enable them to stream over more information down the same parallel channels broadcasting simultaneously, allowing the user to "branch" between them.



CD, DVD) — and now... FVE (VideoText's interactive television system allows the viewer to modify the course of a TV program or select a camera shot using the TV's keys in a special remote keypad. Interactive television offers multiple choices within a live or taped TV program such as a musical, a quiz, a drama, or a variety show. Watch by the a detailed ACE feature in *Lighting 101*!

IN PERSON RICH 'POWERGLOVE' GOLD



The PowerGlove, thanks to its different version and an increasingly popular use to make it, it has been used to make it a hit.

Steve worked hard to get to that success, but even Ken agreed that the final design wasn't perfect. "Virtual reality is obviously the next step in the PowerGlove story," I argued this, "but if we had more time to work on it, it isn't the technology and it isn't."

Never grant the slightest children, animals, or military...

Steve worked hard to get to that success, but even Ken agreed that the final design wasn't perfect.



Ken Marshall (right) and Steve Rosenbaum (left) at the Entertainment Technology Center.

IN PERSON BRIAN 'BEYOND ZORK' MONIARY

Brian has already appeared in ACE Glass 11 and he's got good wishes to all readers. When he addressed the



entertainment audience, one of his main arguments was the way in which game designers, particularly those producing fantasy RPGs, are constrained by old habits.

"In the early days," recalled Brian, "memory was so short that an adventure game designer could only include objects in the locations that were vital to the story. It therefore became a habit for players, on finding an object, to do everything they could possibly think of to it. That's limiting for me as a modern designer — for example, I can't just get a glass in a room to help me solve some bizarre story puzzle and give it up, examine it, look it, throw it..."

He also noted that what is obviously a major portion of "Zork" — since the kind of reactions about it the last time he appeared in the magazine — and that's the question of character types in games. On the one hand, character types are useful for game designers. Shows in-a-dash and everyone will know that he's short, hairy, good with an axe, and skilled at playing lute. However, to invent new character types in games requires extensive memory and gameplay additions to introduce them. Brian thus demonstrated how, in which he tried to get around this problem by packaging a complete background scenario as audio cassettes. It worked (but at a cost).

Finally, Brian is moving into educational software development, so we may not be hearing so much from him on the games front in future. Let's hope the man who brought us *Waldenborg*, *Requiem for a King* and the infamous *Knights of the Round Table* stay away for long.



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GET INTO INTERACTION



At 12:00 p.m., Wednesday December 12, ACE launch the Ultimate Interactive Experience - the most fun you can have with your index finger!

The ACE Interactive Experience is changing. Some say more than a comic satellite, more than a super computer, manufacturing into the 21st century Interactive News, computers, etc. interaction - it's got the edge for this is going to mean inter-activeness (phone numbers, right? Wrong! Just one number leads you into an interactive world where simply by "CLICKING" you can (please, you can access many services) understand. Remember, only ACE can do this, because ACE is the future!

We're looking for the most representative with other news computer-based groups! 847-ACE (actual) page 10 of the web site. PLUS the opportunity to bring in 847-7 programmers talking directly to FTS about their number game. PLUS the best ACE Director, the only way to find out the very latest and greatest on the computer game scene.

To promote! Remember, the fun starts at noon p.m., Wednesday December 12.

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By calling the ACE interactive number you'll get instant access to 2000's interactive services. In addition to the long established service, now the coming weeks you'll be able to enter major competitions with \$100,000 prizes. Start to participate talking about their latest games (the country's #1 TV business is just the beginning), get qualifying games by following to the latest ACE announcements of games just received, hear the hottest tips for the hottest games, and loads of other stuff so recent that it can't be revealed just yet. They named - the best is yet to come!

In ACE issue 41 next month: INSIDE INTERACTION

- What is an interactive 'phone line' that can be 'played' through the web? Just what does happen when I make the call? How much ACE needs all when we take you behind the scenes of how it's done? How many facts re-interpret the ACE 'phone line'.
- ACE has been slipping towards you and brings you exclusive news about PERFORMING the future of interactive facts.
- Could Microsoft, manufacturers of window windows for the Internet, be making a move into computer games? ACE reveals all - next month!
- An exclusive look at the forthcoming Microsoft World from Seattle.

YOU DON'T WANT TO MISS OUT, SO SEND THIS FORM TO YOUR NEAREST NEWS!

DEAR NEWSAGENT:

I like the magazine so much, I want to buy the company. Unfortunately, however I can not do this as their shares are too expensive and more and more I feel I'm not into it. I guess I'll have to settle for a copy of the very latest, only please February issue of ACE Magazine (Advanced Computer Entertainment), also out on Monday evening 6. I will be forever in your debt.

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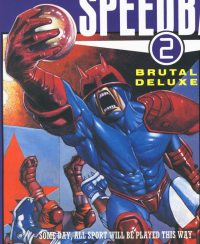
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SPEEDBALL

2

BRUTAL DELUXE



SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY.

It's two years since the last ball was thrown on a Baseball pitch. There are new teams, new stats and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

The challenge is this. Take control of Brutal Deluxe, the worst team in Baseball history, and turn them into champions.



Teamwork makes the dream work.



It used to be called 'Ball' until it got Power!



The baseballs of 2 have had more power and its surprising. Take a guess.



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Play!



Deluxe the underdog's story.

SCREEN TEST



The Sims 2 may not look like a revolutionary hit, but it's still a pretty good game. Check it out on page 62.



SimCity 4 will be the best-selling PC game of 2005. Check out the ACE Rating on page 63.

ACE RATED!

Question: Is this game really going to grab me? **And for how long?**
Answer: the ACE Rating System.

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 all-important factor into account.

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

For example, a high one-minute 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 neighbors - who probably aren't going to pay attention for much more than a minute anyway.

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

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



- The very best overall quality scoring
- Excellent sound effects in the developer's testing room
- Gameplay on the PC more fluid than on console



- Limited use of controls
- Poor graphics on the console
- A few control issues in the best testing room

The more's said a game, unless it means words about you'll find on the shelves. If a game's not finished, we won't rate it. Instead we give it an ACE Rating, which gives you the info you need to help you decide if it's the best game you'll find in a later issue.

ACE AWARDS

ACE Award events are of approval for outstanding software performance. It's a game really tests the boundaries in sound, graphics, originality, you'll see the appropriate ACE Award list on the screen. Since it's truly fun to watch, we'll get the ACE Award Award software house you have been awarded!



ACE Award events are of approval for outstanding software performance. It's a game really tests the boundaries in sound, graphics, originality, you'll see the appropriate ACE Award list on the screen. Since it's truly fun to watch, we'll get the ACE Award Award software house you have been awarded!

Originality counts for a lot these days, and any game that takes it to a new level is a game to watch. Since it's truly fun to watch, we'll get the ACE Award Award software house you have been awarded!



One of the best things to grab you is a game to watch. Since it's truly fun to watch, we'll get the ACE Award Award software house you have been awarded!

Based on the "originality" aspect of games - but not made or made from. ACE Award events are of approval for outstanding software performance. It's a game really tests the boundaries in sound, graphics, originality, you'll see the appropriate ACE Award list on the screen. Since it's truly fun to watch, we'll get the ACE Award Award software house you have been awarded!

THE LINE UP

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- 41. SUPERHERO GET ALL THE POWERS (Legend)
- 42. BLOOD BROTHERS 2 (Dynamix)
- 43. SPYROGLYS 2 (Impressions)
- 44. CRYPTS CHALLENGE (3D Gold)
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ON CONSOLE pages 101-107

Microsoft, Bethesda, Eidos, Golem, Impassions, Legend, and more... enjoy!

ON CD page 111

Exclusive preview of the latest DVD Workstation



MICROPROSE are preparing to unleash a multi-chopper assault on the simulation market. ACE went to the USA to catch an exclusive peek of the game in development...

GUNSHIP 2000

Gunship has to be the most popular full-cooler combat game ever – Microprose claim it still sits off the shelves in respectable numbers, despite having been released over three years ago. Attention to detail, extensive reviews and lots of incidental interest as you climbed up through the ranks made Gunship a classic.

Times have moved on, however, and Gunship's role as 'Top-Gun of the chopper squad' has arguably been surrendered to newcomer LHX Attack Chopper from Electronic Arts. Military sim

technology has improved in other ways, too. First you've got the obvious advances in 3D graphics routines and this has been accompanied by an increasing concentration on strategic elements. Microprose's own IRT Task Platform pointed the way ahead on this last count, giving the player greater strategic opportunity by adding a more vehicles. Now, in the same vein, the company are set to regain air supremacy with Gunship 2000.

'This game is more evolutionary than revolutionary,' declares game designer Jim Das. 'First, you've got multiple helicopters in flight at the same time. As the commander of a five chopper platoon, you can take your outfit from a whole range of state-of-the-art gunships including Blackhawk, Apache, Cobra, Kiowa, and more.'

Quantity doesn't mean degraded quality, however, and Microprose have wisely ensured that the player still has access to total single chopper capability and gameplay whenever he wants. However, the ability to mix, equip, and command an entire platoon adds continuously to the challenge.

What's more, you get a far greater number of armament options in Gunship 2000. The game designers spent hours poring over army manuals

MEET THE TEAM

Work on Gunship 2000 started in Spring 1999 and by the time it's finished will represent nearly two years' worth of work. It required persistence of this was directed to the development of the new 3D system.

Lead programmer Harold Stancik is actually a true-blue Britisher and it may come as no surprise to discover that the overall programming responsibility went to Digital Integration, additional programming is being done by Gabor Pribanic, formerly by Michael Bink, and marketing assistance by Masha Wilch. Game Design is by Jim Das.



Game designer Jim Das (left) and Harold Stancik (right) in a moment of peace in ACE's development hell.



Here there's no mistake, although it's not really certain if you're included in the first mission. You can assume the output also also designed for total strategic engine prowess a further view of your surroundings. First person from the cockpit.

The Hughes AH-64 Apache

Two-seat anti-armor attack helicopter

TADS sensor group

PIWS

Airspace
radio-warning
receivers

M230 30mm Chain gun

Airlogs sensors

Black hole (B-suppressed) exhaust

Standard armament: quad Hellfire
missiles and 13-round 2.75in rocket
launchers

Maximum speed: 233 kph

Hover ceiling: 13,400ft

Max range (Internal fuel): 420 miles

FLASH TOPOGRAPHY

In addition to the enhanced gameplay features of *Flashing Lights*, Microprose's team developed a powerful new AI system, called "topographical AI". The system has been made advantageous over its rivals. First, it's faster (although "I once pointed out that the game is designed for more power than 48600 entries and 12 386's mechanical). Second, it allows the programmer to include more terrain details without bogging down the system. Result: more detail, faster action, and longer maps. It could take you an hour or more of an hour or in a straight line across some of the worlds giving you a heart-pounding race.

and the result is that every type of chopper can be fitted out with practically any variety of real-life compatible armaments.

BEST END THEATRE

There are two Western theatres of war for *Gunship 2000*: the Persian Gulf (Iraq, Afghanistan, and the Gulf scenarios, although still in an early stage of development, already has the ring of familiarity about them, but the European scenarios look to be something quite spectacular). There's something rather eerie about piloting a few tons of war machine over conflicts, warlords, and the green, green grass of home.

Long-term interest is something that Microprose sims have never been short of, but

ICE PROPERTY



Network games capability:
Up to 16 players (local or remote)
LAN or modem connectivity
Compatible operating system



AI system:
Up to 16 players (local or remote)
AI system:
Compatible operating system

Release Details

Be all for the Sim in *Gunship 2000*,
game and software titles to be announced



Here for the first time you see the graphics over your shoulder in a 3D environment (this is a screenshot, not a computer screen). This image, just like the one below.



Recent developments are more like flying in a 3D flight view and looking 360 degrees your point of view. When a rotor plane is on, the rotor blades first you form up to the cockpit and second you make them to look like something flying—like in modern helicopter design, none of them are from the side and front.

By the time the company are really making sure that *Gunship 2000* sticks around till its namesake anniversary by building in full scenario disk capability. Whenever there's trouble and confusion, whatever the forces of good are required to bump vast amounts of files into the back garden of the forces of evil, the data disks will be able to send you there.

Gunship 2000 is shaping up to be another

superb long-term interest challenge in the true Microprose tradition. It also points the way forward for air combat sims by increasing the strategic elements and adding multiple command units. We'll be following the game's development over the next few months in ICE, and the game should be ready for final review in flying 1995. We can't wait...



A view from the left cockpit, identifying all parts of the cockpit of the Apache. The topographic AI system (this is the top of the cockpit) shows a view of the terrain while you're in the air, even if there's something on the ground.

Small Craft Warning.

Prepare for a storm. CD-ROMs *Gunboat Accolade™* fight across U.S. Navy firepower crammed into a 3 1/2 inch disk.



The fastest, most agile armor ever to turn. It's from up a jungle river.



Map points at the helm. *Accolade's Gunboat* lets you



Climb aboard an authentically detailed river patrol boat (RPB) and get a 16 person perspective from 4 battle stations.



Usual twin M60 machine guns and grenade launchers on rampage. Viet Cong, Breconatan rebels and the murderous Columbia drug cartel.

They're also the new *Water Wings*! 3D pop-up animations and bit-mapped graphics immerse you in the steamy reality of 1-level river combat zones. Tearing missions lie ahead, in scenarios where the water fire is too thick to map.

Gunboat. The water's about 1000' deep.



Drop gear, where an enemy ambush loots around any bend, up any canyon or by any bridge.

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SORCERERS GET...

Ex-Infocom personnel create a new LEGEND for Microprose

So what you like about adventure games, there are times when the industry takes up with a stacker that any gamer will find a boon ought to shed out for. *Mistaken Guide to the Galaxy*, *Looking Heroic*, and *Wonderland*, to name a few — and two of those came from the now-defunct Infocom.

Adventure scenarios, like books, tend to draw the bulk of their inspiration from a single author, unlike other games that are usually team efforts. LucasArts has managed to grab Brian Moriarty's talents recently with their *Loom*, and now another Infocom genius, Steve "Teacher Cadaverus" Powell's *Mentality*, has teamed up with some Infocom veterans to form the Legend label, distributed by Microprose. *Sorcerers Get All the Girls* is its first Legendary product.

And it's excellent, no doubt about it. Although it suffers from an extremely annoying parsing defect, this is a graphic, adventure par excellence. It may not have quite the technical sophistication of *Wonderland*, but it makes up for that by generating a great deal of text, some very pertinent to a tad of atmosphere, and a complex story structure.

In *One Cappuccino* you start the game playing musical for your wicked neighbor. You take refuge at Sorcerer University where you get stuck into student life until someone from a menacing band of phantoms kidnaps you on the bank of the beach. When you awake, you're wily in a desert and you have a vague feeling

that you must locate your erstwhile Professor Pickleback and reassemble the infamous Sorcerers Appliance using five scattered components.

A LA CARTE

SGATG, like *Wonderland*, combines point-and-click mouse input with keyboard typing. (You don't HAVE to do any typing at all, but the menu system isn't as comprehensive as *Mag Sorcery* and you may well prefer to do so.) There are verbs, nouns, and preposition menus that enable you to construct any sentence and the parser is both as wise as it is forgiving.

The display includes a compass rose that shows possible exits and some options buttons for selecting different screen configurations. The latter include a map display, showing your current location and offering a "click on it and you'll go there" facility (which only really works for adjacent locations). You can also have a text-only display, location graphics, and play around with the various object elements to create a screen layout that suits you best. When location graphics are employed, clicking on an object describes it and double-clicking does the "obvious" thing with it—usually getting it.

All this is a vast improvement on earlier adventure titles, but it still isn't up to the *Wonderland* standard. The effect is spoiled by one major parsing shortcoming which used to be standard but nowadays, frankly, has to be regarded as a right pain in the a**e: This is the old, unhelpful "I need to be told to do every thing approach" that rears its head when you try to open a door. It goes something like this:

ENTER SHED

The shed door is closed.

OPEN DOOR

The shed door is locked.

UNLOCK DOOR

Unlock the shed door with what?

UNLOCK DOOR WITH KEY
"Wah-ah!" The little brown key or the big metal key?

UNLOCK DOOR WITH THE LITTLE BROWN KEY

OK

ENTER SHED

The shed door is closed.

OPEN DOOR

OK...



So we get all of the women and walk off on our own, enabling us to get more information on events as we move from location to location by clicking on them...

Nowadays, if I want to enter a locked shed and I have the right key, I expect the program to do it for me without all this needless fuss and bother.

On the good side, however, SGATG is a big game with an involved and engaging story. You may not like the humour style — some of it is truly dreadful — but you will like the narrative variety and the numerous little sub-scenarios you can undertake as or get involved with. And of course there's also the usual matter of ending games (especially the *ISLAND BUST* one, ahem...) and the girls — who actually play a rather less irritating role in the story than you might expect.

If you fancy a romp through a fictional world, creating spells, chatting up the girls, and getting into some very tight corners, this is the adventure for you. Definitely up to Infocom standards and a promising debut for Legend.

Steve Gould



The abstract screen format gives you the option of either viewing a scene using the camera or the full on-screen color display.

... ALL THE GIRLS



The statistics shown above and in the rest of this report are based on data provided by the British Computer Manufacturers Association (BCMA) for the year 1990. The data is based on the first quarter of the year and is subject to change. The data is based on the number of PCs sold in the UK and is not based on the number of PCs sold in other countries.

1990 PC
The statistics shown above and in the rest of this report are based on data provided by the British Computer Manufacturers Association (BCMA) for the year 1990. The data is based on the first quarter of the year and is subject to change. The data is based on the number of PCs sold in the UK and is not based on the number of PCs sold in other countries.

RELEASE DETAILS
Currently an advance only in the States, but Microprose UK will be making a UK distribution decision in the next few days. Watch this space...
If you can't wait, contact: 011 708 1000
011 708 1000 for more information.

HARD DRIVIN' 2

Domark, keen to maximise the new interest in the year-old *Hard Drivin'* stirred up by the *Wheels of Steel* compilation, invites you to put - if you will - pedal to the metal once again.

Hard Drivin' 2 will consent from an Atari clone-up. Rather it's Domark's own request to its biggest hit of last year. With the promise of faster, more attractive graphics, three new courses and a track editing facility, HD2 - *Driver Harder* (so not appears to be one of the more comprehensively-improved sequels of late. Original author Jaeger-Friedrich has returned to test its programming razor-sharp, and he's not been missing about either. Thanks to Jaeger's technical mastery, you can now connect your 3D bridge or PC to another machine for some head-to-head two-player action.

The track editing 'tools' are heavily detailed, and track a bit unwieldy at the start. A protractor sight and a powerful zoom facility enable absolutely precise editing. For more flexible than many-track editors around, HD2 allows you to get houses in the middle of the road, bridges leading into rivers and deadly barrels, well, any where you want.

It's obviously worth remembering, though, that you have to drive on the course yourself, and however amazing it may be to make the cars perform/steer/impossible feats, at every turn, that the computer driver will probably fare a lot better in tricky situations than you on your first drive, even on a course of your own.

Hard Drivin' 2, unlike the original, is for 16-bit owners only. Perhaps a wise decision in the light of the 64 version.

● **See Sample**

ICE PREPLAY



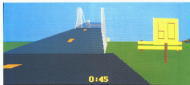
● Better looking graphics
● New courses
● New drive



● EDITORIAL: you can control
● EDITORIAL: you can control
● EDITORIAL: you can control

Release Details

1992 CD-ROM 16-bit



Bridge approach. The three color has been replaced, instead of the game of its performance, the new game more colorful objects with a good turn of speed.



Track editing in this editor, from this screen you can edit your vehicles in the drive simulation and game if you have created a database or database group.

The race, after it's finished, the other extremely colorful and excellent-looking. It's a way to see if you really in a race of your own. There'll be focus in the middle of the simulation you start it.



Using the outside route with the Phoenix Phoenix. Win the race and the Phoenix back to your vehicle with only a few.



The longer time spending system will be a bonus after this, but not to compare with this, because the simulation on getting your car up to a speed to perform the fastest lap.

Something is seriously wrong when hook-guns invade the pitch and start playing the game! You can think of the futuristic sportsman as a cross between American Football and Rollerball. Let's play Speedball.

The ball launches into play and the crowd roars with anticipation. Up against the computer or another human player, Speedball winners score the most points - not necessarily the most goals. Points are gained by scoring goals, running your opponents' players and throwing the ball at strategic locations around the stadium. Your team is split into attack, midfield, defence, a goalkeeper and substitutes. The game is played over a night-long winding pitch. Every match is divided into two halves, each lasting 90 seconds. Players can collect packages which appear round the pitch. Packages affect the entire team and last for a limited amount of time. These collections



The ball can't be used in the hallway.

Click one up to the status bar.

SPEEDBALL 2

More frantic ferocious fun from **IMAGEWORKS**



Now a multi-technology environment, a custom player skin is available.



Key yourself a better body in the game! You can customize players and enter fight their opponents from side goals with a team boost for greater teamwork and extra uses of tactical abilities on the opposition. The only way to see you is the interface.



The graph can monitor progress and the report the player is using to monitor game progress. The graph can be used to monitor progress and the report the player is using to monitor game progress. The graph can be used to monitor progress and the report the player is using to monitor game progress.

USE POINTS: 889

Use points to buy upgrades and customise your player. Use points to buy upgrades and customise your player. Use points to buy upgrades and customise your player. Use points to buy upgrades and customise your player.

RELEASE DETAILS

CD-ROM	£24.99	OUT NOW
AMIGA	£24.99	OUT NOW
IBM PC	£24.99	AVAILABLE

For further information

can freeze your opponent's team, reverse their joystick movements, give you possession of the ball, make your team immune to tackles, and so on. In addition, packs of armour and weapons provide the likes of stronger attacking, greater throwing and increased defensive abilities when picked up. Every player has individual attributes which affect their performance during the match. In between games you can purchase better play or ability items.

So how does Speedball 2 improve on the original? Larger pitch, smoother control and a player manager element to name but three. Speedball 2 is a brilliant competitive two-player game which takes alongside the likes of Pick Off and Tetris. As a single-player game, it's a little less fun, although the litigat brothers spend about 80% of the development time working on the Artificial Intelligence for computer controlled players, the game still has to be played as a two-player game to get the most out of it.

• **IGN** Reviews

BETTER THAN ALL THE REST

If you think Speedball 2 is a good game, it will tell you to play the Image version. The litigat brothers are using the advanced multi-media features of Commodore's beta to produce a superior game. The original Speedball 2 is the best and most complete digital sport game - ranked by Richard Branson - the greatest video game ever, and the most complete. The original Speedball 2 is the best and most complete digital sport game - ranked by Richard Branson - the greatest video game ever, and the most complete.

SPEEDBALL 2 - THE MOVIE 7

As the litigat brothers were to reveal their latest effort, the big screen will reveal that you can play and see in the movie and the movie, the director of Speedball 2, Richard Branson, is the director of the movie. The litigat brothers are using the advanced multi-media features of Commodore's beta to produce a superior game. The original Speedball 2 is the best and most complete digital sport game - ranked by Richard Branson - the greatest video game ever, and the most complete.

From portable console to the home computer, US GOLD wonder if you can spot the Lynx?

CHIP'S CHALLENGE



right: Here's an old game and how play it translated the good bits straight to its host.

Chip Caballero is the All-American computer nerd. (Sergeant for acceptance into the Starline computer club and a chance to get in the lexicon Melinda's good looks) he escapes their entrance challenge of unpeep levels of puzzle action.

SECRETS OF THE LYNX!

Levels of *Chip's Challenge* on the Lynx. Atari's version solves completely, allowing for the powerful 'BANK' key screen full of hints. (Use only generating that crucial phenomenon, the *Minibomb* key, it takes a while to fully form [although chip actually faster than the *AT* on Lynx). Thanks to the console's (optional) numeric keypad, this can be done about with its using the keypad and the keyboard, mouse and keypad.



PERFORMANCE
TIME COST

598



Based on an 800000-byte benchmark, the Lynx version is significantly faster than the Atari version. The Lynx version also features a numeric keypad, which can be used to solve puzzles more efficiently and accurately.

RELEASE DETAILS

Atari	LYNX	Out Now!
Atari ST	LYNX	IMMEDIATE

for other versions please



right: Atari's difference: the best doesn't come on all networks (except the *AT* version.)

The aim of each level is to find the hidden computer chips and use them to allow access to the transporter to the next level. But there's much more to the game than just running around a maze: there are deadly traps, fire pits and bombs to avoid, switches that operate traps, beam (and *Chip-fang*) monitors to escape, slide ice ceiling doors that need unlocking and other parts too numerous to mention.

Each level has its own password so you can skip levels you've completed. You don't have lives - you can plug away at the level as long as



Based on an 800000-byte benchmark, the Lynx version is significantly faster than the Atari version. The Lynx version also features a numeric keypad, which can be used to solve puzzles more efficiently and accurately.

PERFORMANCE
TIME COST

835



ATARI ST

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PERFORMANCE
TIME COST

835



Based on an 800000-byte benchmark, the Atari version is significantly faster than the Lynx version. The Atari version also features a numeric keypad, which can be used to solve puzzles more efficiently and accurately.

RELEASE DETAILS

Atari	LYNX	Out Now!
Atari ST	LYNX	IMMEDIATE

for other versions please

you like, but when you die you have to start again from the beginning. Do you see that too many times and you'll be asked whether you want to try the next level, so there's no fear of getting stuck.

• David Graham

WINGS OF DEATH

Thalion get in a flap, but will you?

Wings of Death is yet another triumph of programming skill over imagination. In other words, the designers have spent so much time making the scrolling smooth, the graphics colourful and the sound effects impressive that they haven't spent a second thinking about the actual gameplay.

For what it's worth, Wings of Death rightly remembers the name of Dragon Spirit: it's a vertically-scrolling shoot-'em-up in which you, transformed into the shape of a series of magical flying creatures, take on the forces of evil in search of the witch whose spell can return you to your human shape.

Starting life as an insect, the totems left by defeated monsters transform you into a bat, eagle, dragon or griffin, each with its own special weapon. Other items increase your speed, strength and power, explode all the enemies on the screen, activate auto-fire or launch special Destroyer Drones or self-guiding Hunter Drones.



This wonder's hidden bit would prevent the full game from its ultimate destination: you, you, you, you.

Watch out for the Bull Lord, which caps your energy and weapon status.

The biggest problem with Wings of Death is that there isn't one of it: originally the thrashers, griffons and bats could set as well as spacehips, aliens and lasers, or fighters, bombers and bullets from any one of a hundred shoot-'em-ups. The action's fast and furious, but I doubt whether you'll be absorbed for long.

• Chris Jarman

ALPHA WAVES

They claim it'll calm your soul, awaken your creativity and soothe your fevered psyche. INFOGRAAMES' medicine show hits the road



Alpha Waves is a New Age polygon world. Think you will miss the floor in the bottom line. Screen from the 3D platform toward the exit.

Your passport to a new world - virtual reality? What nonsense the French talk. Alpha Waves is dead as plain to a virtual reality experience as catching a bus.

And so if this wasn't enough, you've got an "Ensemble Mode" in the game that is supposed to bring about certain states of mind. Just a couple of games of Alpha Waves and you'll feel yourself, so Infogrames claim, "developing creativity", in "meditation", seeking "spiritual opening" and "revelation".

All this from a game involving a bouncy set of polygons and some coloured platforms.

On a more positive note - and a lot more down to earth - Alpha Waves, when played in "Arcade mode" is an ingenious and pleasing puzzle game, with a responsive central character and engaging gameplay. It's a thoroughly programmed and entertaining 3D puzzle fix.

The aim of the game is to explore a maze of 200 rooms. Crossing each room is a puzzle. The exits are usually suspended above the ground, and can only be reached by bouncing off an in-

finite platform. The longer you stay on a platform, the higher you will bounce. Left and right will rotate the direction your character is facing, while up and down offers an alternate camera view. Pressing space causes your character to move forward.

If it all sounds a little dull, don't be fooled. It's good fun. The 3D coding and the semi-intelligent camera angles make Alpha Waves really quite an entertaining game. There's a time limit, preventing too much dithering around, each level offers at least a variation on the theme. Some of the later stages like Platforms - yes, they're all named! - change completely, forcing a different approach.

Aside from the unbridgeable nonsense about virtual reality and psycho-swinging "impurities", Alpha Waves is an amusing romp. Not so much money and space has been expended - including the staff Mindbolon - it will probably only serve as a bit of light relief from "gross" games.

by Ian Douglas

PTC

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Plane and ground) to all men (and women) as you take a few higher-armor moving units in the direction of that nonobvious trap. Yes, Operation Combat is very much a seasonal release — if you're as much a tactical maverick as I am.

It's also the thinking man's shoot-'em-up. You control a number of tanks and artillery, each of which occupies one square on a 32 x 20 battle field grid. Your aim is to destroy the enemy's headquarters while defending your own.

The screen is split into roughly two halves. The top is a graphic map of about one-sixth of the whole battlefield, while the bottom is a control panel, which shows a tactical map of the whole battlefield and your position on it, plus icons to control all game factors. All control is by mouse.

The game is played in time-limited turns. Each turn you can move units, some or all of your units and/or make them fire. Take too-long and they retreat automatically to your opponent. Once you've finished your turn, you have to interrupt it and wait while your opponent takes his turn.

Each vehicle is differentiated by various settings, such as movement and firing range (how far you can travel) and hit & shell, gun power (how much damage it can inflict on others), armor rating (how much damage it can take) and fuel level (which decreases as you move and has to be topped up by supply trucks).

Moving a vehicle is easy: click on it on the graphics screen or the tactical map (interchangeable via one or the graphics screen will look to that vehicle, then click elsewhere on the graphics screen and, provided that position is in range, the vehicle travels there. Firing is likewise a case of clicking on the control panel to point the gun in the right direction and then clicking on fire.

There's also an option to call in air support, which acts up a whole turn. The game flies across the screen, showing all enemy vehicles in its path and sends back precise information as enemy positions — very valuable just before that big push!

Before a game you can change various parameters from pull-down menus, such as whether units will do just the enemy or the first thing (locking their path including your troops), the number of times a vehicle can fire in one turn, and how long it takes to load. In addition there are fire counters, which alter the number of different vehicles bases under your control, and six battlefield types, adding further complications.

Operation Combat looks very dated, especially compared to recent strategy games such as

OPERATION COMBAT

Tanks for the memory from ELECTRONIC ZOO! MERIT SOFTWARE



From window on the war — graphics view on top, control panel below.

Powermancer. The best thing about the game (especially from the phone companies point of view) is the option to play against someone else over the phone lines via modems.

—David Spink

TPC

The addition of a tactical view this year improves the game's ability to provide a more detailed tactical picture, thereby raising challenge. And more.

AGE RATING

4-85

AN ENTIRELY NEW EXPERIENCE WITH IMPROVED GRAPHICS AND SOUND EFFECTS, OPERATION COMBAT IS THE MOST COMPELLING AND CHALLENGING STRATEGY GAME AVAILABLE TODAY. IT'S THE PERFECT GAME FOR THE STRATEGIC MIND AND THE CASUAL GAMER ALIKE.

RELEASE DETAILS

ATARI	CM 88	JAN '91
APPLE MAC	CM 88	JAN '91

See other systems planned

LET'S GO TO THE ZOO!

OK, so Operation Combat isn't going to take the Christmas release this year. But don't fret, and more will probably see their release for 1991. Don't miss our issue, when we visit their old base in Baltimore, Maryland and meet the real deal and discuss their personal adventures. Together with the Game Master's Best, they'll be identifying some of the teams that will be left out of the stage in the next few months.



The technology BattleTech's design



DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!

RETRACE
THE STEPS
OF DICK TRACY,
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COMIC STRIP
DETECTIVE,
IN THIS SUPERB
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OF THE BLOCK
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It's time to take on the mob which has sworn to get you! Grab that famous hat and coat and hit the streets in search of Big Boy Caprice and his gang. But watch out for their traps hidden around every corner. Choose your weapon track down the ugly mobsters and brace yourself for the fight of your life.

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Developed by



ATF II

Programs, finding themselves under the "strategic action" banner generally offer users a gameworld. Most, in their efforts to please both shoot-'em-up fans and strategy-enthusiasts, tend to fall between the two stools, failing to cater adequately to either camp.

ATF II certainly doesn't overcome the problem completely, but comes closer to finding a happy medium than most. Your aim (refreshingly simple in a change) is to carry out hit and run missions on enemy installations before returning back to the aircraft.

Before and after each mission a briefing screen breaks down the strength and nature of the enemy forces, as well as your most recent performance. The success of your missions, determined here by the rest of the allies force, A three-way-coffee effort on your part will leave lots of enemy forces free to defend against all-out tank attacks.

Your mission begins in the aircraft target; here the necessary rockets, fuel to air and air to ground are available along with gun ammo and, of course, fuel.

Through the take-off stage, push the throttle open with the mouse and pull back on the joystick, and you're airborne. A bank of indicators

contains all the necessary information for your mission. A compass also links back to the tabs in the bunker layers you feed with information. The most important figures to keep an eye on is the position and distance of the next enemy target. Once a target has been located, you can simply follow the heads-up display. You'll be lost right to it.

In similar style to the original ATF landscape, the ground is patterned (checkered board style) with splatter depicting swimming planes, while the spread of the '3D' scroll is reasonable, the animations of the sprites leaves a little to be desired, conceding only of a basic sprite and it's banked left-right equivalent.

The nature of the game is such that most of your flying time will be spent simply hovering towards your target and then back to base. The dogfights which occur along the route simply serve to hinder you and distract you from your intended course.

The machine gun will dispatch most of the enemy fighters, but using air-to-air missiles is occasionally a wise choice, as they lock on and pursue their targets, allowing you to wheel round and attack something else.

Further assistance is offered by autonomous installations firing carrier-borne missiles of you. Warning of these deadly attacks comes via a warning alarm and flashing message. Clicking the mouse-controlled hand icon on the message activates the missile jamming system. Should your jamming system become damaged in combat, it is possible to extricate the missile.

Your location and approximate direction is represented by a little black plane icon on the "bucky" large scale" map. Incoming jets and land-based features such as tanks are also shown on the map. The closer you are to your chosen target, the more tedious the defence becomes. Having completed a particular stage of the larger mission, it's time to return to base for aircraft

In the 21st Century, wars will be fought with Advanced Tactical Fighters. And the ground will look like a chessboard. Difficult to believe? Not after you've played ATF II.



The future of war: the graphics illustrate Allied forces and the officers' target, the Red Bunker.

rooms, refueling and training.

The problem with ATF II is that it's difficult to know who it will appeal to. Hardcore strategists probably won't find enough figure analysis and plotting to keep them occupied for long, while casuals will probably be frustrated by the lengthy (some may say sluggish) flying sequences in-between the action stages.

By Ian Grogan



Single-player: Spot your Advanced Tactical Fighter into enemy defenses and get them out of the sky.



The world of ATF II: a view of one of the several "strategic action" modes to feature after every mission stage.



Single or full cooperative: Visual action should make the screen truly highlight the strategy part of the game.



ATF II could challenge an installation strategy that doesn't rely on the use of autonomous installations. The game offers a lot of tactical options, and the ability to use the map to plan your strategy. The game is a good example of a well-planned strategy game that you can play for hours, and it's a good example of a well-planned strategy game that you can play for hours.

MSRP
680

ATARI ST

MSRP
680

AMIGA

MSRP
690

MSRP
690

RELEASE DATES

ATARI ST	£24.95	OUT NOW
AMIGA	£24.95	OUT NOW
MS-DOS	£24.95	OUT NOW

Available wherever you buy your software.

Around 1985 an Atari game called Marble Madness hit the arcade. It featured a wily marble (supposedly that you had to guide around several levels of cosmetic 3D mazes. The animation and sound were an absolute treat for the eyes and ears, and it wasn't long before programmers were trying to emulate it on the home computer.

Arguably the best variant was Spindizzy, written by Paul Steley, which decided to go for a more puzzle-based game than the race-against-the-clock nature of its inspiration. The action took place on a huge map of interconnecting flat screens, highly addictive, it started off difficult, then became impenetrable.

So far, Spindizzy has been known to its many admirers never saw the light of day on the 16-biters. But now here comes one, improved Spindizzy World! You control the springy little GERALD (Geographic Environmental Reconnaissance and Land-Mapping Device) — not at all confused, it's a quest to explore two planetary systems, called (strangely) Easy and Hard.

Easy System contains just six minor planets and one major planet, while Hard contains twelve major planets and one major. All the minor planets must be fully investigated before you can have a crack at the major one. The major planets can be investigated in any order.

Each planet contains several levels of isometric 3D wackin' terrain. The basic aim is to find the wily square that will take GERALD to the next level. Typically, this is behind a door that will only open when you've found every crystal on a level, and they usually reside in the most inaccessible of places. Having completed all the levels, GERALD races against the clock on a Bonus level before moving on to the next planet.

What did you say, ACTIVISION? "lazy, wizzy, go buy Spindizzy!"

SPINDIZZY WORLDS

To reach some of the more dizzying heights (hey! you may have to trip switch) you may have to trip switch it, the effects of which you only find out by trial and error. Amongst other things they can remove blocks, activate lifts or form ramps and platforms, form this on. Some switches turn off the effects of others, so you may to activate them in a certain order to get you where you want to go. Fortunately the windows at the bottom of the screen give you graphic clues to puzzle solutions.



SPINDIZZY World: Here, the levels vary from the most basic crystals and get out — hard.

GERALD is a pretty floppy, falling too far or bumping into the marauding natives of some worlds will deplete his energy supply. If he loses all his energy, then it's Game Over, man! Fortunately the crystals and fuel pills help keep Gerald going.

Control takes a while to get used to GER-

ALD tends to slide around quite wily at first. PRACTICE makes perfect, though, and you'll be glad you made the effort. The blend of puzzle-solving and arcade thrills is perfect. Definitely deserving of success.

◆ Good Spindizzy

ATARI ST

880

RELEASE DETAILS

ATARI ST	CD-ROM	OUT NOW!
Amiga	CD-ROM	OUT NOW!

For other systems planned



SPINDIZZY World: Here's a typical level from Spindizzy World. You'll have to get out of there!



SPINDIZZY World: Here's a typical level from Spindizzy World. You'll have to get out of there!



SPINDIZZY World: Here's a typical level from Spindizzy World. You'll have to get out of there!



SPINDIZZY World: Here's a typical level from Spindizzy World. You'll have to get out of there!



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Actual screen shots

also rated IBM C&VG 200, 94%



C+VG HIT!

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The 3D landscapes are really quite impressive. And the graphics aren't all that dark. Gauntlet players are used to it.



Player 1 has already selected his other team members (clockwise): Player 2 (top left), Player 3 (top right), and Player 4 (bottom left).



Don't you love the blue river? Some levels contain the original Gauntlet 1 and 2 levels.

GAUNTLET 3

And as the dark lord Sequellion beat thrice on the shore of Followup with his mystic staff, the world of Gauntlet and all its inhabitants took on depth and behold! a third dimension was bestowed upon the land.

If you go down to the woods today, you're sure of a big surprise. The characters you once knew only as fat sprites have been fleshed out and toiled up; their previous barren straight-walls environment has been replaced by beautiful landscapes with dry stone walls, ledges and fissures. And the outrageous violence from previous games is... just the same!

It's nearly two years since Gauntlet II graced our screens. Indeed, less of us were expecting to see another version of the classic coin-up-but suddenly, as if by magic, it's really finished. Software Creators have been working on the 3D version since the summer, and it should be on the street for Easter '93.

The premise of the Gauntlet games is simple: your band of warriors (see active members selected from a potential eight in the version) must battle thousands of monsters and stay alive as long as possible, collecting treasure and amazing points. Members are produced from generic, but horrible little cages surrounded by skulls. Once players can take the fight to the enemy and destroy gen-



Being able to see the blue river is a sign of very bright.

GOLDEN

US GOLD are about to assault us with two new games: a 3D version of Gauntlet

erators, starting the flow of some members. Little has changed for this 3D version. Gauntlet's appeal hinges largely on the sense of overwhelming odds, based by the players being chased around the maze by hundreds of monsters. This editor will probably only feature around twenty-five monsters on screen at once,

but when you bear in mind the fact that all the graphics have been substantially enlarged, and now 3D space to move in, it's easy to see how the screen will look - quite busy enough, thank you.

By Ian Doughty



Review the latest Gauntlet 3D's store for the hottest list of what's new!

SEE PEOPLE!

High quality value of 3D effect and color resolution. 3D effect and color resolution. 3D effect and color resolution.

Single window edition of Gauntlet 3D. Single window edition of Gauntlet 3D. Single window edition of Gauntlet 3D.

Release Details

OS/2	£14.95	Yes
PC	£19.95	Yes

WHO YA CONNA CALL?

Come discover this a particular computer. Gauntlet 3D. Who ya conna call?

US - Home and Away High Five rate. (Check in a good-up situation. **USA/UK/US -** Home and Away High Five rate. (Check in a good-up situation. **USA/UK/US -** Home and Away High Five rate. (Check in a good-up situation.

USA/UK/US - Home and Away High Five rate. (Check in a good-up situation. **USA/UK/US -** Home and Away High Five rate. (Check in a good-up situation.

USA/UK/US - Home and Away High Five rate. (Check in a good-up situation. **USA/UK/US -** Home and Away High Five rate. (Check in a good-up situation.



On the left, you'll find the rotating arena in which killing vehicles take

off on the screen screen. All the damage before the character is being destroyed.



To the right, players should look after their own side of the screen. They'll be able to see the enemy's position.

W HORIZON

and a rotating arena of death. We checked out the pre-production versions....

LINE OF FIRE

Just when you thought you'd taken your last silicon blood bath, USG come up with another butcher's assault course that will really put you in a spin....

Watching Line of Fire, you'd be forgiven for making an appeal to Clouse

Providence to show us further versions of these infernal death-dealing shoot-outs. Some hope. Since most games of this festive season are related to machines in the wastes of Japan, it's no surprise to discover that one of US Gold's newer has more flying cartridge cases than, um, a flying cartridge case factory.

Imagine Operation Thunderbolt's airplane section, with the bad guy's scolding towards you. Right. Line of Fire seems to already nearly

USE THESE!



1 Always wearing a helmet.

2 Always wearing a vest.

3 Always wearing a mask.

4 Always wearing a hat.



5 Always wearing a hat.

6 Always wearing a vest.

7 Always wearing a mask.

8 Always wearing a hat.

Release Details

1992	1992	1992
17	17	17



But your side can't afford to be in a position that the enemy can see. You'll be able to see the enemy's position.

the same way, except the enemy soldier is slightly more hostile. As the latter's health, damage and damage resistance increase to blast you to kingdom come, you find your partner can return fire by simply guiding a cross-hair right around the screen and tapping the mouse button. Should the cross-hair stray across a bad guy, he's dead.

The essential difference between Line of Fire and Thunderbolt is the scaling system. Produced by Creative Materials, inventors of the revolutionary Rotoscoping system, the scroll here is remarkable. As you travel fly fast, in a jiffy or even in a load your view gradually rotates as you follow the terrain's features and horizons. Rather than being a straight screen flip, the action still continues while this scroll is in action, producing an exceptionally realistic effect.

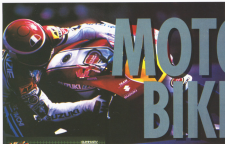
— Dan Douglas



Watching because of the drug levels can get through the body for that amazing effect.



The enemy soldier's side. The enemy soldier's side. The enemy soldier's side.



Ultimate Ride has great physics and a convincing sense of power to get it done. Fortunately we grant it nothing great either, but you can't have everything.



For the great two-player mode, racing at each other at speed, the best feature the two combine, though, is a lack of safety.



The graphics always impress us, and it's great to see some updates, such as an optional "rain" mode, but we're not sure why anyone would want a rain feature.

MOTORBIKIN'

SEE FREQUENT



- ▶ Plenty of bikes and courses
- ▶ Fun and of the moment
- ▶ Intense multiplayer action



- ▶ Lack of depth

Release Details

1 2001 10

ULTIMATE RIDE SPEC

Bikes

Yamaha, GPZ 900R, RC30, Ninja ZX10, FZR 400, ZZR 600

Graphics System

3D Polygon course with 180° tilting and handles for track-side objects and obstacles.

Players

One or two players. Two player mode features split-screen.

Courses

12 tracks (six race tracks and six real sections from around the world). By altering the percentage of hills, hazards, rain probability, etc., it's possible to construct your own course. Not quite a track editor, more a track preference editor.

Hazards

Other bikes during the races, Police cars, trees, moose, kangaroos, sheep.

THE ULTIMATE RIDE - MINDSCAPE

Motocrosser's Ultimate Ride offers six bikes and twelve courses to ride. Half the courses are real race tracks from around the world: Japan, Brazil, Australia, England and America. The other half are individually tailored road sections, with weather conditions and obstacles appropriate to the current country.

In England, for example, it rains a lot of the time and there are sheep all over the road. California is populated entirely by vicious traffic cops and testosterone-fueled racers.

The road sections provide some novelty action for the rider who's got to grips with the bike but doesn't want to plough his way through the qualifying and race stages all the time.

The view of the outside world is shown through the helmet of the rider, so his hands and all the instruments of reality in the lower portion of the screen.

Each bike performs best (looked like) its real-world counterpart, with warning lights, rev-counters and speeds accurately positioned and styled.

Fancy yourself as Kevin Schwantz? A pre-slide Barry Sheene? Dream of owning a muscle-bound road-eating rocket instead of your Perfect Pizza delivery bike? Softcos are currently queuing up to offer you a leather-clad knee-down adventure. We take a look at two of the hottest titles.

TEAM SUZUKI - GREMLIN

Unlike *Blitz*, Team Suzuki only offers the player the chance to ride one make of motorcycle. However, 180 mph from a 500cc machine is pretty serious stuff, and with the chance to ride a technically accurate computer-generated version of Kevin Schwantz's very own bike, what else can you resist?

Team Suzuki, the latest of Gremlin's outsports forerunners, aims to offer the player a genuinely realistic simulation of the international 500cc race series.

The primary control method built in treating registers via the mouse. Left and right obviously bank the bike left or right, while combinations of forward, back, left and right buttons are used to accelerate, brake and change through the gears.

Once the player has become accustomed to the mouse, self progress through the game is simple, but until then - and it appears that a lot of practice is necessary - it's frustrating to be denied access to the finer points of the game's appeal because of the unfriendly control method. It should be made clear that Gremlin are including a joystick option and are missing the mouse control.

175cc and 250cc machines are also available for racing, and these lesser-powered machines are slightly easier to control than their muscle-bound big brother. The 175cc machine has automatic gearing for beginners.

A vast panel top left indicates the lap times and number of laps remaining. Each time you cross the finish line, overtake or get overtaken, your position in the race flashes onto the screen.

The 3D speeds are truly impressive, and the play back facility with all the riders spluttering around forming lines of impossible bends make Suzuki look superb. The only question mark hangs over the total handiness of the control method.



On the grid, before the green light is equal. Your performance in the qualifying race determines your race position.

NOT PROPER!

IT SPEAKS FOR ITSELF!
No controls, just simple mouse control.
No need for a joystick.
An English option.

IT'S ANOTHER MESS!
No controls, just simple mouse control.
No need for a joystick.
An English option.

Deluxe Details

WAGA	C&M	Now
IT	C&M	Now
PT	C&M	In future



For straight-ahead going a third, western lean for most of the race and change means you'll be there's best!



Right mode, the camera can be moved at intervals and automatically follows the action. A pop indicator top left tells your progress.

TEAM SUZUKI SPEC

Box:
Team Suzuki 125/250/500cc race bikes.

Graphics:
Polygon-driven with sprites for bike dust. 40 controls.

Players:
One

Courses:
16 tracks from around the world.

Hardware:
Seven other riders race against you.



Being in control with other riders, getting them overtaken and overtaking you will be best. Remember to use your back!

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whose voice can be heard
at the end of a dead
telephone line?



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detective you must
find out before the
dawn of the

DAY OF DARKNESS

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NITRO

If it isn't packed with racing games, you've either got to do something really new or at least the same-but-much-better to make any sort of impact. **Nitro's** twist is that the action is viewed from overhead, with your car fixed in the centre of the screen and the road and scenery scrolling to keep up with the action.



Side on 'Thunder Road', look out for that busy Missus!

The aim of the game is simple - to be first past the post in over 32 races and win enough points to become the Champion of Champions! The races take place in four varied terrain types: city, rooftop, desert and forest (dangerous at all seasons). Before each race you are given the choice to select one of three car types for drive, Formula 1, sports car and turbo buggy, each with various powers and minuses.

Learning you've picked up cash during the race you are also allowed to buy upgrades, such as better traction or increased top speed. It's vital that you keep your fuel topped up - run out and you have to restart the Championship! Once you've made all your selections, then it's onto the race.

There are four cars in the race. These humans can compete, two on joystick and whoever does the short drive on keyboard. The computer takes the reins of any spare drivers. The controls couldn't be simpler - right and left rotate the car, crossing fire accelerates it and pushing forward locks in the turbo boost, provided you've bought one.

Once the green light flashes you're off, screeching round the horizon lanes and jostling with the others for the lead. Colliding with the other cars, traffic cones and debris littering the

What's that smell? PSYGNOSIS are burning rubber...

PSYGNOSIS The international software giant. Change or upgrade your car up to 30 times in your race. Features include turbo boost, 3000 cc engine and 3000 cc turbo engine. 3000 cc turbo engine. 3000 cc turbo engine.



course slows you down, and oil slicks make you skid, though fortunately they don't leave too dark marks (trigger). Bonuses, such as cash and turbo boosts, are liberally scattered about and driving over them picks them up.

Occasionally the track just ends, so you have to make a desperate drive across country to find where the road continued. An added feature is that every fourth race takes place at night. The scenery is pitch black except for a circle of light thrown by the headlights of the four cars and the luminous car's eyes in the road.

At the end of the race you are given points depending on your finishing position. If you end up with the highest score when all the races have been run then you've won the Championship - congratulations! But to be warned - it won't be easy. In the single player game the computer controlled cars are very aggressive, although it simply they go to put in multiplayer games, presumably so that it becomes more of



PSYGNOSIS Look no further than this multi-lane track for a good test of the feature (at your own expense).

PTC

AMIGA

ATARI ST

RELEASE DETAILS

AMIGA	CD-ROM	OUT NOW
ATARI ST	CD-ROM	OUT NOW

No other versions planned

a race between you and your friends rather than the computer.

Unfortunately the multiplayer option isn't so much fun as driving alone - those found sticking and getting left behind by the scrolling are pulled up to join the pack and penalised by the loss of fuel, which is too jermy, and those in the lead have to drive near the edge of the screen, which means they can't see upcoming bends and obstacles.

Psygnosis have got a little creative on their track here. The game is easy to get into and incredibly playable. The computer is so sluggish so and there are plenty of slick touches that make the game a joy to play. There are some significant differences between the Amiga and ST versions (see the feature boxes), but the fundamental gameplay is the same and both are equally enjoyable. Put the pedal to the metal - now!

David Doherty



LOTUS ESPRIT

TURBO CHALLENGE



Screen shots from Amiga format.



Approved and licensed product of Group Lotus Plc.

ONLY GREMLIN CAN DO THIS

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Gremlin Graphics Software Ltd.

- 12 different courses.
- 10 competing cars.
- 1/3 player head to head.
- Multi-hazard Turbo performance.

Even for a human it's not easy to do a Sean Connery impression underwater. Can I know he tried several times—so far fishy friends must be even more tricky. One mission you're enforcing a spy state and the next you're facing the evil Bluefish, head of S.R.A.B.R., who's holding the world to ransom to the tune of on-railion interlockers. Make a mistake and you're haddock, and you end up being the a right plankton!

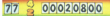
So you've got to ask yourself the question: Am I fish enough to help James Pond through levels during missions of gill-chilling action? Do you attempt, OOK, I said... Oh, you heard, fish, sit up and listen this...

Q&A: You are James Pond. Guide James around the attractive half-way smooth scrolling aquatic scenery with simple tags on the joystick. James is no amphibian, but that doesn't stop him jumping out of water and leaping around the above-water platforms when the need arises. He's got to be quick, though—every second above water depletes his energy.



MISSION 01 (James, the blue fish is invisible. You make the guide fish, James Pond)

MISSION 02 (The colorful great water. You the great and guide them to safety)



Something fishy's going on! Will you take MILLENNIUM's bait?



JAMES POND

UNDERWATER AGENT



Warning! James is not alone. The water is teeming with an imaginative range of nasties, ranging from enemy-drawing fish to air-surfing alien fish-birds! Beware that James is only budgeted for three hospitalizations should his energy run out. James can defend himself by blowing bubbles and trapping the enemy. Busting the bubbles turns the snarled nasty into a coin-packed bonus item to be picked up.

These bonuses, and others already floating the water, usually award points but others enhance James' abilities or deplete his energy. Lead tunnels in the rock walls lead to bonus rooms containing scudlers of bonus points and items. Some rooms contain letters - make the words 'JAMES POND' for a huge bonus! However, James is required to do more than



The efficiency of the quarterly presentation schedule is highly dependent upon the timing of the quarterly presentation schedule. The line graph shows the percentage of total cost over time. The line graph shows the percentage of total cost over time. The line graph shows the percentage of total cost over time.



RELEASE DETAILS		
MSRP	124.99	OUT NOW
MSRP	124.99	OUT NOW

just float around, bubbling bubbles and trapping bonuses. He will be told before each level about the mission that must be completed before access to the next level is permitted. If James has time he may go over quota on mission minimum requirements, and earn bonus points. He is vital - if the time limit expires and the mission has not been completed then James will be 'killed' by a strongly armed nemesis (a crocodile).

The Green Ingot missions seem varied (e.g. find keys to free caged prisoners, recover treasure from Atlantis, find dynamite to lay at the base of a leaking oilrig) but boil down to the same thing: take a number of items, from one place to another, since James can only carry one item at a time, there's a lot of (sometimes tedious) fishing and firing.

PROS: Presentation is classy. Sounds and graphics are top-notch. Excellent playability. Send commendations to the fish boys. O.

CONS: Each level looks and plays pretty much like the last, therefore there's little urge to see what features and graphics appear later on.

FINAL: MSX, YSII: Initially lots of fun, but the repetitive nature of the game is ultimately its downfall.

© David Spencer



MISSION 02 (The green Ingot! Help James find the dynamite to stop the alien robot's nuclear blast)



BATTLECHESS II



Certainly the most enjoyable chess simulation on a home computer, *Battle Chess* brought two much-needed elements to the classic board game - a sense of humor and great graphics. While the combat sequences between the 3-D animated playing pieces (meets) to get monotonous with familiarity, in the short term at least they posed up what was in any case a flexible and powerful chess sim.

So why bring out a sequel which is, on the face of it, the same game with different graphics? *Battle Chess II - Chinese Chess* may look like a thin excuse for a sequel, but with a little study you will soon realize that this is a whole new sort of challenge.

Chinese chess differs from the conventional European version in several ways. Firstly, the layout of the board is different, with a "river" across the middle which makes a change of rules as the pieces move across it. Secondly,



A 3-D chess situation from the game. Fortunately, the camera angles are only too close to top of their adjacent squares.

the pieces are different, moving according to different rules along connecting lines between squares. Thirdly, there's a "battle" section known as the Imperial Palace which features diagonal lines, and which limits the movement of the King.

Initially, though, it all looks fairly conventional. There's a lovely opening screen, followed by the default board display featuring colorful perspective graphics of the beautifully-drawn playing pieces facing each other.

Clicking on the right mouse-button brings up a series of menus for Disk Operations, Load game, New game, New game, Quit, Playing Levels, from Novice to Level 8, and Settings, including player colours, computer-human player, play-by-move options and sound settings.

The last menu, Move, allows you to start move control over the game; you can Force Move, interrupting the computer's deliberations, "Take Risk" an unwise move, Reply a restricted move, make the computer Suggest

Electronic Arts broke the mould of board game simulations with Battle Chess - now it's back to wok with Chinese Chess

Like European chess, Chinese Chess (also known as Xiangqi) is a strategy board game for two players. It is played on a 10x10 board with 72 pieces, 36 for each player. The pieces are divided into two groups: the King, the Advisor, the Cannon, the Knight, the Elephant, the Horse, and the Soldier. The King and Advisor can move vertically or horizontally, but the Knight cannot jump over other pieces, the Advisor cannot cross the river, and so on.

REPAIR DETAILS

Model	Price	Price
IBM PC	£25.95	Now 9.95
AMIGA	£24.95	Now 9.95
AMIB LT	£24.95	Now 9.95

Move, Show Layout which superimposes a clear top-down representation of the board, and choose Help Move.

In Help Move mode, when you select a piece to move (placing the flashing cursor beneath it), all the legal squares it can move to will also flash. There are also keyboard alternatives for these options.

A good deal of effort has gone into designing new animations for the combat sequences. Cannon fire in great puffs of smoke, rocks turn into enormous fire-breathing dragons, mounted pieces roll upon in puffs of ash, armor falls to the ground in a crash. It's very entertaining - the first time at least - and the low line in VGA mode, but in VGA if you're running from floppy disk, constant disk chugging for every bit of animation becomes irritating.

Given a hard disk, you'll soon realize that Chinese chess is in fact a much faster and more lethal version of the game. It's very common to win or lose in the first few moves, mainly because the movement of the King is very restricted, while

pieces like the Cannon and Rook can move very freely.

The objective of the game is very much the same as the European version - to checkmate the King, or force your opponent into a stalemate where he has no legal moves.

Most other features are completely different; the Pawns are initially weak, able to move only a single point forward, and they cross the river when they can also move sideways. They take forwards rather than diagonally, the Cannon can move any number of points vertically or horizontally, but can only take by jumping over a "bridge" piece between it and the target. The Knight can't jump over other pieces, the Advisor cannot cross the river, and so on.

Given enough perpetual checks are not allowed, and there are other rules which transform the basic approach to the game.

Although the graphics are fine, and the sound effects and music excellent (especially with a Roland sound board) if you already have *Battle Chess* (we aren't) suggest that you buy Chinese Chess and for the pretty pictures. I would recommend it, though, if you want to challenge yourself to master a novel version of the endlessly fascinating game of chess.

■ **More games**



In this case you're facing a Knight and Rook's attack. The first few moves aren't such an unexciting affair, though.



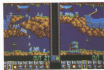
LEMMINGS: SCREENSHOT COURTESY OF GIGAWATT GAMES. GIGAWATT GAMES IS A DIVISION OF GIGAWATT ENTERTAINMENT, WHICH IS THE PUBLISHER OF LEMMINGS.



LEMMINGS

There's no doubt that Lemmings is a significant departure from Progress' usual style. There is no point-free scrolling. There's no depth stories. Lemmings is 100% gameplay driven, with a style of user interaction akin to arcade puzzlers like the classic Boulderdash. Rather than controlling a central character, Lemmings offers the player the chance to control any of a hundred different controllable lemmings, each capable of influencing the

Will the onslaught of Psynosis products ever let up? Evidently not. Jim Douglas takes a look at their two latest.



LEMMINGS: A TYPICAL LEVEL FROM PROGRESS' SHAPESHIFTER. GIGAWATT GAMES IS A DIVISION OF GIGAWATT ENTERTAINMENT, WHICH IS THE PUBLISHER OF LEMMINGS.

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Household Appliances
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Household Appliances
Washers/dryers
Range cookers

Release Details

AMIGA	£24.99	Yes
CD	£24.99	Yes
PC	£24.99	To follow

The Moves of the Lemmings

Each lemming boasts the number of "actions" and "skills" they can perform, but only lemmings that perform any actions, apart from thinking, which must be done up after you.



Thinking lemmings will make virtually anything they will automatically walk across and off the edge of the cliff they've just climbed. As a result you must remember to save them lots...

Pushing lemmings which will shove into the longest gap, thanks to their built-in shovel.

Shovel lemmings will both excavate and take them to about five. Handy for preventing others from falling into them, off cliffs etc.

Bridge building lemmings do just that. Each has a backpack containing wooden blocks. These can be laid virtually anywhere, but they may not lay anything off the end of their own bridge.

If you're not careful...

Digging lemmings will dig either vertically or diagonally left or right. They'll dig until they emerge the other side of the obstacle or they hit something through which they cannot dig.



OBITUS



The familiar inventory only doesn't limit a character's ability. The first environment view for this game, including a path for this character.

behavior of the rest of the group.

The Lemmings find themselves in increasingly more treacherous situations, in ever more hostile landscapes. It's your objective to guide as many as possible from the entrance to the exit of each level.

Smile? Yes. Once the trapdoor at the top of each level has opened, the lemmings pour through at a controllable, but unstopable rate. Once they hit the ground they'll keep running in a direction until something makes them stop.

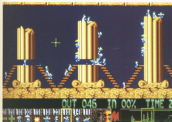
On the first few levels, the obstacles are generally harmless; walls simply make the lemmings turn around. Later, however, there are fatal consequences for not controlling the lemming flow at an early stage.

Being really influenced creatures, the lemmings can be instructed to perform five basic tasks. These — condition permitting — will be carried out immediately. (See separate panel.)

By clicking the Action icon, your cursor will be charged with that ability and the next lemming you highlight will perform the appropriate action.

A scanner at the bottom of the screen gives an overview of the level and (shortly each lemming's progress, together with an indication of how many lemmings have been saved/killed).

■ The Douglas



How? There you're completely out of your mind. (Screenshot courtesy of Douglas for review.)



I obitus is a story of magic and mystery and adventures in a world not your own. At least, that's what we're told. In fact, it looks like a three-stage arcade adventure to us.

Your journey through this weird and wonderful kingdom is broken down into distinct play styles. There's a first person perspective maze section; as you work through the forests, dungeons and moors of the game, the screen scrolls towards you in all six, not just two, three glorious dimensions. These puzzles really have to be seen to be believed. The rest of the screen scroll is the smallest I've seen.

Some woodland sections appear to be straight-forward sideways scrollers. Indeed, you run along a path, shooting arrows and throwing dig-gers at the evil bees that lurking in the bushes



Although Obitus certainly features challenges in a woodland setting, the first level more looks a bit more traditional in many respects (courtesy of Douglas).

and bees. Although there are objects to collect and use, these levels is pick up the pace of the game and offer a break from the mazes.

There are four castles in the game, each in a style of its own. The castles represent the third game style. Here your character can move in three dimensions within a static screen. These castles are beset by traps and offer a good measure of puzzle-solving and action.

While the visual presentation of the game changes frequently, the control method remains constant. A status and command panel in the lower third of the screen offers a compass, an inventory, command breakdown and strength-meter. A disassembled hand floats around the area and operates the command section.

How you can use, drop, eat and collect



In the game, the user interface is a good example of how to use the screen while you select position and actions.

objects or command your character to sleep (thus recharging) spend energy supplies. You can talk to the woodland denizens too. Some offer worthwhile advice, and others offer the chance of a good deal up.

Inevitably, such a versatile game involves a lot of disk access. Access points fall at the edge of each stage, and you are given an option to continue or remain in the same area. This should save a lot of frustration and forgive the odd direction error.

■ The Douglas

GOLD INT

The city's alive, an electronic jungle, a million windows dance with... the projected patterns of multi-coloured imagery, the corridors of... power echo with the sound of digitalised technology as countless...

U.S. GOLD

U.S. GOLD

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OPERATION STEALTH



OPERATION STEALTH

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...with a solitary figure walks the streets, head bent, dejected. Take pity,
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OPERATION HARRIER

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- Features unique ROTOSCOPE rotating-panoramic technique.
- 3 complete missions to battle and complete.
- Ad lib and external voice support (PC version).



4D SPORTS BOXING

Boxing isn't everyone's cup of tea. Big guys with forearms like bams (but going) walk-off senseless is one thing, but all that antisports mouthwash and slopping? No thanks.

Indeed, fight fans have had little evidence with which to convert non-pugilists to the cause. While there's no shortage of decent martial arts games on the market, the transition of the action set to the usual screen has been a little lateral wacky.

4D Sports Boxing, however, is a screamer. There's the option to get into the action immedi-

Mindscape's contender for the best sports game ever.

ately, or take a more sedate approach and construct your own boxer, lead him through the training process and pick and choose your fights, behaving more like a trainer/promoter for much of the game.

Distinct from other ringside affairs, it's entirely polygon-free and the mobile cameras provide a clear view of every blow. A video playback option allows your most exciting bouts to be viewed over and over, at literally any speed you want.

Having been introduced by the Master of Ceremonies, both fighters lumber up and make



for their corners. At the sound of the bell, they lunge/strut/amber (depending on weight) toward the center of the ring and the combat begins.

The available moves are truly comprehensive: upper cuts, jabs, hooks, crosses, jabot punches. You can work inside, push your opponent onto the ropes, even jump on him while he's sprawling on the floor.

You can fight as many exhibition bouts as you want, and you can pit your fighter against any one, even the World Champ if you're brave enough. Championship bouts are another matter. You can only fight a boxer within three positions higher or lower than yourself. There are up to three months training time before each bout. In order to succeed against a strong fighter, some work on the heavy bag is necessary. If the opponent is quick on his feet, some serious skipping is in order.

Whether you are a fan of the fight or not, 4D Sports Boxing offers a great deal.

—Jim Douglas



The boxer on the right (white) seems to be having difficulties. Note in the time to make the count of the upper cut.

ACE 360

5

0

1 2 3 4 5

900

RELEASE DETAILS

IBM PC	COM 88	OUT NOW
ATARI 77	COM 88	JAN '91
MSX2+	COM 88	JAN '91

See other computers planned.

Hard Drivin' II

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Available on Amiga, Atari ST, IBM PC & S-PC
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A Atari Games Corporation
1000 Network & Publishing
Beverly Hills, CA
Published by: Domark Software Ltd, Barry House,
25-27 Long Road, London SW12 1 2P
Tel: 01-754-2124 Amiga & Atari ST conversions

DOMARK

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there's a
little bit of
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in all of us.

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The Commodore Amiga 1500 - £1149.99

"Now, let's see if I can..."

of graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.

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SINCE

BETRAYAL

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*Quite possibly the best news you've had
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Betrayal.

From Rainbird.

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



MASTERS OF STRATEGY



Some are difficult puzzles and traps - they're not an easy job in this game.

Oh, so there's a well-annotated guy in a white suit. Big deal. The software line is 622, so full of games with cute lead characters that makes Prince of Persia so special? Well for a start, the excellent animation is integral to the game. The precision movement of the character also may require acrobatics to be performed. From run, jump, climb, fight and duck, he can manoeuvre along, leaping, crawling through deadly traps.

The environment the Prince feels himself in is impressively tactile. His mission is simple; to reach a beautiful princess from the darkly-dubbed of the Grand Tower. While the premise is simple, the adventure ahead is simply breathtaking.

Level One: The Prince finds himself in the dungeons of The Wizard's palace. This stage is very much a training ground. Most of the elements you see later in the game can be found here, in slightly tamer form. Platforms can be reached by landing directly underneath them and tapping "up". Conversely, you can climb down by standing on a ledge and tugging back on the stick. Later, when danger games begin, learn about, learn to use your sword's versatility. The color of these guys' outfits indicates their fighting skills.

Having got to grips with the controls, the action becomes tougher. On level two the jumps are larger, the foes are meaner and there's some serious puzzle solving to be done. This stage is your last chance to master the immense control you wield over the movements of the Prince. From here on, there's little room to error.

Come stage three, and it hardly feels like the same game. The Prince has to perform superhu-

PRINCE OF PERSIA

man feats with exhausting regularity. If he's not leaping through ferocious razor-edged slivers or battling re-animated skeletons, he'll be performing one of the riddler tasks. These basically run along the lines of finding a switch, activating it and then returning to the location of the initial obstacle before the switching effect has worn off.

Level 2's particular riddler runs as follows: in order to reach the door-opening switch, a massive chain must be crossed. On the other side of the chain is a closed drawbridge. Below the drawbridge is a long drop and a pit of spikes. The switch to operate the drawbridge is three screens away on the right, on a pillar in the middle of nowhere. The prince must run fast for leather and make one, two, three jumps and hit the switch. The drawbridge (three screens away) will open. Now comes the tricky part. Once you step off the switch, the bridge will start to close. The Prince must run back across the deadly jump, sprint across a clear screen building up speed and then perform an incredible leap towards the drawbridge ledge. By the time he makes his jump, the drawbridge is three-quarters closed. If you time it right, the Prince will just crawl through in time. Of course, simply watching out what you have to do is a challenge in itself.

Broderbund's Prince of Persia is both a masterpiece of animation and a gamers' delight. For UK licensee Domark, Christmas has come early.

let alone performing the string of feats necessary to get through.

Throughout the game, helpful sound effects give clues. Tapping a secret switch may produce the sound of a far off drawbridge opening or closing, or even the infernal grunting of those razor cutters. Savvy players will pay close attention to these details.

When static, Prince of Persia looks a bit on the dull side. Don't be deceived. When it's moving, it's a dream. You've certainly heard games described as "like a movie" and "cartoonish animation", but for once it's as true as it's ever been to be with the current level of technology. And the playability, difficulty and precise timing demands are balanced to perfection. A gem.

■ **Jim Hughes**

PIC

Amiga 1000 1000
Amiga 500 1000
Amiga 2000 1000
Amiga 1200 1000
Amiga 3000 1000

AMIGA

915

RELEASE DETAILS

AMIGA £24.95



Whether you're looking forward to fighting with the opposition, the animation of the combat figure remains superb. The only drawback - as you can see from the Amiga on this page - is that the background isn't any more than a simple construction that fits the scene that's around.



Armage



Aztec 51



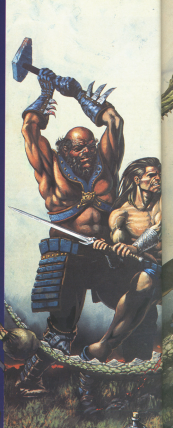
Commodore 64



Amstrad CPC



Spectrum



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3D POWER



GAMES

SEGA

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STAR CARS

Amie is not alone in the famous Automobile Hall of Fame. Join us as we take take a wander through its merry members and meet...

BENNY, a yellow taxi cab with a heavy Brooklyn accent and a heavier attitude, helped rescue grandma Abby Cadabby and his framed teen client Roger Rabbit from the nefarious clutches of Judge Doom, and in the process saved Team Toon from being 'Wip'ped in the classic (the framed) Roger Rabbit Paraphrase with Amie and his plight are purely coincidental (?!).

CHITTY-CHITTY BANG-BANG, a car that could fly with the aid of thick magic lines, appeared in the film of the same name. So-called because of the racket he made, Chitty (to his friends) appeared along with the villainous Old Man Dyer (who has never been forgiven for his appalling 'Courtney' accent in *Mary Poppins*) and two canache-in-caveat child actors. The film was so popular that it had to make the remake list. Truly 'Scumpulous!' just so that they had an excuse for a song of that title. Second Opinion Department: Actually, this film is probably one of the greatest achievements an individual, second only to ten of the Dean Knapkins. (LACE EDITOR).

HERBIE, an 'intelligent' car, appeared in a whole series of Disney movies, such as *Herbie Goes Bananas* and *Herbie Goes to Monte Carlo* but, unfortunately, not the one most moviegoers wanted to see, *Herbie Goes to Monte Carlo*. (LACE EDITOR).

HERBIE (CAR) provided a get-away vehicle for Doug Quaid, S.E.A., Arnold Schwarzenegger, in *Total Recall*. Schwarzenegger thanked him by ripping his head off, and not leaving a tip.



How does rolling over and bump into it like this?

CARVUP

What a jolly place! Cartoon World of Everyone is Always smiling and laughing and taking a very... er... nice time. That is, every one except Captain Grim, a miserable soul of the friends. His aims are simple: he wants to cause no end of mischief and become an metal-ite buddy. So he melts his rusty charms, the Loopy Toons... over to help him. And that's when he finally really starts...

His poor little Amie, the friendly car. His head impaled with tears, he watched in despair an evil, evil, evil... in Cartoon World. Then his friends began to go missing, kidnapped by Grim and his cohorts and placed at the end of eight game stages. This was too much! Grim's his plans, he set out to rescue his charms, save the world from badness and deal some justice to Captain Grim, auto-tyral!

Each graphically-rich stage consists of six levels of horizontally-scrolling platform condemnation. You control Amie as he travels around. To avoid a fall on his quest that he never stops moving, you can only change his direction, left or right, or make him jump. Amie's sense of self-preservation will cause him to turn around automatically and start travelling the opposite way if he reaches the edge of a platform.



How does rolling over and bump into it like this?

CORE DESIGN hit the road - and bounce off it!

Amie is an athletic auto, and can do three types of jump. The normal jump is achieved by simply pressing fire. However, pushing up at the same time will cause Amie to jump higher, while pulling down causes Amie to do a short hop, useful for descending platforms.

All the platforms have been infected with badness. Driving over them makes them good, and occasionally causes rusty bonuses to grow from the rejuvenated surface. If you're quick you can do a quick U-turn and pick them up for points before they disappear.

Other goodies drift down from the sky: some are worth points, some are letters which can be collected to form the words 'BOSS' or 'EXTRA' for points or a life, but most important are the evil weapons. The ejector seats and backfires, which will help fend off the Loopy Toons patrolling the platforms. Keep an eye out for special bonuses awarded for doing certain tasks - some, no clues! But... Come tell us in our next issue!

Turn all the platforms to good before the time limit expires and a helicopter ally will fly in and airlift you to the next level. Fail and the Turbo Demon will appear and chase you round the screen until he catches and kills you.

At the end of each stage there's a bonus level: no-buddies, no platforms, and loads of yummy goodies tumbling from the sky - catch 'em quick! Before you start the next level there's a final but amusing animation of Amie rescuing one of his friends. Turn all 48 levels to good and Grim's evil reign is at an end!

• Build Options



Performance metrics show a steady increase from 0 to 30 FPS over the first 5 seconds, followed by a sharp decline to 0 FPS by the 10-second mark. This indicates a significant performance drop after the initial phase.

Category	Value
Score	760
Time	0:00:00
Level	1/1
Health	100%
Energy	100%
Items	0

RELEASE DETAILS		
AMIGA	124.99	OUT NOW
ATARI ST	124.99	OUT NOW
Available on CD-ROM		

Sooooooooo! Go the tires. Moooooooo! Go the engine. Ooooooooo! Go the pedals. This is the world of 4D Sports Driving and, apart from a couple of egges, it's a damn fine game.

Whether an advanced race game like Italy 500 or a stunt program like Hot Driving, 4D (provisionally entitled *Sid Works for Fun*) delivers — largely successfully — on both counts.

Initially, before you can start handdriving your way through pelican crossings, there's some auto business to take care of. The main menu branches into Car, Track, Option and Stuntset sub screens. A fleet of cars are available (see panel), each displayed together with a breakdown of its performance, handling, acceleration curve etc. Pick the best to suit the features of the forthcoming track ahead. Options offer standard toggles, like music on or off but also the level of graphic definition. Landscape features can be reduced or turned off enabling players with relatively slow PCs to enjoy a decent screen update.

Opponents range from useless nameless toy Sunday drivers like Bernie Rupper to specialist Smoking Joe Staffy who seems to have some other-worldly affinity with any car and never gets anything wrong, even if you saddle him with a decrepit old outbackster. Each driver has specific problem areas (like of heights, bends etc.) and their weaknesses can be exploited during the race.

Each opponent has designed a track, and obviously they fare better on their home territory. A track editor is included, allowing that Skulpture "let's build an impossible course" facility if you prefer to go for a fast time you can out-race against the clock.

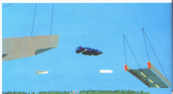
Tracks comprise six basic elements: straights, curves, banked sections, loop-the-loops, barrel rolls and obstacles. These can be put together in pretty much any order you want to produce a fast, slow or unreluctant race.

The driving action is depicted (initially from within your car, the steering wheel and instruments appropriate to the vehicle). A helpful blue dot on the steering wheel indicates the degree of turns. Other drivers, on the whole, are fairly considerate. They won't curve you up and generally avoid the slide driving practices in which furious players so frequently indulge.

Some cars are better than others for certain courses. And some are completely useless; vehicles at the lower end of the power scale are unable to make long distance jumps, and frequently belly-flop and explode on the tarmac.

Spectacular views/accidents can be viewed over and over thanks to the replay option. The viewpoint of the playback can be from either side, from, helicopter or in-car camera. You can use these facilities to alter your view while actually driving, but my soft-access didn't noticeably improve as a result.

4D Driving performs its balancing act of being both an accurate simulation and a hook-about motor-act quite well. The variety of tracks, together with the edit facility offer lasting entertainment while the easy control of the car makes it's nice and easy to get into.



Computer Aid: The racing track (provisionally titled) 4D's year-round operation starting to fly tomorrow!



The Blue Meanie beats the clock and sets the lap record!

ONE CAREFUL DRIVER...

Mindscape's Special offers with low mileage and relatively little accident damage are:

- 1984 Anniversary Commodore Executive
- 1987 Commodore
- 1987 Commodore
- 1987 Commodore
- 1987 Commodore
- 1987 Commodore
- 1987 Commodore
- 1987 Commodore
- 1987 Commodore
- 1987 Commodore

4D SPORTS DRIVING

Mindscape, ever keen to out-do the opposition, offer gamersplayers four dimensions of gameplay. And the fourth dimension is... YOU!

880

IBM PC

RELEASE DETAILS

IBM PC	COM 86	1987
ATARI ST	COM 86	1987
AMIGA	COM 86	1987

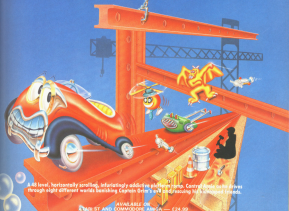
the other version planned



4D's 4D: The 4D Sports Driving (provisionally titled) 4D's year-round operation starting to fly tomorrow!

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CAR V UP



A 60 level, horizontally scrolling, infatigably addictive platform romp. Control the car as it drives through eight different worlds bewitching Captain Grim's evil and rescuing his kidnapped friends.

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 **KONAMI**

Dragon Breed, but for one element, would be shockingly similar to A-Type. Herbie's job: a stacked against you. Collectible power-ups offer increasingly deadly battle equipment, but there's a wooooomona at the end of each level.

So it's clear that a new exciting element is pretty glaring vital. In Dragon Breed's case the added ingredient is the steady tail of the dragon you fly.

The standard power-up gameplay goes out of the window to a certain degree and there are no new skills to be learned. The tail of your dragon spins around and is impervious to enemy attack. It kills most items on contact, and reflects any hit on just the most resilient bad guys.

Players making the mistake of trying to play it straightforward "shoot-out style" won't last long. The volume of items and incoming shots on the screen simply can't be dealt; there just isn't

Scorchers don't make it through the screen. Building a big tail on an early level means you can attack the way you wish.



The end of the level is usually over the top, but you can't get through. Enemies, including the boss, are too many for one dragon.

DRAGON BREED

enough room. Instead, you must continually flick your tail up and down, sweeping away the bad guys and their bullets like some apocalyptic windshield wiper. Even the head of your dragon will die to enemy contact.

With destructive power makes you feel that might is miserable for at least ten seconds, and you realize quite how vulnerable your dragon really is. Take a single shot, or so much so touch a skin, and he's history. It's this balance between vulnerability and killing power which make controlling your dragon both a joy and a fix.

Your basic dragon, no spokers or fully doc, comes with a single shot fire capability and not much else. Tearing one of the occasional blue leaves which fly by will produce a power-up; later change your dragon's abilities from Death Tail Test. Needless to say each is more or less useful in each stage.

No dragon your feet! Activision are hot to trot with their latest scorcher. Flame on!



Using a basic dragon and a W. Chance of survival here is slim, as the well-mounted reinforcements for the boss is relentless.

BREATH TEST

Raise up throughout the game increases the toughness of your dragon. With this:

WIN Your dragon will now shoot flames. Rapid depression of the fire button builds a long flame shooting out of your dragon's mouth. Not bad, but it also requires some hefty fire button action. My offers help on a horizontal level.

BUY You can link the front and end of your dragon, forming a long, but your rider will be on the outside of the line, somewhat exposed. Not too you. No, don't take that liquid tail out of the... and of your dragon. Not bad, but leaves the rider prone to attack.

SHOOT Each time you fire, little dragons fly out behind in an zig-zag pattern on the screen.

SHOOT Again, you can link your dragon up, but your rider is on the inside. Very scary.

Collecting gemstones will increase the power of the particular power-up, offering slight way the rapid shots, etc.

720

RELEASE DETAILS	AAA/A	C/D/E	GUT/NOV
JAN/84	C/D/E	NOV	NOV

No other versions planned!

Heading down the built a great tail of chagor spit in the mouth of your beast. Release fire and it'll shoot out and demolish virtually everything in its path.

Loose a life, and all your power-ups go with it. Near this is where the game becomes a little less sane. Without at least one power-up, some stages are nigh impossible. You're completely surrounded by bad guys and the incoming shot rate is nearly insupportable.

Provided you're willing to be sent back to the start of the stage again and again and you're patient enough to get to grips with the tail control it could prove satisfying. But I suspect that most players will become too frustrated and come back less frequently.

■ Ian Douglas

KICK OFF 2



A NEW GEN SOCCER (U)



- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over:

- Full size multi-directional scrolling pitch with the players, markings etc. in correct proportions.
- 1 to 4 players option. (Amiga and ST only)
- 2 player TEAM option against the computer or 2 alien players. Hundreds of players each with a unique combination of attributes (strength, pace, etc.) and skills (passing, shooting, tackling, etc.)
- Instructive Kick Off tutorials concede to dribble, pass, shoot, head or kick the ball and do sliding tackles.
- Set piece. FREE KICKS including penalties and the ability to tip the ball or head the ball round a defensive wall.
- 8 types of corner kicks with full control of shot power. Long and short throw ins.
- Team selection from a squad of 18 with substitution and a choice of tactics.
- League and cup competitions with three tiers, injury time and sudden death penalty shoot outs.
- Facility to view, edit and save the Action Replays and create a Golden Shots also (Amiga & IBM & CMM 64)
- Facility to load Player Manager teams and tactics for a single or league game.
- Red and yellow cards, 15-minute referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

An International class player takes charge of a third division club as Player Manager. His brief is simple - Bring Back The Glory Days.

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, equipping the right players from the transfer market and building a team worthy of the highest honours.

- Unique facility to design and implement your own tactics.
- Over 1000 individual players, each with a unique combination of attributes and skills.
- A lively transfer market. Haggle for the best deal.
- 4 division league and a cup tournament with sudden death penalty shoot out.

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp PIXELS.

ST ACTION - A slice of your genius.

THE ONE - An exceptional football management simulation, awarding days, most trophies, recruiting and playing.

THE ACE - Successfully blends challenging soccer management with realistic and fun arcade action. 80%

NEW COMPUTER EXPRESS - The first depth simulation. A delicate management game.

COMMODORE USER - At last a management game that inspires true managerial skills - a review. 94%

ST FORWARD - Involving. 87%

AMIGA FORWARD - Involving and addictive. 90%

EXP - Best football management game ever written. 92%

STATION - The best game ever to grace the ST. Highest accolade from ST.

AMIGA USER INT - The best computer game ever. 87%

THE ONE - Ultimate soccer simulation. 96%

THE ACE - Involving. Top. Top. Top. 80%

AMIGA FORWARD - Best football game to have appeared on any machine. 92%

ST FORWARD - What a great Gem to play! Magic. 90%

COM - Championship winning material. 95%

GAME MAGAZINE - Probably the best sports game ever. 82%

COMMODORE USER - No other football game can touch it. 90%

AMIGA ACTION - Superior to other football games. 90%

FORUM COMPUTING WEEKLY - Nothing short of brilliant.

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THE FINAL WHISTLE Amiga - ST £12.99 (Ret. Nov.)

Raises the skills required and gameplay of **KICK OFF 2** to new heights.

Two extra kits.

Look at any player stats, attributes and skills before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced three ins and penalty shots.

Position to flick the ball in the air and close blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Lineouts and rucks on the pitch.

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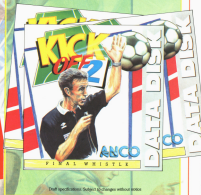
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GIANTS OF EUROPE (Ret. Nov.) Best teams of Europe on one disc.

048



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Ubi
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ROGUE TROOPER

KRISALIS presents a vision in blue genes

NeilArth was once a beautiful blue and green gem at the edge of the galaxy. Then war broke out between the Norfs and the Southerns. As the two opposing factions clashed for the planet's domination, NeilArth was turned into a barren wasteland. The atmosphere, polluted by bacteria and chemicals, became a lethally poisonous fog.

The Southerner scientists developed the Genesie Mutantry—blue-skinned warriors capable of surviving on the planet's toxic surface without protective suits. Each had a Bio-Chip implant-



Respectfully imitated by the best amount of artwork available in the low-cost computer game world, Rogue Trooper has a more futuristic look than most other sci-fi titles.

ed in his brain. Should a GI become fatally wounded, then the Chip could be removed and implanted in a new body, thus preserving valuable training and experience.

Tragically, a Southerner general turned traitor allowed the Norfs of an impending GI strike and nearly all were massacred. Only Rogue escaped death, and salvaged the Bio-Chips of his three buddies, Gomer, Bagman and Heim. Rogue is captured by the Norfs and his equipment taken from him. As the game begins, Rogue has just escaped from his cell...

HEADQUARTERS

The game is split into four levels. In Level One the screen splits so you guide a side-view Rogue around the Norf prison, searching for his equipment (a gun, a backpack and a helmet,



The atmosphere—Respectfully Imitated—has a more futuristic look than most other sci-fi titles.

helmets in Gomer, Bagman and Heim, respectively), evidence as to the traitor's identity and, ultimately, a ship to get him back to Southerner lines. Until you find a weapon you've got to kick and punch your way through the enemy "drods and troops.

Tests have to be performed before access to certain areas of the base is permitted. A particularly gruesome example of this is the mine the scan—you can't get past it unless you find a severed head in the laboratory and use it to use the detector!

Computer terminals have to be scanned for pass-cards and other useful items, and switches toggled to turn off electric floors and such-like. The Bio-Chips, when found, will flash on the control panel at the bottom of the screen if they can help you. For example, one part of the base is pitch-black, items will flash. Select items with the function keys and we will switch on infrared goggles to help you see in the dark.

In Level Two the view switches to Space Marine-style 3D. You pilot a stolen foot ship in pursuit of the prison-commandant. Your ship is under a constant barrage of fire from Norf ships and ground bases. Give as good as you get: Rogue's Bio-Chipped chestnut shoot out warnings

on incoming craft from time to time. Survive long enough and you'll eventually catch up with the commandant's ship—pump him full of plasma until he explodes. From the wreckage you can retrieve a device which allows you to fly into Southerner territory.

795

AMERICA

RELEASE DATES

AMIGA 2/1 2/14/89 OUT NOW
ATARI 2/14/89 OUT NOW

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Respectfully imitated by the best amount of artwork available in the low-cost computer game world, Rogue Trooper has a more futuristic look than most other sci-fi titles.

on them (most Band and Shon, conveyor of ship's actions in the outset. Using points earned shooting the Norfs you can buy special equipment for the ship: Level Three is similar to Two, except the action takes place over Southerner territory (injected by "Genesie-mutantry" information) get—because pitch black!

Level Four and you've finally reached the Southerner command base. Similar to Able to Last One, you've got to get your enemies to high command—and you've arrived just as the Norfs are making a major offensive on the base...

By David Johnson

ROGUE REWARDS



In celebration of the release of Rogue Trooper, K&A and Omega Software are offering one lucky reader the chance to win a rare, limited-edition Rogue Trooper t-shirt. Personally inspecting the most sought-after items available, Reserve for his work on such classics as Windows and One the Identity, this is not ordinary than most! In addition, the winner will be entered to win a special exclusive copy of Rogue Trooper for their PC or Amiga. All you have to do to win is answer our simple question. Who captured the last survivor of Rogue Trooper to appear in "The Galaxy's greatest comic" COMBAT?

Send your answer along with your name, address and computer format (Amiga or PC) to: K&A at the Omega, 10000 Forest, #2002 Huntington Beach, California 92646. The Best out of the Best on the closing date of this century 1988 will win the t-shirt and a copy of the game, while the next best will just receive the game.

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RABIO LEPUS

Cute PC Engine bunnies and it's not even Easter!

Gifts for an offbeat game scenario, *Rabio Lepus* is a conversion of an obscure Japanese coin-op in which you control a rocket-powered missile-firing bunny rabbit equipped with a pair of flying gloves.

Cute early aliens with jointed ears and tentacles are outfitted like beautiful bunny girls in your rabbit ring. It's enough to send anyone having fun! So you immediately launch a rescue mission in a spacecraft shaped like a cute bunny rabbit with floppy red ears and large bushy teeth.

Rabio Lepus is a multi-stage horizontal parallax scrolling shoot-'em-up with cute-a-lyle. Control also spouts soldiers off the stage for



From the standard Super Nintendo of things, *Rabio Lepus* features a number of exciting new scenarios on the PC Engine.

some imaginative and unusual guardian sprites such as a four-legged bear and a white ghost who looks just like Casper from the spooky cartoon series.

Your tough armored bunny kit can take three hit-points armed with endless cannon fire and a limited supply of missiles. Cannon cannons are located at strategic points throughout the overall stage, shoot them and a power-up pops out. These collectibles include missile ammunition packs, bonus money bags and life-saving carrots. If you get too close to an object, your bunny automatically gives it a left hook.

If you really dig your bunny spots you can even buy a cuddly real-life replica from the Japanese software developer. I've already ordered mine.

— Rick Hayes



Meet the end of the road before you're not even approximately there, and defend the town of escape artists with gusto!



Megabeast offers a megadimension with 100 dimensions.

Psychic aliens are blinding you in all directions. ¹³ Tell me something I didn't know. In four illegal cartridge packs, a six level horizontally scrolling shoot-'em-up with some of the best analog-style graphics I've seen in a Megadrive release.

The only novel feature of the game is your ship-to-ship sprites in multiple directions. Your spacecraft can fire forward, backward, up and one, and at four angles, at the flick of button C prior to play. In addition to these weapons, you can fire irregular beam and collect extra lives.

Will only live in the way of variety or fun playing. Hellfire is strictly for dedicated joy-stick players with cash to burn.

— Rick Hayes



The Hellfire of your ship! Megabeast gives you several directions of fire.



HELLFIRE

Is this NCS/TOAPLAN Megadrive shoot a scorcher?



FOR

games

Captive

Mindscope presents CAPTIVE, a puzzle for the ages or a brain-bender with exciting game mechanics. Mind capture is rewarded according to how fast questions here when you don't know a word. Computer before bring you back to the book to verify. Award only with a Mindscope computer board in the corner of your wall. You eventually make some with your brain connections in your mind. To begin you need the answer.



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Strider is far from 3D as you get the gothic-inspired 3D perspective on your right side.

The Endless Block Community may have fallen from power last Christmas, but this fresh-faced Capcom from coasting its come-backing coin-up-onto Sega's 16-bit baby, but colleague Strider as good a conversion as US Goli's effort on the Amiga? You bet it is!

Set in the middle of the next century, Strider is a way above average scrolling platform arcade game. You control the mighty Strider guy on a mission to steal Soviet secrets from deep inside the Russian countryside. Unfortunately, the Russians have other ideas and throw a myriad of obstacles, NGF agents and mechanical monsters to help you every step. You have the choice of three, four or five lives per game and each life can take three hits.

Your chosen persona is very agile and can climb, run, jump, crawl and tumble. You're on still (or after yourself) despite being armed with a flame sword. This weapon produces a super fast beam of light which destroys almost everything in its path. Along the way, you can improve the range of this sword by powering-up on a pick-up. Other desirable things to collect include extra jump hit points, automatic weapons, pods, electric cages, and temporary invisibility. The killing weapons pods are useful little traps you can scatter the entire screen level and beyond the on-screen boundaries taking out any enemies they meet. If you already have two pods on the go and join up a third, you get a much stronger robotic weapon. Though you must remember this thing is a little dumb and will stand still while being blasted to bits.

Strider is split into five individual stages — each with different obstacles, monsters and backdrops.

views. You start the game flying a motorcycle glider into the forests. Here you meet fat and small NGF soldiers wearing horrendous assault rifles, a big Russian bomber who needs its wings you into walls, and finally the centerpiece: Poliburo armed with a giant hammer and axel! The next level is also filled with surprises from a giant guy the gorilla made from steel to acrobatic but clearly kang to girls. Don't hold back because there are just simple pleasures in the final stage where you get the chance to ride a dinosaur!

When it comes to graphics and sound presentation, the conversion really scores. Capcom's graphics designers have produced a beautiful



STRIDER

CAPCOM's classic coin-op finally strides over to the Megadrive



The mighty guy will cause quite a commotion of enemies when you get up close to the building as possible when you jump there to blow back the entrance with a laser that may help.



They say the score lights are bright in the Strider.

STRIDER

919

RELEASE DATE

MEGA DRIVE

RELEASE DATE

MEGA DRIVE **386/486** **CD-ROM**

example of their art. The noticeable amount of sprite glitch is the only graphics minus point. Strider has 32 music tracks with titles such as Siberian Tunnel, Mass of Cloud, Grandy Unusual, Unlabeled — The Iron Male and Mosque the Cold-Hearted. Every tune has that distinctive Japanese feel for FM synthesized sound. Sound effects comprise of 38 individual FX and eight sound samples of Japanese screams, squeals and yeggans.

This latest Capcom coin-op conversion is one of those "must-have" games cartridges. Buy it, plug it in and shock your friends with the quality of not only this adaptive but also your Megadrive. Strider is the best use of eight megabits this side of a Technoscore sound sample.

By Ed Hayes

Thanks to PC Engine Supplies (0844 777777) for supplying the unit.

BURNING FORCE

Has Namcot found tapped a new vein of excitement in the tried and tested 3D formula?

Na they haven't. *Burning Force* despite some visually pleasing touches is really rather dull and doesn't even surpass Space Harrier 2, one of the best ever 3D-shooter titles.



Shooting an orbiting alien spaceship is a key action which is often done on a regular basis.

Screening across the carpet-patterned plains ahead year after year, you read like the impromptu time this month do battle with the awesome forces of the alien scientist.

Originality? Nil point. Still, a "re-working" of a game we've all seen before can't necessarily a bad thing. And *Burning Force* does offer some nice touches.

For a start, there are some really terrific weapons to be had. By flying over large coloured balls, you'll collect the appropriate power-up. The missiles are the best. You start the game with rather spidery-flooming missiles but they can be upgraded up into whopper spinning green spheres which cycle around, inflicting massive hit points on anything in its wake.

The final guys basically consist of three types. There are formations of flying horrors which swoop on from the sides. There are bigger aliens which drift out of the screen towards you and there are stationary towers which fire missiles at you.

At the end of each stage, surprise surprise, a massive battle awaits around and using the top secret information passed on by some Space Corps general, you must score 10.

£690

SEGA MEGA DRIVE

RELEASE DATE: 1991

GENRE: SHOOTER

The difficulty level can be set to easy or but twice to see lots of gradient level and the view bar of items can be re-oriented to a maximum five. Reasonable information. Shame we've set it all before.

— Ian Boyd



Based on the fact with this great and superb graphics, it is hard to see the excellent price is well. It is the price.

CYBER-LIP

The NEO-GEO goes 'droid hunting'

Mankind is under threat from alien forces, and so scientists have designed a series of powerful combat 'droids', controlled by a huge central computer, and sent them on a wailing colony world. As usual, the techies can get nothing right, and before you can say 'What on Earth does 'Cyber-Lip' mean?' the computer has gone berserk and the droids are running amok.



This location? Not exactly the end of the world, especially when the droids are in the house!

The game is basically a forced scroll shoot-'em-up, with you controlling a well-armed beefy hunk who can run left, right, jump, crouch, cling to the ceiling and, of course, shoot. The remaining robots attack from all directions, and you must evade them as best you can. Some droids leave behind bonus weapons when killed, such as grenades, flame throwers and missiles, which can be toggled between to select the one best suited to offset your current opponent.

Along the way there are buildings and rooms to enter where you can replenish your limited ammunition supplies. At the end of each level is a room to repair huge quantities, which must be composed full of fuel until it gives up the ghost, and allows you access to the lift shaft and the lower levels of the complex, taking you nearer to your final encounter with the baying computer.

The purchased back-grounds scroll smoothly in every direction, and the screen is constantly swarming with enemy sprites. Digitised speech messages and warnings are shouted at you throughout the game. Technically it can't be faulted. The

£765

NEO-GEO

RELEASE DATE: 1991

GENRE: SHOOTER

gameplay? Well, it may be totally unoriginal but it's still immensely enjoyable.

— David Spiller



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PIPE DREAM

Go with the flow on your Gameboy

ally swirls into view on the left of the screen. These pipes are basically divided into canal, across, down and crossover sections.

You simply place the current pipe piece into the grid to create some paperwork. If you can produce looping pipelines you get bonus points. Mistakes can be rectified - at the cost of points and crucial time. A distance counter acts as a time limit, if the flow is still flowing by the time it reaches zero you can move onto the next stage. Pipe Dream is divided into 35 stages.

On later stages in the game you start getting obstacles which cannot be destroyed, traversals which slow the flow down and pipe pieces with directional arrows (the flow can't flow against the direction shown).

Pipe Dream is the sort of game that can run personal relationships. Because the while I just have one more go.

■ **UK Review**



Perfect pipe-ability on your favourite video platform

PIPE DREAM (aka Pipe Flow in Europe) was written for the Gameboy by Hudson Soft. The game was first brought to the Gameboy version of Tetris. The Assembly Line provides the original game design, with Entertainment International and Game Boy adding their own graphics and production ideas. Many features of the original are missing in the current copy of Gameboy Pipe Dream - just don't expect tracks, lol.

VICTOR MUSICAL INDUSTRIES produces a goldmine of a Gameboy release

This version has been split into four pipe sets: canal, the original canaries, arctic, arctic and underwater.

This change has been for a pure aesthetic reason because every object and character performs the same function no matter what their shape or form.

Instead of boring boulders you get penguins, huts, Easter Island statues and shopping carts.

Gameboy localized is slightly better than his GBA cousin which is handy for getting you out of tight spots. The game is packed with features including five difficulty levels and a two-player link-up option.

■ **UK Review**



Design the boulders and flow the obstacles... or simply be bouldered

The Boulder Dash character is an early example of a more modern character design, and it's a shame the game isn't available on a modern platform. The character is a simple, stylized figure with a large head and a small body.

910

GAMEBOY

Gameboy (910) is a classic game that has been around for a long time. It's a simple, yet addictive game that has been enjoyed by millions of players. The game is set in a cave and involves digging and avoiding traps.

RELEASE DETAILS

GAMEBOY

2001

OUT NOW

A slimy green liquid called 'flow' is about to invade your Gameboy unless you can make your journey through some fancy pipe construction as simple as a single button. It's not just a simple game, it's a game that will keep you up every second of your spare time.

The construction site is divided into a 10x7 square arena. Each arena contains a single section of 300 and it's your job to construct a path for the flow to flow through. The available selection of pipe pieces automati-



BOULDERDASH



The graphics may lack the size and colour of their GBA cousin, but the challenging gameplay makes Boulder Dash a gem.

Rickroll, the rule character from First Star Software's classic GBA game. Rickroll, too, is a classic Japanese console company. It does not look good in mono-color!

You control Rickroll as he mines diamonds from a four-way scrolling maze of caves, arctic wastelands, jungles and underwater before a fire-breathing dragon. While digging a path through the ground, certain obstructions, such as walls, are in your hands. Digging around a boulder makes it fall down. If you happen to be in the

way of any tumbling boulders or diamonds you lose a life. As you progress through the game you encounter nasty butterflies (I who follow you around trying to kill you with their lethal touch and arrows) who can be both a help and a hindrance.



908

GAMEBOY

Gameboy (908) is a classic game that has been around for a long time. It's a simple, yet addictive game that has been enjoyed by millions of players. The game is set in a cave and involves digging and avoiding traps.

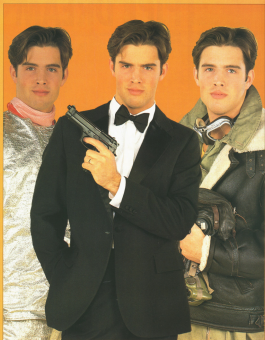
RELEASE DETAILS

GAMEBOY

2001

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THE PAST

The date is 1914, and you are a British, American or French flying ace of World War I, attempting to take out Axis pilots in hair-raising dogfights and shoot down Zeppelins before they can cross the channel. "Knights of the Sky" is historically accurate, allowing you to use more sophisticated and powerful aircraft as you move towards 1918, navigating by map and compass, just like the real aerial-combat pioneers of seventy-five years ago. You can even end up challenging the best hot-shot pilots that Germany could put into the air, such as Oswald Boelcke, Man Immanuel, or even the great Baron von Richthofen, the Red Baron himself. "Knights of the Sky" features MicroProse's acclaimed 3D graphics system, further enhanced and improved, taking the flight sim genre into a whole new era. Available initially on IBM PC compatible machines, Atari ST and Commodore Amiga versions will follow shortly.

THE PRESENT

The 1990s are the age of international crises, terrorism and espionage - and you are the clandestine superagent charged with travelling the globe to combat these forces in MicroProse's new techno-thriller, "Covert Action". Using the latest electronic bugging techniques, high tech intelligence sources and good old fashioned shoe hunting, it's up to you to identify the ringleaders and bring them to justice. Become expert in wiretapping, decipher acquired information with the aid of sophisticated code-breaking programs, and use surveillance to complete the picture. And if your technological know-how, cunning and luck ever let you down, you've always got the latest combat weapons such as CS gas, atom grenades and compact sub-machine guns to help you out. Across Europe, the Middle East and Central America, with 16 cities to cover in each area, you'll have your work cut out to make sense of the allegiance between numerous terrorist groups, known political activists and foreign spies, all undertaking "Covert Action". Available for IBM PC compatible computers.

THE FUTURE

The end of the 21st century. The Earth is an ecological wasteland. Nuclear meltdowns, climate alteration, species extinction, all have taken their toll. Humanity must evacuate its mother world, to give the Earth time to recover from the devastation wrought by past civilizations. The human species has left Earth in immense transport ships. You are the pilot of a Trillblazer with a dash of insight, sent ahead of the main ships to prepare an alien star cluster for human colonization. You must find a planet suitable for humanity and obtain the resources the fledgling colony needs to survive, by mining these from unclaimed worlds or through interplanetary commerce with friendly aliens. You must make the cluster as safe as possible for human families by making friends and eliminating enemies. Flying at incredible speeds through deep space, the many lifetimes you experience will see you, quite correctly, as the alien. "Lightspeed" is MicroProse's first space simulation and it is one which will set new standards by which others will be judged. Original music scores and the latest in 3D light sourced graphics provide the stunning technical backdrop for your journey as you fight, trade, and talk your way towards your goal of finding a new planet for your people. "Lightspeed" will initially be available for IBM PC-compatible computers.



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AMSTRAD
SPECTRUM
COMMODORE

Everyone's agreed that CD technology is going to make a major impact on games technology and home computing, but actual CD units are pretty thin on the ground. Commodore's CDTV has now been put off till the Spring (at least in the UK) and the other main contender, Philips/Sony's CD-i, isn't going to be available until autumn 1991 at the earliest.

One of the problems - as most ACE readers will know - is that, for better or for worse, many CD experts feel that full frame, full motion video is an essential specification for the system's that will dominate the home for the next ten years. You can find out more about this our Entertainment feature on pages 29-31 of this issue. However, there has been for some time a working FMV system available to manufacturers - Intel's CD-i chip set, designed to give FMV in conjunction with a CD equipped PC.

Until now, CD-i has been an expensive curiosity but it's now emerged in a revolutionary new package that really does use CD technology to do revolutionary things (including...)

TELEPHONE POSITION

Empire's Comscope is a compact workstation for home and business that has several highly original design features. Dominating the package is an AA aspect ratio monochrome display accompanied by a 4" colour LCD.

The result you get the advantages of colour and a very high resolution display together with fast screen handling.

TECHNO BRIEF

VIDEO DISPLAY	4" Multi-colour built-in TFT LCD
TEXT DISPLAY	320x600 resolution VGA standard
SCREEN DISPLAY AREA	4" Square TFT LCD 640x400
VIDEO	17" AA quality "true flat" stereo speakers
PROCESSOR	586
RAM	1 Mbyte
STORAGE	Built in 20MB hard disk, CD-ROM, and optional 2 Mbyte floppy drive



The Comscope workstation. And at 2000 it's going to be well priced for the home.

CD Future

An American company have launched a compact CD full motion video system that points the way to the future of home computing. Here's the exclusive ACE story...

simultaneously. The 4" screen can either display an independent image or can show colour highlights from the main display.

The innovation doesn't stop there, however. You also get a special system type controller (the "fastbar") that features three buttons and an analogue stick. The monitor is mounted on a swivel enabling you to use the system either in upright (usual footprint desktop mode, in "book orientation", or horizontally to give you a landscape format display. There's also a sampling feature that allows you to add "voice" notes during use.

Another neat feature is the control panel. Most multimedia systems clutter up the screen with icons, but Empire have made these a hardware feature ranged alongside the monitor. Program developers get three icon panels that are completely reconfigurable in software. Each icon has been carefully chosen and together the system are pretty comprehensive.

The first few icons have obviously been included with hypermedia applications in mind. Called Key, Door, Room, Shelf, and Content they present a control metaphor for exploring databases of interactive hypermedia packages. Using CD-i, these packages can contain video, audio, illustrations, and program routines. There's even a hardware "bookmark" icon that enables you to store up to 50 tags in a database for instant retrieval.

CD-i obviously have good audio capabilities, so the Comscope boasts sophisticated stereo audio circuitry with twin loudspeakers mounted on either side of the monitor together with a headphone socket. Add an optional keyboard and you can use the machine as a conventional PC with VGA graphics and CD-ROM capability. Add a tuner and you've got a TV.

Software for the Empire should start appearing in early 1991 - at the moment the system is being considered by encyclopaedia publishers as a possible electronic book version of their products. When the system is made publicly available, it should cost between £7000 and £7500.

It's only a matter of time, however, for the Comscope concept to reach down into the more affordable home market. Meanwhile, the design of the machine should serve as an inspiration for other hardware manufacturers - the future of multimedia must not be confined to handling different media patterns together into complex packaged systems. What's needed are more units like this, where audio, video, and interactivity are properly integrated into one system. Well done, Empire.



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Screenshot on the PC

PC**BACK ROGER**

Number 129-89, Atari ST version reviewed issue 52, ACE rating 948

If the post-apocalyptic winter which has engulfed the world after a nuclear strike, Collaboration is protected by a small party which has colonised what are the ruins. With the aid of available technology and transport, and a security force, the FPS, they must protect themselves from the dangers of hostile forces and environmental threats.

Robster is a big game concept, and the accompanying background booklet is thick and detailed. You control up to 32 interacting characters, using a wealth of option screens to select parameters and functions. Backwater features realistic 3D0 animations, rather than your standard 2D as you roam around the island, or float in the midst of various land and air vehicles.

The training options have been expanded on the PC to include practice on different vehicles. Gameplay is complex and absorbing, and the combination of action and strategy ideal for the dedicated gamer rather than for the fan of a job laid.

The colourful VGA graphics are on a par with those of the Atari ST, the VGA graphics, although, as usual, are smooth and swift. There's any little disk-swaping time if you're running full-screen. Sound too is well implemented, with ADLib and MT-32 supported. A top-class conversion of an excellent title.

PC RATING: 950

SPECTRUM**BACK DANGEROUS 2**

Microstyle 49-89, Atari ST version reviewed issue 55, ACE rating 870

In difficulty with platform games on the Spectrum is that if you use too much colour, attribute clashes make it difficult to judge your position. Back Dangerous 2 manages to make good use of colour in the backgrounds, but keeps the main character monochrome to minimise first problems.

The screens on the Spectrum version are top-ranking, but the action is any much the same as other versions, with all the platforms, ladders, lighting sets, moving aliens, deathtraps, obstacles and



Back Dangerous 2 on the Spectrum

platforms, you could expect. Sound is fair, and overall, though Back 2 doesn't set any new standards, it's a worthwhile average Spectrum title.

SPECTRUM RATING: 850

UPDATES

Latest conversions this month for PC, Spectrum, CBM 64

CBM 64**BACK DANGEROUS 2**

Microstyle 49-89, Atari ST version reviewed issue 55, ACE Rating 870

It's been argued that the Commodore 64 is better suited to this sort of platform-and-ladders action than some 16-bit machines, and true enough Back Dangerous 2 looks really good on the 64. The sprites are colourful and well-defined, the scrolling multidirectional, the animation smooth and fast, and the control extremely precise and accurate.

gameplay is almost identical to that of other versions; the way in which Back jumps towards you out of the screen, leaving his little head off as he falls to his doom is particularly amusing. Music and sound effects are top class, but the tape-loading system is



Back Dangerous on the CBM 64

very long-winded and a disk version is recommended if practical.

CBM RATING: 869

CPM 64**BACK ROGER: COUNTDOWN TO DOOMSDAY**

S.S.I. 129-89, Amiga version reviewed issue 55, ACE rating 835

Roll here Back Roger has, survived through comic strips, 3D0 film serials, comics, and even a dreadful TV series; in his latest incarnation he's a 128-bit-playing game character, and 500's

game is closely based on the scenario and gameplay of the RPG.

Escaped in the ST of Century and flawed in the post-apocalyptic 25th, Rogers finds himself caught up in the battle between the evil conglomeration BAE and the Earth forces of law.

The game comes complete with a paperback, First Power Play, an instruction manual and a Log Book giving RPG-style character attribute tables, weapons modifiers, species information and features.

The C64 version is supplied on three disks, which can be freely backed up. The game itself has an enormous amount of variety after delving and modifying your characters, which you will need to save to a blank disk, you go through an introductory routine explaining the plot and objectives, then you're plunged into an attack scenario.

The gameplay alternates between movement sections (with usual 3-D pictures of the surrounding area, information displays, and combat routines with portraits of your enemies and animated lighting. Control is by keyboard or joystick, using menu options at the bottom of the screen.

As with many RPGs, though there are some excellent pictures, graphics and sound take second place to atmosphere and background, of which there are plenty. The C64 version is understandably slower than 16-bit version, but retains the complexity and engaging detail.

CBM RATING: 875A

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CAPTIVE

Each of the ten bases which must be destroyed in order to escape your galactic prison has its own distinct design and layout. Each is controlled by an individual selection of aliens, before you can enter a base, you'll have to find your way "across country" from the landing site to the base entrance.

The first level is actually fairly simple once you've mastered the operational functions of the droids and the first Case-Computer. It riddles 10 small to medium sized bases and a relatively easy space station to remove yourself from. A normal player should complete level 1 after a couple of weeks.

You have to land on the planet base (0009 0029). Zoom in on the planet and click on the large white dot. Click on **ORBIT** and the base (the "credits" shop) will make it easy across space and orbit files. While the ship is en route, it's a good idea to initialize your droid.

Click with the right button on the droid's **STATUS** icon to bring up the back pack. Click on the computer chip with the left button and deposit it on the droid's brain (left side of droid's head). This will activate the naming system where the player can type in a name for the droid. The name acts as a personality generator that creates the droid's wisdom, dexterity and vitality.

Repeat the above for all four droids and you'll have the team ready for action.

In the base (The Base should have armed). Click with the right button to bring up the main case again. Click again on the landing option (programs the drop destination) and then click on the **LAND** icon to start the drop.

Once the order has landed you will see a picture of the first level's planet. Have a wander around the world and get used to the control system before attempting to enter the base. Don't walk into the water because it's highly toxic.

To enter the first base: walk up to the door and pick up the clipboard found near by (use the left mouse button on the object in the main view to put it in the player's hand). Holding it in the hand will allow you to read it on the info screen. This will show the combination of buttons to press in order to open the door.

Once open go inside and you will see a list in the base's title. Pick up the explosives and the clipboard.



How many phone calls? Are you lot finding Captive tough or what? Well, now help is at hand thanks to the super chaps at Mindscape who have kindly put together a Level 0 tipsheet for us. So let's get on with it.

■ Collect all the gold you can find dropped by the dead aliens. Use this in the shops to buy, sell and repair objects. If you've damaged an item of the droid's body, repair it at the shops.



Captive

■ Find the professor in the computer room for the clue to the next planet (he's a lion, kill him for the password into

the computer. Click on the computer to activate it. Type in the password to reveal the planet code. Collect this if you wish, a lot, so select the carrying droid carefully and you're ready for the destruction of the base.

■ For the first base it's a good idea to concentrate on increasing your blasting skills only. This makes you a fabulous junction and is sufficient for the enemies that you will encounter if you must buy a weapon, then an reconnoiter the level. It's reusable and fast.

■ Drivlers are plugged into the droids and give a read out on the monitor at the top of the screen. A good device to get on this base is the sander/roller. This is only available from one shop so you might have to search for it. It's classified as an "elite". There are seven types of elite droid. They will trial and error until you find the route leader. If you buy the wrong one you can always sell it back for no loss.

■ The shops in a base operate a cooperative banking system. This allows the player to leave any gold he collects at one shop, and the funds will be available at any other. However, remember to retrieve the money before you leave the base, otherwise you'll be constrained out of pocket.



TRICKS 'N' TACTICS: The object that you find near the door that looks like the 't' in back with a yellow line is a handy indicator of generators from the landing location. Operated by your

CAPTIVE CLUES

- Collected all gold dropped by the dead aliens.
- Open every cupboard, they never get there for a reason.
- Find the computer.
- If the password is not accepted by the computer there will be another.
- Monitor each and monitor where generators are placed, so they never open.
- Personalities can give generators and droids to get power from.
- Make sure you're well armed, dead and fully generated before you leave the base. You may not find a weapon shop the same time.
- Use generators as a weapon.
- Players with higher dexterity hit harder and faster.
- Players with higher vitality change into droids.
- Players with higher wisdom gain more experience.
- Map well.
- Follow all droid clues.
- Never leave a base without a planet code.
- The remaining inactive objects will inflict some injury, although there will be some objects not flying to 0%.
- Remember to go up, droids being transported on the way to the next site are general funds.
- Save your games often, and be sure to check each one thoroughly. You may be something else like back yourself in.
- The green air lock will not let you out until the generators have been destroyed.
- Don't buy anything from the base.
- Don't just stand there in a battle, jump on other enemies. Use the biggest for the most damage.
- Make notes of what you buy, why. This is very important in you are the same money.
- In left side attacks will only attack yellow on the left, otherwise the back gets hit.
- Don't buy anything from the base, it's better to buy from the shops.
- Don't ever get caught under a robot wall.

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**INFOCOM
 FROM
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■ The first level is pretty easy. It's best used as a training ground. Kill anything that moves to gain experience. Make sure you spend this experience on the skills for each class. Don't messy in two classes and half weapons. Items are good to use as well. One message also to repair any damaged body parts.

■ Once you have explored all of the first base, go back to the generators and blow them all up. After a short pause they will start to explode, now run like hell to the route closer to get back to the door. Click on the door to get into the lobby. Use the same combination as before to get out safe (y but don't hand down because the base is exploding around you)

■ Once outside, go back to the ship and press UP to board. You can then visit the planet and go back into space. Put the planet probe on the planet map and watch it go to the next base. Land there and continue. Good luck.

SHADOW OF THE BEAST 2

Alright Enough is enough. Even with the help of last month's tip, you folks just don't seem to be able to make any headway with *Psychosis'* graphic romp. So for the first and last time... **THE WHOLE SOLUTION!** Special thanks to Ruffell Luzzari and Philip Baxter for this.

Start the game and go left through the trees and towards the bridge (now located). When at the bridge, wait at the edge until the lighted fish comes from the left and jump onto the bridge and keep moving until off the other side. Do not kill the person being held by the beam but kill the guy holding (think the person who you shoot about "trap" and he will tell you which switch to push. Then fall into the hole to the left, flip left and be careful and kill the bats. Do the same for each step down. Go to the bottom of the rope and jump in. Don't fall in the acid. When a person firing at you appears then run down and keep on shooting until he falls off the edge. And do the same for the next person.

Collect the energy bottle and use it if necessary. Enter the house and go left on the stairs and collect the air. Go out of the house and go left to where you started from. The time there are no people or bats. Continue going right until you reach the pygmy. Jump towards them and the pygmy then throw these small items.

Do the same for the others until you get to a big floor where a pipe is lying above you. When it moves to each corner jump up and fire with your weapon, now do it as before with the other pygmies. Keep going right until you fall rope. Jump onto the level above and to the rope and keep

on jumping onto each level going leftwards.

When level with an enemy go left until you are behind the chest of coins and kill the enemy. Collect the coins and the use the leaves behind. Jump onto a short rope hanging from above. Keep on jumping as until you're next to a solid ledge of stone. Shoot the stone and go right and collect the coins and the energy bottle. Go back down to the ground level and left until under a short level. Underneath there's a hole with traps on top. Jump and fall through the hole. Go down.

Go to the edge of the floor next to the water. Jump across and fire at the same time to shoot crystals which appear from the water. Press the relevant function key for each and walk over the bridge. A man will run away. Follow him until you get onto the steel drawbridge and jump up to kill the drawbridge warden in the top left corner (that's the two people above you). Go back along the drawbridge and kill the last man. Shoot the stone door until it crumbles away. Go left and jump onto the ledge and go again until you see a sign saying "Solids" (to the right next to the light).

Grab the light and shoot the switch next to the light and quickly run to the left until you come to a set of house area. Shoot left and kill the switch. Run back before the time runs out. Never stay at the

other end. As you have only 3 seconds, this may take several attempts. Run back and down the last, then go left and fall onto the chain holding as the lights for the four men string below. Fall off the rope between the four men and shoot each one.

Go right and collect the key. Run back and jump onto the chain again (don't shoot the guards coming towards you) and wait until the guards are below you. Jump to the left past the guards and under the rope which falls onto you. You can now do nothing until you are in jail. Press! That should be enough to keep you going. More head next time!



OP STEALTH

Sweat trickled from his brow... it was hot... too damn hot. Tension high, nerves tingling. He could feel the hairs on the back of his neck. Only one thing for it... he'd have to read the third installment of Delphine's Operation Stealth solution.

Struggling and the arcade sequences, you should find yourself in front of a door...

OPERATE the door and walk through into an office. **EXAMPLE** (State and **OPERATE** state and) - you should now see a safe.

USE the title box on the safe. **OPERATE** the on/off button on the box on the main picture. Cycle through the digits on the safe. If a number is in the combination, you should be acknowledged by a light - make a note of each number (what it is and its position in the combination). Having established the combination, try another. After yet another successful sequence, you should find yourself allowed an agency vehicle where you are given a cigarette

case and CO, before once more finding yourself subterranean... Having done this a full, seem to be the left, **SLAMMING** each powered plant until coming across an electric beam. **SWIM** to the right. **OPERATE** the palm tree on the right. **OPERATE** button. **SWIM** through the hole and **OPERATE** the portcullis. You will now be captured (OAS PRISON)

Time to escape for the third time... **USE** the pen on the lock. **USE** the watch on the left wall, then on the right wall. Go to the right and **OPERATE** the grill.

That's all for now. Operation Stealth will be right back after these messages...



"I don't know what it is, but it's weird and it's messed up..."

XENOMORPH

LEVEL 7

Make your way to Maintenance, destroying the vessel in your path. Take all the necessary traps and kill all the druids. Pick up all the RL ammo and the grenades. Go to ladder M, recharge your weapons and go down. (The chipcards are of little use in the lower levels and backpack space is needed, so leave them here.) Save the game here...

LEVEL 8

Before collecting any objects on this level, it is a good idea to run around blasting as many aliens as possible - the larger of which require mines and grenades to dispatch. Take the card and then the charge (lower left corner of the map). Get the large lever (which you should use from here on) and the charge, and destroy all remaining alien eggs. Exit via R.



LEVEL 9

COMPOSE (luckily all dead...) Kill both aliens at the start and take the card. Walk to ladder Q and take all the cards from the nearby AGS. Drop all cards near the ladder. Wait the armory taking batteries, charges and RL bullets. Recharge at Q and descend.

LEVEL 10

Welcome to the maze... Find your way to ladder Q and leave before going down... Until next month, bug hunters, you're on your own.

DRAKKHEN

On and on, the road goes on... trudging through barren lands

alone can be a wearying experience, so all thanks go to Adam Morley's handy hints on gardening... sorry, I mean... Drakkhen. This month's Stage Three jobs for the space. Head on, brave adventurer, your quest awaits...

STAGE THREE

Before attempting this stage, one of your characters should have a low level, bought from the merchant. Make your way towards Prince Raagbhar's palace and, as arriving, use your Scout or Mage to cast the unlocking spell (see note to stand for enough from the challenge to prevent your untimely demise) and enter.

Operate the far right symbol to cancel the force field. Go up, unlock the door, enter the next room and turn left. At this point, your weakest character should lead, with the strongest last - it is also advisable to cast a forcefield around your magicians and take

if needed, use the Scout or Sorcerer to cast the unlocking spell - using a key works, but the doors beyond will not appear! Find your way to the smaller fountain and cast the "light" spell. Position your warrior in front of the fountain and select operate. Your character will now appear in a room with two doors.

Run to the top of the room, collect the armour and weapons, equip yourself and either fight, or run through the door to the left. Go through the door in the bottom wall of the room. Be beware for the remaining characters involving combat in the case of magic, some bearing in mind that light must be maintained for the portal to work.

Beyond the "warrior" room is the main dungeon. You must enter here to trigger certain events. When all characters are gathered and fully recovered in the room below, re-enter the dungeon main. Give the bow to your Priest or Sorcerer and send them into the room on the left - you will come across a powerful Ghoul. Move behind the pillar on the right and fire out with the bow. Meanwhile your Warrior and Scout should be holding back the warriors.

Having killed the Ghoul, move all characters around the edge of the room and enter the door at the bottom. DO NOT collect the armour. You may now leave the palace and enter the frozen wastes of the North... More next time, Drakkhen fans.

XIPHOS

Yay! Here's the first instalment in a player's guide to Electronic Zoo's Xiphos, straight from the lips of its programmers, SPA. Take it away, boys...

"Xiphos are argumentative little fighters and will pick a fight on any pretext. For we only got to fix a couple of friends mistakes in their decision to handle them looking at the protocols. And when they haven't got a human to pick on they'll quite happily beat the hell out of each other.

"Take so, you'll hardly think that it is a war game you'd be used to actually break up a group. Well, you'd be wrong. In Xiphos it's deadly and conquer all the way. Just led a party where a few Xiphos are engaging in a full and frank exchange of views, locate

the weaker element and drop a poisonous maulie in its front garden. With the advantage of surprise you can do most damage with a single maulie than with dozens when the enemy knows you're there.

"Of course, take a typical Xiphos situation: a Pie supply one evacuate between bases get ambushed by a Qon helicopter if Pie fighter picked up the tip and came over to investigate. By the time you get there the Qon is beginning to feel the strain. You size up the situation, lined up in the Q and foreclose his option to



breath. Peace land you're 85 credits better off.

"Once they've satisfied you, the Xiphos are much kinder to do your bit and you might be forced to reconsider your status as a living being. One of their most unco-operative habits is to pretend that they are running away, get you to chase them and stay at SLU or fire out of range, dropping back now and then just long enough to unload a couple of hundredweight of reasonable material in your direction.

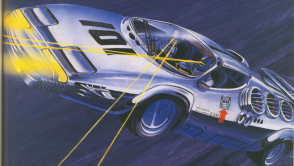
"Of course, if you have energy, fire your shields can take it. But if you want to know how to stop their little game, here's the low-down: don't chase, just sit there. Xiphos can't resist a fight and they'll be back, waving their penitential antennae behind them.

"Take notice, turn the tables and have them chase you. Head off after another step of your own and play one off against the other. When they're weak from combat you can take out both of them. With a bit of luck you'll have a tasty Xiphos for breakfast.

"One of the best ways to get ahead in Xiphos is to hit the enemy where it hurts the most, in its ear hole. You might not like relaxing in four atmospheres of neat ammonia but Xiphos love it and bases are about the only places they get a chance to put their flippers up. Find out next month how to do this.

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FROM THE PINKS!

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Now for the good news. In our Amiga table South of Birmingham spotted Spacialman Standard on the Spectrum. In addition other people our letters was this copy out of working on the final selection. B&B (B&B) of the Netherlands spotted Sagan - Golden for the C64 and Top Office Magazine took the crown out on the Cadaver selection round but took back on the Stockmarket. Another 10 titles did exactly the same, but it was for the time with Cadaver. Finally it should be mentioned one out of a very few who spotted the best for the C64, thanks for all our earlier tips.

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Indianapolis 500	Electronic Arts	81.75
Mean Streets	100 Gold	81.75

Butler's follow up to Populous obviously hasn't disappointed anyone straight in at number one with a huge score.

C64

Flaming	Ocean	90
Miss Dangerous II	Micro Style	89.25
Lords of Chess	Blade	88.5
Archie II	Sumac	89.25
Navy Seal	Ocean	88

Ocean's Tally rating continues just edges out Miss Dangerous II for the top slot, while two budget charters from last time survive into this month's chart.

AMSTRAD CPC

Two World	100 Gold	89.25
Jet	Sumac	89.25
Ice Cold	Cody Merton	79.5
Guerrilla Angel	Cody Merton	79
Archie I	Sumac	89.25

100 Gold obviously knows a thing or two about CPC games. Last month it had three slots in the chart, including the number one, this time, a fourth 100 Gold game takes over the top slot.

IBM PC

Whisper	Blade	79.5
Wraith	Infogrames	87.25
Current Action	Magnum	87.25
Squad of Monkey Island	100 Gold	87
Red Blood	Origin	88

A case of four fits and one other fers. Whisper has been hanging around this chart for months, thanks to delays.

THE STOCKMARKET

In addition to our game charts, we also have a list of five titles the figures month month what we produce the ACE Stockmarket. It's a list of the top 5 software as determined by the ratings their games are currently receiving. Please see their features thing and falling to wait below.

Having published all the games reviewed in the latest issues of computer magazines, we calculate the average score that each publisher received for every one of the games on each format. This is the rating that you see in the second column. For the example, if the company is great at producing Atari games but terrible up to other consoles, that will pull down the average score, even if you can see one of its titles leading up the charts. All on PC, that printed over the page if all the games are reviewed, or if the company has just one featured program during the month of the moment, it will cover quantity than a high rating.

The last column shows how well a company's games have fared compared to the software index. This single figure represents the average review mark (expressed as a percentage) that all games, all formats, received during the last month. It's a guide to how good the company is at titles in, and each company's score shows where they rank their games compared to the scores. For example, for this month's chart, 100 Gold's average review score works 4.8 percentage points above average - according to the industry's reviews.

We print only the top 10 companies each month. In fact, we keep tabs on all of them but you don't need to read through a list of over 100 names in every issue. Occasionally, a new company will rise in ratings, in which case its name is included with an asterisk.

Finally, we note some that the information here is primarily useful. In that case, we don't count companies which have only received a single solitary review.

Software Index: 79.88
Not going up looks like this
October could be a really hot one!

COMPANY	SCORE	%	INDEX	DIFFERENCE	NO	%	INDEX
Bamstel	88.22	+1%	13.00	Infogrames	81.88	+1%	1.24
Digital Magic	88.70	+1%	11.1	Pelican	81.54	10.07	5.43
Micro Style	88.25	+1.7	9.4	Audiogenic	81.05	10.47	5.4
Ardurion	88.75	+2.07	8.2	Atlanta	81	+1%	5.18
Magnopus	89.88	-5.44	6.34	100 Gold	80.48	4.88	4.81
Granite	89.87	-4.25	6.09	Blade	80.2	4.8	4.25
Origin	89.47	+1%	5.8	HighRoad	80	14.25	4.25
Sumac (Kates Game)	89.25	0.85	7.8	Electronic Arts	79.4	+1%	3.55
Spectrum Analysis	89	+1%	7.25	Image Works	79.08	11.67	3.43
MSI	88.67	+1%	7.52	Demac	78.88	6.52	3.21
Sumac	88.5	+1%	6.85	Sumac	78.75	0.88	3.14
Sumac	88.24	1.83	6.58	Electronic Arts	78.51	-1.88	2.98

WHAT THE FIGURES ABOVE MEAN.

First of course, you've got the game. Then the software house and - in the last column - the average score (converted to a percentage) with typical ACE precision to two decimal places. The game received in ALL reviews during the last month. Don't forget that the review ratings in titles from all UK magazines, not just ACE, so we don't necessarily agree with some of the judge marks here, but all review ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS OPPOSITE

HOW TO ENTER

STEP ONE

Get a penknife! - or write your entry on the back of an envelope. Enter your name and address, a daytime telephone number if you have one, and the Round Number.

STEP TWO

Fill in your age and which machine you own, and if you want to win!

STEP THREE

Learn this month's cheats. Then, using your knowledge of the games codes, try to predict which games will come top of the six machine sports charts. Finally, enter on your postcard:

- the top game for the Spectrum
- the top game for the C64
- the top game for the PC
- 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 SINGLE WORD! (EXCEPT MACHINES) but remember that our criteria of winning may mean that you do.

STEP FOUR (OPTIONAL)

You can also try to predict which company will be at the top of next month's Sharemarket listing from this card. Enter on the card:

The top sector will be... (name of company)

STEP FIVE (OPTIONAL)

You want to go for the jackpot £1,000 prize.

Then enter any of the previous categories and try to predict the top FIVE games for next month instead of just the top one. This table which category you're predicting for - it can be either the Sharemarket or any of the machine categories in Step Three. (SHAREMKT - YOU CAN ONLY SUBMIT ONE) ACCEPTED BY COMPUTER

STEP SIX

Print the card (with its stamp) to use to enter and take that the closing date for this round (13th December). The address is:

ACE Stockmarket
36-32 Farringdon Lane
London

ENTER NOW!

The first correct forecast for each category takes out of the hat one of the prizes. If you get more than one entry correct, you'll be entered in further draws for each category, thus increasing your chances of winning a prize.

THIS IS ROUND 14

Each month's competition has a grand number so that we can correctly identify entries. This month's round number on your postcard otherwise you only have a 50% chance of winning.

THE RULES

- An entry must be received by December 16 at 1993.
- No employees of EDPF, or of any company linked to the production, distribution, or sale of ACE Magazine are eligible to enter.
- Only one entry per household. Proof of postage will be given if necessary.
- No correspondence between specific software titles is given. Instead, we'll award prizes on all other items which we assume that the games got the strongest reviews!

ATARI ST

Space Invaders	Archie	99.97
Demolito	Electronic Arts	97.5
Surfside	Rainbow Arts	96.25
Mean Streets	ES-Head	95.26
Shadow of the Beast	Papyrus	94.83

All change this month. Both *Surfside* and *Shadow of the Beast* are a bit late on the ST compared to other formats, but the extra programming time has well paid!

SPECTRUM

Iron Frontman Direct!	Single	99
Rob Thompson II	Miss Gyle	98.5
Daley Thompson Challenge	Big Squad	99
Saint Dragon	Storm	99
Prince King	Playpen Premier	97.5

Iron Frontman Direct! has been two months in a row at number one, but *Saint Dragon* for the first time took it and *Daley T* threaten to topple him next time.



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EVERYONE AT CONSOLE QUEST WISHES YOU ALL A VERY MERRY CHRISTMAS

At Console Quest, we'd like to THANK all of our customers for the help you have given us over the last year. We hope that you will continue to support us in the future. Thank you very much from Anna, David, Bob, Linda, John, Anthony & Ricky.

Now for Christmas present time! Our prices are pretty good, how about a MEGA DRIVE or PC ENGINE for £15.50 inc. postage.

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SHOOT OR DIE	OPERATION WOLF	UNKUNDA X	MASTERS OF
FRANKIE'S LOGGING	GOBBLE & SPEAR	BUBBING (MUSIC)	WETLAND '73
TRAPTS	AN APPROXIMATOR	ALICE 97	BIGBOY HEROES
DRUX TALKS	BAZOOKA LEOPOLD	HERMAN	NINJA COMMAND
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We are here to help you obtain the maximum pleasure from your machine. At Console Quest, we play them too, you know! PM We will be at the MIB Show at BARNIMPTON on 14 JAN 1994. Bring your offers to trade for us (we'll be excited for you then).

CONSOLE QUEST, 1 ASHACHE MEWS,
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WALSLEY, WYLS 20R.

HAPPY XMAS!

Mark Smiddy makes mental contact (VERY mental) with a gnome in Santa's grotto who reckons he has a good line on gift ideas for gamers. Whatever machine you've got, there's a gnomic suggestion for you here...

By special arrangement with ACE, Gutter the little but grained sports agent will Santa's Grotto on what the best-dressed mice will be wearing this Christmas.

STOCKING FILLERS

The essential peripheral this year for any gamer kid should be a subscription to ACE magazine. Yes this is the one, imagine it no more bulging down to the floor in the living room and driving snow just to discover it's long been sold out. A full 12 issues of the most informed games mag this side of the moon delivered straight to your door. Please 008 418550 for full details, or 0800 43888 for the credit card hotline. A UK sub costs just £13.95.

For those long winter nights spent blanking away at alien forces or just playing your favourite board, the Demolition Scenario **Headphones Adapter** should come in handy. Its beautifully constructed little gadget has

SAVE A QUID!

lovely pretty covers, you, and so on. ACE will have generously offered ACE readers £1 off AMI games you order from them between now and Christmas. All you have to do is send your cheque for the full amount less £1.

Full catalogue details available on request from the address below and mention the magic words ACE Special £1 Offer. The address is:

88 Cold Ace Special £1 Offer
Unit 2/3
Hofford Way
Hofford
Birmingham
B6 7AL.

two headphone sockets and a volume control. Suitable for Amiga and 386 machines this should keep parents happy.

Or how about this for PC, ST and Amiga: "My mouse has no ball." Yes, how does he roll? "On an optical surface that reflects the light from two LEDs. This is focused onto the surface of a light sensitive chip that decodes the movement. I got mine from Gnome (what's your's called?)"

Owners of most SF machines should find **Mastermouse's Siskatalk** a liberation from the drudgery of continually swapping mouse and joystick leads. This little gadget plugs into the mouse port and provides two independent ports for the joystick and mouse. To switch between the two all you have to do is use the one you want and presto, the little box of tricks does the rest.

Owners of Lynx, Gameboy, Atari, PC, Amiga etc. should find an interconnection

WHAT THE WELL-DRESSED REINDEER IS WEARING THIS CHRISTMAS...

Go for it! You too could sport the T-shirt universally acclaimed by the fashion industry as 1990's Most Terrible Computer Magazine T-Shirt Design, produced exclusively for us by ACE Art Editor Jim Willis and available in all sizes for an unbelievable £5.99 inc VAT AND postage. Just send your cheque to: ACE EMAP Images Merchandise Offer

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lead to connect two machines very useful. The PC, ST and Amiga can all be connected using a fairly standard RS232 null modem cable. The other machines need a custom lead. Specifics aside, these enhance the thrill of playing many games (Duke Car Race, Gauntlet, 7-16 Combat Pilot etc.) by allowing two players to fight each other in a head-to-head battle

for supremacy.

BLOOMER FILLERS

For the gamers who like having everything, a nice new **HTMODE 1742**, 1425m modem from 142m Modems should come in very handy. The feature packed little beauty has all the features the budding hacker should ever need and a lot more besides. Including full error correction, data compression, speed buffering up to 30,420 baud and an extended Hayes command set.

Probably the ultimate solution for any mouse or joystick problem is the **Gnaw Mousestick**. The first computer controlled joystick in the world, the Mousestick can be programmed to emulate just about anything from a mouse, to a trackball to a switched joystick.

BLOOMER BUSTERS

You're going to have to be a look in grumpy's bloomer for this one. The Magalaska I is another one of those arcade cabinets we keep hearing about. The difference this one is, it's empty. That's right, you get the cabinet and put your own machine and monitor inside. It will accept just about anything from a Spectrum to an IBM Power and will set you back just short of 200 quid.

Something to put in the above might as well be a **New Gee**. Although this machine is still in the process of being officially launched in the UK, it is still available through grom imports. Games are as good as the real thing, because they are the real thing - straight out of arcade machines. Cost around £1400 for the main machine plus another £200 for controllers.

And finally folks, the four do force, a **Ray XMP**. Probably the fastest and most expensive piece of computer hardware in the world today. Just look at those graphics. Next time you watch a movie, ask yourself this: is it real or is it Krazy? Well you got half a gross of three to derive, the only problem is we can't get them into the shed. Oh, dear that sounds like Santa now - and who is that with him? Two men in white coats carrying fishing rods. Time I made an exit.

EXTONS NOTE

We cannot accept any responsibility for the actions of a marially foraged gnome or the safety of other painted garden furniture or figurines.

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HARD SELL

Have yourself a merry little console: These game-playing marvels look set to be the 1988 Equations this Christmas. So which one would you be bringing up the chimney on a string of paper?

You don't want to get stuck with a redundant or unappreciated machine, or one that doesn't fit your needs or your pocket. So, to help you make that all-important decision, here's a full run-down on all the major consoles. These packages and prices are the ones you'll find on the shop shelves this season. Generally, local dealers should be the first place to make further enquiries, although we've provided company-contact numbers in case you're having real problems.

The Star Ratings are there as a rough qualitative guide; the more stars the better.

AMSTRAD GX 4000

Package: £28000 console, 2 controller and during Xmas game.
Processor: MHz-1800
Console Memory: 64K
Recommended Retail Price: £30000
Contact: Amstrad 0755 583300

IN BRIEF

Amstrad have partly gone up the Commodore path, but have really taken the opportunity to upgrade its hardware. The package is increased, with outstanding hard ware working and 16 hardware sprites increasing to 32 with inter-uptable IRQs. Unfortunately the sound chip is the same old thing and used in the CPC, often to stress - you can't have everything, I suppose. Like some software houses express themselves of the machine being a name outside Europe (and hence sound about something happen in it), many are waiting on titles for the machine.

GRAPHICS
Resolution: Same as Amstrad CPC.
Palette: 4096
Colors: 32
TV: No

Monitor Output: Yes.
Monitor Supported: No.
Monitor Options: No.
Monitor Options: SCART, Amstrad color.
Sprite: 16, 32 with hardware inter-upts.
Speed: Thirty good for 8 bit tech, strong.

SOUND
Speaker Quality: Depends on TV connection.
MIDI: No.
Music Output: Yes.
Performance: Comprehensive 3 channel chip is on old CPC, but more runs independently of main processor.

HARDWARE
 joystick: 3 game controllers supplied.
Ports: Monitor/TV ports, stereo headphones socket, 3 joystick ports (2 digital, 1 analogue).

SOFTWARE
Price: Around £25.
Cartridge Memory: 128k
Building Software Base: Small but growing fast.
Current Releases: Thirty titles due by January 1989.

Prospect: Very good, with several software houses working on titles.

BUYER'S
Best Buy Price: As RRP.
Second Hand Availability: None as yet.
Maintenance: One year guarantee.

STAR RATINGS

Graphics: 4.5
Sound: 4.5
Expansion: 4.5
Overall: 4.5

ATARI LYNX

Package: Lynx with cartridge games.
Processor: 16MHz-5500
Console Memory: 64K
Recommended Retail Price: £750.00
Contact: Atari 081 671 388 987

IN BRIEF

The Lynx was designed by a team, including IBM, one of the men behind the Amiga. It just doesn't convince you consider it runs a fast 5500, has 64K of game storage on its cartridge and supports multi-player games. The graphics hardware has built in hardware scrolling and image scaling. Software has little bit of the instant hit found to increase during 1988.

GRAPHICS
Resolution: 160 x 100
Palette: 4096
Colors: 16

TV: No
Monitor Output: No.
Monitor Supported: Yes - 3.5 inch backlit colour LCD.
Monitor Options: None.
Sprite: Special graphics hardware effectively limits Am screen objects to sprites.
Speed: Fast.
Sound: No.
Speaker Quality: Very good.
MIDI: No.

Music Output: No.
Performance: 8 channel, 8 octave stereo sound has to be heard to be believed.

HARDWARE
 joystick: 4-way joystick.
Ports: Cartridge ports, multi-player ports, miniature stereo headphones port.
SOFTWARE
Price: £5.00.

Cartridge Memory: 64k.
Building Software Base: Very small.
Current Releases: California Games is a great find.
Prospect: Interesting but several new titles in the pipeline.

BUYER'S
Best Buy Price: As RRP.
Second Hand Availability: Very few.
Maintenance: One year's guarantee.

STAR RATINGS

Graphics: 4.5
Sound: 4.5
Expansion: 4.5
Overall: 4.5

ATARI VCS

Package: Both VCS600 and VCS7000 come with controller and two games.
Processor: 1807 (2600/1800) (1800)
Console Memory: 16K
Recommended Retail Price: VCS600 £29.99, VCS7000 £49.99
Contact: Atari 081 671 388 987

IN BRIEF

The VCS600 is a reborn version of the original Atari games console which, until a couple of years ago, remained the best selling home video games system of all time. The 1807/1800 is a revamped version of the VCS600 with a faster processor,

slightly better sound and vastly improved graphics.

GRAPHICS
Resolution: 192 x 160 (2600), 224 x 143 (1800)
Palette: 16 (2600/1800)
Colors: 4 (2600/1800)
TV: No

Monitor Output: No.
Monitor Supported: No.
Monitor Options: No.
Sprite: 16/32.
Speed: Slow.
Sound: No.
Speaker Quality: Depends on TV.
MIDI: No.

Music Output: No.
Performance: Limited to 1 channel on 2600 and two on 1800.

HARDWARE
 joystick: Supplied.
Ports: 2 x 8 pin-D for joystick, 1 x cartridge port.

SOFTWARE
Price: £3.00.
Cartridge Memory: Not known.
Building Software Base: Small.
Current Releases: None.
Prospect: Unsure in the light of new competition from Japan.

BUYER'S
Best Buy Price: As RRP.
Second Hand Availability: Abundant.
Maintenance: One year's guarantee.

STAR RATINGS

Graphics:	3.00	3.00
Sound:	4.00	4.00
Expansion:	None	None
Overall:	4.00	4.00

CG4 GAMES SYSTEM

Package: CG400 console, controller and 4 games (Star, Amstrad-Ambly, Glider's Quest and International Soccer).
Processor: 16MHz-5500
Console Memory: 64K
Recommended Retail Price: £24.95
Contact: Commodore 0628 750000

IN BRIEF

Take a Commodore CG4 computer, remove the keyboard and stick in an unorthodox slab of a box and what have you got? A 'near' copy, sold in its original sleeve, but with the best of Commodore behind it, it just might work.

GRAPHICS
Resolution: 160 x 200 in multi-column mode.
Palette: 16
Colors: 16
TV: No

Monitor Output: No.
Monitor Supported: No.
Monitor Options: None.
Sprite: 8.
Speed: Slow CPU helped up by low level graphics and sound chips.

SOUND

Speaker Quality: Depends on Transistor

MSRP: \$6

Screen Output: No
Performance: Excellent (MSX) - one of the best 8-bit sound chips.

HARDWARE

Joystick: Joytek supplied

Ports: None

SOFTWARE

Price: Around £25

Cartridge Memory: 64KB

Existing Software Base:

Potentially huge, but small at the moment. Commodore anticipates around 100 titles by Sega.

Current Releases: Plenty forthcoming from various software houses.

Prospects: Uncertain. Do people really want a console version of an existing, though admittedly good, computer? Software support is likely to be pretty good for a while at least.

BUYER'S

Best Buy Price: As MSRP

Second Hand Availability: None
Maintenance: One year guarantee.

STAR RATINGS

Graphics: + + +

Sound: + + + +

Expansion: +

Overall: + + +

NINTENDO

Package: Standard Pack includes console, plus 2 game controllers, and Super Mario Bros game. Master Machine pack as above but substitutes Turbo game for Mario. Action Pack as standard, but includes Zapper gun and four more games.
Processor: Not known.
Console Memory: 2K
Recommended Retail Price: Standard Pack £79.95, Deluxe Pack £99.95.
Contact: Cabbage PR 011 684 2017

MSI BEEP

The world's largest selling console, largely because of the possibility of some 50 games rather than its hardware specifications, which is a bit average.

GRAPHICS

Resolution: 256 x 192

Palette: 32

Colors: 16

TV: Yes

Monitor Output: No

Monitor Supplied: No

Monitor Options: None

Sprite: 64

Speech: Average

SOUND

Speaker Quality: Not

Screen Output: No

Performance: Average

HARDWARE

Joystick: 2 dedicated controllers supplied in wireless controllers with 20% range available for £29.95.
Ports: None out of the ordinary

SOFTWARE

Price: £25-35

Cartridge Memory: Not known.

Existing Software Base: Over 50 titles available here. Many more available in Japan but these require a converter to run.

Current Releases: Nintendo credits about 2-3 titles per month.

Prospects: In the UK, improving due to increased support - but this is partly thanks to technology.

Software Loading: Instant

BUYER'S

Best Buy Price: As MSRP

Second Hand Availability: A few.
Maintenance: One year's guarantee. Faulty machines return to dealer.

STAR RATINGS

Graphics: + + + +

Sound: + + +

Expansion: + + + + +

Overall: + + + +

NINTENDO GAMEBOY

Package: Main unit with 2000 game.

Processor: 8088

Console: 8-bit

Memory: 10K

Recommended Retail Price: £29.95.

Contact: Cabbage PR 011 684 2017



MSI BEEP

Nintendo was the first company to produce a dedicated handheld console and now it seems everyone else is following in the same old-fashioned way. The Game Boy was a long time coming into the technology employed by the industry is starting to look dated, but to be dismissed simply because of mono graphics in the machine like some super titles and the two-player link-up option has tremendous potential.

GRAPHICS

Resolution: 256 x 192 characters.

Colors: 4 grey shades.

Monitor Supplied: Yes - LCD also

play is lit by ambient light.

Sprite: 64 in a 8 pixels.

Speech: Not for what it is.

SOUND

Speaker Quality: Depends on head

phones.

Screen Output: No

Performance: Plays a lot better

than it looks.

HARDWARE

Joystick: Built-in 8-way joystick.

Ports: Headphones (with built-in

speaker interface).

SOFTWARE

Price: £29.95.

Cartridge Memory: 10K.

Existing Software Base: The best

for any handheld.

Current Releases: Increasing.

Prospects: Excellent.

BUYER'S

Best Buy Price: As MSRP

Second Hand Availability: None.
Maintenance: One year's warranty.

STAR RATINGS

Graphics: + + + +

Sound: + + + +

Expansion: Dual machine interface

has lots of potential.

Overall: + + + + +

NEC PC ENGINE

Package: Console unit, controller

and five game.

Processor: Customised 8-bit.

Console Memory: 64K internal, 64

KB video. (TurboGraphic 128K internal,

256 video.)

Recommended Retail Price: Full

£25 (price around £30).

Contact: Local dealers.

MSI BEEP

Today it now seems unlikely that the machine will ever be officially supported by NEC in the UK, its CD-ROM unit 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 16-bit version, rarely more powerful, called the TurboGraphic, but this is only rarely available through importers and at a price - usually around £300-500 - and has a hardware version of the engine which is software compatible with its larger brother.

GRAPHICS

Resolution: 256 x 216

Palette: 192 (TurboGraphic 1604)

Colors: 32 - 16 background and 16

shared by sprites.

TV: No.

Monitor Output: No.

Monitor Supplied: No.

Monitor Options: No.

Sprite: 64 (TurboGraphic 128)

Speech: Very few concerning titles

at all.

SOUND

Speaker Quality: Depends on mon-

itor.

MSI: No.

Screen Output: No.

Performance: 4-channel stereo.

HARDWARE

Joystick: Custom CD-ROM

unit only as MSX.

Static Performance: Super - the CD

ROM adds a new dimension.

Joystick: Supplied with dedicated

controller.

SOFTWARE

Price: Around £20-30 imported.

Cartridge Memory: Not known.

Existing Software Base: Large.

Current Releases: Increasing.

Prospects: Good.

BUYER'S

Best Buy Price: Currently grey

import.

Second Hand Availability: Very

limited.

Maintenance: North and grey

imported machines rarely have any

real warranty.

STAR RATINGS

Graphics: + + + +

Sound: + + + +

Expansion: + + + + +

Overall: + + + + +

Package: Console using cartridge

SEGA MASTER



unit and plus game-controller and

also built in battery-backed game

Recommended Retail Price:

£79.95 (MSX-16) light gun £149.95

(light gun and 50 games).

Processor: 280.

Console Memory: 12K.

Contact: Virgin Masterbrain 017

331 8070.

MSI BEEP

Updated software base is not as good as Nintendo's but more titles reach UK. Masterbrains have given good support to the machine as the projects look good. Like the Nintendo, however, this 8-bit machine uses established but dated technology.

GRAPHICS

Resolution: 256 x 192

Palette: 40

Colors: 16

TV: Yes.

Monitor: No.

Monitor Output: No.

Monitor Supplied: No.

Monitor Options: No.

Sprite: 64.

Speech: No.

Screen Output: No.

Performance: 3 channel stereo.

Hardware: No.

Joystick: Game controller supplied.

SOFTWARE

Price: £10-40 (typically £20)

Cartridge Memory: Not known.

Existing Software Base: Very

good.

Current Releases: Good.

Prospects: As good as

any 8-bit console.

BUYER'S

Best Buy Price: As MSRP

Second Hand Availability: Some.

Maintenance: One year's guarantee. Faulty machines return to dealer.

Star Ratings:

Graphics: + + + +

Sound: + + + +

Expansion: + + + + +

Overall: + + + + +

Package: Console unit, controller.

SEGA MEGADRIVE

Just Allowed Best game.

Processor: 68000 + 2808 support.

Console Memory: 144 main, 96K

video.

Recommended Retail Price:

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Control: Virgin Masterblasts D71
C1 8979

IN BRIEF

Excellent example of the new 16-bit console technologies. The first second 16-bit console to receive official support in the UK.

GRAPHICS

Resolution: 320 x 204

Palette: 512

Colour: 64

SR: Yes

Monitor: No

Sprite: 80

Speed: Very fast

SOUND

Speaker Quality: nil

SR: No

Sound Output: Yes

Performance: 12 channel stereo sound is produced by a custom FM chip and sounds fantastic.

HARDWARE

ypad: Dedicated controller supplied.

SOFTWARE

Mean 120-50 (Typical) CPU.

cartridge Memory: 32k frame.

Starting Software Base: Good

Control Releases: Four in UK at present.

Repacks: Very good.

BUYERS

Best Buy Price: As £89

Second Hand Availability: nil

Performance: One year on UK.

Value: nil.

TEAM RATINGS

Graphics: **4.5/5.0**

Sound: **4.0/5.0**

Expansion: **4.5/5.0**

Overall: **4.5/5.0**

Package: Console unit, controller and start-up card (see page 31)

SHK NEO-GEO

game based.

Processor: UM801 (8800 + 8000)

DMA system.

Cartridge Memory: 64k work RAM

64k video RAM

Recommended Retail Price: £89

Contact: Active Sales 081 752-0000

IN BRIEF

Technically the most advanced console currently available, the games are of arcade quality, with huge sprites and excellent sound, although the gameplay is a little lacking in the current crop of titles. The game cartridges can store up to 300 Kilobits of data, but this is reflected in their price - £199.99 (it is not free), since Active Sales have launched a club where members can rent software for £24 a month. Definitely the system to have if you want to play, and to be very poor!

GRAPHICS

Resolution: Arcade quality.

Palette: 512K

Colour: 65K

V6100

Monitor Output: Yes

Monitor Support: No

Monitor Options: RGB, SCAAT

Sprite: 200

Speed: Remarkable

SOUND

Speaker Quality: Depends on

Y connector

SR: No

Sound Output: Yes

Performance: 10 channel stereo.

HARDWARE

Keyboard: Included, several available

for around £75

Ports: 16bit game socket

SOFTWARE

Price: £200

Cartridge Memory: 320 Kilobits

Starting Software Base: Free at

present.

Control Releases: 12 planned by the end of the year.

Repacks: Uncertain, but the members' club could help bring chance of its return.

BUYERS

Best Buy Price: As £200

Second Hand Availability: None at

present.

Performance: One year's production.

Value: nil.

TEAM RATINGS

Graphics: **4.5/5.0**

Sound: **4.5/5.0**

Expansion: **4**

Overall: **4.5/5.0**

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SEGA MASTER



The Master System games have been curiously 'on' in the office and they've really become favourites among the team.

Super Monaco Grand Prix and Alex Kidd in Super Land have both kept us hitting those control panels way into the evening. Each has a very different style and each deserves a review, so, as if by magic...

SUPER MONACO GRAND PRIX

Of the games certainly worth to be the thing of the moment, and it's nice to see a Master System car which is big enough to go up against its 16-biters.

Fans of the coin-op should be well pleased with this conversion. Two players have the chance to race in the Monaco Grand Prix, competing against themselves as well as the computer-controlled stone cars. Should you find yourself with an especially good (or unseasoned) third, you can race against another computer-controlled vehicle.

MEGADRIVE



It's probably odd news to you by now, but I thought I'd mention it anyway. Sega are currently developing a IBM PC compatible home computer, but with built-in Megadrive capabilities. So not only will you be able to do a bit of old processing, but you'll also be able to load a driver for a quick hack when you feel like it. It looks just like a traditional PC, with a mouse to CPU disk and detachable keyboard, all in a silver slab matt grey finish. However, mounted in the front of the CPU disk and looking very out of place on a PC, are two joystick ports and a cartridge slot. Obviously no slacker as a games machine, it's also pretty fast as a PC, sporting a 3.3MHz 80286 CPU.

Sounds good, doesn't it? But, will we see it? (I've had Virgin Mastertronic, Sega's UK distributor, to see if there were any plans to bring it over here. Unfortunately, a spokeswoman informed me that although there were no current plans, they are interested in distributing so much Sega product as possible on our shores, so who

The screen display is split into two halves, each displaying the car and view of each race. The track scrolls out of the screen at impressive speed, while a map at the top of the screen indicates their position on the track.

A constant reminder of your current position is found also hung in the middle of the screen. Super Monaco GP really is a rather excellent game, containing virtually all of the elements found in the coin-op original. A sound buy.

ALEX KIDD IN SUPER LAND

The Japanese seem incapable of designing any truly gang-bang fighting games. They just can't resist those fluffy bonuses.

Alex Kidd is no exception. Here, in a parody of the deluge of ninjo games, Alex Kidd must battle the numberous, but not especially fierce warriors.

Guide Alex through the thoroughly colourful and well animated battle-rooms, cracking heads and collecting pink-heart strength enhancers. Along the way to his goal, Lex must defeat increasingly tough baddies, armed with no more than his sword and his wit.

Despite the throwaway appearance and lightweight nature of the game, there's actually a lot of playability in here. Winning produced a total of five is a genuine challenge and progress through the levels offers just as much reward as the heavyweight games.

Next month, top tips too in our Master System games extravaganza!

Richard Dean

know! More news when we get it...

The demand for the Megadrive as times approaches is getting pretty heavy! According to Virgin Mastertronic new shipments of the world's best console are being shipped in from Japan even as I write. If you want to get one for Christmas I'd advise you get down those steps NOW and place your order!

New official titles being released: Ghostbusters II comes out on November 26th and World Cup Italia '90 comes out on December 14th (just in time to make it into your stocking).

TARGET BATH

To test First a nifty little steal from July Godval of Mactherder (Base On). Fancy nice Continues? OK, here's what you do. Start a game and enter your name, then let 'em die on his way to the shuttle to allow you-and-also. Choose the Option mode and change the pad from Fire from Cancel to Enable.

Now, while still in Option mode, press Button C and Start simultaneously. A pretty super game will slide as screen with nine Continues to offer you. Exit Option mode and play on! In addition, to change the firing setup press Buttons A, B and C simultaneously, and to become invincible press Start on the second controller.

MURDO (X)

Crash name for a crazy game! Again, Body Godval comes to the rescue to help you reach various game stages with these passwords:

- 5 stars: 0000000000
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Thanks, Judy! Free-writing... please!

Incidentally, I just want to back up what the review in 'Screenshots' says about Direct. I was a big fan of the arcade game, although I could never get beyond Level 4, and I was totally gut-smacked by the Mega conversion. Talk about arcade perfect!

Talking of perfect conversions, what about the letter in this issue about the quality of Megadrive conversions? It's true that because the machine has a 68000 processor it is gaining rapid popularity with ST and Amiga programmers who want to break into console programming, but so far the number of 'port' users from those machines has been minimal.

That's so far, however. What about the future? Are we doomed to paying £25 for games that computer owners will only be willing to £12 for? The good news is almost certainly not. That's because the bulk of Sega software is going to be produced outside the UK, and the Amiga and ST are unlike OUR machine-only realty popular in Europe. Japanese and US software will continue to be generated specifically for the machine.

Anyway, enough of this cheery banter. Hope you have a very Mega Christmas, and see you in the New Year. By the way, did you know that according to the Chinese, 1991 is the Year of the Snake? I tell you... not!

David Whelan

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From my point of view, the game has kept me sitting up at nights and through holidays and weekends for up to 12 hours at a stretch, with miniscule breaks for food and other necessities..... It is a game I have no hesitation in recommending to anyone with even the slightest interest in American Football.

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C64



Two things strike me this month: first, the fact that a grand total of none of the Christmas blockbusters which we so eagerly awaited for review this year have turned up. And yet, their release dates are incredibly close to each other, three big name games will be beckoning you from the shelves for a good three weeks before you can check any reviews. Worried yet?

The second topic this month, and a far more cheery one at that, regards cartridges. The Christmas boom obviously offers the best opportunity to make their cash in the smallest market.

Now, possibly the funniest anecdote in cartridge development has roughly divided their product range in half, 50% will be available on cassette, the remainder will be of tape or disk only.

The rationale behind the move is to make the products which are definite high profile games - justify their 100% cartridge price tag, say *Demolition 2* then the Nightwelder arcade game which is unlikely to receive a particularly warm reception.

It's interesting to note that Total Recall, the game many had talked up as Ocean's Xmas cash cow, isn't going to be available on cartridge.

Some are also keen to leave the cartridge flag, offering three titles previously unavailable on the 64. While the names are extremely familiar, Commodore versions of *Exterminator*, *Exterminator* and *Vindicators* were actually made to run on the 64, all programs offer enhancements to the original games.

In general, it appears that games available on cartridge won't be available on the tape or disk formats. The exceptions to the rule (games available across all three) will need to incorporate lots of extra levels on the cartridge version to make sense.

FORTHCOMING CARTRIDGE-ONLY RELEASES

OCEAN - £19.99
Demolition 2 1st week December
BO 2nd week December
Navy Seals, *M2* February
Planking Our own.

BOOMER - £19.99
BADLANDS December
CYBERBALL December
WINDLANSERS December

US GOLD - £19.99

An line of going to press, US Gold has a firm list of products, but confirmed they will be producing most of their forthcoming titles on cartridge. Interestingly USG will be producing the *Blitz* across all three formats, hoping that the enhancements offered in the cartridge version will be enough to persuade us to part with the extra £5.

NEW PLEDGE FROM 21

Someaker Digital Integration, who have been producing all those tight simulators for about eight years now have several banners with a number of software houses that may be producing the most 64 stuff in the future. *Real Cobain*, *Operations Manager* says, "It seems a real shame that so many companies are neglecting the 64, it's a massive market, and I think that it's silly to ignore it."

It's most exciting 64 product at the moment is *Satanica*, a mixture of wire frame animation and sprites. And you can look forward to a review next month.

COMPETITION

US Gold, in their wisdom, have offered us **FREE** copies of *EMMAF* and *PIFFY* games as **EMMAF** top games, taken from expensive hardwares.

The first game winners get the *game*, and a *copy* of the *game* which won't quite fit into them. The remaining forty will get *game* and no *game* (which will fit into them).

In order to avoid one of these highly desirable emulators, simply answer the question below and send your answer on a postcard to PINK POUCH COMING, ACE, Priority 02, 28-33, Harrington Lane, London EC3R 5BJ.

THE QUESTIONS

EMMAF is an acronym for:

- a) Extra Special Weapons and Tactics
- b) Enhanced Special Weapons and Tactics
- c) Extra Strike With Terror

The competition closes on the 28th January. Employees of EMMAF and US Gold are not eligible for entry. The Editor's decision is final and no correspondence can be entered into.

AND FINALLY...

Still the best game of recent months available for the 64 is... *Dark Chambers 2* from *Microgames*, still selling as crowded round the 64 after two months.

©Tom Douglas

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SPECTRUM



Ding Dong, mainly on stands, they make our shelves ripple. Ding Dong mainly below, by standing on my ankles!

So this is Christmas, and what are you doing?

It's already that time of year again and the big Christmas push has been gently gathering momentum for the last month and is now about to climax, as all the latest releases hit the shelves and leave them gazing with amazement as they try to capture the Christmas fervour of each other. But what's going on?

Well you could go down to supermarkets at this time of the year, the signs of the future of the *£10* floppy continue to provide a complete range of mixed messages from around the industry. First, historically one of the biggest supporters of the Spectrum, will continue to support the machine in a new limited capacity. As Gary Brown, the pragmatic accountant who's head of products for the company said,

"we're going to be bringing out software on tape only and showing towards a £200 only format. As the one of the day we see a business and profit on *£40* games are not enough to be able to continue producing games on disc."

If this means that there are not enough *£10*'s in the market to justify continuation of disc based software, does it also mean that real-time software like our *£10* *Ultimate 128*, a real-time world strategy game that also uses the *£1* are increasing all the time but we can see reasons that this has affected the main profit decision in stop selling the machine.

"High Street chains are just too often. They deal in quantities in such the same way as Amazon-20. If they won't take the machine then interest are less likely to produce the machine themselves. One of the reasons that they may have stopped *£10* in the retail *£10-£15*. We see a return rate of 1 in 10 or less *£10* figures due to us selling each machine before it is sold out. High Street chains do not have the experience to be able to do this."

Really, these forecasts of doom and that the *£10* are on an ongoing product that is not produced at the time. He felt that the move to tape only games was something that software houses could only explain. Unable to give any figures on production of the *£10* or units sold, he insists that the *£10* was a current product and that there were plans to stop

production.

So it looks as though whatever happens, the *£10* saga will continue with us for some time to come. I'm pretty glad about that - I hope you are too!

Anyway, that's hardware covered - let's have a look at what the software houses have ready for our Christmas stockings.

HOT SHOTS

Here's a list of the top contenders for the Christmas number one spot.

ADVENTURE - DAMON BRIDE
Great graphics and good music seem to fit it together perfectly. *£10* up.

COORDINATORS - JOEY COLLECTION

You may want to buy *Oliver 4* but this shrewd marketing move means having to pay *£1.99* to get it along with all its predecessors.

DOMAINS - BADLANDS

Sounds like it should be both and it is! Not just a foot yet another foot game - and quite a nice one too.

GREENLIX - LITTLE TURRETTOWN - OUT OF THE BLACK! SUPERHEROES
Little Turrets fights Challenge and Superheroes are both great action games for the sports type, whilst Master of the Blade is a genuinely interesting tactical adventure.

GROGGEREY - TERENCE

INSTANT HERO NURSED

Even if you hate the Turles, you must admit what is a superb game. Good graphics, good gameplay and an immense license mean that this cannot fail but get the time number one slot.

OCEAN - ROBOCOP II

The first of Ocean's 'lame only' products this game is a FULL CRIB and should still be the top pick in a close fight with the Turles for the top slot.

SE DING - EXERT

£5 food will be putting all the Christmas legs on the festive fire with this, it may also add in a good taste to the feast.

LIFE OF PINE

A conversion of the Williams coin op *TOP GUN* on Op Thunderbolt type about an air which plays well but suffers with some scaling problems when moments more trouble you.

SYSTEM 8 - MINKA BEMBI

Sold very well over three years ago because of the excellent graphics but could end up a poor replacement for the unlicensed *Shogun's Quest*.

SPELLEN - BOB THE BOSS

No one's laugh, it actually looks quite good and is like a *£100* version of New Zealand *Oliver* - a battler a storm with young and old alike.

MY CHRISTMAS TOP FIVE

Here's the five games that are worth your nights in front of them.

TURTLES

ROBOCOP II

ROCK CANDIDOROUS II

JAMES EWART'S OFF ROAD

RACER

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AMIGA



Rhe Amiga may well be carving an important niche for itself in the future of games because of its popularity amongst Virtual Reality systems engineers.

It was pretty obvious from the Entertainment conference in New York (see pages 78-81 in this issue) that the Amiga is number one home machine in the market. The main reason for this is the power and graphics facilities of the Amiga 3000 - several people are specifying it as a component in their developing VR setups, often using two or three 3000's linked together.

All this is very good news for Amiga owners, because ACE's tip for the next hot peripheral is pretty clear - a stereo goggles adaptor to enable true 3D presentation using one of the popular norms. The technology is perfectly simple and such a device could be brought to the market tomorrow at under £200. (Because of all the work being done in VR with the Amiga, no prizes for guessing which machine should be first to

get the stereoscopic treatment.

Been playing *War of Wonders*? Here are a couple of tips, thanks to Sigi Gode of (Dunbar, Australia).

"Use 'Hold down the spacebar and the 4 key in the keypad) in order to skip straight to the next level. This actually makes the game pretty boring for me, but...

"Virus: Here are the passwords for this neat wizard smashing shoot-'em-up (yeah, get that slug off me!...

Ice Wishes: Merlok
Death Valley: Salsard
Dead World: Cooles
Wood World: Puyfite
Creeping Swamp: Lycord
Avarice: Florido

Bad news on the CDTV front, unfortunately. First, as you probably already know, the true launch is a reality available in the shape of the system is now unlikely to be before late Spring 1991 and quite possibly later.

Second, Commodore's promised upgrade for Amiga owners is still a long, long way off. Finally software support has cooled down considerably in the last few months as software houses, having lagged into development when the machine was first announced, have started dropping their

feet now that the machine has been delayed.

Even more ominous was the recent CDTV presentation at the Entertainment conference in New York. Commodore hosted a special lunch for the games industry at the exclusive Marriott Marquis hotel in (obviously with the express purpose of demonstrating CDTV: in a small room alongside a small array of what looked like production model sets set on tables using, apparently, very little.

(E-Acter former Mike Russell, now in charge of CDTV development, kept onto the stage after the second launch course and announced that he would be talking about CDTV accompanied by a slide demonstration developed on the machine and running on it.

Well, first it didn't run. Despite having software superior (at Wellington at the machine, it kept crashing. Again, and again, and again. Even more ominous, the ACE correspondent actually saw the CDTV software being created before the presentation - on an Amiga 3000 (how sneaky can you get?

In view of all this, the future of CDTV looks, that we say, temporarily cloudy...

Finally, you might like to know that in America, British Amiga software is now regarded as the world's best, according to research carried out amongst users by a US Amiga software distributor. Keep it up, cheap!

See you next month, when we'll have a whole column shoot-'em-up tips and hints. Bye!

Sam Tickner

ATARI ST



PC software is far too expensive. That's right, it's far too expensive - but this is only your own fault. You see, the price of software has always been related to the retail cost of the machine it services... that's why OS/2 software always cost more than the Spectrum equivalent, and it's also why your games cost a good deal more up to 15 could more in some cases than those that your mate buys for his ST or Amiga.

Okay, that isn't your fault, but what is your fault is that publishers are reluctant to release 'budget' software for the PC like they do for every other machine because so far you've kept yours on offer at a low price at a discount somewhat greater than the length of your arm.

The situation is so ridiculous that Magna Multimedia's 30-Mbit budget label actually decided to raise the price of its software in order to make it more attractive. According to the label's product manager Andrew Wright,

"PC owners turn up their noses at a game which only costs a few... we've introduced a new price, 14.99£ Plus, which will feature releases of hits at £7.99"

Do you want to read that again? You wouldn't buy it for a far so they're now going to charge eight pounds - and it's a good bet that sales will probably increase dramatically.

The most amazing thing is that under these circumstances any of the publishers are bothering to release games at budget prices - but they are, so here's a quick run through of what's come on stream in the last month or so.

One of the larger companies which has only just entered the budget market is Electronic Arts, with its Star Performers range. These are all games which have had a full-price release and are now selling at £8.99. Of the six PC titles available, only three are real classics - *Warrior's Tale II*, *Chuck Yeager's WT* and *Stunt Dr Car* - but that's not a bad strike rate, and putting up these three for the price of one new genre of full-price chart fodder can only be a good thing.

The aforementioned 30-Mbit range also has a new range poised to attack your small change, kicking off with *Xenon* and *Double Dragon*: the former (not to be confused with its older brother, *Xenon II* was the now infamous *Ultimate Warriors'* first effort) and still provides a good deal of challenging shoot-'em-up action - on the subject of *Double Dragon* here, ever, I think the less that's said the better.

Walled-based titles to another of the 'majors' which has decided to unleash some of its back

catalogue, kicking off with two TV licenses, *A Question Of Sport* and *Mike Read's Pop Quiz*. Actually these are basically the same game, albeit with different questions - and they're actually a little bit on the expensive side at a former price - but if you want a little family fun, pick the one whose subject matter most suits your preference and kill some time showing off your amazing wealth of trivia knowledge.

The trouble with budget software though is that it's something of a double-edged sword. If games drop in value too quickly, then it's bound to damage their sales after they originally appear as people aren't mind-wasting a little while to get them at one third of the price. If however, the low price release is delayed for too long then the games will look too out of date that we'll remain in exactly the same situation as we're in at the moment with games buyers looking down with contempt on anything that costs less than 30 pounds.

Personally, I'm looking forward to the day when *Phaedrus*, *Millenium* and the like, become affordable to every PC gamer/player - and the rise of a strong market for budget software can only help to bring this day a little closer. So, to do your bit, next time you see a gift horse, try to hold back for just a little while before examining its teeth - who knows, you may even end up with a few classics to add to your collection.

Clare Brennan

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GAMEBOY

Gameboy fans are glad. This month, Spelman seems to be coming a lot of problems for you Gameboy fans.

Most people seem to have got Batman to one side in favour of its equally brash little cartridge. Certainly adding to the amount of pieces for help we receive each month, you folks need some help with it.



MYSTERO AND THE END-OF-LEVEL-GAME

Your first area of real difficulty will probably be on the sixth screen in. Here, you must watch the patterns of Mystero's bombs. They'll give away to bombs, allowing you enough time to push or yourself in a prime strike point.

Actually doing battle with Mystero is far from easy, he doesn't sit still for long. Take note of his movement pattern, and attack when he's dropping down. Always remember to avoid that awful pit.

The end of level bosses can withstand spinning web attacks with relatively little difficulty. Instead, opt for a straight hit. There's no

point wasting your webs when good old flesh-cored punching will do the job just as well.

General Tips:

When fighting Mystero, dodge the explosions by moving to the right of the screen. Then duck. Wait for him to appear, let him throw three times, and he should look out.

THE HOBGOBLIN

Track down the Hobgoblin at the top of a skyscraper. Climb to the top of the building carefully avoiding those steadily open windows. There's only one window that you can climb through, so keep looking.

Once atop the roof, you must battle the Hobgoblin's henchmen. They're really in their element here, and the action becomes a bit tougher. This is where to use your webs. Take out the henchmen and swing your way across the rooftop towards the Hobgoblin's domain. When he appears, you know you're in for a fight. Dodge the jack-o-lanterns or your strength will be depleted, and you'll be in no fit state to fight.

The best policy to defeat the Goblin is to watch his movement patterns and kick him in the back as he turns away from you.

GENERAL TIPS:

The hobgoblin's battle is highly complicated. Head for the upper ledge and keep on the right hand side. Crouch down and start kicking until the bad guy drops under the ledge. Once he emerges from the bottom right, you can interrupt him with a number of well-placed kicks.

KICKIN' ASS

Remember kick off on the Amstrad? Pretty dismal, wasn't it? Thank goodness here have totally revamped the old sequel, Kick Off 2. The graphics no longer look like direct Specby parts, and the playability is no good if that's the computer is a tough opponent, but the game is at its best in two-player mode. If that you'll still be finding this up in a year or two's time so that you and your mate can have a game.

IN THE NEXT...

Currently hitting cinema screens Stateside and here here is the new future-c, a Rambo-esque big budget movie called Navy Seals, starring Charlie Sheen, star of Wall Street and Platoon, and Michael Biehn, star of Alien and the Abyss before he played another Navy Seal. Incidentally, I thought the Abyss was a great film, ending aside, and the effects for the alien water tentacles were stunning - use it on video if you don't know what it's all about. Entirely suitable for a computer game, you may think, and sure enough here it is, thanks to those masters of the film to film to, Doran.

I managed to have a quick sneak preview of the game on the G4400 console, and technical it'll look very nice; smooth scrolling in all directions and large colourful sprites with excellent animation. However, it seemed pretty tough-one shot is all it takes to lose a life and there's a heck of a lot of fly-fing about. Hopefully you'll see the full NCS review soon - look out for it!

HOLY BATMAN TIPS

Seeing that this amazing game has just been re-

THE SCORPION

Deep underground you'll encounter the Scorpion. His henchmen appear out of nowhere, so you've got to keep your wits about you at all times.

To move around in the subways, you can ride the tube train, but you should be aware that the chances of an ambush are expressly high.

The Scorpion himself, is equipped with a large and deadly tail (hence the name). Once his tail has flicked out, run towards the Scorpion and plant a punch on him, then run back again. This way you can deplete his strength without incurring any hit points on your self.

Another method of attack which proves successful for more brightly players is to leap over and around the Scorpion, and then give him a kick in the lower leg behind.

That should be more than enough to keep you going for the moment. Any further problems and you'll not have to rely on your Spaceavers to help you out.

GENERAL TIPS:

A successful battle with the Scorpion is repeated five times you can perfect both your punching and kicking action. Continual punching will inflict hit points, since he's more too-bright and will wander directly into the blows, but you must back off and leap him at bay with a surprising fire of webs, lest his tail catches you in the crotch.

With English

released in Cosart's Hollywood Collection, it seems like the right time to let you in on a great little deal to let you stay bristly. It's simple (and especially easy to remember if you're a Scorpion fan - just hold down keys 'T', 'D', 'Z', 'O', 'W' all together at any time during the game. And for any Specby owners who happen to be reading, you may be interested to know that this cheat will also work on your machines. Thanks to Steven Prescott of Wigan for that one.

FERRISCAR TIGER TOURIST

Tom Munnier right, it's of Great game, though wouldn't it be nice to have an extra life in, even better, infinite credits? What's that, Richard Owsen of Edinburgh, just move to the far left at the start of the game and jump, and I can have both? Well, thank you!

Christmas is here again, it's been a great year for Amstrad fans, what with the release of two new computers and the Console, and 1990 looks like being an even better, especially now that our fridge support is beginning to take off.

Amstrad recently announced that their profits are down for the second time in two years, with turnover dropping from £626 million to £571 million and pre-tax profit dropping from £16 million to £44 million. But take heart, because I think the new products should help them well on the way to recovery.

Though down and gloom - and it is the time for good cheer. Don't drink and eat too much, the Christmas and I'll see you here and hearily in the New Year. Bye!

© David Upchurch

AMSTRAD CPC



Who said that the first computers are dead? I've just seen a couple of games that warren my talk in the of CPC...

A SHADOW OF ITS FORMER SELF?

Well, who would have thought if Amstrad owners may have heard about Gordini Graphics' conversion of the Pogoos game. The Shadow of the Beast, and thought 'Lovely idea, but it'll never work.' - I know I did. The Amiga version boasted gorgeous smooth-scrolling graphics and atmospheric sound, while the Amstrad version wasn't... can it be true?... gorgeous smooth-scrolling graphics and atmospheric sound?

Incidentally, there have been some comparisons, such as the screen being a little small and the use of only four colours for the graphics, but it compensates the slightly shallow gamut of its original has been improved, although you are still amazingly pleased right back at the beginning if you do. It's not really my point to go about giving RCI ratings, but if I increased it I'd sure it somewhere in the upper 800s. Congratulations to all at Gordini!

IBM PC



Would have thought I'd never have guessed that in this post- Thatcher, honey-conscious, I'm alright Jack, every man for himself era that there would still be a group of phantasmagoric programmers out there who want nothing more than to give you their software for absolutely nothing!

Well, actually I will quite like that, but the ever-growing range of Shareware and Public Domain software costs far less than games that come in fancy boxes filled with inserts and tea towels - and if you look hard enough you may even find some that put their more expensive counterparts to shame.

Firstly, the Public Domain is made up of programs which have been made available by their developers for any number of reasons: it can come from back home (university) who couldn't get their names published any other way, or even from major publishers who put out demos of the latest game as another marketing tool. Shareware, on the other hand, is a sort of 'try

before you buy' scheme where individual programmers or small development teams circulate civilian versions of their creations which can be copying from simple but not full games to expanded memory managers and allow the user to get to grips with them at their leisure. If you like the program you then register and receive the full thing - if not, you simply don't bother.

Either way, the initial outlay is usually little more than the price of the disk it comes on, or, if you lay on to a bulletin board you can even save these few shillings by simply downloading the many programs available through that channel.

So much for the theory, but how do you find your way into this vast and unexplored silicon treasure chest? The best way is to scowl the small ads in the back pages of this very magazine.

Even if an ad only offers one particular program, it's a fair bet that the person offering it has access to a whole host of others. A quick call will usually result in a catalogue winging its way towards you and the rest is simple.

Following this very method, I called up the Public Domain Software Library (hardly its cryptic name I know, but somehow I thought that this could just be the type of place I was looking for. Within a matter of days I was the proud possessor of a range of games from Wizard Games, a Scottish programming team.

For roughly ten pounds I got my hands on seven programs, with content ranging from a 'puzzle-fests' maze game (pretty cool actually) to a superb space game called... wait for it, The Soccer Game.

Although it's entirely featureless, The Soccer

Game is complete and realistic enough to keep any true fan stuck to his keyboard in a vain effort to gain promotion.

Like the rest of the Wizard programs, The Soccer Game is Shareware. This version only allows the budding manager half seasons to get it right, but if you want to play longer than that (which is more or less compulsory for anyone who catches the bug) and to take advantage of the 'save and load' facilities, then you'll have to pay the £12 registration fee.

Although the Wizard disks only actually yielded two or three games, that would bother to play twice, it still worked out as reasonable value for money - mostly because of The Soccer Game, it must be said. But if you came up with something as good as that every time you dipped into the Public Domain then it would become a more than worthwhile hobby.

For Local clubs who will have PD Libraries to lend contact: The British Association of Computer Clubs, 31, Queens Crescent, Clapham, Barb, MNR3 4BN.

For Local clubs who are equipped with a modern bulletin board, to use it then you could contact one of the following bulletin boards:

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CARVUP COMPO

Core Design, in order to announce, may celebrate the release of their cartoon-style driving romp has kindly donated a number of pieces of software and appropriate merchandise materials to simply give away to you.

Carry up, in case you didn't know, is a comic-book styled platform game featuring a comely animated car as the central character. Not the motorway-orientated destruction that you may expect, Car-Vup is actually vaguely related to both Pac-Man and Asterix. Arnie (the car) must trundle along all the platforms of the level avoiding right-march enemies. Once Arnie has travelled across each platform (changing their colour on the way), he will be whisked off to another level by a friendly helicopter. Among the levels you will find a Wild West scenario, Topland (complete with Stride, Bicks and Legal) and even a Prehistoric Age. Lots of variety.

So, if Car-Vup sounds like your cup of tea, why not enter this contest? And all you have to do is answer the questions below and send them to the address printed at the end of the compo.

THE PRIZES:

There are **TEN** copies of the game, which will go to the TEN first prize winners. And there are **TWENTY** posters featuring Arnie, the game's automotive hero, which will be awarded by the ten first prize winners, and the **TWENTY** runners up.

THE QUESTIONS

1) Core's recent space exploration hit was called:

- a) Cooperation
- b) Co-operation
- c) Coranation

2) Core is the coding team behind one of the most well known software forces of late.

- a) James Ford
- b) Bob Casperow
- c) Bernie Rubber

3) Which colour is Arnie in Car-Vup?

- a) Red
- b) Blue
- c) Orange

Send your entries for ACE Carvup Competition, Core Design, Suite C, Trafalgar House, 69-71 Ashbourne Road, OXF1 3PS.

RULES:

Competition closes 8th January 1991. No employees of EMAP Images or Core Design or their relatives are eligible for entry. The Editor's decision is final and no correspondence will be entered into.

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165	165.99	165	165.99		

HOT OFF THE SHELF

"Oh thanks, Grand! Just the game I've always wanted!" (Thinks: Oh no, what's this? Why didn't I show her *Hot Off The Shelf*, then I might have got something really good).

To celebrate Xmas the listing has been fully revamped, and now includes all the highest-rated titles featured in ACE over the past three months, as well as older but essential buys. All you see here should be available from your local dealer now.

BACK ROOMS: COURT-DOWNS TO DISOBEY

SSI/US Gold • Amiga 878A • PC 178A • C64 178A

The year is 2455, and Back Rogers, tactical genius and fearless adherer of freedom, is detected from cryogenic suspension to help

lead rebels on a warged 10th to victory and freedom from a tyrannical government. An RPG with similarities to the SSI AD&D games, the action is viewed in familiar pseudo-3D. All interaction is menu driven, with selections made by clicking the mouse. The number of locations are many and varied, and most are introduced by an attractive picture. Fans of this game should be more than happy with this, and the space setting makes a welcome change from the usual medieval fantasy.

• ACE RATING: 885 ON AMIGA

CAPTIVE

Microzone • Amiga 124.99 • Atari ST/1 124.99 • PC 129.99

Another in the ever expanding number of RPGs composed using the premier Japanese engine, Captive, written by veteran programmer Taro Crowther, pits you against hordes of capturing aliens, with nothing to defend you but a briefcase. This briefcase, however, contains a computer giving you remote control over a four-droid team with which you must free yourself from the fortress where you are imprisoned. Excellent atmospheric graphics, impressive real-time stereo sound and a total of 99,000 levels to explore place Captive very much in the ACE-rated category.

• ACE RATING: 919 ON AMIGA

CHAOS STRIKES BACK

FTL/Microzone • Atari ST 124.99

• Amiga 128A

The long-awaited sequel to Dungeon Master. If you have

already played through the first program you can use your existing characters, otherwise there is another hall of mirrors you can select from. Chaos has a similar feel to Dungeon Master, but is much tougher. There are also some new features thrown in, like a character editor and help oracle (very handy). If you haven't played Dungeon Master then play that first before making a definite date with this game.

• ACE RATING: 945 ON AMIGA

GOVERN ACTION

Microzone • PC 129.99

"Get another secret agent game!" You play Max Remington, ex-OA man, who is now starting a career as a undercover investigator. However, Max is asked to evade the fee for the President of the United States. On offer are four skill levels, three mission areas, three crime types and over a dozen unique operations to contend with. As you would expect from Microzone there is a wealth of detail and the tasks on offer are going to require many months of work to crack. Go to it, Max.

• ACE RATING: 962 ON IBM PC

CORPORATION

Core Design • Atari ST 124.99

• Amiga 124.99 • PC 129.99

This role-playing cybernetic extravaganza from CORE, polishes the best of previous RPG's, and that bit further. Corporation is a 3D exploration, puzzle-orientated arcade

combat game (5 in the mould made traditional by the original Dungeon Master RPG). Your objective is to find and remove an embryo belonging to the ultimate biological killing machine, bred by the MCC Corp. Light source shaded sprites and sound of like-like quality, along with excellent playability and an intuitive control method all contributed in pushing Corporation over the 900 mark.

• ACE RATING: 945 ON AMIGA

EMERGENCY

Firestorm • Atari ST 124.99

• Amiga 124.99 • PC 128A

This unusual combination of fight and adventure game, and sequel to the well-received Necessary, has been in development for a couple of years now, but the resulting game has been worth the wait. The wireframe graphics of the original game have been replaced by solid 3D-vector graphics, but they are just as fast. There are now nine planets to explore instead of one city, so there is plenty of long term challenges here.

• ACE RATING: 925 ON AMIGA

F-19 STEALTH FIGHTER

Microzone • Atari ST 129.99

• Amiga 129.99 • PC 129.99

A program that could well be described as the Flight Simulator's Flight Simulator. The PC version has enjoyed much success since it became your ally, 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 be 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: 935 ON IBM PC

GOLD OF THE ATLANTIS

SSI Gold • Amiga 178A • Atari ST 178A • PC 178A

Oh yes, very holy Jones! A graphically-rich arcade adventure that casts you in the role of first Command, ex-cb Special Forces and ex-time CIA agent, racing through the jungle in pursuit of a lost Aztec tomb filled with gold, you must evade the minions of savage apes/humanoids, manhandling alien plants and innumerable booby traps. Only those with quick-wits and reflex-reactions need apply. The animation on the large, fleshy-dream, sprites is incredible - (but seems able to do anything! There's enough

"As expected,
a brilliant game..."



"...from Challenge!"

Terror Breeding

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*Exciting World Cup strategy
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NOW YOU'RE THINKING

Challenge Software, Hatton House, Church Lane,
Chesham, Herts. EN8 8DA. Tel: 0992 440600

mission and excitement here to set
off any arcade adventure track.
+ ACE RATING 900 ON ARCADE

HARPOON

Microsoft/PS2 ■ Atari ST £29.99
Quite simply the best naval simula-
tion to be released for the General
Public. The battles that come
with the game deal with Red Fleet
conflict in the North Sea, but other
battles will be available soon. A
clever system of three map types is
used to effectively manage each
mission. The nice thing about
Harpoon is that the computer takes
care of all the boring mechanics,
allowing you to concentrate on
naval tactics. A real treat for any-
one interested in modern naval war-
fare.

+ ACE RATING 900 ON IBM PC

THE IMMORTAL

Electronic Arts ■ Atari ST £24.99
■ Amiga £24.99
Nothing new in the plot department,
unfortunately. Old sword... enter
dungeon... defeat monsters... avoid
traps... solve puzzles... rescue Grand
Wizard... etc., etc. However, the
presentation is something else. An iso-
metric-3D angle is used to view the
events, and your character moves
around it freely, combating mon-
sters and so on. Every scene is
beautifully animated. There are only
50 locations to visit, but every one
is going to take a lot of work to
puzzle through. **WARNING!** - this
program only works on 1MB
machines!
+ ACE RATING 910 ON ARCADE

INDIANAPOLIS 500

Electronic Arts ■ PC £24.99 ■
Amiga £24.99

The ultimate racing game. July 600
open state of the art solid vector
graphics which really add some-
thing to the high speed action. As in
NASCAR's Bomber there are a variety
of out-of-pocket views to select
from, the realistic handling of the
cars will have you coming back to
this game time and time again.
+ ACE RATING 900 ON IBM PC

LOTUS ESPRIMO TURBO

CHALLENGE

Grandis Graphics ■ Atari format
£25.99 ■ 3.5" format £10.99
Remember, on days of Grandis' odd-
crazy idea, he uses this game
envelopes a similar split-screen effect
as that aging classic to allow two
players to race against each other
at the same time. This, and the fact
that the 3D effect actually does

convince you that you're traveling
at the speed of your motor, puts
Lotus way ahead of the rest of the
pack. With 37 tracks, 3 difficulty
levels, and the option to choose
between automatic and manual
gears, this is one racing game you
will see a lot of mileage.

+ ACE RATING 915 ON ARCADE

MIDWINTER

Microprose ■ Atari ST £25.99 ■
Amiga £18A ■ PC £18A

The latest magic hit from top pro-
grammer Mike Singleton, creator of
 Lords of Midnight. The game is set
in a frozen island in the future. Your
task is to recruit members of the
Peace Force to fight off General
Masters' invasion force. This is
done by managing people and
resources via a series of Fixed
Maps and Towers. The game has
disappointing sound, but nice 3D
graphics, and enough solid game-
play to keep you going for months.
+ ACE RATING 945 ON ARCADE

MYTH

System 3 ■ 3.5" format
£3.99/£14.99

The game that pushes the Old and
Spectrums further than they have
ever been before. Fight your way
through several time zones to reach
the ultimate confrontation with the
evil Demeron. The game is capti-
vating not only because of its size
and depth but also because of the
superbly animated sprites and
clear playability.
+ ACE RATING 900 ON CD

OPERATION STEALTH

US Gold ■ Amiga £24.99 ■ Atari
ST £24.99 ■ PC £24.99

One of our "stares is missing in the
latest game from Polygram
Software. As John Cleese, you
have to use all your wit and ingenu-
ity to recover a Double Bomb
repacked from a US Airbase before
the KGB get their hands on it. The
Stealth Online style game is similar
to Cleese's previous game, *Amur*
stars, with all interaction effected
by simply pointing and clicking the
mouse. The graphics and animation
are very entertaining, although
sound is a little disappointing, and
the game talk should keep you
going for a long while.
+ ACE RATING 910 ON ARCADE

POWERMOMENT

Electronic Arts ■ Amiga £29.99 ■
Atari ST £29.99

A new computer classic, with the
highest ACE rating ever. This play

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ACE DIARY

DECEMBER

1 - 5 DECEMBER SOFTWARE RELEASES

Available: Strategic PC (£25.99), military board game simulation.

US Gold, Only Double Pack (SG) Amiga (£24.99), PC (£29.99), Last Crusade plus Oak Wreckers in a single box, Nightshift (Amiga, ST £24.99), Spectrum, C64, CPC tape £9.99), disk £14.99, the year after the oil of the 1980s, history and war's fortunes, Krimson (Amiga, ST, PC £24.99)

Powercraft PC (£29.99), Color-compensation comprising Ovals, Strides, Fragments World, Thunderbirds and Last Day of Britain II, No Limits, No Mercy (C64, CPC tape £9.99, disk £14.99). Follow up to the Capcom set-up.

Demarc's Hard Drive II (ST, Amiga £24.99), PC £29.99). Four more circuits, faster action and a track editor to design your own street driving.

Pelican: Dragon's Breath (PC £29.99)

Image Works: Speeded 2 (Amiga £24.99), Stragap: Stragap's vision of an intergalactic sporting life.

Midnight: Ultimate Day (Amiga, ST £24.99), Day of Thunder (Spectrum, C64 tape £9.99, disk £24.99), now the film is here, quite possibly substantially better than the film. Life and Death (ST, £24.99), Building leads our guests can beat their toughest skills here. 80 Sports Bowling (PC £23.99)

Electronic Arts: Grogan Wars (Amiga £24.99), Lord of the Rings (PC £26.99), Sam's Tale II (PC £29.99, now format) for well-established role-play.

Ocean: Battle Command (ST, Amiga £24.99), PC £29.99).

Follow up to Carrier Command.

Virgin: Aerial Assault (Sage Master System £29.99) Ultima IV (Sage Master System £29.99). Popular strategy game in our price range appearance. World Cup Halls 99 (Sage Master System £24.99) Columns (Sage Master System £29.99)

Strategic: Demolish Mission (Atk 1 £24, Amiga £9.99). Moon planets, more flights, more objects. Needs original Demolish to run.

Saturday 8
Computer Shopper show, Wembley Exhibition Centre. Loads longam in the world of games, add-on disks, graphics, etc; you name it and hardware.

Sunday 9
National Day, Tanzania. Last day of the Computer Shopper show (see above for details).

Monday 10
End of the ground shooting season.

Tuesday 11
Wednesday 12
National Day, Kenya.
Thursday 13
Friday 14

15-19 DECEMBER SOFTWARE RELEASES

Oceanwave: 15 Come from the Desert (PC £24.99), Wolf Peaks with special ends. Spectrum: 1600000000: Night of the Invader (Amiga, ST £29.99). Flight sim base of various aircraft in Vietnam.

Electronic Arts: Easy Golf (Sage Maguire £29.99) John Madden's American Football (Sage Maguire £29.99), American Football (Sage Maguire £29.99), American Football (Sage Maguire £29.99) American Football (Sage Maguire £29.99) American Football (Sage Maguire £29.99) American Football (Sage Maguire £29.99)

US Gold: Strategator (C64 disk only £24.99) Sage Master: Mile (Amiga, ST £24.99), Spectrum, C64, CPC tape £9.99, disk £24.99). Completion.

Acadline: Star Control (Spectrum, C64, CPC £29.99) tape, £24.99) disk)

Virgin: Populous (Sage Maguire £29.99), Bullfrog's Civilization creator sells the fact that console are only good for arcade games. Bullfrog: Sage Maguire (£29.99), Get your little from a series of martial arts tests. World Cup Halls 99 (Sage Maguire £24.99). Soccer into their new. 1 game. Civilization (Sage Maguire £24.99)

Ocean: Name Police (ST, Amiga, PC £24.99), CPC tape £9.99, disk £24.99). Programmed by development team 'on the spot' in South America, surrealism equal against evil, etc. drug banter.

Ocean: BNRG (C64, Amiga £24.99, PC £29.99, Spectrum, C64, CPC tape £9.99, disk £24.99). Total Recall (C64, Amiga £24.99, PC £24.99, Spectrum, C64, CPC tape £9.99, disk £24.99). Relevance about you up much like its licensed character.

Don't forget!

Starting next month, ACE will always be on sale on 1st of every month!

Saturday 15
All Formats: Computer show, New Horticultural Halls, London SW1. Various hardware, software and peripherals.
Sunday 16
Monday 17
Tuesday 18
Death penalty for murder formally abolished in Britain on this day in 1969.

Wednesday 19
Thursday 20
Friday 21

21-25 DECEMBER SOFTWARE RELEASES

If the software houses haven't got their products in the shops by now, it's a safe bet you won't see them until after Christmas. As far as publishing goes, you can consider the industry closed for the next fortnight.

Saturday 22
Shortest day of the year today. Let us and you'll miss it... Speed limit of 70 mph was introduced in Britain on this day in 1965.

Sunday 23
Monday 24
Christmas Eve. Last minute dash round shops for presents.

Tuesday 25
Christmas Day. Open presents, eat turkey, watch TV hits, fall asleep.

Wednesday 26
Boxing Day (Bank Holiday)
Thursday 27
Friday 28

Saturday 29
Sunday 30
Monday 31
New Year's Eve

JANUARY 1991

Tuesday 1
New Year's Day (Bank Holiday), National Day, Cuba, National Day, Sudan, National Day, Haiti. Britain becomes a member of the EC on this day in 1973.

Wednesday 2
Thursday 3
Friday 4
National Day, Burma
Saturday 5

10 DEC - 1 NOV SOFTWARE RELEASES

Thalion: Enchanted Land (ST £24.99). Colorful adventure game.

Ocean: Six North (PC £29.99), Action Max (C64). Mass's first foray to Six City on a massive scale.

Pygmalion: Carthage (ST £24.99). Archaeologist game set in the Carthage of the Roman Empire.

Bandicut: Elite Plus (PC) Updated version of the classic trading game which has an excess of all about this month's new releases.

More Bytes: War Jeep (ST, Amiga £24.99)

PS: Champion of the Ring (Amiga, ST, PC £24.99) Traditional strategy game based in 19th century India.

PS: Harpoon (Amiga £29.99)

Planning an event? Let us know what you need. Contact us on 011 400 0000

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THERE'S ONE NEAR YOU!

ACE DEALS

They're here, they're there, they're every-where! where. Like Santa Claus, the Teenage Mutant Hero Turtles have their amazing ability to be in more than one place at once.

At any rate, starting December, the 'Turtles will be much in evidence, notably in **Software Circus** in The Place in London's Oxford Street on December 3, where they will be making a personal appearance. Then on December 18, the turtles will be prowling into the brand new **Microworld** outlet in the Middlesbrough centre in Sheffield.

London's **City Software** also has a turtle-embroidered plan for December as it goes live in the Liverpool area, but out for more details.

City Software is also thinking up with lots of Christmas present ideas, with special economy gift packs, such as computer cleaning kits, to blank disks, disk boxes and mouse mats in a single package. Could be just the thing for the computer owner who already has everything.

Also at **City Software**, look out for special offers on Amiga-related disk drives and half-megabyte memory upgrades. Going with the Amiga, all **Microworld** stores are giving away a free items disk with any Amiga purchase worth over £12.50. Contents of the free disks vary, but most include demos of brand new and forthcoming games for the machine.

And if you're wondering where to do your Christmas shopping, there are now computer games shops popping up all over the place. There are brand new **Virgin**

Games Centres opening in the first week of this month in Oxford in the Westgate Centre and Kingston upon Thames (at 14-46 Clarence Street). In the Capital Service Centre on **Chiltern Street**, the new large Megastore has a Games Centre section which it should also be open by the time you read this.

Microworld also has three new shops - in Sheffield, as detailed above at 123 St George's Walk, St John's Centre, (opened), and Friargate Walk in St George's Centre, Preston. **Microworld** promises more retail and special offers at all three new stores, as if you've

Our regular column highlighting special offers around the country. Check it out before you head off to the shops for your Xmas splash out...

meanly, drop in and pick up a bargain or two.

There are also two new shops in the **Computer Store** chain in the Broadmarsh Centre in Nottingham, and at Parkside Street, Sheffield. And in Gillygate Am Matthews Unity Building in Doncaster town, and a self-confessed large mall will be making a personal appearance at the Sheffield outlet sometime soon - check with the store for details.

WHERE TO LOOK FOR TITLES

City Software is on Lime Street, Liverpool.

There are **Microworld** stores in the Arundale Centre, Middlesbrough; the Broadmarsh Centre, Nottingham; Kellogg, Wakefield; the Metro Centre, Barnfield; the Greenmarket, Barnsley; Upper Town the Kingsgate Centre, Bradford; the Bull Ring Centre, Birmingham; the County Arcade, Leeds; Future Road, 50/52, Meadowhall Centre, Sheffield; St John's Centre, Liverpool; and St George's Centre, Preston.

Virgin has its **Games Centre** outlets on London's Oxford Street (at Marks and Spencers), the Megastore, and at 100, Bristol, Kingston and Oxford, and also in Wiganburn as well as, Birmingham, Brighton, Cardiff, Dublin, Edinburgh, Glasgow (at Union St) and Appleton, Leeds, and Nottingham.

Soft Software's Games Centre is in London's West End, one in The Place, London Street, the other at 282, High Holborn, London WC1. The **Computer Store** chain is based in Yorkshire, with shops at Whiting Office St, Doncaster, Hedges, Bradford; Tenny in Ancoats, Leeds; Market Place, Huddersfield; Watercolours St, Wakefield; St Sampson's Square, York; The Woodhouse, Halifax; Market St, Barnsley; High Street, Southports; Ancoats Street, Sheffield; and the Broadmarsh Centre, Nottingham. All offers and promotions are subject to availability of stock.

Although we do not tend to stress our dealer promotion information is accurate at the time of going to press, ACE cannot take any responsibility for changes or cancellations to dealer's plans.

Attention dealers! Don't keep your promotions, competitions, special offers, etc., a secret, tell us at ACE and we'll tell everybody else.

SHOP WATCH!

Software seller Dirk Longhorn reckons that Nintendo could be getting their act together in the UK in a big way...

It was way back in 1983 when the Sega and Nintendo consoles were available in this country. I thought at the time that, at the time, the Sega was by far the most attractive and we duly stocked the system as soon as it was available. As the range of titles grew, the more popular the machine became, and the following Christmas 1985 the Sega system once again seemed set by being the only console to be stocked by many computer stores (owners included).

During 1986, however, the situation was that Nintendo were going to do in this country what they had done to America & it really left little room and no time to culture. We looked again at the system, we looked at the inevitably high price of what was available, we looked at each other, 'that'll never happen over here,' we said.

Nevertheless, we still decided to stock the machine and the associated

40 software, if for no other reason than to offer it as an alternative to the getting more unreliable by the fast home computer. While not exactly selling like the proverbial 'hotcakes on a stick' that's just this being realistic - I hope none of you have subscribed to *Imageplus*, it did sell in respectable quantities, even though some of the reviewers regarding the price of the software were far too much to expect here.

This year, though, it must be said that the marketing man at Nintendo has done it. There's a huge demand for consoles and the small range of software: this is because of huge old legends and the absurd number of 8-bit & 16-bit/8-bit Nintendo copies everywhere.

The other reason is of course the Turbo. Nobody can argue with their popularity this Christmas and Nintendo have certainly got it right here.

Unfortunately, there's a fog in the future: a shortage of Nintendo consoles in any form. As a result, high street multiple stores to have space finally similar to the Nintendo independent dealers who've ploughed a hollow through for so long, however, so at least we can call those new owners Nintendo software.

Well, as there's another big sale, actually virtually every title is in short supply here, and the couldn't call the machines for months, and now we can't get the software.

Talking of Nintendo, I had a lady return a copy of *Street Rastan* to us last week. She raised it importantly on the counter and loudly proclaimed that it didn't work. I made the usual 'well, that's very unusual' noise and exchanged the machine for another.

She returned a few hours later very red in the face. She wanted to see the manager and have a refund and all her *bad* fans refunded. After much huffing, I read both copies in front of her to demonstrate that they did indeed work.

'But what about two players?' she blurted out. I explained that I didn't think that this particular game had a two player option, but it did that the two players would take turns to play.

Also, it turned out that machine had been trying to play the game with that *Red Bull*. But the Nintendo folks, that is, and in the best of my knowledge, there are only two readily available games that work with the little plastic feet.

'But,' she said, 'the man in walk-in-over-high-rear-end said that I could use the robot with all games - that's why I bought the *Flipping Jet*'.

I suggested the return to the shop. And, as she left, I rose with difficulty that I refrained from yelling 'and I'ma be glad to mention the God bless...'

PREMIER MAIL ORDER

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ADVENTURELINE

Stuck in an adventure? Write in with the name of the game and the nature of your problem. Be as specific as possible and I'll do my best to answer (on these pages only so no SAEs please), and if I don't know the answer, I know a man who.....!

News, tips, gossip, anecdotes and adventuring trivia are also all most welcome. Write to me, Pat Winstanley, Adventureline, Pink Box, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

NOW HEAR THIS!

If you want to contribute to these pages, get your pen out and start scribbling! Particularly welcome are short, self-contained hints and single problem solutions. I'm also interested to hear of PD and Shareware programs - the best will be reviewed (space permitting), as I've done with Jungle Bungle here. So get it to us!

LEISURE SUIT LARRY 1

Completing Augustus De Silva's solution

Having saved by the busman, enter the door and ignore all the other Leisure Suit men. Go by a girl called Penny, look as far to the east as you can, go right, then keep going to make four walls. Use the man and safety and after five this thing is done. Then get Larry to dance with Penny. (Note: Larry will do a full degree, means that has to be used to be followed - or chosen in February Night Fever). Walk to the shop and purchase a magazine and a cheap bottle of wine. Give it to the waiter and he should hand you a bottle. If he doesn't, enter his room. You should have given Penny £20 towards the honeymoon bills and she will hand for the bottle. Go to the Double Bed by sub. Ignore the flower and when you see the bird in the tree that you are meant to walk to the window and enter the hotel at the back. Enter the lift and go to the fourth floor. Knock on the door with the key, three beeps. Knock on the window and when no answer for five. Enter the room and when you see the monkey which keeps riding your backpack and you figure out how to stop her. Very annoying when he pinches your testicles just as you were about to avoid starvation. And if you don't have any bananas with you, he beats you up instead.

Water is a simple necessity for survival, but its collection is not so simple. Instead of ready-made supplies for the taking you must collect your own by catching tropical rainbows in your bottle. Although I dislike arcade sequences in adventures, for once it becomes far rather than annoying, and adds another dimension to the game.

The biggest difficulty I had with this game was not being able to play it while the kids were around - they kept pinching the mouse. So I had to stop to demonstrate play, only to watch puzzles which had kept me up into the early hours fall prey to devious young minds seemingly effortlessly!

Although shorter than most commercial offerings, the game is an easy match for quality and well worth the pitifully low price. Highly recommended for all.

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LET ME KNOW!

If there's any special subject you'd like to see covered in Adventureline, then let me know at the address in the panel on the left.

JUNGLE BUNGLE

Written by Len Tucker Amiga £3.50 - Licencedware AMOS PD Library 25 Park Road Wigan WNG 7AA

Rarely do adventures combine the elements to keep both old and young alike glued to the screen. Bizarre simplicity for children leads to born adults, while complexities to keep adults happy quickly put off children. Now, from the AMOS Library comes a rare example of several aspects in the shape of Jungle Bungle.

The game is set, predictably, in the jungle where your plane has crashed. Your task is (simply) to return to civilization. The game is entirely controlled with short, clear text responses and within the capabilities of early readers.

Puzzles are of the 'find the right object and use it in the right place' style, but more devious than they first appear. For instance, in the course of the game you must keep eating and drinking to survive, and while there is plenty of food around, there is also a light fingered

LEISURE SUIT LARRY 2

The second part of a complete solution from Augustus De Silva

Right Now that you are a millionaire you can go to the golf shop, Malibu Lns and buy some half price team shirts. Go back to Carl's house and the trash can outside should contain your passport. Pick it up as you'll need it for the cruise thing for a tropical and buy some sunglasses from the drugstore. Return to the Quince Mart for a garnish sized soft drink, then look for the music store. Challenging is the Spanish girl here will get you involved in Dr Rocker's old plans so don't trust anyone as the KGB are after you. Say no to the man outside the casino then get on the boat, showing your passport and ticket to the captain. When on board use map A-Crossed. Go to the bar/ber. This guy is just as fast as the last bar/ber as the girls you an expensive rig made from a map. Next go to the bar for margaritas but don't buy a drink as the barman is a KGB agent. Get out up the beach side and head for your cabin. Pick up the fruit and enter the other room. There you will meet Bernard's man, and after she has said her piece leave and close the door behind you.

ZAK McKRACKEN

Another helping of Mike Barham's solution.

You should now be controlling Zed's. Walk to the first machine door on the left, use the ladder on the pedestal then pick up the crystal sphere. This will open the machine door. Pick up the ladder and walk through the door, then turn on the flashlight. Use the extended map called "Stars Home" and state your way to the generator room. When you are there turn on both switches and both pumps are starting in the green lab. One rate will stop, follow, then use the map again to find your way to the gas room. When you get there, read the strange markings on the wall, make a diagram of them, and set them free.

Walk to lab, open the door of Zed's. Leave and go in. You should now have seen the hole. If it hasn't been closed just walk around outside for a while then go back in. If it has been picked then you will have seen 100,000 which you will need for spending. Go back outside the shop and make your way to the bar. Use the keys, take the walkway to the rear counter when the door opens. Use the machine, then barman and buy a drink in Malibu Mart. For the phone use the instructions barman and buy a drink in Cafe. Walk to the phone, flip the switch and walk to the right until you come to the phone. Look at the bag to see which has the strange markings on it. When you find the markings use the jet-line engine on the markings, then drive. Diagram B, I which will open a secret door through the secret door and use the map extended called "Options Map" to find the room with the control panel in it. Make your way to this room, and when you get there, switch to Zed's.

CAPTIVE

A few hints to get you started.

Walls - If on ballbearings, push using right mouse button on the forward iron - don't push too far or you might cover something interesting.

Power - Poke your finger in the sockets then touch the chests of the androids to re-charge them. But don't touch anything else or you'll blow it up. A charged finger makes a useful weapon in the early stages if you want to fight from a dis-

lance. Sockets become more scarce in the later stages, so take every opportunity to top up. **Maps** - Buy Optic B, the mapset, as soon as possible. Keep it running continuously but watch your power to show areas yet to be visited. Optic V acts as a compass and used in conjunction with the mapset helps early orientation.

Money - Save it. You'll need loads to restore your health when you meet heavier monsters.

Stairs - Jump up or down stairs when a monster is directly above or below for a satisfying visual bomb effect.

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Come's Message for the Month.

'Ye Dudes, Come on. Do it do first time I've
be in AGE, do may look do from me. Anyway Dudes and
Dudes look at the stuff on do page do today well and. Mr
Mike and the GUC crew's like work on it for ages.

'Anyways Dudes, just a note for them of you
that pay into our classroom thing in Highams Park place,
Mr Mike has got in some new dolls to work for me, some of
HISDOL, stupid name if you will do but Mr Mike is do
Dude. So do do for me Dudes and member you can't have
with a firm that's run by a Teddy Bear.

Come.



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CLUES ACROSS

- 5 Game putting Max in disarray (3)
 7 Finger a student put on type of computer (7)
 9 Game giving one a sharp feeling of pain (4)
 10 Chained to a game from US Goliath (8)
 11 Nothing in new Acorn to provide light (6)
 14 Grudge about game from Liverpool (6)
 17 Constable taking matter for provider of console games (2,4)
 18 Managed to get across Mhi Soft game (4)
 19 It's developed by Omega for hand-held entertainment (4,4)
 20 Person tending to cast runes (3)

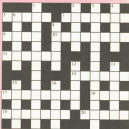
MINI QUIZ!

Consider yourself a genius (well, almost) if you can answer these questions correctly. Answers are on the Bitter End (page 176).

- How many creatures, in the original game, lurk beneath the Trap Door?
- What is the colour of Lord Jack's Cape?
- What came from the desert?
- Which brand of scenery were advertised in Green's game 1. Director?

Write and tell us if you get them right! We won't believe you!

Our monthly prize word puzzles, set by the inimitable MIPS



CLUES DOWN

- 1 Most WHEN coming round to play military game (4,8)
 2 Game - you can find it in brown cases (5)
 3 Game Boy it's not safe to be with! (4,8)
 4 Gapes surprisingly at parts of magazine (5)
 5 Non-digital type of computer from Angola (6)
 8 Awful waste of a game (5)
 12 Computer that's a snake in the grass! (3)
 13 Game played in nets (6)
 15 A software house in the main! (5)
 16 Point out it's an aid to climbing (3)

HOW TO ENTER

Every month we offer a free game worth up to £25 for your choice if you're the holder of the first correct numerical solution sent to ACE Ltd. The chance to send your solution is in ACE January 1992, *Prize Game*, *Fracturing Lane* (under £1000) (see page 176). The deadline for entries is always the first Thursday of the month named on the cover. In this case it's Thursday 20 January 1992.

DON'T MISS THE MEGA QUIZ!

Next month we're celebrating the New Year with a real test of your puzzle game knowledge - and you'll be able to test your wits against some of the big names in the business! Find out how much people MEGA know about games. In ACE issue 11.

SOLUTION TO DECEMBER 90 CROSSWORD

An ACE has now changed it's release dates (see Bitter End), we will be printing the solution to December's crossword in the next issue (February 01, issue 41). After all, we can't go giving away the answers before the closing date, eh? The winner will be announced in the same issue.

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FREEBIES

Mark Smiddy dons his blue overalls and goes (boldly?) where no self-respecting plumber has gone before.

PLUMB CRAZY

Atari ST £3.50 - Joystick

Every now and then comes a game that's so different, so simple and so incredibly effective it achieves instant stardom. *Plumb Crazy* isn't one of these – but it's based on one of the most recent – *Pipe Mania*. The story of how it came about is simple: the author went round to a friend's house, had a gig at the original, thought "How much?" went home and wrote his own version in STOS... Nearly words like plumbing, leak and feet, and even peeing spring to mind.

But this sort of thing is rare in the software industry – especially games produced by amateurs – so it's worth taking a look at. Older readers might just remember *Lesan Bunkin*'s arm-wrestling idea, *Ping*. This was the original table tennis game and arguably the thing that started the ball rolling. The idea quickly developed into *Breakout* which later formed the basis for *Atariant* – and its associated clones.

Then there's *Panic*, which probably spawned the plethora of platform games: *Puggines*, *Perforians*, *Dubble Dubble*, *Miami Men*, *Chuckie Egg* to name but a few. The fact is, new ideas are rarer than 24 carat diamonds and just as

WE WANT YOU

"Can I please state – they haven't reviewed *Revenge Of The Mutant Hero Tompkins*." Well, if I haven't seen it, I can hardly write about it. Drop YOUR PD/Sharesware game to Mark Smiddy, Co. ACE Primary Court, 30-32 Framlington Lane, LONDON, EC2R 2AU marking your envelope in LARGE LETTERS "FREE PD", September – if you don't let the world, the world won't sign cheques!

precious. No matter how good an idea might seem, someone, somewhere is bound to have seen something like it before and *Plumb Crazy* is just a dim reflection of *Pipe Mania*.

The idea of the game is simple – all good ideas are. All you have to do is construct a pipeline of a piece inside a set time limit – a bit like a jigsaw puzzle. "Sound easy – don't you believe it. The "pieces", shapes like left-hand turn, junction etc., appear in a set pattern each turn and one must be placed before another appears. The fact is the pipe only flows one way so all the pieces must connect correctly. Later screens see the introduction of ONE-WAY pipes more pipes and less time. It just keeps getting harder. Control is by joystick only, sometimes STOS is a little weak, so a mouse or keyboard option would be nice. How about another version Keith?"

He can doubt the origin of the idea but does it really matter. It's the game that counts.

SHAMELESS PLUG

Once again thanks for Sandra "Can I Pick 'Em?" Sharkey, The AMOS PD Library, 25 Park Road, Wigan, Lancs. W96 7BA. Tel: (0942) 492261.

and the author of *Plumb Crazy* has done the game playing public proud. It's addictive enough to draw most people round the 'd hand. So much so, it almost became grounds for divorce in one household. Wait for it: it was the husband that couldn't get on his own because the wife wanted to play! They'd even get up at six o'clock, just to get her morning fix. In his office it's already caused three stand-up fights and this writer had to be surgically removed from the list just to write the feature. And you thought PD software was dull! Even if you have "the original" get this – you'd be damn crazy not to. An Amiga version is promised – I can't wait!

DM-GENESIS

Amiga £NA - Mouse

Designer Mouseware, the inventors of *Charityware* – best known for the Amiga title, *Sleepy 3* – would like prospective cheat writers to know about *DM-Genesis*, the "Solutions Creator". A Solutions-Creator is like a reference book in a disk – solutions are built from a series

of screens which can be browsed using a simple text viewer. Up to ten cross-references can be attached to each screen which can either call up other screens in the database or run external programs – to incorporate graphics, sounds etc. Each solution can have a maximum of 200 menu items and a virtually unlimited number of screens. Typical search times from floppy disk, based on a 1.5MB database are under a second.

According to the Designer Mouseware team, the system could be used to create simple "paperback" adventures like those made famous by Steve Jackson or complete software manuals. It should be around by the time you read this on Amiga, with ST and PC versions to follow. By the way, the Amiga version of *DM-Genesis* was written by Steve Italy.

JUNGLE BUNGLE

Amiga £3.50 - Mouse

This is an absolute must for adventure fans – and anyone contemplating fifty quid on the AMOS package, because beside being another fantastic demo of what can be done in AMOS it's a beautiful game. It's so good you learned our leaper, Pat Minstrelsky (ACE ADMIN'S MISC/PC) and I refuse to write any more about it until our subsequent editor gives us a colour page on which to rave over it, so there. Kids from about 12 years upward should find this a real treat – look out Maggie! Sorry...

MIX N' MATCH

ST £3.50 - Mouse

Keith Peery (*Plumb Crazy*) has been at it again, only this time he's prepared something to really make you grin *ouch* – a version of *Pelmenoid* if there's two things that stick out from one of Mr Peery's offerings it's style and addictiveness. *Mix n' Match*, does not have the all encompassing grab you by the throat, appeal of his other titles but it does a fair job. You start with a lot of blank cards and by selecting two at random you try to find matching pairs. Sounds dull – but more vital in this incarnation it becomes a great challenge to develop mental agility – memory. The three difficulty levels determine the patterns used from easy to incredibly hard – Right, that's one brown fish and a green one, with the brown one in front, erm... "Adding to the fun", Keith has used some weird sound effects which border on offhensive quality. One for people with a "bentleuler" taste in games – but a very high quality implementation nevertheless.

Stay tuned for next month's PD games instalment – more gamespower for less cash!

BACK ISSUES

Back issues are available for all issues from ACE 4 inclusive (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 enquire as to the cost at the address below. Being the issues required.

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazines, to **ACE Back Issues, PO Box 500, Leicester LE9 6AA.**

• **ASAT (ASYNC) DIRECTIONAL AUDIO-SENSING TRACKER**, combat flight simulator for the 3D Air Force by Perseus/Amiga, uses Falcon software by Spectrum/Halcyon/Microvix. Features include: networking for multiplayer action, tactile feedback and fingertip weapon selection. (ACE 14)

• **BATMAN DIGITAL JUSTICE** is the world's first interactive hypercomic by Pope/McGee. "Digital is the art medium of the future." (ACE 28)

• **BATTLETOCH**, "the world's first complete computer simulation for play", featuring multi-player concepts equipped with 386/486 16 million colour graphics processors, stereo spatial sound

ACE Back Issues can expand your collection - and your mind. Here's a checklist of topics covered in previous mags...

and tactile controls as you command 3D of events in Mech. (ACE 28)

• **CD-I (Compact Disc Interactive)** is destined to become the entertainment and education medium of the 90s. (ACE 9-21/22/24-31/32/35). Check out issue 20 for multimedia principles (hypermedia in particular) and issue 24 for a preview of the Philips CD-I system.

• **CDTV**, Commodore's attempt at bringing multi-media to the mass-market. An Amiga with built-in CD-ROM drive and CD-audio capability, retrofitted to look like a VCR. (ACE 24)

• **CELESTIC ORBIT**, the world's first hypertext game by Ocean Software/Action. Check out issue 23 for the first review, issue 24 for a feature on hypertexts, and issue 30 for general hypertext coverage. New Ocean CD-ROM version featured in issue 36.

• **FLAME TECHNOLOGY**, one of Britain's Cambridge-based games hardware engineers. Their custom-designed Flame One micro format

the basis of the Force console. (ACE 11)

• **FLETSUB FM TOWNS**, a 12 bit 16 million colour computer with built-in CD-ROM drive. If you bought ACE 31 you could have won one. (ACE 27)

• **HYPERGAMES** like Cosmic Demos and Batman Digital Justice are paving the way for CD-I entertainment. (ACE 24/28)

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-I. (ACE 28)

• **KRIMM CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or aeroplane yoke. Ultimately failed due to a lack of marketing money. (Amiga 25)

• **LIGHTSPEED SPIRITS**, these researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 99% of the speed of light. (ACE 34)

• **MEDIA LAB**, hypermedia research institute with one simple goal - invent the future. People of this Massachusetts Institute of Technology (MIT) facility are working on computer generated programs, interactive computer newspapers and virtual reality man-machine interfaces. (ACE 8)

• **MEMO-SHO**, a new format and unbranded game console from SNK in Japan, with storage capacity for 64Mb games cartridges and IC card capability. ACE gave you an exclusive chance to win one in issue 34. (ACE 30/34)

• **RENDERMAN**, the amazing 3D graphics system by Pixar which creates polygons with photorealistic detail. (ACE 35)

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THATCH KEEPS MUM

Mrs Thatcher announced her resignation on the very day that *Wired* went to press - and the question, naturally, on everybody's lips was: now that Mrs T has relinquished the reins and responsibilities of government, will she have more time for playing games?

Will she **MARKET** said a hushed spokesman from the Home Office? *Wired* repeated his question. 'Video games?!, come the response, 'I'll have to get back to you on that one...'

We're waiting.

One of the amusing hazards of computer entertainment is overshooting. Sit yourself in front of that screen with a dozen or so Indian dimes and a joystick - and you know how it feels - suddenly Heaven sends just a few light-years closer. I was all compassion then when *Midnight* Films invited me to view Channel 4's broadcast of the *Spah* Winery Show discussing the *Norwalk* Processor - just as *ES* magazine National Enquirer informed us that *Spah* has put on 50 pounds in weight and her 'disgusted boyfriend' has called off their romance. Good heavens, *Spah* - stick with Mario.

Atari recently announced their operating results for the third quarter of 1990, with net income of \$5 million on sales of \$89.1 million. According to Sam Trammis, The Atari 70000 system based on the Motorola 68000 microprocessor, which started shipping during the third quarter, has been well received. In addition, the Company is shipping an additional 9 software titles for the Lynx, which means that by Christmas there will be, well for it, 17 games available (if you're lucky enough to find them). No mention of the ST, you notice. It's complete demise in the US, accompanied by its current poor showing in Europe against the Amiga, must be a good omen for an aggressive company like Atari to quietly forget all about it and concentrate on new initiatives, like the Panther (see page 7 of this issue).

Remember *Outlaw*? The original conversion was really a colossal turkey in every sense of the word. It was a Christmas release that got doled up for the eager public just in time for stocking thing but, well, just too late for the magazines to review it in their Christmas issues.

By the middle of January, when the first reviews began trickling out, it was fairly clear that anyone who'd waited early with a copy was almost bound to be disappointed. There were even suggestions - purely untrue - that *USGold* had committed the unconscionable crime of actually withdrawing the product from the magazines for fear of giving poor marks and losing sales.

ACE HAPPY HOUR HOTLINE



Don't forget the ACE Hotline! If you need a quick response to something games aren't helping you figure, then call our expert advice hotline on 011 221 4200 and ask for David Spedding or Ann Douglas. If you've got a query about mail order or the rest of our pages ask for Neil that's his alias. The hotline is open Monday through Friday, though not every day for all time. It won't handle heavy database enquiries. Please note, we cannot accept calls outside the home time. We'll also take, at the risk of receiving a host of unhelpful e-mails, no e-mail orders that the purpose of the hotline is to answer questions and not type letters into you and to discuss that matter after editorial you've got.

THEY SHALL BE CONSOLIDATED...

Paul Hall of *Electronic*, Matthew Carter of *Roller*, Alan Atkinson's *Am* Mandy, Andrew Hall from *Madden*, and Dave Orr from *Harrogate* were the five winners of the 1990 Game Competition, winning respectively *NES*, *Master*, *Commodore*, *Sega* and, well, *Lyte* consoles. Best done, *lord*.

AND GO TO PARIS...

The Electronic Ace competition was won by Simon B of *Redcliffe*. Enjoy their prizes or your trip to Paris. *Send* *And* don't let up the *Spah* *Winery*.

AND GRAB SEGA FREEMEN...

The winners of our Magazine column compo were Kevin Water of *Surfist*, Carl Bow of *Bournemouth*, and Dennis Dumbary of *Northham*, all of which can readily identify the UK Magazine as the US Game.

THINK 8, THINK ACE!

ACE has always been published on the first Thursday of every month, but from now on it will appear on the shelves at the first of every month instead.

We've done this for two reasons. First, the old arrangement meant that some issues had to be produced too late, leading to our having to postpone some of our coverage to the following month. It also resulted in restricted availability for some issues. The new system will make a big difference, so think 8, think *ACE*!

Whatever the truth of this situation, *ACE* suffered a lot of loss because of *Outlaw*, though they've worked hard on quality since then to put their name back in lights.

So what's the point of all this reminiscing, eh? Well, have you noticed the absence of certain high profile Christmas releases in this issue? We certainly have. *Total Recall*, for one, is strangely overdue - the console is that the game was a major disappointment and has been sent back to the drawing board. Let's hope others follow this worthy example. If not, buyer beware.

END

ATARI



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