

# ACE

- ST ■ AMIGA ■ C64 ■
- CPC ■ SPECTRUM ■ PC
- NINTENDO ■ SEGA ■

## THE ULTIMATE GAMES MAGAZINE

ADVANCED COMPUTER ENTERTAINMENT

### CRIME BUSTER!

Interactive Sleuthing in Sierra's Rise of the Dragon



### CDTV

The Case of the Cautious Condor



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Winning TOXI  
Coming up for  
Grab!

### ACE

IN THE STATES

First CES '91 Report

Including:

**SENSE 8**

Portable Virtual Reality

**DUCAFILM**

Ready for Review

**VIRTUAL SEX**

It could only happen  
in California!

**WING COMMANDER 2**

**ULTIMA VII**

## THINK PINK!

30 Pages of  
Software Steals and  
Bargain Buys

**PLUS:** R-Type 2, Team Suzuki Trailblazer, Dragon's Lair II  
Mig 29, Hard Driving 2, NARC vs Crimewave, + Many more



# FLIGHT OF THE



# INTRUDER™

Flight Of The Intruder takes you into the deadliest air combat environment the world has ever known - the skies above North Vietnam.

In 1972, the USAF launched Operation Linebacker. US jets and their South Vietnamese allies are locked in a life and death struggle with the fanatical North Vietnamese Army. You must stem the tide of the North Vietnamese offensive by cutting its vital lifeline to its front line troops.

From the US Carriers in the Gulf of Tonkin on "Yankee Station", you must attack a variety of installations defended by surface to air missiles and the MIG fighters of the skillful and determined North Vietnamese Air Force.

Only team work will get you back alive. The "IRON HAND" flights must destroy or suppress the surface to air missiles while Combat Air Patrol aircraft circle high above the strike force looking out for enemy aircraft. The strike aircraft must find and attack the target braving a hail of small arms and anti aircraft artillery fire at low level. Individual survival is not the only measure of success. It is the success of the mission as a whole that counts - there is no place for seekers of individual glory.

Enemy aircraft featured are the nimble MIG17 and the more advanced expensive MIG21, capable of out turning any USAF aircraft.

Flight Of The Intruder takes you into the real world of operational flying and mission planning.







## FEATURES

Choose between two of the best aircraft that ever flew! The F-4 Phantom is fast, powerful and equipped with highly advanced weapons. It is so flexible that it can perform any type of mission. The 4-47 fighter has the first all-weather computer operated weapons guidance system (DAWG) and an outstanding weapons load, both have closed the best of time and are still in service.

- ⊕ Up to 8 friendly and 4 enemy aircraft on screen simultaneously.
- ⊕ 2 different aircraft accurately simulated. 5 different roles: MIGCAP, BOMB FIGHT, or STRIKE.
- ⊕ Realistic mission environment with enemy artificial intelligence.
- ⊕ Switch between friendly aircraft in flight.
- ⊕ Carrier take off and landing with "MIRAGE" landing aid.
- ⊕ In-flight radio messages with radio message queueing system.
- ⊕ View from all aspects and fit to cockpit view.
- ⊕ Large numbers of mobile targets, including trucks, trains and tanks.
- ⊕ Realistic terrain taken from contemporary operations maps including Korea, Hanoi and Thai Air.
- ⊕ Instant "Quickstart" option.

**MIRROR**  
*SOFT*

*Spectrum Hobby*





Nothing more than pure fantasy, but thanks to the most advanced 3-D computer graphics ever used by any magazine, a picture has replaced the thing a picture is.

**CALIFORNIA DREAMIN'** A month of contrasts. Braving the foul West Coast sunshine, battling through the wretched shanty-town existence of Las Vegas, erstwhile Editor Steve Cooke puts on a brave face and reports from the 1991 Consumer Electronics Show. There's the world's first portable Virtual Reality machine, a report from Angel Studios who are pushing coin-op graphics further than ever before and all the news from Lucasfilm and Electronic Arts. Back in Blighty, we concentrate on software. Team Suzuki, Dragon's Lair 2, Mig 28, Hard Driving 2 and NARC all get the thorough Screen Test treatment. And of course, there's a free 24 page Tricks 'n' Tactics supplement too.

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...and helps with the... ..

## COVER STORY

The new King, Rascal, Ace, and Oswald make the "magical" world of King Lear have delved deep into the film noir genre to produce one of the biggest and most interesting books ever...



MARCH 1991

If you desire a challenge  
beyond human experience...

Move up to a world of role-playing  
adventure and take on a true challenge

Eye of the Beholder is an unforgettable  
task for beginners or veterans. But before  
this is a better than ever playing  
experience. Eye of the Beholder will  
challenge what you and  
allow you to enjoy every step of the way.

- 100% point to click game control.
- Fully animated  
monsters with  
realistic "you are there"  
perspective.
- A web of levels and  
intrigue gives  
you lots of totally  
addictive play.
- Control up to 6  
characters via their  
portraits and icons.

Eye of the Beholder computer  
role-playing games have  
proved a revolution for great gameplay.  
Now they have added incredible graphic  
presentation and a user interface that  
makes this game the standard for all  
computer role-playing and action games.

# THE EYE OF THE BEHOLDER



When you are not involved in the Eye of the Beholder... you can still enjoy the game's incredible graphics and user interface. The game's user interface is designed to be intuitive and easy to use.

**U.S. GOLD**

**Gold Medal**

**SEGA**

Eye of the Beholder is a trademark of U.S. Gold. The name of the game is a trademark of U.S. Gold. The name of the publisher is a trademark of U.S. Gold. The name of the distributor is a trademark of U.S. Gold. The name of the developer is a trademark of U.S. Gold. The name of the designer is a trademark of U.S. Gold. The name of the artist is a trademark of U.S. Gold. The name of the programmer is a trademark of U.S. Gold. The name of the tester is a trademark of U.S. Gold. The name of the producer is a trademark of U.S. Gold. The name of the editor is a trademark of U.S. Gold. The name of the translator is a trademark of U.S. Gold. The name of the localizer is a trademark of U.S. Gold. The name of the publisher is a trademark of U.S. Gold. The name of the distributor is a trademark of U.S. Gold. The name of the developer is a trademark of U.S. Gold. The name of the designer is a trademark of U.S. Gold. The name of the artist is a trademark of U.S. Gold. The name of the programmer is a trademark of U.S. Gold. The name of the tester is a trademark of U.S. Gold. The name of the producer is a trademark of U.S. Gold. The name of the editor is a trademark of U.S. Gold. The name of the translator is a trademark of U.S. Gold. The name of the localizer is a trademark of U.S. Gold.

Available on IBM (ECL, C&E,  
ECL, MCL, Ad-24) & Amiga.

Leading  
the World in  
Computer  
Role-playing  
Games

# NEWS

## Here comes Cyber Car

Say goodbye to parking problems, theft and ever getting lost again. Mercedes-Benz take all the fun out of driving.

Mercedes-Benz, the respected German auto manufacturer, unveiled the 'car of the future' at the Detroit Motor Show last month.

Everything in this six-wheeled wonder is new. The driver sits in the center of the vehicle making it suitable for both left and right-hand drive. Twin cameras and a monitor provide excellent rear visibility and a radar system warns of other vehicles changing lanes or possible hazards ahead. The F130 has a HUD-like central display screen to replace the usual instrument panel, which automatically prioritizes information.

F130 can run on petrol, electricity or hydrogen, with the latter offering a solution to the problems of oil-shortages and global warming due to exhaust fumes.

The result of extensive research by both Mercedes-Benz AG and Daimler Benz, there are no plans to put the F130 into production.



Image courtesy Mercedes-Benz AG. This is the car of the future on the motorblock.

Things are written  
what they mean,  
especially when  
you're writing  
literally  
anything but  
for you, remember  
the advice to  
"keep the key out  
of the lock"  
during a test of  
foreign imports  
and imports from  
South Africa that  
have no other  
keys on the  
ground in order  
to prevent foreign  
cars from being  
stolen from a  
country.

## Games will soon talk to one another

Balldog, the creators of Populous and Powermancer, have told ACE about an exciting plan to enable future games to share data and talk to one another. If other software developers agree to join this revolutionary idea, players will be able to save characters from one game and load them into another environment, play in this totally new environment. You could be the fighter from *Jurassic III* over the lands of *Populous II*.

"What we hope to do, and it's not official yet, is to transfer the information between our games and titles like *Sim City* from Real3D," says Peter Hodgson, the boss of Balldog. "So if you've got a saved game on *Sim City II*, you can put

it into *Populous II* and play on the same world as you had in *Sim City II*," Hodgson adds. "Obviously you can't do this with all games."

Balldog would like all simulations in the future to be data-compatible. "All this means is a few software developers have to get together and talk about what they're doing," explains Hodgson. "We've already set deals with some people and said 'Let's do it'. Everybody thinks it will be nice but the details have yet to be seen up. I'm not quite sure how the copyright side would work out. It all get's rather petty at this stage. There's a very good chance of *Populous II* being data-compatible with other games. You'll certainly be able to take things from *Powermancer* and *Populous* and put them into *Populous II*."

"What do you think about this idea?" Write in to ACE Letters and tell us!

## May The Force Be With You

Lucasfilm Games and ETC Musical Industries are working together on a new Nintendo Entertainment System (NES) game based around the famous *Star Wars* movie.

"*Star Wars* for the NES will offer the most compelling first-person 3D space flight and combat sequences ever," says Lucasfilm Games, part of the giant movie company that created the original movies.

In the forthcoming game, players will be able to control *Star Wars*' characters Luke Skywalker, Han Solo and Princess Leia, Obi-Wan Kenobi, C-3PO and R2-D2. Each character has unique strengths and weaknesses, so players must learn which character is most effective in different situations.

Like the movie, *Star Wars* begins in the Tatooine Desert. Luke, in his landspeeder, must dodge bandits, shoot Jawa and avoid sandstorms in a search for Obi-Wan Kenobi, who will give him a lightsaber and teach him the ways of the Force. Luke's adventure leads him to the base of Han Solo, where he leads off stormtroopers and saves Han Solo, pilot of the Millennium Falcon. They then have to rescue Princess Leia from Darth Vader, who holds her prisoner on the Death Star. Once they have escaped, players must navigate the breakers of the Death Star in an X-Wing fighter before dropping the final missile to demolish the beast of the Empire.

The four game sections are split between top-down and side-to-side scrolling displays. Top-down play involves vehicle maneuvering, including exploring the surface of the Tatooine Desert in the landspeeder and the exterior of the Death Star in an X-Wing. Horizontal scrolling sequences include explorations of the Han Solo spaceship and the labyrinth corridors inside the Death Star. Procedures allow players to restart a game where they left off.

"ETC Musical Industries and Lucasfilm Games make an unbeatable team," says Joseph Hanks, General Manager of ETC Musical Industries. "Our combined creativity, programming skill and experience will make *Star Wars* one of the most important games published for the NES in 1994."

Lucasfilm Games is handling the design and marketing of the *Star Wars* NES game while ETC Musical Industries is handling after the sales and distribution. *Star Wars* will soon be released on the NES and adaptations for the Nintendo Super Famicom and PC are also under consideration.





Are you constantly over (Microsoft) in remote operations? Microsoft may have a solution in your palm with its (MSB) remote control. The new remote device uses infrared to change channels on the internet, volume and power buttons. The (MSB) has won a gold award from the



See the patient on the left. This is what the (MSB) looks like in use.



The patient will be (MSB) in (MSB) mode, what do you (MSB)?

## Mario goes to the movies

Danny DeVito, the pit-crowded actor from *Face and Feet*, is to star in the *Super Mario Bros* live-action movie, the first feature film to be based around a video game character.

The *Super Mario Bros* video game series from Nintendo, which has sold more than 32 million games in the U.S. since its introduction five years ago, has made Mario Nintendo's most popular animated character. He's even more popular than Mickey Mouse. DeVito will play Mario in the movie, which will go into production in mid-91 for an expected summer 1992 release.

Developed as a comedy-adventure to appeal to both adults and children, the *Super Mario Bros* movie will be written by Barry Maizow, who scripted the Oscar-winning *Rain Man*. It is understood that Dante Haffner owns the movie rights to the Mario character. The only other films to have had a strong video game flavor are Disney's *Dave* and *The Wizard of Oz* from *The Wizard Fears It* show.

"We feel privileged to bring such well-loved characters as Mario and Luigi to the big screen," says Lightbrite, the LA-based production company in charge of the *Super Mario Bros* motion picture. "We look forward to the challenge of creating a story which brings them to life while being true to the spirit of their world."

In the past 12 months, gross sales revenues from the video game *Super Mario Bros* hit total \$427,334,000 - revenues which, if the game had been a film, would rank a second only to *ET*, the largest grossing movie in entertainment history.

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## I want to be a Brain Surgeon

In the original *Life & Death* from Software Technology and Mindscape, players become a physician responsible for treating an appendectomy or a (MSB) graft of an (MSB) aneurysm. In *Life & Death II*, players enter the emergency wing of (MSB) General Hospital and go for the brain!

Does your patient have an aneurysm, tumor or a foot allergy? *Life & Death II*, (MSB) (MSB) is a (MSB) General Doctor, you face the all!

The modern-day facilities to help your diagnosis. Eventually, your skill at the scalpel will determine whether your patient makes it to recovery... or the morgue!

*Life & Death II: The Brain* supports full 256-color VGA graphics and features sampled sound effects for the respirator, ECG beeps and

bone drilling tools. No graphics detail has been excluded. The game is available now on the PC, with Mindscape currently converting *Life & Death II* to the Amiga and AT. A CD-ROM version is also under consideration.



See the patient on the left. This is what the (MSB) looks like in use.

The patient will be (MSB) in (MSB) mode, what do you (MSB)?

## Gameboy gets serious

*Super Mario Land's* tough act to follow, *Gameboy* from North Miami Beach in Florida has developed *SoftComix*, the first line of informational software designed specifically for the Gameboy.

Five *SoftComix* products have been introduced based on licensing agreements with top-of-the-line reference sources including *Britannica* (language translator) and *Prentice's* (travel guides).

The *SoftComix* (MSB) (MSB) Calculator enables users to correct spelling errors of over 7000 of the most commonly misspelled words. The user enters a word via an on-screen keyboard. The correct spelling and a list of words of related etymological or phonetic origin is then displayed. The user can also perform mathematical functions.

Both the English/Spanish and English/French language translators use data separated into travel categories such as restaurants, hotels and shopping. An on-screen keyboard is used to spell any one of over 12,000 words in either English, French

or Spanish. The phrases are also separated into specific travel categories and the user may view lists of over 300 related phrases. A multi-language converter is also included.

The *SoftComix* Travel Guide provides information on hotels, restaurants, nights and activities, sports and recreation and night-life in America. It also includes information and emergency numbers. Descriptions and helpful hints are provided for each nation and city. All data is accessed by either pins or location or both. The automatic phone dialer can be used to call any number in the database either locally or long distance.

*SoftComix* products will be available in September priced \$29.99 each. *Gameboy* is also a developer of software for the Nintendo Entertainment System, computer and coin-op. The company, whose games are family-orientated and non-violent, produces a line of children's games, sports games and adaptations of popular American board games and television game shows such as *Jeopardy* and *Wheel of Fortune*. *SoftComix* markets and distributes games licensed by Fisher-Price, Wilson Bradley and Parker Brothers.



Photo: © The use of cassette cassettes and cassette like a Cassette film.

## Phillips launches new audio system

Digital Compact Cassette (DCC) is a new sound medium developed by Philips and Matsushita that records and plays digital sound on mini-size Compact Cassettes but remains compatible with normal audio cassettes.

The DCC product range for home, portable and in-car use will be introduced in 1992. The new prerecorded Digital Compact Cassettes will be available in parallel. The new cassettes are similar in size to the existing ones but have a new high-tech design. Additional advantages of DCC will be the convenient track selection facility and a standard auto-reverse function. The DCCs have a playing time of 90 minutes and offer the benefits of digital sound quality.

"Just as we did with Compact Disc, we expect the DCC standard will become the new worldwide standard for this medium," says Wim Winters, Managing Director of Philips Audio.

Tandy is the first licensee of DCC and Philips is offering manufacturing licenses to all interested hardware and software companies. The rival Digital Audio Tape (DAT) system developed by Sony provides a longer playing time than DCC but is not compatible with existing analogue cassettes. DAT players are already on sale in Japan, Philips offers, "DCC is a totally new tape recording system addressing the musical possibilities of today and tomorrow. But it also makes the fullest possible use of the best of present technology. Digital Compact Cassettes are not only more attractive and more rugged than the old Compact Cassettes; they take this simple carrier into the highest sound class for the first time".

## Web of chaos

What has eight legs, two wings and an attitude? *Arachnophobia*, the latest suspense movie from Steven Spielberg's Amblin Entertainment, is soon to be turned into a computer game from Entertainment International.

The film is set in California, California—the ideal spot for Dr. Ross Jennings and his wife Kelly to save their two children. Far from the jungles and computer of the city, his picturesque community nestled between rolling green hills and rocky cliffs overlooking the Pacific Ocean promises beauty and friendly people. In the days following the arrival of the Jennings family several of Cameron's citizens die under strange circumstances. Dr. Jennings begins to investigate the mysterious deaths and calls on the help of two experts: Dr. James Morrison, a world-renowned entomologist, and Delbert

McIntosh, post-exterminator exterminator. But by the time they manage to convince the shocked residents what he really arrived in California, the creepy forest has already been caught in a web of chaos.

"The game is true to the film scenario," says Entertainment International. "You are hired to track down and face the beast from the spiders. After liberating your house you have to find the nest and rip disaster in the bud. To destroy the spiders you can use pulverizing insecticide, flaming gasoline or a flame-thrower. The levels represent different parts of the house—the roof, left, attic, and so on. Throughout the different levels you encounter spiders that attack you. Not all the spiders react in the same way to your presence—some will jump, others will bite your ankles or scratch your eyes out. There's also a coward who will run away when you approach."

*Arachnophobia* is being programmed

## Extra missions for Corporation



Core Design has released an extra missions disk for its successful 1991 fantasy role-playing adventure.

The Corporation Mission Disk is effectively a whole new game with another 35 levels of robot-infested corridors to conquer. It also includes more graphics to discover. Unfortunately, players cannot transfer built-up characters from the original game. The Corporation Mission Disk costs £14.99 for Amiga and ST. Core Design says the Mission Disk is harder to play and features more rewards and objects to collect.

The Derby-based company is now working on the PC version of Corporation (due in the spring) and Corporation II, a "completely redesigned follow-up with many innovative features which takes play on into space." This sequel will be launched in September.



The Corporation Mission Disk includes extra graphics, a working disk editor, objects and features.

and, she looked to the producers of the 1987's, "Is using the technology based on films alternative television alternative system. The American TV has responsibility for the Liberty. Translators and Veterans used

for the PC, Amiga and CDi by Incredible Technologies in America. This in France is providing the ST version. The movie is currently on general release and the game will be available in a couple of months.



Arachnophobia is 1991 Amiga Entertainment, by and Industrial Electronic Systems

# ACE

The game begins in Scrooge's office in Manhattan. When you can play the stock market, it's time to get into the market.



Scrooge needs a "good investment" to finance his new game. The new photo-realistic world looks better and has more features than any other game. Look out for the Daily News, Minionville News and Paper City!



It's a simple yet thick and juicy game to help you play through the world of Scrooge and his friends in the DuckTales world.

## Scrooge McDuck

Scrooge McDuck is the character in the DuckTales game who is the main character. He is a duck who is the richest man in the world. He is the main character in the game. He is the main character in the game. He is the main character in the game.



## Top games mag in paper change shock!

ACE aims to bring high-quality software stock to the masses, claims Editor.

The next issue of ACE magazine will have a decidedly different feel about it. It'll still bring you the very best news, views and reviews on the buzzing fabric-tech scene, but games reviews and in-depth tips. But it will be printed on the highest quality software paper. That, from now on, ACE will not use an extra step.

Explaining the change, Jim Douglas claims that it will make ACE feel and look like the quality publication it really is. "The paper holds colour more effectively, is nicer to the touch and

## What's up Duck?



A new look Scrooge's Money Bag is the main attraction in this game.

Walt Disney's answer to those postage-turtle-is-sleepy duckies. DuckTales, a full-length animated feature film will be hitting big screens around the country later this month along with a computer game courtesy of Disney Software, Time and Entertainment

International. DuckTales was originally a charming television cartoon series starring, not surprisingly, relatives of Disney's Donald Duck.

The DuckTales - Quest for Gold game is based around an episode from the TV series and features a



will help our design department to make each issue of ACE a real masterpiece.

"The graphic quality of today's games is so much higher, with console and CD products especially leading the way with colourful cartoon-quality animation. Our switch to the new stock will help us give an even more accurate representation of what you can expect to see on the screen.

"Each issue will also stand up better to the thorough bleaching it will receive, and we'll be continually updating our design strategy to make optimum use of the higher quality paper.

"This year ACE will also be offering more supplements, free gifts and big price comparisons than ever before. Readers can look forward to bigger issues too.

"We're investing a lot of cash in the paper change and absorbing most of the cost. Inevitably, though, we've had to increase the cover price by a small amount. I am sure readers will be more than pleased with the result."





Wandering Minstrels in Disney's simulated gold market. The golden jostled these people, prepared for the night ahead ready for the morning.

contest between Microsoft's *Stangold* and *Baroque McBook*. Whichever can collect the most money in 30 days will become *Time Magazine's* Book of the Year.

Described by *Blaise* as a "juicy, punning action-adventure full of excitement and challenge", this humorous adventure is split into six different worlds, games incorporating colorful cartoon graphics and digital speech.

Players must help Baroque and his friends win the contest by travelling all over the world, collecting treasures and investing in the stock



The game's all-time... *Stangold* Market. Customers to weigh their money against *Stangold's*, items is reserved for the person with the biggest fortune.

market. At the end of the contest, players return to the role of Macaroni to weigh their money against *Stangold's*, items is reserved for the person with the biggest fortune. There's no spot on Wagon for second best, you probably wouldn't even get on the Jonathan Ross show.

*Disables* - *Quest for Gold's* aimed at players under the age of 25. The game has been programmed for the Amiga, PC and CD-i cartridges by Incredible Technologies in the States. Titus has converted it to the ST. Translators for the Spectrum and Amstrad are currently under consideration.

ENE  
ENE

It looks as though you've won the game, but your money has bought more than it's worth.



The game's all-time... *Stangold* Market. Customers to weigh their money against *Stangold's*, items is reserved for the person with the biggest fortune.

## Golden Joysticks

Another year has flown by and the industry is preparing the list (give and don't matter whether you win or lose, *humbly*). And what because the Joysticks are ready upon us. Of course, everyone knows that winning is all that matters, so you'll be best to hold the not inconsiderable amount of power the voting here have given you. Simply fill in your nominations, cut out the coupon and mail it to:

Golden Joysticks Nominations, AGE, Priory Court, 20-22 Farringdon Lane, London EC1A 3AB

Best Graphics 8-Bit: _____	Best PC Game: _____
Best Graphics 16-Bit: _____	Game of the Year 8-Bit: _____
Best Soundtrack 8-Bit: _____	Game of the Year 16-Bit: _____
Best Soundtrack 16-Bit: _____	Hardware Manufacturer of the Year: _____
Best Simulation 8-Bit: _____	Software House of the Year: _____
Best Simulation 16-Bit: _____	NAME: _____
Best Coin-Op Conversion 8-Bit: _____	ADDRESS: _____
Best Coin-Op Conversion 16-Bit: _____	_____
Best Console Game: _____	_____

# ENTER FIRST INTO BATTLE... LAST TO LEAVE

## Battle COMMAND

NOW  
AVAILABLE  
FOR SPECTRUM  
AMSTRAD  
COMMODORE

# Battle

ATARI ST  
CBM AMIGA  
IBM PC &  
COMPATIBLES

Get to the war before, or an alternative reality, Battle Command is an incredible strategy game in which the player controls a single "Avatar" (Avatar™) tank in one of 33 scenarios set against the ultra-real, flight-simulator-like dominant races in the new World. The latest phase of the North-South war has been going on for over 30 years, with a climactic inevitably devastating – a showdown between armies succumbed over a long day in the trenches. Each use the defensive capabilities of each side, full scale attacks are possible, as you offensive units are, by necessity, used "behind the lines" unless reinforced quickly through specially designed vehicles. The Avatar is the latest tank machine – capable of being fitted in and out of battle territory by foot stealth choppers and armed with the most advanced weaponry the North's scientists can devise.

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## DON'T GO TO TOWNS

After spending many hours reading the December issue of ACE, I feel I must congratulate you on the Gamesworld article. This particular piece of the magazine was very well laid out, interesting, detailed and the artwork was excellent. Definitely one of the better articles to appear in ACE recently.

On the minus side, though, I think you are devoting too much of the magazine to technology out of reach of the average user. Machines such as the Neo Geo, the FM Towns, and the CDTV. Also, the new cartridges seem to have, to an extent, replaced the kind computer reviews. It's been quite a while since I saw a full-length DMI or CPC review in ACE.

Complaints aside, after over a year of regularly purchasing ACE, I still find it to be, without a doubt, the most colourful, most informative, and – above all – most enjoyable computer magazine available.

**Philip Evans, Northampton**

Can't blame the readers of your magazine! Keep the fire and put it towards an FM Towns! And yes, we will be profiting more features in the Gamesworld style, starting in the very next issue. You have been warned.

## PULLING A FAST ONE

Like many readers of your magazine, I have noticed over the past few months the presence of the BAST advert in ACE. Whilst it is no way detracting the actions of software piracy, I find this worrying. The formation of BAST represents a virtual software cartel while there exists no – to my knowledge – organisation defending the interests of the games software consumer. Thus we can see, in an industry with a turnover in excess of \$60 million pounds, substantial representation for the manufacturers and none for the consumer.

I propose the formation of a charter by a neutral organisation, that would uphold the reputation of the software industry and defend the interests of the consumer. The charter could be subscribed to voluntarily by retailers and manufacturers, and the presence of the charter on their adverts could guarantee (for example) some of the following points:

1. Retailers must guarantee that consumers can use displays of software before buying.
2. A money-back guarantee if the packaging or the disks are faulty, or if the programme is buggy.

# Letters

Packaging should display screen shots only if they apply to the specific version on sale.

These points would serve the interests of the industry.

**Spencer Lewis, Romford**

PS I find not only the presence but the tone of these adverts very disturbing.

Excellent idea, Spencer, and we're going to follow it up. See next month's issue for the results. It's worth pointing out, however, that consumers DO have some representation – through ACE. Many people think we just review games the way the manufacturers want us to, because we need the money they pay for advertising. There have been several instances in ACE's history where companies have withdrawn advertising because they did not agree with our reviews of their products. We always try to put the consumer's point of view first. Incidentally, you're not the only person to find the BAST ads disturbing, although see Billie's ad in this issue for an Advertising Standards Authority judgement.

## DEMO DISKS

When I played knights of the Crystallin I found that I had bought, in my eyes, a rather average game consisting of several ordinary components with, admittedly, some very original graphics. Of course, there must be many people who see it quite differently as all its high ratings by different computer magazines shows. The thing I want to emphasise is that even if a game is highly rated by many people that doesn't mean to say that I will like it too.

What I want to suggest is that publishers offer playable demo disks of their games for between £1 and £3 so the consumer could check out the game without risking a lot. If I liked it, I could then buy the full price product with confidence.

**Andreas-Miriam Mauerwald, Germany**

Propaganda actually are in the process of doing this with LameLogs and will be changing the fee for the disk. The company are very pleased with the result so far, so I

expect we will see more of this sort of thing, but it's worth pointing out that some people claim the disk has the opposite effect – having played the free levels included, they lose the interest to pay for the whole product, although thinking it is an excellent game. It's very difficult deciding how much to 'give away' in this fashion.

## VR HEALTH WARNING

I think that VR will be the biggest leap in advanced computer entertainment since the introduction of the computer itself. But whilst brooding over the possibilities of VR games, something occurred to me – something which currently I have heard nothing about, and that was the dangerous aspect of virtual reality. Would immersing your senses into a completely new and realistic environment mean that the user experiences the same effects as they would if the situation was physically real?

Imagine playing the latest VR RPG. You're walking along a dark passage when a huge grotesque monster jumps out and proceeds to attack you. If the graphics and atmosphere were realistic enough, would you really feel scared – to death maybe?

Are there any doctors out there who can clarify the situation?

**Michael Webster, Boreley**

A Doctor writes: His severe shock can be dangerous whatever the cause or context if you have a weak heart, and adrenaline will aggravate most physical infirmities. This has already happened with a boxing arena game in Japan, where one man is reported to have had a heart attack while hitting the 'punch' keys to control the game. On the other hand, sudden death in a VR RPG when confronted with a 30 ft high purple unicorn featuring 128 fully articulated different jaws, an impenetrable urge to mate with humans, and a whole battery of interchangeable instruments of torture may probably be the best thing that could happen to you.

## YES, IT'S A CONSOLE!

I feel angry, nay incensed, by Douglas Jensen's comments with regard to the Magazine. How can people be so narrow-minded! Console games seem to be continually on the receiving end of criticism when the merits and capabilities of the third machines are concerned and also seem to be regarded as poor, inferior individuals who only want to plug away at a joystick on the latest arcade conversion. My letters already haven't been or played Phantasy Star 2 or Fighting Zero but don't all over-dose on shoot-'em-up or platform games, you know.

But getting back to his letter, I paid £260 for my Magazine with 6 games which I think is better than paying at least an extra £100 for an Amiga or ST that has facilities I most definitely wouldn't use (such as graphics, sound, and business applications....)

You're quite right, Mr Jensen, the Magazine does lack a keyboard. That's because it's a CONSOLE. But, screen pads, a disk drive, keyboard, graphics tablet, an audio unit, and CD-ROM drive are all on modern units, and CONSOLE drive are all on modern units, which opens the door for tremendous possibilities. But why do parents always want educational justification when deciding whether or not to buy a console or a computer. If all you want to do is play games, buy a console. You're wasting your money and the machine's capabilities if you buy a computer for that reason alone.

If paying £20 for Populous (which is what it costs where I get my stuff from) means no more faulty discs and exasperating loading times for an identical Amiga conversion, then it's certainly going to be a far more enjoyable experience.

J.P. Roche, Abchurchham

I think that computer owners are understandably sensitive about consoles because they think that these machines might render their own machines obsolete. This is not the case. As long as magazines like ADZ are around (and we plan to be around for a long, long time) we will continue to support and reflect the computer games. There are good reasons for getting such a computer and a console. The first has slightly cheaper software that everyone can afford the luxury of instant loading and greater functionality. The second is more convenient for dedicated gamingplay. As we always say, go for both! But at least get the one you want and don't be dictated to by fashion....

## HELP!

I am one very sad and disappointed mother! My son is severely disabled and his computer is an absolute lifeline. He has had a BBC computer since he was about 7 years

## VIRTUAL CURSE!

In issue 46 of your excellent magazine, there is an article on virtual reality. It is good to see what is essentially an entertainment magazine cover the new technology that will undoubtedly affect computer entertainment in the future. However, I feel there are some important points which were absent from your feature.

I am a 21 year old student of computer technology and have enjoyed computer games for over 8 years, although I now use my computer for VB programming, music etc. With this experience I know how some games (even on the old Spectrums 48K) can totally engage a person in their reality.

For example, I am currently enjoying *Captive on the ST*. This is a thrilling game with all the ingredients necessary to capture the attention (span intended) and it does this with a basic Atari ST 3D graphics, and stereo sound (on my S7000 anyway). Imagine a VR game based on the same concept and design but with realistic 3D graphics and all the features that VR can give the player. I, for one, would never be able to stop playing such an astonishing game.

Even now, there are parents who feel that their children spend far too much time on their computers, to the exclusion of other social activities, such as other children and sports. There are instances of video game addiction that have led those children to steal from parents and beg from strangers to feed this addiction. In my opinion, the situation can only get worse as VR technology becomes more and more sophisticated.

I offer a scenario set in the year 2020.

You have just purchased the latest auto-driving VR megamachine (AVR)



with two 3D head simulation program. The new machine is an absolute miracle which fits snugly over your eyes. It can sense your every movement from the neural patterns signalling your body to move. It feeds the simulation directly into your brain by means of nerve induction. You stand outside and piece it over your eyes.

You are suddenly standing on the wooden walkway of an old west town. You look down to see yourself dressed in leather trousers and high boots, shirt, and leather waistcoat. The clothes feel real, the material itchy, the boots soft and comfortable. At your waist is a thick hide belt and hanging at your side is a gun, an old Smith and Wesson.

You look around and all the shops and roads you left behind in the real world are reproduced in the simulation. You start walking down the pathway.

You just passed a clothes shop that, in reality, sold nothing but the latest, brightest fashions - what you see is a dusty old warden store that sells worn leather riding pants and soft worn leather riding shirts. When the bar on your left that, in reality, had a pink neon sign, where the drawers hang out, it is in reality, you see old double swing doors of a saloon, inside which all some of the meanest, toughest cowboys of the West

old and the programmes were excellent, helping him with reading, writing, and thinking. However, he came home from school one day with "Amiga machines" and eventually the BBC was out and the Amiga in.

To me, it appears that he has swapped a basket of really entertaining BBC discs for a basket of absolutely mindless arcade rubbish, half of which move so fast that he's not idea what's going on. I didn't know what a mouse was until the Amiga arrived, and how I wish that I still didn't! It's useless for Martin and flies off the table when he tries to use it, due to his clumsy plastic movements. I have never seen Martin use the

keyboard with any of his Amiga games. It's just wheels, bang whallops, here we go again on the jolly old joystick.

Please, please help someone before I'm driven mad by the wretched brainiac driving round the never ending levels. It seems somewhere some sensible software for the Amiga to suit a child aged 12-14 years old which requires the use of the keyboard and the mouse!

Malcolm Heywood, Darquay

First, you can rest assured that there is lots of Amiga software that falls far short of you great ol' flight simulators, tank simulators, strategy games, chess programs...the

Every shop in this bustling city transmits its name and merchandise, so the AVR can transform this data to an image which you can see, hear, touch, smell, and taste.

The AVR has a small radar that can detect the smallest objects. For every man the radar detects, you see a man packing a gun and wearing odd-style western clothes. For every woman, you see a lady in a big, wild dress and matching bonnet. For every automobile, a horse-drawn carriage.

The radar detects a gap in the real people who surround you and the AVR decides to offer you an experience. In that encounter, you see the dreaded Billy the Kid strutting down the western path... You decide to make the world a better place and take this rucker out. As you approach, you draw and shoot, the gun firing real in your hand, the aerial smoke stings your nostrils, and Billy lies at your feet, dead.

You slip the AVR from your sweat-soaked forehead and look down at the console pathway - to see nothing. This is where Billy lay, but now there is nothing. With your heart beating, you smile and slowly lift the AVR to your eyes and reenter the virtual reality...

This scenario sounds implausible and I admit it is a pessimistic view of the use of the technology, but you have only to look to see how far computers have developed in the last twenty years to imagine how far they can "theoretically" develop in the next thirty.

The problem of addiction taken to its limit would be a person who would never remove the AVR and would actually LIVE in the virtual reality, waiting for the next real-life simulation to hit the market. If forced back into the real world, the addict would suffer terrible withdrawal and deep depression and finally require psychiatric help to become a real person again.

This is a very, very cynical view, but it is one which must be considered alongside the development of sophis-

ticated VR technology.

The other side of the coin where VR is concerned is in its use for giving the blind or deaf or otherwise disabled people an image of the real world that they would otherwise would not have.

Imagine an AVR for the blind. It would receive data from the shops and radar (and any other theoretical sources) and convert it into an image which is fed directly to the brain, giving the user the ability to interact with the real world as never before. This is only one of the many good uses the technology could be used for.

I have tried to point out the good and bad side of VR and I hope to have involved some thought on the subject by other readers. Personally, I cannot wait for the first affordable VR games machine to be released as it will be a real landmark in games technology and game experience. Peter Green, Huddersfield

We've given your letter the price not because we agree with your apocalyptic warnings of a world of VR zombies, but because of your imaginative depiction of the possibilities. It sounds great! A few points... Every technological advance breeds casualties. There are currently millions of people dying from over-eating. Where is an enhanced flavouring? ...Children stole and begged from their parents to go to the movies during the depression. The threat to the young can be controlled by legislation... The risk of psychological dependence on VR would be substantially less when it is used (as it will be) in the context of the futuristic consumer society in which it emerges, which will undoubtedly offer many other, equally compelling diversions... and, finally, the use to which we put technology is in our own hands. It's YOU who wanted to blow Billy away. It is not technology that we should be afraid of, but ourselves - and there's no message from that.

That's where I'm sure he'll enjoy something more serious, and there's lots about.

## NO MORE WAITERS!

I have decided to get a Megaverse and not a Famicom for three simple reasons.

1. I have a Game Boy and all good Nintendo licenses will be released for it.
2. As far as I have heard, you cannot play

MES games on the Super Famicom, whereas Megaverse owners have all the old Sega favourites.

3. I don't think I can stand anything else with "Super" or "Master" in its title.

David Hamilton, Glasgow

I wouldn't count on either 1 or 2, but participate with 3!

## THE MONEY PIT?

Dear ACE,

I'm a Megaverse owner, but I feel my query probably applies to every console/computer games. Put basically it's this: Why is software so expensive? The 16-bit computer owners have to pay around £25 for their software, I have to pay around £30 if I appreciate that my software is going to be a little more pricey due to the fact that it's more expensive to produce a disk-based cart than a tape-disk-based disc) and other console owners have to pay fairly substantial sums too (although the latest Japanese "grey" software will naturally be highly priced because of import costs).

These figures seem too high to me. The 8-bit computer owners pay around £15 for their disk-based software - a full £10 less than the above 16-bit games. Usually the reason given for this price difference is increased "development costs" for the big boys. Can this really be true?

In the early days of 16-bit computers, everyone was assured that once the TT and Amiga started selling in volume the price of software would inevitably drop. It hasn't, even though these computers now dominate the computer market. Similar scenarios are made to console owners who complain about the prices of carts. Are these scenarios going to be hollow too?

I'm writing to you in the hope that you can shed some light on just what happens to all my hard-earned money when I buy a new game. Sorry for being such a "moaning minnie"!

Sam Reed, Harrow

The old "Why is software so expensive?" chestnut has been rearing on the Sector for as long as I can remember. Back in the mid-80s there was one rising amongst Spectrum owners when they heard that ultimate *Play the Game Show* was console developed were asking the price of their games from £3.99 to a whopping £9.99! Most of course, really every major Spectrum release costs that much (although I'm sure many Spectrum owners would welcome a return to the "Good Old Days"). However, that's by-the-by in next month's issue of ACE we'll be answering all your queries and more, when we explain exactly where the money goes when you buy a game. I think you'll be surprised by what we reveal!

let it enter. And go to a good independent computer dealer, explain the problem and get his advice. If he hasn't got time for you, take the disc from your shop and try someone else. The mouse problem is an interesting one - we've passed your letter onto Commodore themselves to see if they can help - a hard ball might be a minor improvement, and there are one or two "temporal" pop-ups on the market with multi-button control. Finally perhaps you shouldn't worry yourself too much about the screaming of fans - your aim may be finding that this new type of software is a valuable means of letting off steam which might otherwise get bottled up. - ams







The SNK mascot figure is a popular sight at trade shows. The booth is designed to attract attention and promote the company's products. The large screen displays the word "BIGGER" in a stylized font. The booth is decorated with blue and silver cylindrical displays. Several people in business attire are gathered around the booth, looking at the displays and talking to each other.

# Insanity

# USA

ACE hits Las Vegas and then storms down through California, bringing you eleven pages of exclusive reports from the land of virtual reality, hypersex, and hardcore games technology.

The insanity starts here...



and digital-to-analog converters aren't exactly new, but these portable units make this most convenient make a difference. The stereo outputs (which are optional) are standard. The receiver is equipped with 1200 Channel Frequency Modulation System that allows auto-tuning that converts data to first generation (more like those recordings only). Soundings of variable frequency are available. It is capable to be amplified by 10 manufacturers just enough to make the full range a viable proposition. The 100+ features other video inputs of composite compared to most receiver systems. With 5000+ frequency response and 1000 Hz scale for the full range, plus stereo outputs you get a better and consistent in the most convenient.



Unconquered, this delightful you spend the whole show playing at the station. Later the day will be replaced a conference table with the ultimate. Miracles, that was disrupted along by someone's artistic genius.

**Y**es, it's a volcano, erupting only a few yards from the shore. Sending rivers of flame across an artificial lake, it wags to its full height of, well, about fifty feet. Passers-by pay practically no attention at all. This, you see, in Las Vegas.

Yes, you can have your double chocolate double muffed with whipped fresh cream and butter pecan ice cream and yes, those are real white tigers in the hot air today where you find just one \$900 on a 10' tall and yes, you are entertaining with excitement as 2000 cones vomit out of the machine. Passers-by pay practically no attention at all. Las Vegas, remember?

This, however, is a small plastic talking walk that reside in their right mind would pay \$2 for. The passers-by are absolutely fascinated. They're practically falling back over to get a closer look. The man with the wickets has the air of a conman maintaining rabbits with an IQ of 150 and the ability to digest nuclear waste. People are taking him extremely seriously.

That's CES.

#### THE SEASIDE OF SEASONS

CES, in case you didn't know, happens twice a year -- at Vegas in January and Chicago in June. It is not to be confused with our own Computer Entertainment Show that takes place in London in September. CES is about Consumer Electronics in its widest sense. A series of vast halls, pavilions, and hotel buildings located surrounding four computer games is commonplace. From recording music audio to mind numbing, pornographic videos. If you can buy it and it conducts electricity or plugs into something that does, you can find it here.

#### CONSOLES ARE GOOD FOR YOU

Video games have been getting quite a posting in the States as American youth converts to the mature level. In spite of the power of 3D motion Nintendo Entertainment Systems, Atari's choice showed in the middle about successfully isolated video fronts and what's more, looking that heads against video walls, to save the industry is fighting back with applications that should earn parental respect. The Nintendo is currently top of the list.

It's a great package, featuring a 40 full-size, video sensitive keyboard, 140 digital sounds and effects, 16 style programming, and a multi-function MIDI specification. The console, however, is the 100 card that comes with it, containing a gradual series of over 100 game boards, providing an inventory ranging from video game style exercises to standard musical notation and theory.

The Nintendo keyboard is significant because it shows what can be done when a computer system achieves mass market penetration in the way that the NES has done. Suddenly all kinds of applications that would previously have been too costly to produce can get under the machine by incorporating present day power and VDU peripherals from the NES. Stand by for even more additions of this nature if the Super Nintendo, which has further interface capability, achieves similar market penetration.

The music keyboard plays to another genre.



Miracles dominated the entire portion of CES, with 100 million more being sold in 1985. Also, there is a tremendous amount of video of every kind in the States.

#### BOYS BY NAME

Microsoft's Microsoft now offers to show how progressive they believe their ideas to really extend control to get a driver steadily where he is and how he can reach the destination. However, Microsoft is a similar system that uses sensitive mapping their inputs without their usual controls. Each application is a different system.

It's beyond any man's capabilities to give you a comprehensive roundup of what went down at the year's show. On these three pages we take a whirlwind tour through a whole range of widgets and topics that you may find compelling, irrelevant, or downright boring. Wherever in this issue you can check out some of the games software we tracked down and there are also additional features on CD software, the latest news on virtual reality, and console development technology at Electronic Arts' San Diego office. Enjoy.



Since they just can't fill the handheld gap, you can't blame them for coming up with a device that's designed to be used in a more stationary location. The only problem was that they didn't really want to give up the handheld form factor.



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**IN CONTROL**

The games at CES were, for the most part, predictable and unimpressive. However, the devices are either for controlling them. Surprisingly, there was nothing on show in the Cyberzone area that was categorized as body suits, goggles, or virtual-reality devices. Instead we had mice, chairs, and even a speech-recognition device - the Voice Master Key system, which gives you vocal control of your games (or your spreadsheet). Currently only available for the PC, VMS will recognize up to 64 voice commands which can then be assigned to user-defined keyboard responses. Since these responses can be set in either files, the possible applications are endless. Now you can just say "Thanks, Peter" and hey presto! Word processing loaded, standard thank you letter printed out...



With games in the palm of your hand.



The Golden State and Connecticut state lotteries have just announced a new game called 'PLATO NO. 1'. It's a game that's based on the classic game of chance. However, you get the usual prizes and more frequent payouts.



It's a game that's based on the classic game of chance. However, you get the usual prizes and more frequent payouts.

This amazing device can't be used until someone gives you a copy of the software. It will cost you \$1000 (and in the case of things going wrong when you have your first go at key controlling your computer) and it's probably about as useful as a brick. It's a shame that it's not more widely available.



With a Golden State and Connecticut state lotteries have just announced a new game called 'PLATO NO. 1'. It's a game that's based on the classic game of chance. However, you get the usual prizes and more frequent payouts.



The Wonder Boy 3D and 3D+ controllers.

## STAR OF THE SHOW

It's a lot depending on how far you consider that the most exciting exhibit at CES didn't have anything to do with computer games at all, but with the rapidly expanding video camera market.

As soon as you abandon the limitations of the rig and start comparing domestic video with either a camcorder or a video camera, you come up against serious odds. Professionals are a force called the Steadicams which employs a complex system of counterweights and floats to allow a trained operator complete freedom of movement but without any discernible jitters or vibrations. The cut-throat Steadicam Works from Los Angeles is one of the few firms that, in and out of cars, without so much as a jigger.

Now the makers of Steadicams have produced the Steadicams II, an astonishingly simple handheld device that does the same thing for personal video aficionados. You mount your camcorder on the Steadicams grip frame, hold the entire assembly by a comfortable grip using one hand (it's remarkably light), and use the built-in high intensity 3.5" LCD monitor instead of the viewfinder. With your other hand, you can manipulate the camera to pan and tilt as you move around. The cost? \$295, and even at that price it has to be an essential purchase for every owner of a home or lightweight camcorder.

Also on show was an ingenious device called "in the Moment" that allows you to track action automatically with your camcorder. Simply attach a small video transmitter to the object or person you want. In the game, mount your camera on the unit, and it will then track that person/object in all directions. To get the Moment to work, with you on the unit instead of behind the camera.



So why do these two belong here? The yellow puppet is Columbia the cat who runs a bar, and the black one is the cat who runs a bar. Both are featured in the 3D+ version of the game. The cat who runs a bar is a cat who runs a bar.



Also on display, the Steadicams II, a handheld device that allows you to track action automatically with your camcorder.



The Wonder Boy 3D and 3D+ controllers. The Wonder Boy 3D and 3D+ controllers. The Wonder Boy 3D and 3D+ controllers. The Wonder Boy 3D and 3D+ controllers.

And as you know, professional will of course of unobstructed video technology over the last few years, so it's not surprising that in the electronic video market, the camera will continue to dominate. Many are convinced the Steadicams II will be the most exciting exhibit at CES. All other are convinced it will not. The Wonder Boy 3D and 3D+ controllers. The Wonder Boy 3D and 3D+ controllers. The Wonder Boy 3D and 3D+ controllers. The Wonder Boy 3D and 3D+ controllers.

## NEW LYNX IN HAND-TO-HAND COMBAT

The Lynx can now be purchased in America for the equivalent of \$25. Most say it's the best of the best, the only one to offer the rugged benefits of the handheld.

First, the Lynx really has saved the operators, and not just because of their low price and redesigned body shell, which everyone has taken into the habit of ignoring (at least everything that market research suddenly revealed that Lynx sales in the UK had topped an astonishing 200,000 machines - more than the Sega MegaDrive or PC Engine. Even at that, the Lynx has become overnight the handheld to watch in the States - and that could have serious implications for the UK handheld market too.

UK Lynx fans will still have to pay far more for the unit than their UK counterparts, as expect a fast-growing grey market in the machine. Expect also to see a growing software base - traditionally the area where the Lynx has suffered severely in comparison with the unorthodox Game Boy.

Sega meanwhile, got a vote recognition for their Game Boy and the Turbo Advantage, although both units, seemed destined for third place in this particular struggle.

Luxon software engineers in a studio made an interesting point about handhelds. People are only just beginning to realize the implications of the smaller screen. "In fact," he said, "and one thing that's surprising is that conventional video game designs don't work so well on the small format. For that reason, both the Game Boy - which becomes heavily from the Game Boy market - and the Advantage, which has PC Engine software - are being cut, because the software that worked so well on their full-size counterparts hasn't translated effectively onto the small screen. The Lynx and the Game Boy, on the other hand, both demanded that programmers started from scratch and as a result the software is much more appropriate. From a programming point of view, the Lynx is equivalent to what this printing area about says. I think it's definitely the machine to watch."

Who would have thought it looks as if the Lynx may make it to the big time after all...

The new Lynx device, which is available in both handheld and a new design in the UK.



Sega's Turbo Advantage may provide the best alternative to the Lynx in the UK.

It's possible software compatibility will come when they reach parity so well on the other. The Turbo Advantage's market is still struggling seriously in the States and Japan.

# PC

# Leisure

The complete guide to PC entertainment

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**FLY INTO THE FUTURE**

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**Where's your dangerous disk?  
Ask the newsagent!**



# CESoft Spots

**W**ing Commander was one of the most talked-about games at the show, having earned huge respect among American developers. Not surprising, then, that the sequel, *Empire of the Mideith*, attracted a lot of attention.

Scheduled for a spring release, the game features "extensive" speech synthesis as the original storyline continues with 30 characters, new graphics (both VGA and VGA), and an action-related sound track. Set six years after the original scenario, you endure humiliation as the result of a Mideith plot and must start the game in disgrace before working your way up through the ranks at your age.

Drigs are already working on a third generation of *Wing Commander* titles, scheduled for completion at the end of the year and featuring, among other things, fully featured graphics — yet another sign that the computer game market and the professional high-end graphics developers are moving closer together. Let's hope someone buys us the 386 PC technology that will enable us to cut it.



Wing Commander II's new graphical user interface is a welcome addition to the game's graphics. The interface includes a new set of icons for the game's various objects. (Screenshot by ACE.)



Wing Commander II's new technology being developed by Drigs, featuring enhanced-speech synthesis and light source shading.



My ships have destroyed the Tiger's Claw, Emperor.

Wing Commander II's new graphical user interface is a welcome addition to the game's graphics. The interface includes a new set of icons for the game's various objects. (Screenshot by ACE.)

ACE  
Drigs  
Empire of the Mideith  
Wing Commander II  
Screenshot by ACE



Wing Commander II's new graphical user interface is a welcome addition to the game's graphics. The interface includes a new set of icons for the game's various objects. (Screenshot by ACE.)

Meanwhile, *AC for the Amiga* is still under development — a tough programming challenge for converter Microcorp given the amount of data involved but currently scheduled for issue 94 release. "Wing Commander for the Amiga must do for the Amiga what it did for the PC," says author Chris Roberts, adding that, "...the one real missing ingredient in the current formula is compact disk. CD will only improve our ability to compete with rivals. I can't wait." Both *WC2* and *Ultima VII* will be available in CD-ROM versions.

## ULTIMA VII

Richard (Lion) Britton's Sorlock is hard at work with the Drigs team on the successor to *Ultima VI*. Almost unbelievably, he claims that the new program will be even more of an advance over its predecessor than *WC2* was over *WC*.

"*WC2* will feature the same core routines as *Wing Commander*, abandoning the graphics for the first time and presenting a single-scale universe," promised Richard. Even bigger changes are promised in the user interface, which starts away with complex command input altogether. "I'd had too word commands," says Richard, "but you could say that *WC2* has no commands at all." Sounds like the *Ultima* series is moving ever closer to more mainstream "accidental" style presentations.

An even bigger change is due to take place in the way you control your party. "There will be no control over other party members," Lord Britton reveals. "The game takes place in real time, so there will be no time to command your party anyway. They will all act intelligently and independently."

Drigs are also at work on an unspecified driving sim, featuring light source shading, texture mapping, and 3D terrain. "I've never seen a car game I've believed in," complains Chris Roberts. "We need to come up with something that really FEELS like a car." Stand by for more news in forthcoming issues of ACE.



ACE  
Drigs  
Empire of the Mideith  
Wing Commander II  
Screenshot by ACE

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Minimum system



Minimum system

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Angel Studios are one of the few state-of-the-art computer graphics companies hell-bent on giving us all a good time...not content with their superlative animations for films and television, nor with the development of their own powerful virtual environment software tools, they're now branching out into arcade entertainment and virtual sex.

Virtual sex?!

Correct. No less than seven minutes of it. Angel are working on a multimillion dollar movie that takes a futuristic look at one of the more exotic applications of virtual reality - making love using "virtual bodies". Although it might sound a bit on the tame side, the storyboarders manage to combine technical authenticity with serious speculation about the practical implications of a world dominated by virtual reality systems.

"We're very committed to the idea of entertainment and VR," said Angel's director of computer simulation and software development, "and apart from the film we currently have two projects under development in the arcade field



In production over a year of their own software - the 3D production tool they've developed is now being used by other studios. Angel are looking to develop their own virtual reality systems, and are planning to release their own VR system in 1997. The company is currently using a proprietary system with a 3D engine. They're also working on a VR system for developing routines that could be used in games.

(see photo). To date, most of Angel's work has been in the TV and film animation world but they've also done some...different work - which has been very useful for developing routines that could be used in games."

Check out the pics on this page and don't miss our forthcoming major feature on Angel Studio's film and arcade developments.



Angel Studio are now branching out into the entertainment field. This feature shows a person using their virtual reality system to interact with a virtual world. The person is wearing a head-mounted display (HMD) and holding a controller. The virtual world is displayed on a screen in front of them.

# virtual SEX!

Virtual reality systems are entering areas of entertainment that other technologies simply cannot reach. ACE jacks into Californian cyberspace with news of the latest VR developments

## PUTTING ON THE FEEL

To 7:15pm on the campus of Stanford University, Palo Alto, California, is closed down for the night. Surrounded by dark always leading off into areas of impenetrable shadow, all you have to guide you is a ramour that pioneering VR company Sensel are to demonstrate their latest VR-based virtual reality system in building 400041. This building could be anywhere within several square miles of Freddy Krueger-infested out-of-scan, corridors, and classrooms. Your interest in new technology is hitting an all-time low.

Half an hour later, thanks to chance encounter with two apparently normal-looking of darkness, your interest in new technology is not only revived but heading for the roof. You're in a small lecture theatre and there on stage Ken Ferrel of Sensel demonstrating the fruits of his latest project - a multimedia virtual reality system based around Sensel's WorldTool virtual world construction software, two VR boards, a CD-ROM drive, 256MB RAM processor, 320MB hard disk, VGA graphics, and additional VR hardware.

The excitement is all due to the massive graphic enhancement of virtual realities possible using this new system - which is also far cheaper than other setups. The improvement is all due to combining the graphics handling power of Sensel's WorldTool software with the processing power of 3D. Using this system means that virtual worlds





## VIRTUAL PROBLEMS

Key: Fewer of real systems that despite all of the excitement, there are still some very serious obstacles to overcome in the quest for the ultimate virtual experience.

## ■ Resolution

Current 3D hardware are geared to work at a resolution of 640x480 and the display is magnified up to 3 times. The pixels are therefore "semimacro, like sand at least a resolution of 640x480."

## ■ Cost of hardware

Currently 328,000, should be less than 2000.

## ■ Screen Realism

This encompasses several different but related difficulties: the weight of the hardware, for example, and clipping or wire frames. Another major problem is "reality consistency" — the need to be immersed in fully virtual experiences that actually operating the computer doesn't become a problem.

## ■ Realism modeling

Most current systems are expensive, of limited range, and unable to "scale."



Brad Pitt, a virtual actor, is seen performing for the virtual audience. He is able to scale work on the cost of hardware and screen resolution to support different users.

Brad Pitt, Director of Computer Animation and Software Development, is the major factor in the scale of work on the cost of hardware and screen resolution to support different users.

need no longer be composed of flat-shaded polygons that look like something out of a mildly enhanced version of Beethoven. Indeed, you can see the details of your surroundings really brought to life using real-world textures.

Dell offers some important features for virtual environments, points out here. First, it gives us full motion video at 30 frames-a-second and full stereo sound. It can also combine video and graphics overlays. It also provides special video effects functions including texturing and fades, masks, blend, and so on.

What's more, the feature processing of Dell allows terrain mapping — very useful for flight sims and driving games. It also allows object feature mapping and featured horizons. The result is a virtual world that looks infinitely more real than previous attempts.

In addition, Intel's powerful WorldToolKit software provides real-time rendering of graphic images, sensor drivers to interface with the real world through such equipment as VP's Eyegones and Mattel's Passengoo, and geometry loaders — modules that load graphic 3D scenes created using other software such as AutoCAD.

For games development, all objects in WorldToolKit can have "tasks" associated with them, just as in Microsoft's 3D Construction Kit you can attach conditions and actions to objects. This means, for example, that cars have velocity,



Brad Pitt, a virtual actor, is seen performing for the virtual audience. He is able to scale work on the cost of hardware and screen resolution to support different users.



"Software modeling is still the key problem with handling complex 3D environments in real time. People have been putting more effort into the hardware, but not enough into graphic data handling."

Brad Pitt, Intel Software



Brad Pitt, Director of Computer Animation, is the major factor in the scale of work on the cost of hardware and screen resolution to support different users.

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Brad Pitt, Director of Computer Animation, is the major factor in the scale of work on the cost of hardware and screen resolution to support different users.

acceleration, and conditions attached to it that will simulate gravity in your virtual environment.

Eric Galbraith is bursting with justified enthusiasm as he announces that the new CMWorldToolKit system is available for under \$20K, including a combination of an older, untextured polygonal display, he asserts that "Virtual realities that look like this are no longer acceptable. Once you add features, things stop looking cartoonish and become video-realistic." Don't miss next month's installment of AOL's 3D coverage to see exactly what he's getting so excited about...



ONE DAY AT A FRIEND'S HOUSE...



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3 GREAT GAMES



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## AMIGA UPGRADE

The CDTV being upgraded looks rather like the old one, always a cream-colored box with a slot for your disk in the front. It will usually manage enough to play all CDTV software, though custom expansion you might have to pay extra for the extra and controller if you wanted to abandon your keyboard. Price for the unit has not yet been announced but could be high, maybe as much as \$200. Customarily, display the unit on stage and offer technical details and that message should be available in the UK this summer.

The Custom Controller and the Controller Expansion are also available, and the Controller Expansion is available in the UK this summer.



Comments: Games in CD-ROM applications have extremely thought-provoking and often subtle graphics and audio, making the most of the hardware. The CD-ROM format is well suited to interactive, even audio-visual, titles. Games in CD-ROM format are available in the UK this summer and are available in the UK this summer.



**1** 991 looks like being the year when CD software finally takes off. CDTV is now a certainty for a spring launch bearing bits of God and Zenkaido, NEC are achieving an ever wider user base for their PC Engine CD software, the M3 films continue to attract developers despite a tiny 70% user base in Japan, and Nintendo did nothing to quell rumours of a cheap CD-ROM add-on for the Super Famicom.

Other rumours included a forthcoming M3 Toys launch in the US and Europe, based on the machine's PC capability and an alliance with Microsoft. Those with money in their pocket can look forward to the possibility of buying a Towns complete with Windows 3, superlative graphics, and a whopping great price tag in late 1994 or early '95.

Nobody was particularly excited by all this, but, perhaps better, everyone seemed set for a firm conviction that not only was CD



# CD Countdown

CDTV, a CDTV upgrade for Amiga 500 owners scheduled for summer launch, and oodles of software were all on show at CES. These are the sort of titles that Amiga and CDTV owners could be getting their teeth into in just a few weeks from now...



Comments: Games in CD-ROM applications have extremely thought-provoking and often subtle graphics and audio, making the most of the hardware. The CD-ROM format is well suited to interactive, even audio-visual, titles. Games in CD-ROM format are available in the UK this summer and are available in the UK this summer.



ComputerTown redesigned the user interface for the CD-ROM to utilize the ultracompact graphic. There's also an extensive audio CD interface. According to the CD-ROM's extensive CD interface, there's also a CD-ROM interface.



Many character relationships and connections could be traced from the network diagram. The game also includes a character profile for each character.



How I measure it in the South.

the way to go, but that would be going that way during the year, with a mass CD soft-ware market size only less to three years away.

And, putting their money where their mouth is, the software companies responded by showing more CD prod-uct than ever before...

#### WILD BIRD HUNTER

Star of the CDTV show was Tiger Woods' Case of the Confused Condor. Set in 1937 it takes a classic Agatha Christie approach to detective as you guide a detective from one location to another or board the Confused Condor flying boat following the murder of the owner's son.

"Structurally," explains TM's boss Laura Blakely, "it's a maze in time and space. The model for the game was taken from an interactive theatre group in the States who stage events in houses to which the audience is invited. You wander from room to room and scenes are taking place all over the place. Your experience differs according to which rooms you visit."

There are three hours of audio-visual material on the disk, but playtime is limited to 30 minutes - approximately the time the detective has to solve the murder. So the game is almost a real-time experience. There are 15000 paths through the game, and only one solution - despite the fact that the game has already been available for some time on the Towns and Family CD PC. TM know of only one successful sales. The solution can only be had when your detective lefts is intelligent and remembers

everything he (she) has enough evidence to make a correct accusation.

Interestingly, TM have avoided animation. They were already tight for space (yet, light - even on CD) and decided instead to concentrate on creating a 1930's comic strip atmosphere with hand-drawn graphics. For this reason, they also abandoned the idea of digitized graphics. "There would have been sleepers for us," claims Laura, "but we kept thinking that digitized realistic graphics would actually have bogged the question as to why things weren't moving. We abandoned the anima-tion because we wanted to a good game, not bad TV."



There's an animation in the Confused Condor and an digitized graphics. An illustration.



The illustration shows some that will appear during the episode. There's an animation in the Confused Condor and an digitized graphics. An illustration.

#### CONSUMER ENGAGEMENT?

There's nothing else like us. There's nothing else like us. There's nothing else like us. There's nothing else like us. There's nothing else like us. There's nothing else like us. There's nothing else like us. There's nothing else like us.



The illustration shows some that will appear during the episode. There's an animation in the Confused Condor and an digitized graphics. An illustration.



The illustration shows some that will appear during the episode. There's an animation in the Confused Condor and an digitized graphics. An illustration.

William... we reckon that's an audio observation that a lot of other CD develop-ers could and should take note of.

The audio track uses a dozen actors from an American troupe that specializes in recording 30 radio dramas. All of the SFX were generated by traditional radio tech-niques - nothing around with banks of water etc I rather than by synthesis.

This game doesn't break any techno-logical barriers. Indeed, it's set out to achieve perfection in its own kind, and undoubtedly succeeded. Check out the screenshots for a glimpse of some other CDTV products...

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# WEST SIDE STORY

**S**age are now claiming sales of nearly a million Megadrives in the States (before the system is known as the Genesis), there are already 26 million NES systems; the Game Boy is selling hand over fist; over 300,000 Americans are in line with the Lynx. While one half of the country goes wild for the TV screen for religious inspiration, the other half gets stuck into Super Mario, which some people think is the same thing.

As a result, companies like EA and Lucasfilm — traditionally the home of state-of-the-art PC software — are now having to turn their attention to the cool and brutal of the console world. How are they coping?

## RAMBOY BUSINESS

ACE readers may remember our exclusive coverage of the Skywalker Ranch in Lucas Valley. Created by George "Star Wars" Lucas for his software and technical whizkids, the peninsula buildings include a complex of spacious wood-stained studios that house Lucasfilm Games.

Lucasfilm are now combining their highest-end PC games development with programming for the NES. As a result, they're just about to release two games that could hardly be more different: *Star Wars: Knights of the Old Republic* for the PC and *Star Wars: The Force* for the NES, both of which you can see details of on these pages.

"We're going very carefully into console development," says software supremo A.J. Rodden, "before doing the programming for *Star Wars* but we've teamed up with JVC for the sales and distribution." This approach has insulated Lucasfilm from much of the upheaval (mostly financial) normally associated with console publishing, so computer game buffs who appreciate the company's sophisticated PC product needn't worry that it will be chased in a flood of newcomers.

Meanwhile, Lucasfilm are still keeping very close tabs on future technology. Although very taken with the Neo



Lucasfilm and Electronic Arts are at the forefront of games software development on the West Coast. ACE goes live in America...



Joe Mack looks impressed on the Neo console. How many Genesis Megadrives are sold in America? (The NES console is the most popular console in the world.)



John Rodden, vice president and programmer at EA, has worked on the NES console. This means it is really working for the NES. He is also working on the NES console. He is also working on the NES console. He is also working on the NES console.

## IT'S A BOMB'S LIFE

Electronic Arts' *Star Wars* really lives in clone it at Lucasfilm. A split shell across the landscape of games, past the 19th century. The technology and into the technology that American game titles, the console games are created into a single living room where they have to endure the making of a master Gordon Mack don't do the same when you return.

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4. The technology and into the technology that American game titles, the console games are created into a single living room where they have to endure the making of a master Gordon Mack don't do the same when you return.

Yes, it's a single life on the beach.

Neo "You could do some seriously impressive development on that machine," glibbed A.J. the techs are obviously hanging on for a while now. Generation of hardware that will take them even closer to the technology and creative opportunities now enjoyed by their film colleagues at Industrial Light and Magic.

"My ideal machine is possible right now," announced technology Doug Crockett. "It has full motion video, real time digital compression, and high quality stereo audio with dynamic real-time mixing. The big problem is that the current CD-ROM standard just isn't good enough. We've already considered a system here that can drag data off compact disk for faster — and certainly fast — enough for CD-ROM — but the trouble is the standard CD-ROM drives can't handle it. You need a lot more bandwidth if you want to be truly interactive."

## CONSOLE ARTS

A few miles further south of Lucasfilm, EA have committed very heavily to developing for the Sega Genesis. Under the



John Rodden, vice president and programmer at EA, has worked on the NES console. This means it is really working for the NES. He is also working on the NES console. He is also working on the NES console.



Tony Thompson, producer of *Secret Weapons of the Luftwaffe*. They're the only full-scale modern day dogfight simulators with the game's tactical depth. You begin among the British and British Commonwealth fighters in the low-level dogfighting mission - the program then takes off as the challenging tracking of the dynamic tracking of the target.

planes were a little bit slower, but the real improvement is that in *SWOLF* they don't appear above you until you attack - that they're little dots on the horizon and then, as you fly past, they've suddenly been revealed, giving you a real sensation of fast speed. This is particularly important because, in this game, you have just taken off and

## SWOLF SECRETS

**Secret Weapons of the Luftwaffe** features several algorithmically coded dogfight scenarios that make it even more playable than its popular predecessor *Battle of Britain*.

First, there's increased artificial intelligence in the opposition, making the challenge tougher and more engaging all round. But according to producer Greg Macdonald, "What makes this great and really comes off are those three thousand bits of dynamic coding which, if an airplane is in the distance and it's coming towards you, it will track you as if it's in a fighter at a certain speed. It means your rate of speed at closing is always combined, in terms of terrain the

← **Tom Bartlett**, handling an aircraft simulator mission in *Secret Wars* 3D.

What's so about *SWOLF* features a special mission and also *SWOLF* 3D. Using graphics that you've seen before, you get a real sense of the game's tactical nature. It's a real sense of a tactical nature, and it's a real sense of your performance.



*Secret Weapons of the Luftwaffe* looks a lot like *Battle of Britain*, but the Army's game developer has improved on what might seem like a classic dogfight scenario by adding more tactical depth and more realism. The game's tactical depth is more than just the tactical depth of the game, but it's also a tactical depth of the game.



← **Tom Bartlett**, handling an aircraft simulator mission in *Secret Wars* 3D.

*SWOLF* features a special mission and also *SWOLF* 3D. Using graphics that you've seen before, you get a real sense of the game's tactical nature. It's a real sense of a tactical nature, and it's a real sense of your performance.



*SWOLF* features a special mission and also *SWOLF* 3D. Using graphics that you've seen before, you get a real sense of the game's tactical nature. It's a real sense of a tactical nature, and it's a real sense of your performance.



guidance of development manager Luc Bartlett, console games are developed using a powerful Mac-based system with code being written in C and assembler. They then use a special utility to track down the areas of the code where the CPU is getting bogged down during runtime and optimize the relevant passages.

The latest fruits of this labour are *Road Flash* and *PGA Tour Golf for the Sega*. Still in development, *Road Flash* blends Super Hiryi Drivstyle-like racing with aggressive push-and-pull tactics as you race against fourteen other riders on public roads. High points are the animation of your figure as he leans out at the opposition, takes a turn, hits a chain fence, and clatters back onto his machine.

*PGA Tour Golf* on the Genesis takes most of the strengths of the computer version with fly-by views, too from professionals, good shot options, 3D contoured greens, four courses, statistical tracking of your performance, and instant replay. You can also play against one to four human opponents.

EA have fifteen in-house programmers, all with PC or console experience, split between 2D and 3D. Most of their games take around 20 man-months to develop with up to three programmers and three graphics artists working on each title. "Right now, we're looking ahead about one year for CD products," says Luc, "...and then we can go from the problems of spawning graphics onto floppies and cartridges to the problems of expanding them to the 300megabyte"



## Go LIVE to California!

The ACE Interactive Phone Line features live news interviews with LucasArts and EA developers. Dial now! They're online from the official ACE on-site date 16th February for four weeks.

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# FLAMES OF FREEDOM

## MIDWINTER II

### FLAMES OF FREEDOM

Sixty years ago the ice-bound island of Midwinter was saved from the threat of destruction at the hands of breeding hordes, but a prosperous future was denied by a greater enemy - the Earth's changing climate. Reclaimed by the seas which had created her, Midwinter was abandoned by her people, in search of a home on any friendly island standing tall above the rising seas.



"In the more temperate equatorial reaches of the Atlantic, only one of forty-two islands held out a hand, welcoming the survivors into the Atlantic Federation, a force for peace, prosperity and democracy. But the new home is threatened by the evil Saharan Empire, a mighty military dictatorship based on the African mainland, already enslaving the other island communities, and ultimately intent on conflict with the Federation.

The enslaved islands are home to freedom fighters looking to break free from Saharan domination and join the Federation. The mammoth task facing the Federation is to covertly aid the liberation of as many islands as possible before the Saharan Empire makes its final push for Atlantic domination. The Flames of Freedom must be lit. The torch is about to be passed to you."



ATARI ST  
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# FREEDOM

As the best Field Agent the Atlantic Federation has, you are charged with the execution of highly dangerous clandestine missions on each of the forty-one islands. Each island has its own political, administrative and cultural perspective, so each mission will require different aspects of your chosen physical, mental and psychological skills.

## RESTRICTED

### MISSION BRIEFING - BEST HAZAR

Your first mission objective is to sabotage a Power Station. You'll need to think through the entire process for yourself:- steal explosives from a local army base; find the engineer who designed the station; rescue his daughter to persuade him to give you the plans; hijack a vehicle for easy escape or kill the convoy; plant the explosives, and finally escape unseen.

In every mission, you are on your own, but not without help. There are 4080 individuals with which you may interact, including friends, foes, and foes pretending to be friends. Every character has their own looks, personality and hide history to assess. You have twenty-four modes of transport available to you, access land, through the air and both across and through the sea. You have over a quarter of a million square miles to cover, all mapped using Neatcom's unique 3-D light source fractal landscapes, and thousands of buildings to explore.

Flames of Freedom provides you with a magnificent strategic challenge, fought according to your strengths, weaknesses and abilities, and visualised via graphics sequences even more stunning than those of its predecessor - with Midwinter II, a new age dawn.



Flames of Freedom will be available soon for your Commodore Amiga, Atari ST and IBM PC Compatible, from Rainbird, the Masters of Strategy.



- Sophisticated character profile generators allow you to choose your own looks, sex, psychology and physical characteristics.
- Choose to use Training mode to practice any aspect of the game, 'Firefight' to try out complete missions, or 'Campaign' to tackle the whole shooting match!



- Cover a quarter of a million square miles of accurately mapped 3-D terrain, generated by light-sourced fractal techniques.
- Reference options allow you to plan and execute travel within the 3-D automatically.
- Interact with 4080 characters, each with an individual personal profile.



- Utilise 24 modes of transport, across land, seas and seas.
- Fight with 12 different weapons against a massive army of opposing forces.
- Use your investigative and deductive techniques to solve endless challenges to aid your progress.

adventurous strategy game. Midwinter II, This time its personal!



Why did the creator of *Ultima* spend \$50,000 on a Halloween party? And just what is a 'Spook House' anyway? Rick Hynes tightly clutches a clove of garlic and travels to Texas.

# Fright Night



Cold fear runs through my body as the crowding of a distant bell is carried on the evening breeze. I carefully continue my journey to Britania Manor, my heart and mind working overtime in nervous anticipation. The cloudy moonless sky gives this night of October 31st the perfect setting for Halloween. The night belongs to ghouls, ghosts and Richard Garriot.

This millionaire gaming genius, creator of the popular series of *Ultima* fantasy role-playing games and co-founder of Origin, is now ready to thrill a mass select audience of fantasy lovers. I join three team-mates for the quest of a lifetime. I just hope we live long enough to tell the tale.

## TALES FROM THE CRYPT

Let the quest begin. We follow a path lined with glowing pumpkin lanterns engraved with the foul smiles of a devil. Are they laughing at our impending doom? Lord British leads us to the door of Britania Manor, once the site of a fine Abbey, the home of a now extinct order of monks.

Our guide boldly steps up to the front gates and points his staff at the crystal ball inside the hall. A violent burst of electricity sends the poor soul to his doom. He cannot get in this way. Rumours suggest some of the monks have fled into the nearby woods. Perhaps they know of a way inside this evil place?

A grim guide dressed in black robes wears a haunted look as we approach his encampment. A fire pit burns bright, something boiling in its dark cauldron. The guide does indeed know of a long forgotten entrance to the abbey and leads us to it. Along the way he tells us the sad story of this once beautiful building. "The evil sorceress, Mithas, took over the Abbey. All who remained have never been seen again. Something vile and terrible must have happened to them. Are you sure you want to make this trip?" says our guide.

The woods are full of werewolves who angrily snarl at the few unwelcome visitors. We keep close to our fearless guide. A horrible noise

commands our attention. Out of the fog we see the glimpse of a horrifying sight, a rotting Spooker from the gruesome skeleton of a horse back into the rest of misery. The Hell of Soul tells us to go back.

We reach the forgotten entrance. Vines encircle its Gothic columns like a hangman's noose. The center doorway is open but our guide won't go any further. We venture inside and a door drops down over the doorway. There's no going back now. The place is pitch-black and eerily foggy leads nowhere. Something is in here, we can hear it breath. We run through the wine cellar and up a secret staircase to be greeted by a mad-dog during the bedroom. "Be careful, you have entered a twisted and unannounced into the realm of the Evil Ice Goddess, Minus," warns the simple servant. Our only hope of escape is to find the Goddess' talisman. Suddenly something catches a hole through the bricks and starts to grab towards us. Time to go!

We learn to navigate the maze in the old ball tower. Perhaps I know of the Talisman! Faces, hands and arms push through the walls, grabbing and us pass through the hallway. We reach the start of the ball tower. The ball bats white bats repeat. A menacing vampire floats down from the ceiling looking for his next victim. Not so fast! Remember a foggy scenario - avoiding the soggy Monster from Under the Waterfall - as we cross the shaky bridge to the misty River Styx and back toward. We nervously climb on-board the boat vessel. The boat suddenly moves by itself! While less than halfway across, when Swamp Monsters jump-out of the water and grab the boat and our legs! The boat rocks and will flip and we nearly end up in the drink.

The Monster Cave certainly lives up to its name before we stumble upon the torture chamber. We wade our way through wailing victims as Minus' minions prod, whip and torture their pathetic captives. The Gabelleen coasts a crazy gate into the throne room. Minus sits at her throne occasionally using a cat-o-nine-tails to casually whip two little girls - twins tied to the throne. It begs of spawning humans, sit on the floor. Dressed in a revealing seagreen gown Minus has a beautiful, serpentine body but as we approach she turns her terribly ugly face to us. The Gabelleen keeps getting real close to us, tentatively touching each member of our party without speaking a word. "Aid!"

Minus requires an offering before she'll give us the talisman. She marks the forehead of a vic-



tim in our group with a hint of somebody in big trouble. I'm just glad it's not me. "You must seek your exit beyond the realm of mortal souls... in the Father World," intones Minus. "Now go!"

We're now barely halfway through our quest. Minus' scared, waxy and at each other's throats. Before us lies the chapel, snake cave, spider room, graveyard, crypt, gargoyles, golems, hanged man, laboratories, staircase to hell, maze, pit and croqueted box before the grand finale with the demon in Gannett's double car garage. Sorry, it looks like reality has started to reappear the house of I and British and our child-proofing story. Never mind, I've had immense fun while it lasted.

#### NIGHT OF THE LIVING DEAD

So what had I experienced in the past 45 minutes? Put simply, I'd played *Ultima in the North* instead of multi-colored *sortes* I'd encountered over 75-actors in ghoulish make-up. The play-feld didn't consist of galax-scrolling backdrops but steep stairs to climb, narrow places to crawl through and to-place to fall. Gameplay in this world consisted of me screaming out in fear for more times than I can remember, or else to cheer for me.

Richard Gannett, eccentric millstone games designer, had) turned his litting mansion into the ultimate haunted house. This Spook House was superior to anything even Walt Disney's theme-park Imagineers could provide. Gannett's creation was interactive. I had to converse with the



characters and work with my fellow party of explorers. I became totally immersed in the sights, sounds, smells and story. We just didn't know who or what would come next. The Spook House was a fantastic, thrilling and unforgettable experience.

And what prompted Gannett to do it? "I've been doing Spook Houses a lot longer than I've been doing software," admits Gannett. "I say it all on my mother. She used to play pranks on me when I was a kid. Like building a fake brick wall where my bedroom doorway used to be and waking me up in the middle of the night with scary noises." With such a background, it was perhaps inevitable that Gannett would end up turning his lovely home into a \$50000 Spook House.

There was merely one question left unanswered: what will the imaginative Gannett do next time? "We already got a heck of a lot of ideas for the next Spook House," admits Gannett. "It only he-didn't have to produce *Ultima* without."

#### TRIBE OF TRIVIA

• *Ultima* is the only role-playing game to have been named "Best Game" in the magazine about how they're a million times more popular during the night.

• The game *Ultima* took about six weeks to construct. Gannett's biggest pleasure in creating the game was how much fun he had with it. He says he's never had a more fun time playing a game than he has with *Ultima*.

• Though there's a lot of talk of *Ultima* being the most popular role-playing game, it's not the most popular. It's the most popular role-playing game in the world. It's the most popular role-playing game in the world. It's the most popular role-playing game in the world.

• One of the most popular role-playing games in the world is *Ultima*. It's the most popular role-playing game in the world. It's the most popular role-playing game in the world. It's the most popular role-playing game in the world.

• Richard Gannett is the creator of the game *Ultima*. He's the most popular role-playing game in the world. It's the most popular role-playing game in the world. It's the most popular role-playing game in the world.

• Gannett has an established reputation of 10 million dollars during 1990.

• Gannett is a member of the American Academy of Arts and Sciences. He's the most popular role-playing game in the world.



# CU AMIGA

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# Digital Deities



It's hard to believe one of Britain's best game developers works in what are kindly described as unassuming conditions. Bullfrog, creator of the bestselling *Populous* and *Powermonger*, is busy preparing its next generation of games alone a soul-busting shop in Guildford.

Little wonder then, that this talented company began its Bullfrog career writing less exciting products more in keeping with these downbeat surroundings. Indeed, a database package seems to be Bullfrog's skeleton in the cupboard. More surprising is the company's name change from Texas to Bullfrog. Plans would have been for more appropriate, as these teenage creators claim pride of place in the Bullfrog village workshop.

## THE GREAT WAR

Dedicated *Powermonger* will be pleased to hear Bullfrog's current focus is a series of extra "World of *Powermonger*" database disks filled to the brim with new scenarios, people, weapons and graphics. "Due to the success of the *Populous*

**What's the connection between gods, Guildford and goldfish? Rik Maynes previews the forthcoming sequels to *Populous* and *Powermonger*...**

database we had some *Powermonger* database disks in mind at the very start of development," explains Peter Moynese, the boss of Bullfrog. "The scope of things you can change in these databases is enormous. Every single aspect about a person, the landscape and the way they interact is modifiable."

The first "World of *Powermonger*" database will be set during the First World War. The Great War was chosen as the premier *Powermonger* database scenario because new technology was just breaking into warfare at this time. "World War Two had too many technological things already there to make it viable," offers Moynese. "World War One was just about perfect. I like the idea of the trenches. You can just cut a 'W' down in the vector graphics landscape. The First World War seems more heroic somehow."

"You can tell a squadron of airplanes to attack a village and they'll strike or bomb it," Moynese enthuses. "People will actually dig trenches and entrench themselves in them. This will be like *Powermonger* WWI instead of just another extra

## WAR OF THE WORLDS

The concept of creating your own "World of *Powermonger*" database is very exciting, but how would you actually go about it? Peter Moynese explains how you could produce an Earth as the flying saucers it means and a *Powermonger* database. "The first thing you would do is draw the land using any point package like *AutoCAD* or *Free-Hand*. You then design the map to play on and bring them into the game. Then, you could change the attributes of all the people in the game and the weapons they could actually use. People can have a whole range of attributes such as strength, health, mana, health, how much they eat, how fast they travel, how long they live and so on. We're not about to be any variables which you can adjust. Modification of these variables gives you an enormous range of differences in races for the each person. Then you could change the attributes of the weapons they use. There were 10 weapons in the original *Powermonger* but the group we wish to start support up to 60 different types of weapons. These are broken down into different

NAME	STRENGTH	HEALTH	MANA	WEIGHT	WEAPON
1	1000	1000	1000	1000	1000
2	1000	1000	1000	1000	1000
3	1000	1000	1000	1000	1000
4	1000	1000	1000	1000	1000
5	1000	1000	1000	1000	1000
6	1000	1000	1000	1000	1000
7	1000	1000	1000	1000	1000
8	1000	1000	1000	1000	1000
9	1000	1000	1000	1000	1000
10	1000	1000	1000	1000	1000

the of the different variety building to create a "World of *Powermonger*" World.

weapons, firing weapons like a bow and arrow and all other weapons like a gun etc. You can set the attack rates, cost of all weapons, skills in the case of a character in new weapons. If you wanted to set a skill level you could set the destructible range of a weapon to half the area of the map and "haha" your opponent, it's all been carefully designed to give you an enormous variation. You can set up an entire person. You going to make your enemy people, the going to make your enemy people, and a "haha" skill. They also will have to be some thing, but you can't give the other you, only objectives to fulfil during the course of the game. It's up to the individual person to decide what to do in the game. That's the whole focus of *Powermonger*. It all sounds incredibly complicated but it isn't, once you've got used to editing the data base tables."



Bullfrog boss Moynese (top middle) surrounded by Peter Moynese, Steve Jones, Simon Jones, Greg O'Neil, Peter Williams, and others in the Bullfrog workshop.



## DEATH OF A GOLDFISH

Building has been laughing fish jokes in its cramped office. One is filled with goldfish, the other contains the laptops without wanting to be eaten alive. At my visit runs a special occasion, the twenty goldfish head a few to show. A beautiful fish looked golden, doesn't swim so lively. At first the sky phobias only took little fish out of the



fish tank, a goldfish phobia is the most frightening, especially if you're a gambler!

It's obvious goldfish fishy but a still second time, the largest number of goldfish and silver fish gathered close to each other. The fish, trailing a stream of bubbles, headed for the top of the tank. The rest of it was nowhere to be seen. The fish in the water then raised such a flood frenzy we had to count the number of phobias left in the tank while it was seen. The real battle plan for Powermonger's graphics grows in a close of 1000 to the real-time engine of South America. Its central board and well developed low memory gives it the talent to take long time out of the field of the windows. The real-time graphics is based from various parts of South America and Australia to prevent them becoming culturalist in local areas. If you're interested, they like their work without fighting, etc. and they're related to the old goldfish or three!

missions disk. What it won't be is historically accurate. If it was, historically accurate you'd have to be forced into winning certain engagements. You'll still get the choice of playing British or German forces in your conquest of Europe. All the graphics will change, except for obvious things like trees. There's having a few problems with certain features though, like what should we do with the sheep? There weren't that many sheep wandering around the Somme in 1916!

"Historically the World of Powermonger" data-disk will be coming out at \$3.99 each. If the first World War data-disk is successful, then we're planning to do an American Civil War data-disk which will coincide rather nicely with the launch of the PC version of Powermonger," Magdonia states. Phil "Tafford," who has previously worked on Progress' Blood Money, is writing the PC version of Powermonger. The expansion, due to be released in early April, can be played across a network of up to four machines. Powermonger is also being converted into more exotic, Japanese formats like the Nintendo Super Famicom, Sharp X68000 and NEC PC9801.

These adaptations are being funded by Imagine, the top Japanese games developer has already converted Populous and Sim City onto various machines.

"The American Civil War data-disk will have things like muskets, rockets to send messages, horse-pulled wagon trains and proper sailing boats. Again, it will be a completely different game. You'll have all new weapons and personalities. There will be battles between Union (Northern) and Confederate (Southern) forces, plus a few Indian Native American's skirmishes as well. As we're doing it, using the American Civil War as inspiration, I'm really looking forward to doing the American Civil War data-disk. It should be great fun."

"If there's any life left in the old data-disk dog by then, we'll do a futuristic one, possibly bundled with the Editors we use to make-up these Powermonger worlds so people can create their own (see the game for further details). The only difference between a Powermonger data-disk designed by you and the one's created by us, is that we'll be adding special little features to the game like the trench warfare found in the World War One data-disk."

The first Powermonger data-disk should be available as you read this.

### LAND OF THE GODS

To guide the Powermonger manual, "Building has an idea of the ideal game I want to write. Populous was the first step to writing this game and Powermonger is further along. But Building's ideal game is yet to be written". So will Populous II hit the light? "We've been working on the design of Populous II since the original was completed," says



Magdonia, "Populous is very close to all our hearts and we really want to make a very good job of Populous II because the game deserves it."

"We want to cure some of the Populous problems. The trouble with Populous is that towards the end of the game if you're slightly ahead it's obvious that you're going to win. So we're putting some more balancing elements in so the world is never actually won until you've finished the whole thing.

The basic action of the game is exactly the same, raising and lowering land. The landscape plays more of a part, so as you raise a point up the land shape changes. If you build a mountain there will be a rocky point at the top, as it gains land to sea level it'll have a green belt, desert and tundra areas. There all have different effects on the terrain, so in this respect, it's going to be a little more strategic."

"There's going to be lots and lots of godly effects. Instead of a volcano just going up and appearing, it will rise out of the landscape over a number of games turns, the top will then burst and lava will come pouring down the hill and sweep away everything in its path. When you cast the volcano spell you don't know where the lava will flow. So it could actually blow up at your fortresses.

Instead of your reinforcements, new godly effects include tomahawks, lightning, tidal waves, plagues, pestilence and even some really things like rainstorms of frogs and plagues of locusts. We're trying to think of as many effects as possible but a lot of them will have a re-occurring time aspect in that you'll only have access to a few of them at the beginning of the world. The idea is that this will encourage people to continue playing to see what the next effect will be. There's not only going to be bad godly effects, you'll be able to make land more fertile, clear paths for your people, part the seas, etc."

"There will be three tribes - good, evil and people with no religion. The game will start in a world not unlike Ancient Greece. Powermonger's graphics system was based around vectors, textures, Populous II will be based around blocks."

"Populous II will be faster than the original because it is completely written in assembly language instead of a mix of machine code and C. We're going to try to produce a game which can be used by bulletin boards. Populous II should be finished in the Amiga and ST by the end of summer. Populous II will be ten times better than the original!" Magdonia has never had it so good.



Some of the American Civil War data-disk graphics to be seen in the early spring expansion Populous.



Building has been hoping around with various graphics systems for the new expansion data-disk.



Powermonger graphics for the World War One expansion. The Powermonger manual also offers a look at the original game and some new settings.

# G O D S

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# THE **One**

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# SCREEN TEST



Duke is just a little thing, but a little talking to the gameplay team did get Duke on the stand.



Even Duke's in on the first ACE Trailblazer award. It's for our most interesting and best cut on the highway.

## ACE TRAILBLAZER!

This month was the first use of our new award, The ACE Trailblazer. Games awarded this coveted recognition of quality most demonstrate either marked innovation or the peak of excellence in their particular field. For example, a shoot-'em-up can still win a Trailblazer, but it will have to be an exceptional shoot-'em-up. Trailblazer games will all be essential purchases.



The underlying and pervasive, not obvious, but still a vital under the hood of game development. It's the most important factor in the game.



- The very best multi-level game
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- Limited use of objects
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- Custom graphics in the best

The PFC — Predicted Interest Curve — is the most sophisticated reviewing tool around.

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

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 put you off for a while until the gameplay starts to grip. Check out the PFC comment for more details.

We won't rate a game unless it represents what you'll find on the shelves. If a game's not finished, we won't rate it. Instead we give it an ACE Preplay warning panel that tells you how we think it's shaping up. In most cases, a full review of the finished

## ACE AWARDS

ACE always awards each of our games an approval or disapproval of performance. If a game truly breaks the boundaries in sound, graphics, or gameplay you'll see the appropriate ACE Award that we reserve. Unfortunately due to a lack of time we're not able to award every game you have ever played.



A game will only first qualify earning the Trailblazer if it represents the ultimate stage of development in its particular genre. Games earning this award are recommended without reservation.



Highly worthy for a lot of reasons, and any game that has achieved a special mention from ACE must be reserved qualified for Trailblazer games.



One of the first things to grab you in a game is its graphics. Games that exhibit the state-of-the-art get this sort of approval from ACE.



Based on the "long-term" record of games — you can make or break them. ACE only awards this one to fulfill our use of awards in a game.

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Megaforce Battle Squadron from Electronic Arts, Mark 4 on the Super



The need for more cinematic direction by the producers could also have been a factor in the game's failure.



The initial success of the game could have led the producers to believe that the game was a success, and that they should have been more involved in the game's development.

A town gone bad. A mayor's daughter on the slab. And a hard-bitten detective out on his own. Private Investigations anyone?

# RISE OF THE Dragon



**L**os Angeles, 2003. Another much misery and hardship among the producers, drug abuse is the only people making a decent living are government officials and drug dealers. And the way things stand at the moment, the dealers seem to be having a better time of things. The Mayor's daughter Chand is dead from an overdose, and the cops are slacking at work. William "Blade" Hunter is cop, part time PI and full time vigil has been drafted into the case. His mission is to untangle this dangerous web of death and greed and waste the crime lord at its centre.

Rise of the Dragon is an adventure constructed using Donner's new game development system. And for the most part it's hugely successful. If

you imagine a knockout fight between Jose Phantasma, Lobo and Carlos Jones, you'll have a good idea how the combat works. There's nothing necessarily revolutionary in the world is controlled by you.

Like any PI's worth his salt, Blade doesn't even get out of bed until noon. When this is a job for the money it means he's only got half the day left to get to work. Once he's dressed, he always works checking his telephone messages to see what the day holds. In this case, he'll get his first lead, a shady character known as The Liba who's captured with Charlie shortly before his death.

Leading Blade out of his apartment block is a job when the camera zooms DOF will describe where the next leads, and left-clicking will take you there and down to the Disney LA's publicity system's simple enough. From here, you can read

There will be a sequel, however. While the game's success could be a factor in the game's failure.



You may realize the percentage shown in the graph below doesn't seem to correlate with the number of PC users who use the Internet. However, it's actually much more than you think. The graph shows the percentage of PC users who use the Internet, not the number of PC users who use the Internet.



#### INTERNET

While a significant number of PC users use the Internet, the number of PC users who use the Internet is still relatively low. However, it's actually much more than you think. The graph shows the percentage of PC users who use the Internet, not the number of PC users who use the Internet.

#### RECENT DETAILS

PRICE	\$24.95	MSRP	\$24.95
GENRE	ADVENTURE	GRADE	ADULT
STATUS	ADULT	GRADE	ADULT

Blade is an adventure with a twist. It's not just an action-adventure, it's a puzzle game. You'll have to solve a lot of puzzles along the way.

Blade is an adventure that he knows of in the city. This is an important point. Unless Blade has some access to information - like someone's address - he won't know how to get to it, and since you view the game world through his eyes, it won't show up in the inventory map.

Before each lead can be successfully investigated, a particular problem must usually be overcome. Officers close at night, for example. Police will show up the most inconvenient times. And the criminals won't show their forehead plans while you catch up.

The basic framework of the game involves a lot of objects. Successful investigation of a character usually yields some sort of lead. Although controlled by multiple-choice selections, your interaction with the characters is more sensibly subtle, allowing a lot of object manipulation, and good level-of-conversation branching. Characters will behave according to your treatment of them: in most situations, you can play Blade as either a gun-toting thug, a straight shooter or a cunning gentleman. Continually threatening to pull people's faces inside out will eventually have him backed up by actions.

The biggest problem with *Rise of the Dragon* is that it's not easy. A few concerted attempts and you'll hear the cops siren up. However, it has a number of facts in its favor. For a start, it's fascinating to play. In every situation, there's always something new to try. The graphics are superb. You can either play in 2, 16 or 256 colors. Obviously the better the capabilities of your machine, the better the game looks. Moreover, it's a bit of a legacy. It's in fine and 256 is absolutely beautiful.

Another reason for its relative ease is a kind mercy of the thoughtfulness of the story design. In order to give a little quality to the way the game progresses, Blade won't hit any real dead ends. Unless most adventures will regularly kill



Blade is an adventure with a twist. It's not just an action-adventure, it's a puzzle game. You'll have to solve a lot of puzzles along the way.



Blade is an adventure with a twist. It's not just an action-adventure, it's a puzzle game. You'll have to solve a lot of puzzles along the way.



Blade is an adventure with a twist. It's not just an action-adventure, it's a puzzle game. You'll have to solve a lot of puzzles along the way.

off the two from the word go. Blade has a pretty safe time unless he does anything desperately silly. In the latter part of the game, however, the action escalates, and more care must be taken.

Also included are two arcade sequences, which play during combat with the bad guys at the end of the game. The difficulty of these sections can be tailored to suit your preferences, and even skipped through if you're really not an arcade person.

Apart from the longevity question, *Rise of the Dragon* is an excellent game. It's fun to play, easy to get into and it also has some genuine panache, a factor that sets it above most adventures on the market. Dem's next game using their new system could be a masterpiece. ■

► **Do you ever wish** SuperHeros™ messenger you weren't for instant laughter...



**WHAT'S IT ALL ABOUT, DIRTY?**

These unfamiliar with ReadySoft's interactive games may be wondering how they work. It's really pretty simple. An animated character is placed standing next to a picture screen. The main dialogue box and where the will-read and see your picture accordingly, pointing up, down, left or right to move or pressing the key to use the screen. The wrong move or timing results in a short funny scene and the hero will move on your own time. Get it right and the main response continues.

The problem is that you are not truly choosing but with a context of all, more being pointed along a plot-track decided by the programmer—and it's not always obvious what that choice is about what you see. For example, in the first scene Dirk is being attacked by his mother-in-law. You must push left to jump out of the way. However, there's no good reason why you wouldn't jump to the right or back, or even use your sword (but that's a game you'll see later) placed with your handling again than intended except that the programmer didn't want you to. The game can often feel close to a bit of tedious and unconvincing handling of many possible scenes until the correct one is found.

► **The really nice** strings with good to exciting music made by the composer is certainly a shame... along with the graphics and sound effects... when a holding like that... (see the review of SuperHeros).



The problem and most are non-physically great and it is a fact that the edge for the... (text is partially obscured)



**AMIGA**



**ATARI ST**

**RELEASE DETAILS**

AMIGA	04/89	DUSTY/DON
AMIBIT	04/89	DUSTY/DON
IBM PC	04/89	DUSTY/DON
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# DRAGON'S LAIR II: TIME WARP



► **At last** this help through time warp and time warp by a... (text is partially obscured)

► **...[something] through time warp to the fate of Dirk...**



► **...[something] through time warp to the fate of Dirk...**

**S**ings may have been slain, but now there's a new dragon in town... Dirk's mother-in-law! Princess Elaine has been kidnapped by the wicked and wicked Merdoc, who has hidden her in a castle in time. Inspired by his love for Elaine and the size of his mother-in-law's rolling pin, Dirk must overcome numerous snakes, living skulls, giant porcupines, camp magpies and Merdoc himself to rescue her in this rickety land again... (text is partially obscured)

► **Save Elaine!**

**READYSOFT/EMPIRE's latest graphic extravaganzas: Will Dirk dare to be different in Dragon's Lair II? Or will Wrath of the Demon steal his thunder?**





▶ Artists on the left from *Wrath of the Demon* show the character art and the finished graphics, while scrolling through the main menu. There are three action figures and various game bonuses in the shop, including this in the top left of the screen; one from the opening of any mission is a bonus, and the full menu can be reached for three animals. They can be changed and used when needed.

Put simply, the plot is this: You play a warrior sent to slay a Demon threatening your King's realm. Why the manual can't just come out and say this is a complete mystery. Instead, you get a load of old guff about some wizard called Arthur(?) a fairy having a bad dream and a murdered King's messenger - it's all far too convoluted to explain here. I suppose it's meant to generate atmosphere.

Thing is, it's not really needed - there's a truly magnificent intro which creates bags of atmosphere all by itself. I know you read this every month but it really is something special and uses animation techniques reminiscent of the classic Disney cartoons. It's natural breaks in the game there are well-drawn pictures and text explaining the progress in the plot.

The game is made up of a series of 'screens', each of which contains some sort of task to be completed, and while they are not outstandingly original, they are sufficiently varied to prevent any boredom setting in. The tone and animation of all the characters is impressive - the galloping horse and the hilariously goggle-eyed dragon are particularly memorable.

The scrolling levels feature numerous levels of terrain which create a great feeling of depth. David Whittaker's soundtracks are few but not outstanding - they're very reminiscent of *Legend 2*,



# WRATH OF THE DEMON

in fact. Technically, this has to be the most accomplished and polished game yet written for the Amiga.

Thankfully, the programmers' Arthur have also spent a bit of time on the gameplay. All controls are responsive and the game looks and enters fairly. A slurring game that not only looks fun but also sounds great - but plays well too.

■ David Whittaker

## LOOK AT THE SIDE OF THOSE SPEED!

WARNING: Indices of a usual algorithm should stop reading here!

The programming team behind the fast intensive graphics in *Wrath of the Demon* are Peter Hensley, Claude Feltner and Martin Ross, who call themselves Arthur and are based across the Big Road in Boreham, Canals. The game was developed over 50 months and comes on four disks, needed to store the 2.5 Mbit of graphics data and 600k of sound data. The software is accompanied by 4 different manual books written by David Whittaker with the music samples recorded at 20 bits. On your quest through the 100 screens of action you'll mean 140 different screens with the biggest being a whopping 600 x 400 pixels.

▶ The graphics probably to the second screen to show a picture in the first game's resolution!



Great to look at and great to play. The more levels of image detail provided an impressive time saving that time.

884



## AMIGA

The Amiga 884 is a high performance machine. It has a 16-bit processor and a 68000 chip. It is a very fast machine and can handle a lot of data. It is a very good machine for a variety of applications. It is a very good machine for a variety of applications.

## RELEASE DETAILS

AMIGA 11	£19.99	£29.99
AMIGA 10	£19.99	£29.99
IBM PC	£19.99	£29.99
ATARI 1040	£19.99	£29.99
CD	TBA	TBA

For other versions please!



The dragon's tail. How often does it bend that tail?!



Thought: How often does it bend that tail when performing the fancy little tail and tail, through some underground cave in level 4.



# TEAM SUZUKI

**T**eam Suzuki offers the player the chance to pit their simulated motorcycle prowess against some of the best riders in the world, racing around real tracks too. And thanks to some excellent programming and thoughtful control methods, it manages to be both easy to pick up and genuinely realistic.

The game contains the a whole race season, across 16 international circuits and you can play right through from start to finish if you've got the staying power (and the ability). More adjustable in the early stages of play, though, is to put in a lot of practice. Even with three different control options available (joystick or 2 mouse settings) and three engine sizes at your fingertips, it will take a good while to acclimatise yourself to the behaviour of the bike.

125cc race bikes are a far cry apart from their road-going equivalent. When pushed, you can achieve a clear 120mph from their hoarse little powerplants. It's hard to get to grips with the nuances of bike handling and track etiquette on a machine of this size, since these bikes in the game have automatic gearing.

Once you're happy with the extreme degrees of leaning necessary to get around some corners

**With sixteen international race circuits, computerised versions of the top riders in the world, and a brand new super-fast polygon routine, GREMLIN must be onto a winner...**

at speed, it's possible to work on later 'top lines' and picking your best 'line'.

Unlike the real thing, the Team Suzuki bikes will never fall over. However, every time they take the circuit they will incur some damage. Reach 100% damage and your bike will gradually be slow and die. Damage points are also incurred by bumping into other bikes and trackside objects.

By the time you can complete a couple of laps without your damage reaching 50%, chances are you're ready to race. Qualifying for a race involves competing three laps of the appropriate circuit (unless competing in the Grand Championship, you can ride any circuit at any time). Your lap times will determine your position



Practice lap times get the player into the qualification of the race. It's hard to tell the scale of the screen when you first start, especially when you are predominantly able to see the track.

At the grid, that is, you can choose the qualifying lap order from the game's position.



During practice, you can slow the bike from controls on screen. Actually, setting a bike's speed is the hard part in this game.



Adjusting a bike's speed is controlled off the screen by the handle bars of your bike.

RACE DETAILS		
AMBA	0:14.00	0:17.000V
AMBITT	0:14.00	0:17.000V
AM PC	0:14.00	0:17.000V

Respective positions achieved

on the grid in the main race. Even if you fail to complete the qualifying laps, you can still race, but you'll start in last place.

Unlike most racing games where you can see your way up through the other competitors with relative ease, starting in Suzuki is far from a formality. Since all the computer-controlled riders will automatically keep as close to the perfect line as possible, the only way you can get around them is to take a route other than the optimum, losing precious seconds if you make a mistake.

During practice, you can view your bike from two different angles, each entirely definable by rotating and elevating the camera. While racing, though, you can only view from the rider's point of view, from behind the bike and over the back of the bike.

To speed up the already swift frame-rate, you can opt to turn off the other riders (resulting in ghost riders) and also do away with the bike's exhaust pipe and fenders.

For anyone with more than a passing interest in other motorcycles, casual gamers can do well with a decent polygon system. Team Suzuki is an essential purchase.

— Jim Douglas

During races, you can't see the other bikes. You can only see the bike you're riding and the track. You can also see the track from a high angle.

When you're in a race, you can see the other bikes. You can also see the track from a high angle.



**D**espite its relatively primitive technology, the MiG-29 Fulcrum is one of the best fighting aircraft in the world, so there's plenty of potential in this first-ever flight sim from Duxus.

Unfortunately you couldn't call the Anapa version more than adequate (despite the giant box, the 1279-page fulcrum book on the MiG 29, the extensive manual and the flybook poster, the most important part of the package, the game itself, doesn't impress).

Things start fairly well with a gungy heavy metal intro (we like it's not very Russian, though), followed by a title screen showing the MiG flying over the Kremlin. It's descent from there, as the opening screen of the game, showing a bleak office with an overhead projector displaying a list of missions, is unintentionally hilarious: the pilot in the background looks constipated and his com-



Prepare for take off. Around 1000 is going, 1000000 and there's no turning back for Fulcrum.

# MiG-29 FULCRUM

mander clutching a clipboard has a peculiarly deformed head (as much cheap vodka, perhaps).

You select a mission from the six available, one of which is a training flight where a map returns you to the runway (in other missions, a crash is fatal).

The five genuine mission scenarios include sub-freezing in the Arctic, dogfighting with Chinese fighters over the Great Wall, attacking bridges, trucks and SAMs on the ground, and a final multi-coin scenario: destroying a nuclear

power plant in the desert (spoil or shaft). You have to accumulate 500 points before tackling the final mission.

Although the cockpit interior appears to be an accurate depiction of the inside of a MiG, it's not too exciting. Systems such as radar, altimeter, heading display, weapon selector and engine controls are all familiar from many other flight sims, and you have a choice of keyboard, mouse, joystick or analogue joystick controls. I found the plane hard to keep in steady flight using a mouse, so the automatic level flight control is useful.

Although you get a lovely picture depicting each mission scenario before it starts, the out-of-cockpit graphics are as the minimal seas, deserts, ice fields or night landscapes according to mission. Using the numeric pad keys you can alter your angle of view, alternate the control panel or select a third-party view to enhance the game, but nothing will enhance the poor sound except turning it off.

According to test pilot John Farley, performance accurately represents that of the genuine article, and here we have to defer to experience. You have a small choice of weapons - cannon, and air-to-air or air-to-ground missiles - but the dogfighting sequences are too slow to be really exciting.

Overall, MiG-29 Fulcrum is a bit of a cabbage. It might look good from the screenshots, but the limited action, restricted scenarios, and lack of extensibility through extra mission disks, make you ask yourself what is the point of producing a merely adequate sim when there are several excellent ones already on the market.

—Chris Jordan

It might be built from transistors and chewing-gum, but the MiG-29 Fulcrum is a fearsome fighting aircraft. ACE takes DOMARK's simulator for a spin.



Each mission scenario is introduced by an attractive illustrative screen. Here a sunset scene resulting in the illumination of the snow-capped peaks under which are enemy missiles. Your mission is to find the SAM and destroy it.



The chart displays various performance indicators such as speed, altitude, and fuel consumption over a mission duration. The Y-axis is labeled 'PIC' and ranges from 0 to 100. The X-axis shows mission time from 00:00 to 00:15. A yellow line represents the performance level, which starts high and generally trends downwards with some fluctuations.

**PERFORMANCE 750**

**REQUIREMENTS**

IBM PC compatible system with VGA or SVGA graphics card and mouse. Minimum system requirements: 486DX2-50, 1MB RAM, VGA graphics card, mouse. Recommended system requirements: 486DX2-66, 2MB RAM, SVGA graphics card, mouse. The game is available on CD-ROM and floppy disk. The CD-ROM version is recommended for the best performance.

**RELEASE DETAILS**

AMIGA	£39.99	£47.99
386SX CD	£39.99	£47.99
386SX PC	£39.99	£47.99



## Is *Hard Driving 2* a true sequel or are DOMARK 'clutch'ing at straws?

It's always nice to see a software company continue to update their product after release (by something like a miniprocessor and you get such updates for free, but if we're talking about a game, it's galling to be asked for another wad of cash for a supposed sequel which is in many ways just a "bug fixed" version of the original.

It has to be said that *Hard Driving 2*—Drive Harder—is a fine game (though you shouldn't make the mistake of thinking that the guy in the driving helmet is *you*... WHO?). Based on an impressive catalog, it runs 3.5/level on graphics



Remember that you're not driving in *Hard Driving 2*, but you are in an updated version of the original. The one where *Drive Harder* is the best, it's not true.



# HARD DRIVING 2

## DRIVE HARDER

to make a series of realistic driving courses complete with death-defying start obstacles. The result is unique—cross between a racing game and a flight simulator.

Initially there are five courses to choose from, though the sun-down track designer means that you can edit them to suit your taste, or create your own courses from scratch, defining your own lap time values, restart points and so on. You have a wide range of control options including mouse, joystick or keyboard, and several combinations of the two. You might like to start with automatic gear changing, and work up to manual shift as your performance improves.

The full 3D view track is surrounded by walls to objects such as road signs, fences, barriers, and even cows (O). Some objects are obstacles, others are just decoration, but the start sections such as loops and jumps have to be taken carefully.

Performance is realistic—take a corner too fast and you start skidding convincingly—and the speed of the whole game is slightly faster than that of the original, which is a welcome improvement.

Other improvements include auto-centering of the steering, improved visibility checks (other cars no longer appear through mountains) and a two-machine link-up. In this mode any combination of PC, Amiga and ST can be linked together via RS-232, and you can race head-to-head without collision detection, or in a standard race with collision detection and a three-eye.

If you want a truly different race game, try *Hard Driving 2*. Trouble is, it's most likely to appeal to people who already have the original *Hard Driving*, and they might not think the minor improvements are worth the money. A case for an upgrade offer, Domark!

### ► Only Britain

Watch and you'll get an instant notice of the bug in your browser's JavaScript engine. More people just aren't aware of it, or that a plug-in can't always get on properly with a browser.



The scenario involves a three-part race to take track sets for maximum race length. How much a truly "Hard Driving" mode. It's not true, it's not true.



PTC BT

The car takes on three shifts to get through all four tracks. Safety first—no collisions with other cars! But handling, speed, track and trackability help on the second, third and fourth tracks and the system is designed to be as user-friendly as possible.

820

RELEASE DETAILS

AMIGA	£29.99	OUT NOW
ATARI ST	£29.99	OUT NOW
IBM PC	£29.99	OUT NOW

What a strange brew! One minute you're playing an upgraded Dungeon Master, next a outdoorist's odyssey of the Beat and then... well, I don't know quite how to describe it, it's a sort of combination of the previous two sections I guess. Even stronger, this bizarre mixture actually works.

Wit Mason, a lecturer in medieval history, is travelling home through desolate, dimly-lit woods when his car breaks down. Unable to fix the fault he takes shelter in a strange stone tower nestled in the nearby woods. Exhausted, he soon falls asleep.



Even inside the game you get your window change in style. This one shows both the usual window pointing towards the back, but you also see out of the window, with your figure entering the environment as the background.

Mason awakes to a surprise - his clothes have been transformed into those of a medieval peasant. Even worse, his car - and the road - have also appeared. Mason's troubles have only just begun...

Obit is a fantasy adventure game with a more than a hint of arcade action. As Mason you have to find a way to get home from this strange and magical world.

You start the game in the woods surrounding the tower. The screen is split into two parts - the top is dominated by a Dungeon Master-like view of the woods in the direction you're facing with a status panel below.

All control is effected via a handle-like mouse pointer. By clicking on the compass you can rotate your view and travel down open pathways; the way the scenery scrolls past is impressively smooth 3D in truly stunning.

More complex interaction with the environment is possible using the small set of icons on the status panel, such as MA, WFO and POC. You status panel, such as MA, WFO and POC. You can carry quite a few objects - the one currently held is illustrated in the window beside the compass and you can easily scroll through your inventory. Some items act on the items in the world, or prevent CAT with an apple in the inventory window and your health will increase.

When you eventually get out of the woods the game changes to a full-screen run along a path strewn with people laid on your destruction. Using the CYRUS you can go left, right, jump and duck their attacks (although this seemed to have no effect on preventing them hitting you). Eventually you'll reach a new location to explore. The most frustrating thing about this section from an adventurer's point of view is that although you may see an interesting crypt in the distant background, you can't actually turn off the path and visit it.

There's a third game style, which comes into play when you enter a castle. Each room is shown in perspective and as you move Mason opens up doors and grows according to where

# Obitus

PSYGNOSIS release an RPG - but with arcade sequences???



The Obitus graphics provide a very high frame rate (about 60 FPS) and a very smooth motion. The game is also very responsive to mouse movements and keyboard inputs. The graphics are very good, and the game is very smooth.

SYSTEM REQUIREMENTS	
OS	Windows 95/98
Processor	486 or higher
RAM	16MB or higher
Hard Drive	10MB free space
Sound	Sound card
Mouse	Mouse
Keyboard	Keyboard

RELEASE DETAILS

AMIGA £24.99 OUT NOW



Obitus is a fantasy adventure game with a more than a hint of arcade action. The game is very smooth and responsive to mouse movements and keyboard inputs. The graphics are very good, and the game is very smooth.

he is. Control is by both joystick (to guide Mason around the room) and mouse (to click on icons and interact with scenery) in the 3D sections.

Obitus may sound like it could be a real dog's dinner but it actually comes together so smoothly well. RPG gamers would no-doubt find it's crossbreeding of game styles annoying, and it has to be admitted that the game lacks the depth and atmosphere of a Dungeon Master or an Ultima. However, gamers looking for something a little different will more than make up for the typical arcade adventure but more so than a 'standard' RPG should give Obitus a whirl - I think they'll like it.



Obitus is a fantasy adventure game with a more than a hint of arcade action. The game is very smooth and responsive to mouse movements and keyboard inputs. The graphics are very good, and the game is very smooth.

David Phillips

# DOUBLE DARE YOU.

## Blue Max

ACES OF THE GREAT WAR

WWI Air Combat Simulation

**T**ake control of one of eight classic WWI fighters and find out how good you really are. Fly with the best—Fokkers, Fokks, Blenheims, Sopwiths—and learn their tricks and techniques.

- **Take flight!** solo and team missions for one or two players using a single computer with any combination of keyboard, joystick, or mouse.
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How strong are your nerves at 2,000 feet, with an armed fighter DRL on your tail? Forget glory. Forget. Think survival.



WWI action and combat sequences



• YOU SEE  
3D COLOR GRAPHICS,  
• ORIGINAL MUSIC,  
• SOUND EFFECTS FOR GUN  
BLASTER, ADLIB  
SYNTHESIZED  
CARDS

## DAS BOOT

GERMAN U-BOAT SIMULATION

**W**inter 1941. The icy waters of the North Atlantic. The deeper you dive, the greater the pressure. Depth charges explode around you, hanging on the tail of your U-boat like iron fists. Nerve and timing make you the master of the "blind ocean".

- **Blind ocean warfare:** In the first two, you will experience the tactical and strategic aspects of the surface and the underwater environment.
- **Real environment:** Use the German Enigma code-breaking to set out mine information.
- **Way missions to show them—** include North Atlantic and Arctic, and along the coast of Norway, into the Bay of Biscay, and through the Straits of Gibraltar.
- **Different levels of difficulty,** from beginner to expert.
- **3D graphics in 24 VGA colors,** with multiple camera and on-board views in a complete 3D world.

Do you think we'll under pressure? How about 300 pounds per square inch of pressure? Take a deep breath, captain...



View through the eye of a U-boat periscope

View the water surface from under a U-boat



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on ST  
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# NIGHT SHIFT

LUCASFILMUS GOLD get on the job

Gene T. Bingham has been described as a crank in the Toy Trade press, but men of vision are often ridiculed. Bingham, the founder and president of Industrial Light and Magic, accused rubbish dumps for toy scraps and built his great dream: the "BEAST", or Bingham's Environmentally Active Solution for Toys, a machine that could produce toys to his exacting specifications without wasting his money in the Earth's resources.

The BEAST began turning out high-quality mini dolls based on famous Lucasfilm characters, such as Starlin Scooper Tuffler and Miss Tereasa. But production was plagued by bugs—the BEAST was very idiosyncratic and needed constant maintenance. Then, fancy fittings started sneaking into the factory and needing repairs.

Bill managed to keep these troubles secret from their competitors. One problem, however, couldn't be covered up—the low output. Bingham decided to keep the BEAST running through the night to help increase production, and add fuel for a suitable worker in the local parson...

This is where you come in. Taking on the role of Fred or Fiona Fast, you have to keep the

BEAST running smoothly. Before each shift the Boss calls you into his office and shows you the night's production schedule. Fail to meet your toy quota and you get the sack. Succeed and you go onto the next shift, with any excess dolls resulting in a wage bonus.



BE FAST: The faster you operate, the more dough you'll earn. But you can't keep the production plant of your own for an average weekend shift.

During the shift you have to loop around the BEAST line screen scrolls vertically to keep up with you fixing any glitches. Often this can be done straight away, such as penning the bike to generate (pieces, moving levers to make the conveyor belts go in the right direction or changing the paint to the colour required for the current doll.

However, other situations will require you have a quick message around your tool box, which contains a variety of helpful widgets, such as wrenches for tightening bolts, switches for lighting the boiler, and (used) levers/flovers and Venus flytraps for getting rid of menacing fern-wings. Also available are umbrellas which let you drop long distances without knocking yourself out and balloons that give you a quick lift up the BEAST.

A quality controller checks every finished toy, and will discard any rejects. Once you've got the BEAST pumping out toys correctly you can begin to spend some time picking up the bonus tools that appear randomly about the BEAST, as well as hourglasses for extra shift time and dollar signs that up your wages.

The early shifts only require that you make a few dolls of one type in any colour. Later shifts introduce more machinery that has to be maintained and different doll types, each of which have to be painted a specified colour. As you can guess, things can get very complex. Complete 20 shifts and later and fortune may yours.

■ Dave Golder



The prevailing price of a share is highly volatile and the amount of time it stays above the price of 5 is highly variable. The price of a share is highly volatile and the amount of time it stays above the price of 5 is highly variable.

835



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Good, Great, Best,  
Better

*élite*, n. The choice part, the best.  
(Of). [F; = choice]  
*plus*, adj. Additional, extra;  
positive. [L; = more]



Good games come along, and great ones last much longer. The best can win awards, but only one can claim to be Elite.

When the history of computer gaming is written, its name appears early on. And on. And on. Generations have played it; some have beaten it; but none have tied it.

The original mix of space exploration, trading, and combat has endured imitators, pretenders and millions of hours of play. Now the best is to get better.

Rainbird have updated the IBM PC compatibles version to utilize the technology which has developed over the game's lifetime.

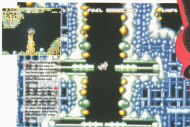
Amazing 3-D graphics, in EGA, VGA and MCGA modes bring even more life to cosmic combat; a redesigned icon-driven interface speeds trading, information gathering and map reading; support of Ad-Lib and Roland sound-chips enable your ears to share the vivid pleasures of life on the high seas of space; and brand new missions extend gameplay even further than before.

The classic six-year old recipe remains the same; new ingredients add to the flavour; treat your taste-buds to the best. Elite Plus.



Elite Plus will be available for IBM PC compatibles at £24.95.  
The original versions of Elite are available for Atari ST and Commodore Amiga, at £24.95.

Visit 1, Hampton Road Industrial Estate, Solihull, Staffs, Tel. 0800 561226



Mastering landing with a futuristic ship (Zarathrusta) comes with a tutorial of full. Zarathrusta has everything it takes to make them.

# Zarathrusta

If there's a reasonable amount of time to launch a 3D game based on Thrust, an 8-bit budget game from two years ago which in turn was a cross between Asteroids and Lunar Lander. Despite the enhanced graphics, Zarathrusta doesn't really denote much of a step forward.

You are the pilot of a tiny spaceship, charged with the mission of locating and collecting Krypton pods from the surface of increasingly hostile-defended planets. Using your limited supply of fuel, you must battle your way through the defenses and negotiate deadly underground caverns in order to collect the pods before returning to your mother ship and travelling further into space, to pillage more remote worlds.

There are 10000 bonus points to be earned by shooting out the planet's nuclear reactor, thus permanently shutting down any alien activity and making the planet inviolate. Then it's a race against time to collect the Krypton pods and escape before the planet collapses. Actually, there's little chance of running out of time, as your fuel reserves are likely to dry out first.

If you've played such non-3D-driven games as Asteroids, Thrust or Ode, you'll know what to expect from your ship control: clockwise and anticlockwise rotation, thrust and fire. There's also a tractor beam/blast, which can be used to attract the Krypton pods and protect your ship from collisions with the surrounding enemy Unidentified, encounters with the planet's surface will destroy your ship.

The further into the game you progress, the smoother the flying necessary in order to sur-

vive. Certain planets have stronger gravitational pull than others, and others have more defence systems.

With the game premise being so simple, the control the player has over the ship is vital. Here Zarathrusta succeeds pretty well. The difficulty of the early levels is pitched quite low, allowing the player enough time to get to grips with the control method, rather than being blasted out of the air every five seconds.

The landscapes of the planets vary from over-vegetated jungle areas, through mechanical zones, to icy wastes. Fuel in certain regions is extremely scarce, and rather than spending time looting away at the reactor, it's best to simply collect the pods and run.

If you already possess Ode, Thrust or a similar game, it's unlikely Zarathrusta will hold many surprises. If you want a bit of cerebral controlled arcade madness, you may find it fun.

by Doug Peck



Shooting and the reactor will save the planet's reactor. However, there's nothing to do about the gas pollution problem.

**NEWSON'S latest is a simple affair: an attempt to reach back to those bygone days where gameplay was everything**

Uniquely enhanced with a game, and a game, Zarathrusta is a simple affair: an attempt to reach back to those bygone days where gameplay was everything. The game is a simple affair: an attempt to reach back to those bygone days where gameplay was everything. The game is a simple affair: an attempt to reach back to those bygone days where gameplay was everything.

**700**

**RELEASE DETAILS**

ARCADIA CD-ROM CD-ROM

for other version planned

# S P O **4D** R T S B O X I N G



4D Sports Boxing is a cutting edge, 3D boxing simulation that lets you experience the thrill of the ring from the comfort of your home. It's the most accurate sports simulation ever written. 4D Sports Boxing lets you create and control a range of up to five of your own boxers.

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## Do you want to box in the Fourth Dimension?

Mindscape and award-winning developer DSI bring a new era of games to your home computer with the 4D Sports series. Now the 4th Dimension is yours and the action is amazingly real. Modelled and animated on real human movement, 4D Sports Boxing is the most accurate sports simulation ever written. 4D Sports Boxing lets you create and control a range of up to five of your own boxers.

You decide how tall, how heavy and how strong they are.

And you train them and build them up into lean, powerful fighting machines.

• They'll be better than ever! • They'll be like the real thing.



MINDSCAPE

For more information on 4D Sports, visit our website at [www.mindscape.com](http://www.mindscape.com). For a demo, visit our website at [www.mindscape.com](http://www.mindscape.com).

For more information on Mindscape, visit our website at [www.mindscape.com](http://www.mindscape.com).

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Published by Mindscape Games, 12700 Wilshire Blvd., Suite 1100, Los Angeles, CA 90025-1100

# WINDSURFING ZOMBIES FROM OUTER SPACE



Is Activision producing a B-movie? Rik Haynes previews four new games from the veteran American software house...

## DEUTEROS

What would you get if you expanded the strategy confines of *Ele* while adding its *zombie sequencer*? That's what Activision seems to have done with this sequel to *Millennium 2.2*, the successful science-fiction strategy game. The appropriately titled *Deuteros*, the Greek word for second, is an atmospheric follow-up to the surprise hit of 1989. In its case, *Deuteros* is a resource management game. Once you've got the orbital factories, space-ships and universal-exploration rovers under way, the game expands into a dynamic adventure involving mysterious alien artifacts and deadly encounters with the creators.

Jan Red, a 23-year-old programmer from Coventry, has created both *Millennium 2.2* and *Deuteros*, but he's no newcomer to strategy games. Red produced the first strategic submarine simulation for



How close to reality do you believe the graphics for *Deuteros* look like this computer title? (See page 100)

the Sinclair ZX81 and since that time has written some six strategy games on various computer formats.

Similar in style to *Millennium 2.2*, but nearly ten times bigger, *Deuteros* provides a far greater challenge for your dedicated space strategists. It is set one thousand years on from where the original ended. The legendary *Millennium 2.2* galactic empire is waiting to be reclaimed, though a space fleet has to be built from scratch before you can go forth and conquer. Space technology has been forgotten, so it's up to you to integrate research, production and training programmes for this epic project. Then the fun really begins...

As Redman is again providing the visuals, only this time the graphics have a hi-tech feel and more animation.

Activision is very proud of *Deuteros*, and quite rightly too, for the game has far greater potential than its illustrious predecessor. It has, in other words, the hallmarks of being a classic game. *Deuteros* is launched next month on the Amiga and ST. Let's hope it does the business.



How realistic do you think... at least what's not real? This is where your space strategists begin.



## HUNTER

It's not tough, to say by a long way, to drive a tank, but on a slowly submerge mission behind enemy lines, he's totally 3D, he's Hater.

Paul Hines, an ex-OSI programmer, has written a game which uses some of the most innovative three-dimensional view this yet seen - thus creating a total new style of arcade action game. Hater is like a James Bond movie or Mike Toy advert displayed in glorious 3D running at a rate of 25 frames per second.

Your onscreen character can go anywhere and do anything. Enter buildings and manipulate anything in sight. You see a helicopter flying over the system, just walk up to it and you're away, flying in the sky. The same goes for more massive vehicles like battleships and jets. You can even do a spot of unburial but there's no time to relax, the enemy is waiting for you and your fuel supply is fast running out. After all, who wants to walk into battle when you could stroll through enemy lines



The general must be overthrown. You have destroyed an enemy soldier for 25 credits.

It's a main battle tank.

Hunter can be played as a giant campaign game or split into smaller missions. The large game map is constantly green and every time you play it help maintain long-term interest. So move over action man because Hunter is soon to be released on Amiga and ST. A new age of 3D combat adventuring is about to begin.

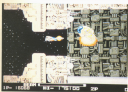
Hater: The helicopter is one of the best views ever to be seen in the game, though still has a bit to go on the graphics.



Hater: And all because the tank from Mike Toy, Hunter can get anywhere in the game.



A game in the control room game has given a bit of a rethink about the 3D game.



## R-TYPE II

The evil R-type empire is back, and determined to subjugate the world again. A desperate battle is about to be fought out in the limitless and alien dimensions of space which have been combined and complicated by this evil power. It's perhaps time. You're sent into eight different sectors of space in the sophisticated R-B fighter or You're personally in only defence against the enemy. You're all alone.

Ac Developments is handling the conversion of this new concept, a scrolling shooter game filled with boss battles, reflexion lasers and shield webs. Weapons are increased

or modified by shooting certain alien craft and collecting the power they leave behind. The first gun collected also releases a special weapon, the Force, which can be attached to the front or rear of your R-B fighter, cast ahead to clear a path, or behind as a rear-guard. The Force is equipped with its own lessons to take care of itself.

R-Type II is very much more of the same. It has similar alien and background complemented by greater challenges and obstacles. Although

the game will be finished within the next few months, Actvision is holding back its release till September.



## BEAST BUSTERS

Out of the way, a horde of flesh-eating zombies rise up and come after you. Is it a nightmare or the latest cult horror movie from George "Night of the Living Dead" Romero? No, it's a conversion of S&W's terrifying Beast Busters arcade game.

Another in the Operation Wolf style of endless machine gun shoot'em ups, Beast Busters is a screen-dodge search and destroy shooter to end this zombie uprising. The game is a simple blood 'n' guts buster with plenty of zombies, mad dogs and innocent bystanders to blow away. Beast Busters has the multi-directional scrolling system and freedom down the corridor action as seen in Operation Thunderbolt. Your finger hardly ever leaves the fire-button during play. It's all down to 'look'n' think, just shoot.

Images in charge of the conversions to Amiga and ST, which should be available before Easter. This game developer has previously converted Ninja Spirit and Super Wanderer for Actvision.

Beast Busters is the best game from S&W since Dark Warriors so the computer conversions should be worth a look. Hopefully, the game will also be transferred to S&W's game-stored Neo-Geo coin slot system, which is in desperate need of greater software support.

Beast Busters: Why does this conversion of Beast Busters and Wanderer?







Even your enemy takes a beat to react to a new enemy type (here a new grenade) on the first shot.

beep to indicate by holding down the fire button. But shoot carefully! Both bullets and beepers shells are limited and running out is a deadly mistake. Luckily the beeper druggies sometimes wear behind spare clips, or shells, or wads of money and bags of drugs which can be collected for a steady bonus awarded between levels. So far, so good.

However, there are niggles that detract seriously from the fun. For a start, you have to sit through the scripted time between each game which is a pet hate of mine. More worrying are the gameplay faults. It's quite easy to get a long way into the game by simply running for the end of the level rather than standing and fighting - I got to level seven on my third try - which casts doubts on the game being a serious challenge for even the best.

The amazing control method means that sometimes you'll be jumping or crouching when



Another great reason to move off the coast - the location around town is high viewpoint keeps a track of its position using the sophisticated resources of the liquid lens camera.



It's also great to watch from the high-angle view from the video's direction.

you intended to move up or down the screen. However, the worst problem is that you automatically stand up from crouching when attacked. This is OK unless you're being attacked by drugs, which can only be shot when crouching. Of course, this becomes impossible because their attacks force you into a standing position. The only solution is to avoid them until they clear off. Very frustrating.

Overall, *Cosmo* has done an reasonable job on the Williams' coin-op conversion. The action is quite fast and frantic, and blasting beeper is reasonable fun especially with a beeper. It's just a shame that some of the stand-out gameplay activities were not coded out at the first testing stage.

David Spink

# CRIME WAVE

In *Crime Wave* there are extra weapons to pick up in the later levels, and the explosions are bigger and louder. Now there's more action for you! Fortunately, the game largely avoids NARC's annoying gameplay niggles, although the control method, which is near identical to NARC, is just as fiddly until you get the hang of it.

Special mention should go to the presentation. The plot progress before and during the game is conveyed using a series of occasionally animated digitized images. It's not only very well done and impressive, it's also highly addictive: there seems to be an inexhaustible number of shots of the scantily clad Britney in a chair being leered over by her captors.

I found *Crime Wave* far more fun to play than NARC, mainly because the controls are less fussy and as you get on with the blasting, it's also a tougher game, as even hardened killers should be blowing away the bad guys for quite some time.

David Spink



There's nothing better than seeing the lights turn red as the heat is on for you.

Watch out! Blasting away the beepered beeper will lead to a bad end.



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**745**

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The top-down view is a nice, fluidly animated version. Collecting a better weapon will reward the team that is in a better one.

**T**hroughout the history of gaming, the two-player format option has almost become as strong an excuse for an upper weapon power-up. The ability to pit both your own and your mate's tactics skills against the massed forces of an enemy empire is always more fun than trying to wage a one-man war.



The great beauty with this strategy is that you can, in a sense, though because you often do not understand it.

# BATTLE SQUADRON

In *Battle Squadron*, your mission is to rescue two forces that defend enemy lines, before the evil forces can recharging secrets with feasible truth secrets and avoid prison.

But before any rescue can be attempted, there's a whole lot of killing to be done. You must raid the planet's farms, lying waste to its military installations and decimating the airborne forces of the evil empire.

In traditional style, the planet's surface scrolls down from the top of the screen, bringing with it various light-colored ground defenses. For the first few seconds, you'll need to perform some silly flying to avoid the initial enemy assault. Once you're a couple of screens into the game though,

**ELECTRONIC ARTS, better known for their strategy and simulation games, have leapt headfirst into the action arena. How have they fared?**

a rapid-flying enemy craft will emerge. Used this bullet-spewing character and he will leave behind a power-up. Depending on the color of the floating rectangle when you collect it, your weapons system will change from rockets, through foot and back lasers and side-shooters to deadly green laser beams.

You can also collect extra smart bombs which when activated fill the screen with a seething mass of popcorn-shaped energy bolts, thus destroying everything. Unlike some games where smart bombs are easy to come by, *Battle Squadron* makes you really fight for them.

After completing a stage of over-ground action, you are sent secondary for some subterranean blasting. Some of the underground sections feature massive lumps of space-rock which drift down the screen obscuring your view of the action. There seems to be no reason for the inclusion of these objects except to make life difficult. Since you would be able to see where you were going if you were actually in control of the spacecraft, it seems a bit unfair to be prevented from seeing what you're fighting.

In conclusion nice and simple, plenty of action and an excellent two-player team-up option.

by Dan Douglas



A brief moment of respite from the onslaught of enemy fighters. If they can't fly quickly enough, you'll have to shoot at them again.



THE BATTLE SQUADRON game is a top-down action game. The flying objects are the enemy ships and they'll take a lot of time before landing on.

**790**

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Mario comes bouncing back in the fourth installment of NINTENDO'S platformer: Worth buying a Famicom for?

It's the latest Super Mario game and it's on Nintendo's Super Famicom. While the Super Mario Bros. I, II and now IV is Mario really worth yet another sequel? Or are Nintendo getting the floppy syndrome?

All the action happens in—surprise, surprise—Super Marioland, a place that bears a suspicious resemblance to a 2D scrolling map. There are a 100 tasks for Mario to complete before he can rescue the Princess Wendy from an evil lord. Each task resides in a sub-level, which is accessed via one of the transportation stream around the pathways of Marioland. Guide Mario to one and a quick bit of fire cops you into a scrolling world where the idea is to get from one to the other.

Sounds nice? You're right it does but you need—without the large army of platformy game obstacles getting in your way. Get through and Mario will return the map which'll change slightly, opening up new paths and allowing you explore further.

After completing a castle or ghost house in the Super Marioland map you get the chance to 99save your game onto the battery backed up



The map may be a little bit of an over-the-top, but it's a great idea to have a scrollable map in a platformer.



While the scrolling map may seem like a nice idea, it's a bit of an over-the-top idea for a platformer.

# SUPER MARIO LAND

## (Super Mario Bros IV)

cartridge memory. When you plug in the next time there's your game on the title screen menu along with the amount of levels you completed. It's great carrying around Super Marioland cartridge with an impressive saved game. It's like having 23 or 24!

There's a great many things to be picked up along the way, many of which add to Mario's repertoire of combat skills: a clove enables Mario to fly; a flower gives him flames; gold and a star awards limited invulnerability. Best of all are the blocks containing eggs. In one of these and out pops a reliable two-legged dinosaur hatcher with a sticky footed-activated tongue that can eat up all sorts of annoying enemies.

This is a great game. The map structure over the top of the more traditional platform screens adds a depth not found in standard copy cats. It's blatantly obvious how much love and pride has been spent on the development of what is undoubtedly the state of the art in entertainment software.

All-in-all Super Marioland rates as just about the best reason in the world for going out and getting yourself a Super Famicom. I know it's hard getting a \$200+ charge for a games machine but with a Super Marioland cartridge bundled into the deal to say it's well worth it. Check out out your local console importer ASAP!

By Gary Litten

**PIC**

**NEWS**

**910**

**RELEASE DETAILS**

40 PAGES FAMILIARITY... (unreadable text)





# PRIME DIRECTIVES



## CHASE H.Q.

New here's a job. The Police want you to drive a fast sports car and capture some crafty criminal racers. Shift into high gear and speed down the twisting highway at 25 km per hour. A turbo option gives you the edge over the competition, provided you use it wisely. All you have to do is avoid a few obstacles and out-drive everybody on the road. Tak's Blazer V6 engine-powered racer-chaser has been adapted to the Gameboy by a British software development team. Unfortunately, they haven't done as good a job as Ocean's conversion to the Spectrum, what used to be a simple but enjoyable game has been ruined by poor control, jerky scrolling and inflexible powers in the action. At the stage secondary tapes of quality start to show through and annoy you even further. David Whitaker's music, for example, is appalling. Even the redesigned text looks out of place. I'm surprised 'ake allowed this game to be released. Chase H.Q. needs a serious amount of bugfixes and possibly a new engine. Being in those parentheses, quick.

## GHOSTBUSTERS II

Oh, dear, baby Ghost has been kidnapped by a spirit called 'Mep, we end speed from the past with an extra to save the future. Who ya gonna call? This is your chance to be a Ghostbuster and drive those evilful ghosts from New York City. Start by choosing your battling two-man team from the five famous characters, played by Bill Murray and Dan Aykroyd in the two-ghostly movies. One will use a proton beam to paralyze ghosts for a few seconds, the other carries the traps to suck them down up. Make your way through 16 levels of cities, solving puzzles and crushed old mummies and hordes of nasty creepies like The Blob, Floating Head and Whirling Dervish. You'll also meet fellow investigators who can supply additional ghostbusting tools such as a wall smasher, super trap and moodlifter. If a ghost touches one of your characters they will stay unconscious for a moment and lose a trap or beam. The game is over once you've lost all the beams or traps. The graphics are especially cute as you'd expect. You can tell the game was created by Japanese designers, despite the fact that Activision has licensed it, because the characters have small bodies and exceptionally large heads. A trademark of oriental comic art. Fun for all the family, as they say in tacky adverts.

## Robocop, Chase H.Q., Ghostbusters II, Contra... Rik Haynes previews four new Gameboy titles!

### CONTRA

Newly reborn are waiting for you in the jungles of South America. Standby to fight for honour, justice and the right to buy a fat-food transaction. Now it's your turn. Equipped with a rotary large machine gun, headshot and a shield - what better way to show off your muscles - you must conquer the ten separate areas filled with enemy soldiers, gun emplacement, mines, tanks and submarines. These areas alternate between side-on and top-down of the battle. Two commando characters can jump and duck his way through some pretty hairy situations. Power-up pills provide three-way fire, burning enemies and a wide-area attack weapon. The action never stops, and neither does your determination to fight right to the end. Things get a little strange in area four, thanks to a horde of insects, and a few surprises lay in-store during the final area. The backdrop is Contra's home a simple level to those used in Teenage Mutant Ninja Turtles on the Sordary. It's hard to tell these two games were written by the same programming team, though Konami is staying right-tipped about 'who does what' in its Japanese software hits. Contra's really the best of the bunch played here. It is recommended without hesitation, by everybody in the ACE office. Now get out, it's my job!



### ROBOCOP

The computer cop from a violent near future is ready to law down the law in downtown Detroit. Robocop from Ocean takes you through 10 stages split into three different gameplay styles. The main game has your metal man walking the streets of the City, using all the internal tools that affect the police. You avoid enemy fire by ducking and jumping. If you're hit you'll lose some precious energy - you're deleted once this is depleted. On the way, you'll discover objects to collect. Duty food increases your energy level to interfere. Subgames help to increase your interest in the game. The storage rooms and shooting gallery are a hit the target with a cross-hair sight after. The later stages Robocop to evaluate his aiming skills and gain some extra energy. The ghostly subgame has you matching faces, with a limited amount of time, to change features like hair, mouth and ears. The game has a worthy variety of graphics and the tone switches from the mood. Robocop on the Gameboy is a lot harder than its computer cousin. It should provide a lasting challenge for gamers with more than 20 seconds to comply.



Special thanks to PC Engine Supplies (0160 742000) and GameFrame Canada (800 360 8888) for supplying the units.



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# SURF CHAMP



Surfboard Surf-Champ never managed to capture an ounce of Hawaii's sun-soaked surf culture. It was just a 2D simulation of beachside fun, with a 3D scene that was a pale imitation of the real thing.

The sky was gunmetal gray, the Atlantic icy and hostile. I tugged on the top of my forehead without, took a firm grip on the surfboard, and strode manfully toward the water. The waves crashed on the pebbles with all the majesty that a three-inch-wide coin could muster.

It was hardly Hawaii, but it was my one and only attempt at surfing. As I splashed hopefully in the shallows, I realized why wave riding isn't indigenous to these chilly shores. In fact: a computer simulation, played by the warmth of a Spectrum power supply, seemed a better idea each time I fell off the board.

## SURFER OPS!

The program which brought me to that chilly shore was the product of scientist and amateur surfer, Norman MacMillan, a man with a mission to introduce the sport to landlocked home computer users everywhere. Surf Champ wasn't just a game but a true simulation with real beaches and accurate wave behavior.

Better still, there was none of the Track And Field-style joystick jiggling which was so popular around '84. Surf Champ came complete with a six-inch surfboard which sat on your Spectrum's keys. You controlled your board just as a real surfer would.

There was, however, one problem with this concept. It was 14" x 6". Or at least, that's what most reviewers concluded. If only they'd known the exhilarating fear of going down, down, down while your board soared over your head, they too might have appreciated MacMillan's unique vision.

**Departing Hall Of Fame curator John Minson drops in on the Shack Of Shame in search of the wild surf.**



Surfboard graphics surfaced the most special surfboard simulation to grace the home rubber mats.

The beach that came with the program was Falmouth, Cornwall, one of Britain's more credible surfing spots of waves that provide an ideal learning environment. But challenging locations, including the notorious Pipers were pointed though these big wave days never materialized.

Once you taken note of the day's weather and outfitted yourself accordingly (no Bermuda shorts if the temperature was sub-zero), you balanced the plastic surfboard on the Spectrum's rubber keys. Next you moved your surfer along the beach to find a place to enter the water. Only terminal buttons failed to exploit the ripside which carried you towards the horizon with minimal expenditure of energy. Every time you encountered an incoming wave you dipped the nose of your board to avoid being carried back to the shore. Eventually you reached a satisfactory starting point and waited, watching the wave pattern until a promising set arrived. Then it was time to ride, ride that wild surf!

As you taught your waves the screen cut from the panoramic view of the Bay to a close-up of your surfer flexing your hand on the miniature board. You moved from side to side or backwards and forwards to perform various radical maneuvers. Scoring rewarded the system with a pro surf calendar, with maximum points for great moves such as shooting into the air from jack-knifing back down.

You rode the wave for as long as possible, eventually trying to glide off without wiping out. If you had the energy left, and this depended on water temperature and the equipment you'd chosen at the start of the game as much as your statistics, you paddled out again for another attempt.

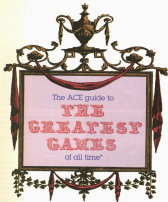
If everything had worked as described, Surf Champ would have been an indisputable classic. But the problem started with that unique selling point. Reaping the plastic board on the Spectrum's keys was a task only slightly more difficult than maintaining the real thing. Then, to add insult to injury, the Cyber model featured plastic keys. After the unattractive graphics and steep learning curve seemed almost minor quibbles.

## BOY OF A BEACH

Only dedicated Ocean dreamers persisted with Surf Champ, but having weathered that fateful day that chilly morning, I was determined to correct my hand into the correct pose. And when I performed my first aerial and photographed all the way to shore, I really started to appreciate the program.

Or maybe Norman MacMillan was possessed of an unworthy idealism. Undoubtedly Surf Champ did lack the graphic sophistication which was standard by the mid-eighties. But how sad that nobody noticed the complex calculations of wave behavior, the ingenious keyboard reading algorithms, the novel attempt to create an accurate simulation of this exciting, extreme sport.

Became a grant from the Irish development agency, Surf Champ was destined to wipe out. But for all its irritating eccentricities and severe shortcomings, not to mention that bizarre surfboard, it remains a tribute to lateral thinking in game design and deserves a full corner in the collection of any serious software aficionado.



The ACE guide to  
**THE  
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 of all time\*

## PART 2

**Batten the hatches and  
 lock up your daughters!  
 It's time for Part 2 of our  
 pompous proclamations!**

### ORIGINAL GAME

#### • 3D Monster Maze

J. Organ Software (1981)

You could leave the game drooping when this was unveiled. Viewed in chunky perspective 3D, you had to find your way out of a maze while avoiding the crazed culinary attentions of a large Tyrannosaurus Rex. Don't seem much up there? But when Rex lumbered into view...

#### • Air Attack

Quintana UX (1981)

Arguably the game that literally added a new dimension to the war game, war viewed, and probably the first truly non-linear. Choosing to play either top or girl, you had to rescue your partner from an enemies-3D city infested by giant ants. Slashing the first-level graphics, fondly remembered in ACE issue 38.

#### • Cosmic Opera

Adrianne (1981)

David Huxford set you up a imaginably limited interactive environment. Not much of a game, in fact, more of an enjoyable pastime. Each location in the game was depicted graphically. Mouse clicking on objects or people would elicit

some form of action like clicking on a door would take you through it or response (i.e. clicking on a pumpkin makes it form a face and bite your partner - yes). Could this be the shape of games to come...? See ACE issues 23 and 24 for full details.



**ORIGINAL GAME:** *Cosmic Opera* on the Macintosh. (See *Macintosh* for more information on graphics or security threat of *Cosmic Opera*.)

#### • Deller

Freddie (1981 format)

A pure-core-adventure game where the environment was depicted in Timescape, a polygon-based 3D system allowing total freedom of view and movement. Later games improved the basic system, but *Deller* was the first. Reviewed way back in ACE issue 4.

#### • Elite

Acornsoft (1984)

Probably responsible for selling many BBCs, this is the archetypal space-fighting/stranding game which has been much imitated but rarely would equal (nor surpass). The strategic action, depicted in wireframe 3D, provided the immediate pull-you-in thrill but the trading at space stations, plus possible mission assignments, added the depth needed to make this an all-time first.

#### • Little Computer People

Artisan (1984)

On booting up the game for the very first time you were shown a cut-away section of a residential town. That a few seconds and your very own unique Little Computer Person would appear, wander, then move in, succumb and die. Some even had their own pets. You could interact with temper to a limited degree, but much of a game, admittedly, but a truly unique landmark product.

#### • Planet on Fractalus

Laramie/Adrianne (1984)

A physics-driven mission to save abandoned space-stations forced to crash-land on barren



**ORIGINAL GAME:** *Planet on Fractalus* on the Macintosh. (See *Macintosh* for more information on graphics or security threat of *Planet on Fractalus*.)

Unintended by the makers of angry beach-riding offspring *Swimming Coach*, ACE had to say our country's environmental obsession, seen on the first issue (*Swimming Coach*). The article for submission (see your release list) contains more on how to view *Swimming Coach* on software.

All the game must have originated on a home computer - starts with games like *Adventure* (1980) and *Kingdom* (1981) (the definitive *Defender* (1981) on the IBM 16-bit (improbably) from outside, but *Adventure* games that have radically mutated, not to mention they are really like *Street*, despite its obvious *Street* and *Super-Lander* roots, successfully avoid the trap to make a totally different game).

All the game must be a "hardcore", in the sense that it introduced a new concept or technique into the gaming world (never advanced the *MicroWorld* to its peak).

All the game must be enjoyable - obviously - and have long-lasting appeal.

We consider the game to be the first to be essential components of any gaming world's collection, and we consider the game to be the first to be essential in today's game game in development, and which provided an idea manufactured it and can still be used in the game to be a "hardcore" (obviously that the game can equally obtain an all-time reputation).

*Some things  
 about a kind of report*

We're always open for suggestions about the game to be a "hardcore" (obviously that the game can equally obtain an all-time reputation).

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Fractalus. This involved flying down narrow rocky canyons while avoiding or destroying alien gun emplacements and ships. The 3D view was generated with fractals to give a convincingly rugged look to the terrain. And how could anyone forget the shock when you rescued an alien pilot by mistake for the first time?

● **Scimitar**

Arden (Mikrotal)

A massive challenge - 30000 levels! Every level is a battle of wits between you and the evil Scimitar on a large chessboard landscape, as you try to absorb each other's strength to the point of destruction. Fast reactions and a clear mind are vital for success.

● **Spartan**

Academy (CJ Spectrum)

Set in a stunning maze viewed from over-head, the novel feature here was that the world moved independently of you! You had to move to try and keep up with it, else risk being Spilited against the edge of the screen. So simple, so addictive, so good.

● **Thrust**

Arden (CJ Spectrum)

An overhaul of the old Lunar Lander idea, you fly a spaceship by means of rotate left/right and thrust, with the aim of landing a fuel pod somewhere in a series of breakwaters, missile-base infested, canyons. Gato (PTU/Microtali) did it better, but Thrust did it first.

● **TRUCK SIM-OPS**

● **Jet Pin**

Ultimate Play the Game (CJ Spectrum)

Hard to believe it was really running on a humble Spectrum when it first appeared. For the first time the adman's term 'arcade quality' rang true. Jetman flies around a screen bombing with alien, trying to recover one of four rocket pieces and drop them off at an assembly point. Magicistic, mate!

● **Phoenix**

Hexxon (C64)

Andrew Brayshaw's next project after *Ultimate Another* shoot'em-up, but totally different. Bratels have gone haywire on a series of giant starships. Your job is to beam onboard and destroy the riggers, accomplished by straight blasting or taking over other robots and thus absorbing their abilities until if you were to destroy some of the heavier 'roids. Recently updated for the 16-bit machines, but the C64 version is the definitive one.

● **Shalim**

Hexxon (C64)

First British shoot'em-up on the C64 to feature impressive fixed light-source shaded graphics and ultra-fast, ultra-smooth sprite-based action as you zip across to and fro above 12 vast Dreadoughts, blasting the opposition. Programmed by celebrated Andrew Brayshaw. Still a game to fire up on a dark winter's evening.

● **Michael**

Orion (C64)

A Wizard and his Cat try to save their homeland from grey drabness by metamorphosing into the



● **Droopy** was one of the C64's most original and creative on-screen challenges. It's a brilliant combination of the strategy and the action. An immensely popular game that's available on Amiga too.

● **Ultimate Play the Game** produced the brilliant *Jetman* on the Spectrum. It's a brilliant example of the arcade quality that the company was famous for.



● **Spartan** was one of the C64's most original and creative on-screen challenges. It's a brilliant combination of the strategy and the action. An immensely popular game that's available on Amiga too.

launching Michael and the orbiting Catalita, travelling around the various levels of Rikworld, shooting aliens, picking up power-ups, collecting colour drops and mixing them together in the lab. One of the most original and slick shoot-'em-ups ever. Simulate Software are apparently working on a totally different concept.

● **Zarch**

Acornsoft (Archimedes)

Written by David Braben of *Civilisation*, the action took place on a 3D polygon-generated patchwork landscape being infested with red xenod by attacking aliens. Flying a highly manoeuvrable fighter armed with laser and missiles, you have to hunt and destroy the invaders. Intriguingly, you wear the action in third person, with your ship hanging in the middle of space! An incredible example of the power of the Archimedes. Reviewed in ACE issue 1.

● **SIMULATIONS**

● **Air Traffic Controller**

Hexxon (CJ Spectrum)

Formulated as one of the largest and longest selling examples of early home simulation and helped establish the sim as an important category.



● **Air Traffic Controller** was one of the largest and longest selling examples of early home simulation and helped establish the sim as an important category.

ry of home computer entertainment. AFC looks astonishingly precise by today's standards and wasn't exactly a graphic slammer in its own time, but it reeked of authenticity and tact would-be controllers glad to their screens well into the night.

● **Flight Simulator**

Sublogic (PC)

Established the whole genre of microtuned flight sims with complete authority and has never been seriously challenged. The Flight Simulator series gives you authentic flying experience on your PC and although later versions include tremendous graphic detail, the emphasis remains on flight procedures and techniques. If you can fly this competently, you're on the way to a PPL. FLJ was reviewed in ACE issue 5.

● **M1 Tank Planner**

Microprose (Mikrotal)

Opened up a new dimension for tank simulations by introducing a platform of vehicles and thereby really increasing the tactical and strategic interest. Microprose combined multi-vehicle control with an excellent 3D topographical landscape, mission variety, and incidental sequences to great effect. Reviewed in ACE issue 27.

● **Sim City**

Mesa (Mikrotal)

Easy, fast a living, breathing city. Just put a few roads and buildings down. But then road power, and food, and schools, and airports, and... all within a limited budget. Try and please all the people at all of the time. Go second thought, it's not easy at all. Reviewed in ACE issue 24.

● **Wing Commander**

Origin/Microprose (IBM PC)

Although it precedes another 3D space combat game, the presentation lifts it into new realms. The ships are ray-traced bitmapped graphics, scaled in real time, providing amazingly realistic combat scenes (akin to *Star Wars*). Between-combat events are animated to an almost film quality level. The nearest to an interactive movie yet seen. Reviewed in ACE issue 26.

● **SPORTS SIMULATIONS**

● **4D Sports Boxing**

Microprose (PC)

The first in the '4D' series of games from Microprose. The most successful and entertaining version of the noble art to appear on the small screen. Shows reassembling (via *Street Money* for *Knock*) characters shuffle around the ring and clabber each other. The industry mile-



field camera angles, realism of the action and speed of the polygon-driven lightning make this a true classic. Reviewed in ACE Issue 42.

#### ■ Kick Off 2 & 3

Also known as Alan ITD

Using a cerebral scoring system of the pitch and players, programmer Dino Dini produced what has to be the definitive computer football game. When in possession the ball didn't stick to your feet as you scooped around unlike most other soccer sims, so a high degree of skill was needed to get the ball in the net. Surprisingly playable, and the best two-player game ever. KICK reviewed a C64 issue 34.

#### ■ International Soccer

Commodore C64

The first football game where you actually tell you had some control over what happened on the pitch. Large spiders roared ferally over a scrolling pitch viewed from the side. So good, it's being handled with the C64GS - and it's 6 years old!

#### ■ Way of the Exploding Fist

Atari 800/1300

Steel-coring chi from the opponents, devastating fast action and excellent animation ensured 'Fist' stood head and shoulders above other fight games. The variety of moves and the lightning reflexes were genuine breakthroughs, and the sound from the 84 version added atmosphere.

#### ■ World Games

Apple II/IIe/IIx

They produced a whole series of sport sims, with this one arguably being the best. A wide range of varied items, such as jigg editing, colour tracing, Sinto scrolling and cliff diving. Each square-to-square cell from the joystick/wrappping into it similar sim. Highly enjoyable, especially when you get your hands around.

#### ■ STRATEGY GAMES

##### ■ Balance of Power

Atari 800/1300

Chris Crawford's seminal 16-bit strategy game gave gamers a hand in global conflict and remains a classic of its kind. Later attempts to follow it up from by Crawford himself have all fallen short of this engaging game in which one or two players representing Russia or the US battle it out for world supremacy, forging alliances, swapping arms and financial aid, and engaging in other devious geopolitical activities.

**CENSORED**

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##### ■ Lords of Midnight

Atari 800/1300

A unique technical achievement for its time, LOM offered Mike Dingleton's revolutionary 'Landscape' technique, presenting whole-of-thousands of graphic locations as you wandered about the map. A brilliant combination of very basic wrap-paging concepts with exploration and fantasy elements, the scale of LOM, its graphic excellence, and simple-to-master but difficult-to-master scenarios make this an enduring classic and the clear forerunner of latter-day megagames like Morrow.

##### ■ Populous

Electronic Arts (EA) format

They say you can't play God. Wrong! Lead your followers to prosperity and victory against an opposing deity's believers. The landscape was viewed in scrolling isometric 3D, and could be raised and lowered at your whim. Become powerful enough and you could start inflicting volcanoes and earthquakes on the populace. Amazingly, all control was by a clutch of simple icons. Reviewed in ACE Issue 39.

##### ■ Powermancer

Electronic Arts (EA) format

Written by Ruffalo, programmers of *Psychic*, this play a warlord with, and 2D followers marched up on the shore of one of 200 islands, ripe for conquest. Similar in look to *Populous*, the land shape is now formed from polygons for far more flexibility in how it's viewed. Icons makes control very easy. Incredible attention to detail - a real feat, breathing world in silicon. Reviewed in ACE Issue 39.

##### ■ DUNE II

Atari 800/1300

Program that changed the face of computer

wargaming, though surprisingly they have engineered few clones. LMS gave complete control of the battle process and - its main selling point - even added a topographical map. Despite some shortcomings (the display in DUNE II is heavily cluttered these programs remain superb examples of dedicated wargaming software technology. DUNE II reviewed in ACE Issue 4.

#### ■ TALK TO US

##### ■ The Great Space Race

Legend I&II Spectrum

Legend created second title from the company that produced *Vehicks*, *TOUR* burst onto the market as a specially commissioned Bob Fern cover competition in Personal Computer Games and a game that was written almost entirely in BASIC, featuring animation that would have shamed a ZX80. Astounded phone calls to the Legend office by the PCG staff were greeted by floods of tears and threats of legal action against anyone and anybody. Barely weeks later, the £25.99 game was selling for 50p in retail stores desperately tied to shift stock and Legend vanished from the face of the earth.

##### ■ Legion

Software Projects (SP) Spectrum

A classic software bundle. This text and graphics adventure set in Ancient Rome soon required the player to go UP the stairs. Unfortunately the writer couldn't cope with the word DOWN, so the game ended at that point. 'Oh I'm' screamed the software house MD to the PCG reviewer Steve Cooke as being given the postcard bludge.

##### ■ Catacombs

Amiga (C64)

A wonderfully enjoyable graphic adventure which certainly belied its tough puzzles. The first one was completely insoluble and gamers were therefore unable to play the game for more than a few seconds. The problem was that the graphics on the first screen were far from solid, and the required input was TRACE (IMMOC). Funny enough, none brought the programmer, who rang magazines frantically requesting them to post the solution to him on the particular combination of verb and noun.

##### ■ Vexat

Virgin (BBC)

A notoriously awful cricket game that was probably solely responsible for giving Virgin, in the old days, the worst reputation of all games companies - a reputation they had to fight very hard to live down. 'Vexat' had vile white on green graphics - and - oh joy! - requested the user to 'EXIT' the 100 if he wanted to change his team. 'Good! That one must have slipped through the net...' was the immortal message from Virgin's PR man at the time.

##### ■ Alice in Wonderland

BigByte (C64)

A re-verse of Reddigan's 'chickboard' Alice in Wonderland on BigByte's last-based budget label. Rather unfortunately, following the first graphically exquisite scene, the player was requested to insert the second disc... They may thus short-lived, and many considered it being to those users' favorite game in a bin.

# F-15 STRIKE EAGLE II

Flight sim fans know who does it best - and F15 II is our best yet!

At MicroProse we're pleased that our flight simulations are acclaimed as the best technical products around. We're proud of F-19 Stealth Fighter, Gunship and Knights of the Sky, for they accurately recreate every aspect of real life piloting, from the highs to the lows.

Now we're having fun with F-15 Strike Eagle II. A fighter pilot's dream, as it is pure action all the way. Using the great 3-D graphics, real-world mapping and technical specifications of a supersonic jet, it puts the emphasis on flying and firing, dogfighting and duelling, shooting down and blowing up.

All the options you'd expect from a MicroProse flight sim are there - combining to give hundreds of different missions - but 'in-flight' you're left to concentrate on your 'stick' and your 'fire' button...and staying alive.

**MICRO PROSE™**  
SIMULATION • SOFTWARE

The fact that there's plenty to do makes F15 II one of the most exciting simulations around...on screen presentation is brilliant...the graphics are utterly superb...it's certainly the most realistic 3D effect yet seen on a flight simulation.

CBVG 93%



F-15 Strike Eagle II is directly available for IBM PC's and compatibles, and is coming soon for Commodore Amiga and Atari ST.

IBM SCREENSHOTS SHOW:



LAWKS-A-LORDY! THIS MONTH THERE ARE MORE UPDATES ON MORE MACHINES THAN YOU CAN SHAKE A STICK AT! READ ON...

# UPDATES

## ATARI ST

### POWERDODGER

**Electronic Arts (\$29.99), Amiga version reviewed issue 80; AGE RATING: 973**

It isn't a reviewed 3D men across 150 levels, conquering and pillaging as you go. All contained by a catch of ideas, but (be warned) - a simple interface method conceals a game of huge strategic depth. For now the hype is completely justified.

Graphically identical to the Amiga version, buffing here also done a fine job on the sound. The samples may be a little fuzzy but they're as good as could be expected - which is just as well considering the pretty important role sound effects play in the game as well clues as to what's going on.

Details, of course, is also identical - why mess if it isn't broken? There aren't enough superlatives in the dictionary to do this game justice. Just go and buy it, will you?

**ATARI ST RATING: 973**



Powerdodger on the Atari ST is a depth strategy for the masses.

## IBM PC

### PRINCE OF PERSIA

**Brooks/Broderbund (\$24.99), Amiga version reviewed issue 80; AGE RATING: 973**

No complaints here, this is as good a version as you could hope to see. While the background graphics of Prince of Persia aren't astonishing even in the Amiga, consisting mainly of dungeon walls and platforms, the animation of the main character is superb, and fortunately this doesn't change to the PC.

The plot, a snidely, completely unremarkable, the Prince has to fight his way through the evil/den/dungeons in very minutes, otherwise the captives/elves will fall into the bad/den/dungeons. But rather than the usual selection of

slavering demons and goblins to fight, the Prince's challenge consists more of working out the strategies necessary to negotiate crumbling platforms, avoid mazes and defeat sword-wielding giants (though there is plenty of sword-fighting tool).

That being the case, the PC's graphics hold up perfectly well, and the sampled sound effects (particularly opening, buttons clicking) give you useful clues to solving the problems. The music is also good, featuring several different themes and enough variation to keep you interested even if you are just using the internal beeper.

Available on a single 3.5" or 5.25" disk, the game can be transferred to hard disk, and all graphics modes are supported. There are keyboard and joystick control options and a save

game feature. Programmed by Broderbund in France, Prince of Persia is a triumph of animation techniques and game design, and should not be missed.

**IBM PC RATING: 973**

Prince of Persia on the IBM PC just isn't because the Amiga version is better.



It Came From the Desert on the IBM PC. This review of version 1 is given by Steven.

### IT CAME FROM THE DESERT

**Mirrorsoft/Comcast (\$24.99), Amiga version reviewed issue 80; AGE RATING: 805**

The retro graphic adventure/arcade game draws heavily on 80's sci-fi film like Them and Tarantula for its plot. The graphics, though, are anything but the grainy black-and-white of such low-budget genre; there's no VGA mode, but in VGA or CGA you'll enjoy the colourful animated backgrounds. The graphics of the PC version aren't quite measure up to the sophistication of the Amiga, but the colourful detailed backgrounds and animated characters are the main joys of the game, and in the whole translate pretty well to the PC.

The same cannot be said for the music. If you haven't fitted a Roland, AdLib or SoundBlaster card, don't make the mistake of switching off the internal sound - the repetitive tones, which seem to consist of the same four notes over and over again, will soon drive you bugged.

Taking the role of a protagonist investigating strange happenings in the small town of Lizard Beach, you choose actions from scrolling multiple-choice menus, and feed yourself threats into arcade scenarios such as "Extinguish the Fire", "Steal the Giant Art" and "Fists Fight". Most of these games

**IT CAME FROM THE DESERT continued**

take the form of a view of the background and your target, together with your hand clutching a gun, knife or the extender in the foreground. The action isn't particularly fast or frantic on the PC version, but the element of skill is still pretty high.

More challenging are the strategy-based actions, where you use the scrolling tool plan and over-head views to manoeuvre your forces against the attack of the giant ants, and sub-divisions like a gate of isolated enemies with the local baronages.

Supplied on four 3.5" disks, *IC7D* requires a great deal of disk-scrapping unless you transfer the whole lot to hard drive. There's a game save routine which is accessed through the map screen, and options for joystick or keyboard controls, which allow you to move diagonally by pressing two keys together.

Through the Commodore format, used in *Archer Rangers*, *These Strangers*, *Debauch* and several others, it now becomes a little tedious. *IC7D* is one of the best of its type and the PC version is no disappointment.

**IBM PC RATING: 840**

**AMSTRAD CPC**

**LOTUS ESPRIT TURBO CHALLENGE**

**Commodore £19.99/\$24.99/£4.99/£4.99; Amiga version reviewed Issue 88; ACE RATING: 873**



For some reason the Amiga version fails to give the same impression of speed as the Spectrum, the roadway bends and dips more, but even at top speed you don't feel a sense of exhilaration - perhaps because collision with another car or an obstacle doesn't damage you, it just slows you down, as in the other versions.

Though the graphics are nicely designed, use of colour is pretty limited too, so despite good engine noise, the whole doesn't add up to much more than any other racing game.

**AMSTRAD RATING: 870**

Lotus Esprit Turbo Challenge on the Amiga. CPC better graphics, but Amiga's got better than the Spectrum.

**CG4**

**S.T.U.N. RUNNER**

**Commodore £29.99/\$34.99/£4.99/£4.99; Amiga version reviewed Issue 45; ACE RATING: 880**

Better sound and more colourful graphics than the Spectrum, which more accurately resembles the colourful 16-bit-polygons tunnel backgrounds of the Amiga version, inevitably put the CG4 version ahead of the Spectrum, but again the low speed of the program makes it pretty to look at but not necessarily being to play. Compared to the 1.6-bit version, not to mention the impressive colour original, *S.T.U.N. Runner* on the CG4 is a waste of disk space.

**CG4 RATING: 410**



*S.T.U.N. Runner* on the CG4. More colour, but still not as fast as the Spectrum.

**SPECTRUM**

**LOTUS ESPRIT TURBO CHALLENGE**

**Commodore £19.99/\$24.99/£4.99/£4.99; Amiga version reviewed Issue 88; ACE RATING: 875**

Officially licensed by Lotus, this racing simulation doesn't offer a great deal but seems in demand of other cockpit-view racing games, except for the two-player split-screen view - and even this brings back memories of the classic *Formula 1*.

While the Amiga version features 32 tracks, the other versions have only 9; you still have a

field of 20 others to beat, with Easy, Medium, Difficult and Practice modes, featuring different numbers of races which have to be completed, and a choice of three in-game lanes. The Spectrum versions of these are pretty good, and the sound effects acceptable. You also have the choice of manual or automatic gears and two forms of joystick controls.

In two-player mode the lower half of the screen is taken up with a nice illustration of your car. While you're racing, although the nicely-designed graphics are undeniably pretty, the visual mechanism, the animation is fast; the visual hints and tips concerning, and more when you are in two-player mode and there are several other cars on the screen, you get a decent impression of speed.

A fun game, but not as original enough basic idea to compete successfully with the dozens of other road racing games for the Spectrum.

**SPECTRUM RATING: 790**

**S.T.U.N. RUNNER**

**Commodore £29.99/\$34.99/£4.99/£4.99; Amiga version reviewed Issue 45; ACE RATING: 480**

With a rating of 480 for the Amiga version, you'll be right to expect very little from the 8-bit version of *S.T.U.N. Runner*. In the Amiga version, though the speed of the 16-bit-polygons animation is low, at least it looks pretty; in the Spectrum version, the colourful tunnels through which you race your 1980s-motorbikes are replaced by water wheels, roadways and tunnels which are plain in design, lacking in colour and devoid of real animation.

Since the action consists solely of steering your bike around the walls of the tunnels, following the trail of stars to achieve the highest speed and aiming for boost pads, some nicely-designed enemies would not go amiss; but the alien ships here are just little sprites which you've almost advanced to beat.

Sound is poor, and the between-courses map display adds nothing to the action. On the whole it's hard to find anything to recommend in this effort, unless you're looking for a birthday present for someone you really dislike.

**SPECTRUM RATING: 380**



Lotus Esprit Turbo Challenge on the Spectrum. The track isn't illustrated colour and speed makes this version seem superior. How the CPC compares.



*S.T.U.N. Runner* on the Spectrum. Mediocre graphics and unimpressive pace take the best of the version, unless the lack of 16-bit S.T.U.N. is good.

REVIEW THE COMMON SENSE COMPARE COMPARES



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# ACE

COMPETITION



## WIN A FANTASTIC TOKI COIN-OP...

**T**OKI, brave and muscular hero of a colorful level-magical world, has been turned into a super-cute monkey by an evil wizard. As if that wasn't bad enough, the evil wizard has spirited away Toki's girlfriend to the mountainous estate. You must use his newly-acquired/priceless powers to the full if he is to scale level-up-on-level of multidimensional puzzling mayhem.

Climbing vines, walking rock-floors and avoiding traps - it's a dangerous life being a monkey, especially when every creature in the jungle is out to get you. The wizard flies into you, fall onto you, drop things on you and fire things at you. And all the time you're having to climb up, up, up!

Took to one of these infamously addictive games which mixes all-out arcade action with simple puzzles and fantastic graphics.

It has to be the dream of every arcade fanatic to have a coin-op in their own home. Imagine consistent gameplay and the envy of all your mates! Well, now your dream can come true! Along with Toki, now your dream can come true! Along with Toki, ACE is offering you lucky readers the chance to win the super Toki coin-op, all wrapped into a handy, portable carry-on case!



Playable graphics and action effects were used to create Toki. The wizard who stole the monkey's girlfriend is a special feature of this fantastic action game.

### ...COURTESY OF OCEAN!



## PRIZES GALORE!

The first prize winner will receive the Toki case-*up*, an Ocean baseball cap and a copy of the game for their computer.

Twenty runners-up will receive baseball hats and copies of the game for their computer.



The great prince of the old island, a new hero, is ready to save the world with the help of his loyal subjects and a small army of warriors.

## TAKING A LOOK AT TOKI

The screenshots on these pages were taken from the Amiga conversion of Toki, which is being programmed by Ocean's French division who recently converted *Phylogia* successfully. To date, it's looking excellent. The five parallel scrolling graphics are big, well-detailed and very colourful. Sound, too, is excellent, with a jolly tune to spur you on to greater efforts. The version we saw still had a fair bit of work to be done on it, but as for it's looking like it'll be a near identical home version of the soon-*up*, I have no doubts.



Be sure to get the Toki phone cards while stocks are in abundance at the time you'll need them.

## HOW TO ENTER

Couldn't be easier! All you have to do is dial the ACE Interactive Phoneline and answer the questions posed by the mystery man at the other end of the line. Answer all the questions correctly and you'll be informed whether you've won or not.

### COSTS AND CONDITIONS

Calls cost 33p per minute (cheap rate) and 44p at other times. No employees of EMAP plc or Ocean Software Ltd are eligible for entry. The Editor's decision is final, and no correspondence will be entered into. Entry to this contest signifies understanding and acceptance of these rules.

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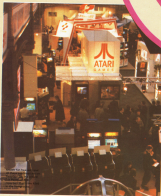
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The R260 is available in 100, 200 and 500 slot.

The Amusement Trade Exhibition forms a keynote for the whole of the European Coin-Op year - John Cook was there to make the most of the freeplay



# R260?

No thanks - I just ATE!

Clearly, Atarists are getting somewhat impatient. This year, the ATE was given by the presence of Peter Lloyd MP, Under Secretary of State at the Home Office, who opened the proceedings of arguably Europe's most prestigious arcade event, with a whopping 210 exhibitors.

The money that arrives in the Treasury as a result of the ATE's trade is enough to warrant a wheeling out of a silver blazer on occasions like this, just to keep the trade happy - although whether the House of Commons will ever open an ATE's ATE's (presumably just off from the few beyond) is open to debate.

Whatever, Mr Lloyd's eye might have stopped on the R260, which looked as if it could provide a useful discipline, the more likely-minded exhibitors' stand up at least to the game and before you can say 'Oo! I just threw up, or is that last night's pizza on my forehead', they'll be jumping through the hoodles on a first for who, no worries.

That night, the R260, the most talked-about piece of arcade equipment in any language, did make its Western debut (with a debut here and there) - did it go down a treat. Up, down, left, right - the works, and impressively fast, too.

It's undoubtedly the most significant piece of arcade equipment to appear for a number of years, if only to emphasize to the home market that instead of coin-op licenses are now a thing of the past.

It doesn't matter who blames any game that originally written for the R260 HD-Loc is running on it at the moment) - putting it on home format



The R260 HD-Loc is available in 100, 200 and 500 slot.



Sheldon can't get by selling on Sega's claim that this was the best arcade game.

but the new one they were pushing this time was a futuristic four-player motorcycle combat game called Cycle Warriors. With distinctive and stylish graphics, it's an eye-catching title that is bound to appeal to the younger player.

Likewise Ray Noble, another superb demonstration that Sega's got the best software engineers in the world, if not the best game designers. It's a 2D-street driving game that has you cruising across continental USA which is high on visuals and low on gameplay. One day, Sega will come up with some long stretch of its excellent sprite-manipulation techniques - until then, sit in the seat and marvel how they do what they do.

An interesting PCG game from Sega was called Demotech. It's an isometric-view arcade puzzle game, initially seeming a bit dull, continued play suggested it might have some hidden depths - we'll give you the definitive view next month.

Alan, what can you say about Alan that hasn't been said before? Sometimes they seem completely banal - however, occasionally you pick up a flyer on something and just hope it inspires the public consciousness.

You could almost see the crossed fingers on his stand, where the new game Rampant was on show. Go meet Mikko Communist next time, he's that strange. Again, continued play suggested there was more to it than the initial met the eye. You'll either be intrigued by it, or feel moved to send Alan a "Get Off!" card.

However, the fan has been clever enough to grab the rights to a video disc game, Mad Dog McCoo: Shoot at the screen with an electronic trigger - but with added good storyline and a rudimentary adventure structure. It's good, very good. Play it if you can.

Meanwhile, there was a three-screen deluxe version of the Race-Driver machine, plus one that you can link up to another unit, racing in turn and on one style and thus being my major gripe about the game as exhibited a couple of hours ago. Thanks, guys!

Two great sporting games showed up, one from Williams, high on the success of Smash TV, and another from Konami, looking for something to supplement the phenomena of Tetris.

The Williams game is called High Impact. Based on American Football it can be played by one to four players. Surely the best, this is one game that's going to be snapped up by the home software companies. Then there's Konami's Getting Gears. At last Konami have found a good use for its sprite technology in this wonderful PCG game. Impressive effects, great playability - if golf games are your thing, start saving up!

Finally, software support for the Neo Geo continues to get better and better. King of the Monsters being outstanding both creatively and technically. And good news for all you Street Fighters: now you can go it all again, only more so, thanks to Capcom.

That was ATE - some in-depth examination of this and other new releases next month, including possibly the best pinball table ever.



Would it have been a success like Blade Runner for a game that's gotten a bad reputation for its artwork?

to give the rest to artists because I'd pay you more to visit to a very good version and I'd pay you not to get any of the motion effects.

At the same time, arcade locations were priced because better computers had virtually the same technical capability of the hardware in the cabinet. You could do a more perfect use for home format - great stuff!

Then, a following year, licenses were useful because the coin manufacturers were coming up with most of the good ideas - Operation Wolf, for example.

With the present climate, it's an arcade industry that is getting out of the business of the home market. It's not a success, there seems to be little innovation of the equipment at ARCA. But you could a global interest in profit margins. It's not just worth spending the big money on what's not five high rise on PCG.

What is making headway are the games that are trying to maximize the use of the unique aspects of arcade play - multi-player capability, real-motion effects, hand-held machines. The success of the ARCA is that it can deliver what a home system can't - arcade game gameplay! The licensing bit!

Of course there will always be a place for the old money license, but it's destination on home format has gone lower - but rather than being replaced by quality original product, it appears that by and large the money is now being spent on the old and TV license deals. Will they ever even, eh?

There was plenty of new coin-ups on display - but there was also a fair amount of totally ugly stuff that can make the business great, from

time to time. For example, Crazy Golf, with plastic turf that returns to a new configuration on each hole and inflatable bouncy things in all shapes and sizes. You tell me what you want, and they'll make it. Yes, really - anything!

But my favourite was computer gallery. Put your hand on this scanner and 30 seconds later, there are your investment secrets being harnessed out on a dot-matrix printer. Apparently, I have a very pronounced Mount of Venus...

The latest SHIP innovation is one you're not going to believe - go sit down and get yourself a glass of water before the road the next attraction. After playing Tetris for money and Laser for money, now you can play... Spain Invaders for money! Obviously the coinola business has come under the influence of the Green movement at last - with (presumably) recycled Grex being used to run the software on this one.

Feeling frustrated? Then try Sonic Blast Man from Taito. Protect your hands using the boxing gloves supplied with the cabinet, read the disclaimer if you break your hands, we break our hearts, but not our bank! This hit the unit as fast as you can. Depending on your cumulative performance over three hits, you either knock the teeth out of his functioning "stand-and-get" the prize, or get a free Balloonist Ball, something like that, anyway.

OK - so much for the possibilities, but what was new otherwise? Quite a lot, as it happens, with more new releases on show than were at the recent New Orleans ARCA.

Jalisco must be pleased with the reception for 'Class Hunt' - best driving game of the treatment -



Sega's latest and greatest spin-off from the King of the Monsters.

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The famous keyboard layout makes software purchase and game play with the utmost of simplicity and ease. The mouse button is made with rounded corners for about average use by us.

## 82 ACE Charts

If you want to add top quality software to your collection, check out the ACE Charts every month – they're the only listings in the country that tell you which games are getting the highest review marks in ALL UK magazines. If it's number one here, it should be number one on your list. And you can also win free software by predicting next month's entries.

## 103 Hot off the Shelf

This issue of ACE tells you what's hot NOW – but what about those other titles still sitting on the shelves? Our software buyers' guide pinpoints the games we're tipped for the top in the last few months and which should still be available.

## 87 Hardware Buyer's Guide

Our definitive tech ratings and buyer's guide. This month: consoles.

## 91 Direct Line

...is YOUR voice. If you own one of the ten major micros or consoles, there's a section for your computer here as ACE correspondents talk one to another...

## 119 ACE Crossword

The infamous ACE Crossword – crack it and win a prize.

## 113 Adventureline

For Windows with her regular writer for dedicated adventurers.

## 109 The ACE Diary

Our monthly guide to what's on where and what's out when.

## 111 ACE Deals

ACE rounds up some of the latest features you can get at your local dealer...if you go down to the shops today, for sure you check this out one out first.

## 120 Encyclopaedia Micromaniacal

If you're missed a vital issue, check here...

## 85 PD Update

Keep handy with another selection of cheap software.

## 112 ACE Readers Pages

Small ads, big sales. Your chance to buy, sell and tell the world.

## 101 Bookmarks

There's a whole month to wait until the next ACE issue, so why not pick up a book in the meantime? Sandra Vogel's turns the pages of the latest titles.

# in the

# U E E E A



Get the magazine you'll love with all the latest software news, reviews, and more. It's the only magazine you need to read to stay on top of the computer world. The ACE - Available only on CD.

# ACE CHARTS

The ACE Charts give you the definitive list of top scoring games EVERY MONTH - as reviewed by ALL British games magazines.

## DID YOU WIN LAST MONTH?

ACE readers are delighted that *Protektor* has a place on this month's game sportsday of best-reviewed and one - *Protektor* on the Amiga - was found to almost completely first off this *Database* of Southern user opinions followed by the rest of the list for the C64. Andrew Wallace of Edinburgh was one of the very few who managed to guess double this for the C64. A lot of people came up though with *Speedball II* for the C64, but this did come from the Netherlands via first out of the list *John Gearing of Gillingham* was the past the past with *Protektor* for the Amiga. Luke *McIntyre* of Birmingham got into it for the Spectrum. *Michael* and *Steve* of *Barnold* had to be the only other *Amiga* Commander on the list. And finally a special mention for *Michael* who got many game digital magazine titles every time. Tough but fair. Get all the latest news, reports, reviews and more.

## What you can win...

There's got a mystery game worth up to £20 for your machine if you can pick out NEXT magazine's top chart entries that all flow right to any category and you'll get £100 worth of software! Entry instructions are opposite.

## THE STOCKMARKET

In addition to our game charts, we also have a list of the top 20 software stocks when we produce the ACE Stockmarket. It's a list of the top 20 software as determined by the ratings these games are currently receiving. You can see that Software Group and Talking to each other.

Having looked at the games reviewed in the latest issues of computer magazines, we calculate the average mark that each publisher received for every one of its games on each format. It's the rating that you see in the second column. So, for example, if the company is good at making 10.00 games but makes up to 10.00 conversions, that will pull down the average mark, even if you can see one of its titles leading up the Amiga. If it is 10.00 points overall on the page, it will be the games are reviewed, or if the company has just not as many games during the month of the month, it will consequently have a high rating.

The last column shows how well a company's games have fared compared to the Software Index. This simple figure represents the average review mark (expressed as a percentage) that all games, all formats, received during the last month. It's a good guide to how good the current crop of titles is, and each company's index score shows how well their games compare to the norm. For example, in this month's chart, Progression's current index is under 0.53 percentage points above average - according to the industry's consensus.

We print only the top 20 companies each month, so that, we keep tabs on all of them, but you don't need to read through a list of over 100 names in every issue. Consequently a more company will win the ratings, to which some in some in actual wins are awarded.

Finally, we take note that the information here is generally useful. So that we, we don't count companies which have only received a single arbitrary review.

Software Index: 79.49  
Score slightly, but over 0.10 mark up on the figure for this time last year.

PUBLISHER	SCORE	%	INDEX	CHANGE	SCORE	INDEX
Origin	99.25	0.24	231.13	Substition	80.75	-1.12 0.80
Micro Style	90	-0.50	24.88	Peggy Frontier	78.8	-19.23 0.88
Autodesk	89	-0.67	12.66	Empire	77.50	-3.50 0.84
Gremlin	86.00	-1.00	11.88	Microcenter	77.84	-13.26 0.77
Strategic	84.75	0.16	0.63	Vista	77	-0.25 0.86
System 3	84.67	-0.67	0.00	Radical-Arts	76.44	-0.28 1.53
Core Design	82	-0.44	0.88	Atlantis	76	-0.44 0.84
Progression	81.25	-0.57	0.88	US Gold	75.00	-1.27 0.88
Blizzard	81.27	0.16	0.99	Amiga 20	74.6	-1.6 0.92
MSI	81.4	-0.84	0.88	Academy	74.67	-1.80 -1.00
Games	81.25	-0.80	0.57	Electronic-Arts	74.76	-0.05 -1.00
Electronic Arts	80.80	-0.64	0.77	Digital Integration	74.7	-0.87 -1.40

## AMIGA

Prince of Persia	Demarc	97
Samurai Command	Games	97
Powermonger	Electronic Arts	97
Masterblaster	Radical-Arts	97
NARC	Games	97

Powermonger is firmly defined by two brand-new titles: Prince of Persia has been highly rated for its graphics and animation.

## C64

Rich Demarcus 2	Micro Style	97.0
California Games	Rick	97.0
Amazing Spikeman	Empire	96.0
Nightshift	US Gold	96.0
Platinum	US Gold	95.0

Last month we said Rich Demarcus deserved the top slot in the C64 chart - this month the reviewers agree! Budget offering California Games shows the old one still hold their own against the new.

## AMSTRAD CPC

Shadow of the Beast	Gremlin	94.0
Target Renegade	MSI Squard	94.0
Damage Mutant Army for Damage Works	MSI	91.0
Tom 'Nathan' Thwart	Single	91.0
Motorcycle 100	Cub	90

The Turbos have made it into the top five, but Gremlin's version of the 2D-bit Shadow is a clear winner on points. And Tom 'Nathan' Thwart continues a long run in the charts and there's a big gap between it and MSII.

## IBM PC

Wing Commander	Origin	94.0
Wonderland	Magnetic Storm	94
Rights of the King	Micropross	93.0
Empire	Image Works	93.0
It Came from the Desert	Chaoszone	91
Secret Action	Micropross	91

Wing Commander improves its rating and Wonderland mudders at number two.

## WHAT THE FIGURES ABOVE MEAN

First, of course, you've got the game. Then it software house and - in the last column - its average score (converted to a percentage of typical ACE reviews to two decimal places) if game received in ALL reviews during the 16 months. Don't forget that the review ratings a taken from all UK magazines, not just ACE, so we don't necessarily agree with some of the judgments here, but all review ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS  
OPPOSITE







# FREEBIES

## ACE roving reporter MARK SMIDDY returns from another voyage of discovery and debate in Shareware land...

**T**he month has been an interesting, rather unusual day available tomorrow from the commercial with some care. For only last week some houses recognised the existence of 80 games, they have gone as far as banning them altogether because they feel they're intellectual! I don't suppose he has noticed, according to some news, that he has developed with the right of copyright laws were the business then "down" the approval, absolutely.

More recently distributors of the music inspired their they were "banned" to remove the game from their shelves, to make some comment. "They were very polite about it. They just said they were planning to give the manufacturer money and tell them they were popular." In the message to the PC libraries, writing that they do not see any advantage of copies. It is impossible to see a share - both game both the things, as the long the whole right copies of intellectual copyright to the free, if the entire situation been really unfair, made game could probably have stopped at any time, if I think about a similar attitude, the PC would probably have said something else, that might affect it, at least this time.

## DYNAMITE DICK

### Amiga £2.50 - Joystick

Are two distributions/versions and publisher's formulae designed to help hidden treasure, the unexplained could be found like finding this is just a straightforward thing, nothing too difficult, it seems getting comfortable to the

### ALL RIGHTS WORKS!

All know this option actually results in more sales for participating libraries - at least one has had to be removed from under the deluge of extra mail. So why, we wonder, are all these nice PC people writing back and saying it's not for us? Come on folks - if you don't hurry your feet will get wet in the 81 and Amiga world. Are you really going to suffer that outrage?

complaints began came on the 800, and the 800 - remember those? But for now this seems largely for a game in its own right.

It is a mixed, a rather more complex one, as a game would have it, a very more simulation more, in pursuit of happiness and a little bit, it has started to do a bit of something. Anyone in their right mind would just give their local government or perhaps school those that is a man who enjoys challenge - arrangements and security cannot avoid the issue - the perfect to do battle with complex facts, various educational materials.

It, aimed with only a battery-powered mouse/track and a few sticks of intellectual for goodness and be when an abandoned computer can really make the feature. Viewed then, however, you also on the left of getting this through the state, containing as much gets possible, showing the what way, including the key to the next level and making a soft exit. Maintaining the balance game is a time including the level of battery power in the future, that if the long (down) and another battery appears - the idea is finding your way to

### SHARELESS PLAY

Thanks to the following:  
**AMIGA PD Library - 0942 493261**  
**PCPD Library - 0183 812169**  
**Shareware PD - 0183 316450**  
**Advantage Shareware - 0242 224848**

the the disk.

Dynamite Dick is another 800-level game, but its quality continues to be design and superior graphics that the 800 package. Depending from the separate 800 version to the original disk requires is a bit better, the only thing distinguishing it from commercial release is the limited number of moving graphics. This is an absolute 8000 programmer has just to maintain - no doubt they will though, this highly addictive game is easy to get into, and actually difficult to get down. As this makes money from every available programmer, should have a copy.

## MR DIG

### ST/Amiga £3.00 - Joystick

Time now for a bit of nostalgia. Remember the one that reminded the days when Billy Bites were hot, but was a classic about 10MB and colour was simply not the idea. To this day, it still would bring you the fun. With its colour palette and superb sound, for what? Well, there was something incredibly warm about the start, clarity and sturdy form, and those hand-manuals were something that when the day comes up, only the packaged (but mostly stored) software gives away its Amiga identity.

Mr Dig's certainly inspired by the words that, Dig Dig - like all the others it's simple to play but very addictive. The idea is to guide Mr Dig around the screen digging tunnels to the treasure and buried treasure - when all the time and Dig moves to the next level. During his excavation Dig is subjected to various punishments - but these can be alleviated by "more bombs" or being followed with various random apples, although I have not to mention, later levels are the presence of mutant badmen - who, if primary areas, can dig tunnels themselves.

Graphs and sounds are not up to the standard of a budget title (depending on what you find, bonus, and additive - as in my mind, based from a title which had to rely more on playability than technology when it was introduced. Mr Dig was conceived by Brian Edwards of Space Blob fame, but before, distribution was very loose - should have one.

## SPACE BLOB

### ST/Amiga £3.00 - Joystick

Space Blob is one of those old games where you guide a nice little Amiga around a galaxy, while trying not to get impaled, shot, dropped or annihilated (depending on any one of a number of ways of dying). Space Blob is an early game and fails to make use of various graphics. However, like other titles offering Mr Dig, it is certainly addictive and has a really feature to get you past some of the worst levels. Remembered of a magazine listing Space Blob as going to see any prices for better or worse, but somewhere it will worth a look.

So you see, month - and don't forget to keep us informed about your PC arrangements please.

### ABOUT PDSOFT LICENCEWARE

Not another variation on the same theme - what will they think of next? The idea here is an interesting one because it aims to maintain the spirit of PD or Shareware but prevents libraries making a profit from someone else's work. The idea is simple, if you buy a game from a PDSoft vendor, then you can give copies away to your friends for free. If however you want to sell the title - even charge a copying fee - then you must charge a 50% royalty which is payable to the author. Sounds like a neat idea - but we know what you think. Write to me at the 800, Priority Post, 30-32 Harrington Lane, LONDON EC1A 3BE. I am particularly interested in hearing from the authors themselves.

# ROMSOFT

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# HARD SELL

**H**ardcore gaming looks set to get a big boost in 1991 with the announced success of the Game Boy and the Lynx price cut. In fact, the encouraging news of Lynx sales in the States plus rumours of a further price reduction has prompted us to revise our predictions for the titles expected and under-supported machines.

To help you make that all-important decision here's a full-on view on the five major consoles. These packages and prices are the ones you'll find on the shelves.

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 GX4000

**Package:** £2400 console, 2 controllers and timing builder game.  
**Processor:** 68010 20MHz.  
**Console Memory:** 64K

**Recommended Retail Price:** £2000  
**Contact:** Amstrad/01957 555300

### IN BRIEF

Instead from party game up the Commodore path, you have a real chance to appreciate the hardware. The game is unusual, with outstanding third-screen scrolling and 3D hardware sprites increasing to 32 with interlaced bits. Unfortunately the sound (big as the same old thing you used in the CPC) still in stereo - you can't have everything, I suppose. While some software houses exploit innovations of the machine having a screen outside Europe (and hence resist some competing support) to us, many are working on titles for the machine.

### GRAPHICS

**Resolution:** Letter to Amstrad CPC.  
**Palette:** 4096  
**Colors:** 10  
**TV:** No.

**Monitor Output:** Yes.  
**Monitor Supported:** Yes.  
**Monitor Options:** SCART, S-video and Sprint.

**Speakers:** 10, 12 with hardware (then 1625).

**Speed:** Pretty good for 6-bit technology.

### SOUND

**Speaker Quality:** Depends on TV connection.

**MPU:** No.

**Game Output:** Yes.

**Performance:** Unimpressive 3 channel chip as on old CPCs, but now runs independently of main processor.

### HARDWARE

**Anybody:** 1 game controller supported.

**Ports:** Monitor/coil ports, stereo headphones socket, 3 joystick ports (2 digital, 1 analogue).

### SOFTWARE

**Price:** Around £25.

**Cartridge Memory:** 128K

**Existing Software Base:** Small but growing list.

**Current Releases:** Thirty titles due by January 1991.

**Prospects:** Very good, with several software houses working on titles.

### SUPPORT

**Best Buy Price:** At £99

**Second Hand Availability:** None at all.

**Maintenance:** One year guarantee.

### STAR RATINGS

**Graphics:** + + + +

**Sound:** + + + +

**Expansion:** + + + +

**Overall:** + + + +

## ATARI LYNX

**Package:** Lynx with California Games.

**Processor:** 68010 6.5MHz

**Console Memory:** 64K

**Recommended Retail Price:** £1000.00

**Contact:** Atari FR 071 388 9871

### IN BRIEF

The Lynx was designed by a team including Al Milgrom, one of the men behind the Amiga, if that doesn't convince you consider it runs a full 68010, has 64K of game storage on its cards and supports multi-player games. The graphics hardware has built-in hardware scrolling and image scaling. Software is a little thin at the moment but bound to increase during 1991.

### GRAPHICS

**Resolution:** 160 x 160

**Palette:** 4096

**Colors:** 10

**TV:** No.

**Monitor Output:** No.

**Monitor Supported:** Yes - 12 inch built-in colour LCD.

**Monitor Options:** None.

**Speakers:** Special graphics hardware effectively treats 64K screen objects as sprites.

**Speed:** Fast.

### SOUND

**Speaker Quality:** Very good.

**MPU:** No.

**Game Output:** Yes.

**Performance:** 3 channel, 5 octave stereo sound has to be heard to be believed.

### HARDWARE

**Anybody:** 4-way joystick.

**Ports:** Cartridge port, multi-player port, stereo headphones mini-jack.

### SOFTWARE

**Price:** £30.00

**Cartridge Memory:** 64K

**Existing Software Base:** Very small.

**Current Releases:** California Games is a great freedom.

**Prospects:** 600K sales in the States and increased interest means the machine is perhaps the best colour portable but at the moment.

### SUPPORT

**Best Buy Price:** At £99

**Second Hand Availability:** Very few.

**Maintenance:** 1 year's guarantee.

### STAR RATINGS

**Graphics:** + + + + +

**Sound:** + + + + +

**Expansion:** +

**Overall:** + + +

## ATARI VCS

**Package:** Both VCS9000 and VCS12600 come with controller and five games.

**Processor:** 68010 2.9MHz/5.5MHz

**Console Memory:** 64K (non-volatile)

**Recommended Retail Price:** VCS9000 £39.95 VCS12600 £99.95

**Contact:** Atari FR 071 388 9871

### IN BRIEF

The VCS9000 is a revised 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 VCS12600 is a reworked version of the VCS9000 with a better processor,

slightly better sound and vastly improved graphics.

### GRAPHICS

**Resolution:** 160 x 160 (2688), 320 x

240 (1700)

**Palette:** 16 (2688/1700) (16000)

**Colors:** 4 (2688/1700)

**TV:** No.

**Monitor Output:** No.

**Monitor Supported:** No.

**Monitor Options:** No.

**Speakers:** No/Yes

**Speed:** Slow

### SCANS

**Speaker Quality:** Depends on TV

**MPU:** No.

**Game Output:** No.

**Performance:** Limited to 1 channel on 2688 and two on 1700.

### HARDWARE

**Anybody:** Supported.

**Ports:** 2 x 8 pin D for joystick.

**Cartridge port:**

### SOFTWARE

**Price:** £7.15.

**Cartridge Memory:** Not known.

**Existing Software Base:** Small.

**Current Releases:** None.

**Prospects:** Unclear in the light of new competition from Japan.

### SUPPORT

**Best Buy Price:** At £99

**Second Hand Availability:** Plenty.

**Maintenance:** One year's guarantee.

### STAR RATINGS

**Graphics:** + + + + +

**Sound:** + + + + +

**Expansion:** None

**Overall:** + + + + +

## 684 GAMES SYSTEM

**Package:** C64GS console, controller and 4 games (Blitz, Asterix, Paddy, Alvin's Quest and International Soccer).

**Processor:** 1MHz 6502

**Console Memory:** 64K

**Recommended Retail Price:** £29.95

**Contact:** Commodore GB 019 759990

### IN BRIEF

Take a Commodore C64 computer, remove the keyboard and stick it in an unattractive case of a box and what have you got? A "home" console! It's an unusual move, and the view is that boxes 90 sales were not encouraging.

### GRAPHICS

**Resolution:** 160 x 160 in multi-colour mode.

**Palette:** 16

**Colors:** 16

**TV:** Yes

**Monitor Output:** Yes

**Monitor Supported:** Yes

**Monitor Options:** RGB

**Speakers:** No

**Speed:** Good CPU, helped out by custom graphics and sound chips.

### SOUND

**Speaker Quality** Depends on Technology  
**RGB** No  
**Video Output** No  
**Performance** 3-channel FM—out of the best 16-bit sound chips.

**HARDWARE**

**Specials** Joytek supplied.  
 Price from

**SOFTWARE**

**Price** Around £25.  
**Cartridge Memory** None.

**Existing Software Base**  
 Potentially huge, but small at the moment. Commodore anticipates around 100 titles by Xmas.

**Current Releases** Plenty forthcoming from various software houses.  
**Prospects** Uncertain. As people really want a console version of an ageing, though admittedly good, computer software industry is likely to be pretty good for a while at least.

**BUYLINE**

**Best Buy Price** As 800.  
**Second Hand Availability** None.  
**Maintenance** One year guarantee.

**STAR RATINGS**

**Graphics** 3 + + +  
**Sound** 4 + + +  
**Expansion** 4 + + +  
**Overall** 4 + + +

**NINTENDO NES**

**Package** Modified Pak includes console, plus 2 game-cassettes and Super Mario Brothers game. Master Machine pack also has 10 substitutes. Turbo game for Mario Actions Pak as standard, but includes Zapper gun and chuck hand game.  
**Price** As 160.  
**Console Memory** 8K.  
**Recommended Retail Price**  
 Standard Pak (14/85) Deluxe Pak (20/95).

**Contact** Originator FR 071 884 2674

**IN BRIEF**

The world's largest-selling console, largely because of the flexibility of some of its games rather than its hardware specification, which is 8-bit average.  
**GRAPHICS**  
**Resolution:** 256 x 240  
**Palette:** 52  
**Colours:** 16  
 70° 70°  
**Monitor Output:** No  
**Monitor Supplied:** No  
**Monitor Options:** None  
**Speakers:** None  
**Speed:** Average

**SOUND**

**Speaker Quality:** Very  
**Stereo Output:** No  
**Performance:** 2-channel FM  
**Specials:** None

**HARDWARE**

Supports 2 dedicated controllers supplied. 8K address controller with 128K range available for £26.95.  
**Price:** From mid of the century.

**SOFTWARE**

Supports 2 dedicated controllers supplied. 8K address controller with 128K range available for £26.95.  
**Price:** From mid of the century.

**Cartridge Memory:** Not known.  
**Existing Software Base:** Over 50 titles available from. Many more available in Japan but these require a converter to run.

**Current Releases:** Nintendo profits about £1.2 billion per month.

**Prospects:** In the US, improving due to increased support—but this is partly technology.

**Software Loading:** Instant

**BUYLINE**

**Best Buy Price:** As 800.  
**Second Hand Availability:** A Few.  
**Maintenance:** One year's guarantee. Fully stocked return to dealer.

**STAR RATINGS**

**Graphics:** 4 + + +  
**Sound:** 4 + + +  
**Expansion:** 4 + + +  
**Overall:** 4 + + +

**NINTENDO GAMEBOY**

**Package** Main unit with 2GB game.

**Price:** Around £100.  
**Console Memory:** 8K.  
**Recommended Retail Price:** £130.95.

**Contact:** Nintendo FR 071 884 2674

**IN BRIEF**

Nintendo was the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. In reflection upon the Game Boy was a long time coming since the technology employed by the display is starting to look dated. Not to be dismissed simply because of more graphics—the machine has some superb titles and the key-layer lets up option has tremendous potential.  
**GRAPHICS**  
**Resolution:** 256 x 192 characters.  
**Colours:** 4 grey shades.  
**Monitor Supplied:** Yes—LCD display is lit by ambient light.  
**Speakers:** 40 x 10 dots.  
**Special:** Fun for what it is.  
**SOUND**  
**Speaker Quality:** Depends on headset (none).  
**Stereo Output:** Yes.  
**Performance:** Plays a lot better than in India.

**HARDWARE**

**Specials:** Built-in 8-way joystick.  
**Price:** Handphone controller—minimum investment.  
**SOFTWARE**  
**Price:** £20–25.  
**Cartridge Memory:** 8K.  
**Existing Software Base:** The best for any handheld.

**Current Releases:** Increasing.  
**Prospects:** Excellent.

**BUYLINE**

**Best Buy Price:** As 800.  
**Second Hand Availability:** None.  
**Maintenance:** One year's warranty.

**STAR RATINGS**

**Graphics:** 4 + + +  
**Sound:** 4 + + +  
**Expansion:** Out of the box interface has lots of potential.  
**Overall:** 4 + + +

**NEC PC ENGINE**

**Package:** Console unit, controller and five games.  
**Price:** Around £150.

**Console Memory:** 256K internal, 32K video, 128K graphics, 128K internal, 32K video.

**Recommended Retail Price:** £120 (22 price around £100).  
**Contact:** Local Dealer

**IN BRIEF**

Really, it now seems unlikely that this machine will ever be officially supported by NEC in the UK. Its CD-ROM add-on drive is near the largest-selling CD unit on the market and is responsible for much of the recent increase in CD development. Therein also a 16-bit version, really more powerful, called the TurboGrafx, but this is only rarely available through importation and at a price—really around £200. NEC also have a handheld version of the Engine which is software-compatible with its larger brother.  
**GRAPHICS**  
**Resolution:** 256 x 224  
**Palette:** 32 (TurboGrafx, 1624)  
**Colours:** 32—16 background and 16 shared by sprites.  
 80° 120°  
**Monitor Output:** No  
**Monitor Supplied:** No  
**Monitor Options:** Yes  
**Speakers:** 64 (TurboGrafx, 128)  
**Speed:** Very fast considering this is an 8-bit.  
**SOUND**  
**Speaker Quality:** Depends on controller.  
**MSX:** No  
**Stereo Output:** Yes.  
**Performance:** 2-channel stereo.  
**HARDWARE**  
**Disk Format:** CD-ROM, as well as cartridge.  
**Disk Price:** Head-only is 100.  
**Disk Performance:** Supports—the CD-ROM add-on uses dedicated controller.

**SOFTWARE**

**Price:** Around £15–40 imported.  
**Cartridge Memory:** Not known.  
**Existing Software Base:** Larger.  
**Current Releases:** Increasing.  
**Prospects:** Good.

**BUYLINE**

**Best Buy Price:** Currently grey import.  
**Second Hand Availability:** A Few.  
**Maintenance:** Against-out—grey imported machines rarely have any real warranty.

**STAR RATINGS**

**Graphics:** 4 + + + +  
**Sound:** 4 + + + +  
**Expansion:** 4 + + + +  
**Overall:** 4 + + + +

**SEGA MASTER**

**Package:** Console using cartridge format with plus game controller and Alex Kidd in Amnesia third game.  
**Recommended Retail Price:** £75.95 (399.95 (+ light gun), £125.95 (+ light gun and 30 games).

**BUYLINE**

**Console Memory:** 64K.  
**Contact:** Virgin Masterbrain FR 707 8070

**IN BRIEF**

Japanese software base is not as good as Nintendo's but more titles reach UK. Masterbrain has given good support to the machine as the program looks good. Like the Nintendo, however, the Sega machine was established by sheer technology.

**GRAPHICS**

**Resolution:** 256 x 224  
**Palette:** 32  
**Colours:** 16  
 70° 70°  
**Monitor:** No

**SOUND**

**Speaker Quality:** Depends on TV.  
**Performance:** 3-channel.

**HARDWARE**

**Specials:** Game controller supplied.  
**SOFTWARE**  
**Price:** £10–40.  
**Expansion:** £20.  
**Cartridge Memory:** Not known.  
**Existing Software Base:** Very good.

**BUYLINE**

**Current Releases:** Good.  
**Prospects:** As good as any 8-bit console.  
**Best Buy Price:** As 800.  
**Second Hand Availability:** Some.  
**Maintenance:** One year's guarantee. Fully stocked return to dealer.

**STAR RATINGS**

**Graphics:** 4 + + +  
**Sound:** 4 + + +  
**Expansion:** 4 + + +  
**Overall:** 4 + + +

**SEGA MEGADRIVE**

**Package:** Console unit, controller and three test games.  
**Price:** Around £100–120.  
**Console Memory:** 256K internal, 64K video.

**Recommended Retail Price:**  
£189.95  
Contact: Optima/Electronics 071  
537 9076

**IN BRIEF**

Another example of the new 16-bit circuit technology. The first circuit 16-bit console to receive official support from UK.

**GRAPHICS**

Resolution: 512 x 224

Palette: 63

TV: Yes

Monitor: No

Graphics: 80

Speed: Very fast

**SOUND**

Speaker Quality: No

Music: No

Stereo Output: No

Performance: 12 channel stereo sound controlled by custom FM chip and sound format.

**HARDWARE**

Available dedicated controller supported.

**SOFTWARE**

Price: £20-£30 typically £25.

Cartridge Memory: Not known

Existing Software Base: Good

Current Releases: few in UK at present

Prospects: Very good.

**BUYING**

Best Buy Price: As 800

Second Hand Availability: None in UK

Maintenance: One year in UK

machines.

**STAR RATINGS**

Graphics: 0 0 0 0 0

Sound: 0 0 0 0 0

Expansion: 0 0 0

Overall: 0 0 0 0 0

Package: Console unit, controller

**SHK NEO-GEO**

16-bit and memory card can store 27 games (boxed).

Processor: 12MHz-68000 + 68416

1200 support.

Cartridge Memory: 64K work RAM,

24K video RAM.

Recommended Retail Price: £199

Contact: Active Sales 081 762 6262

**IN BRIEF**

Technically the most advanced console currently available, the games are of superb 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 128 kilobits of data, but this is reflected in their price - if 199.99£ all is not lost, since Active Sales have launched a club where members can rent software for £25 a month. Definitely the system to have if you want to play, and to be very good!

**GRAPHICS**

Resolution: Acceptable quality.

Palette: 1024

Colours: 65K

TV: No

Monitor Output: Yes

Monitor Systems: RGB, SCART

Graphics: 80

Speed: Outstanding

**SOUND**

Speaker Quality: Depends on

TV/monitor

Music: No

Stereo Output: Yes

Performance: 12 channels/stereo.

**HARDWARE**

Available: Supplied, second available for around £75.

Ports: Multitap socket

**SOFTWARE**

Price: £25

Cartridge Memory: 120-160K

Existing Software Base: Few at present.

Current Releases: 12 planned by the end of the year.

Prospects: Good, but the main "best" club could help bring chance in its favour.

**BUYING**

Best Buy Price: As 800

Second Hand Availability: None in UK.

Maintenance: One year's guarantee.

**STAR RATINGS**

Graphics: 0 0 0 0 0

Sound: 0 0 0 0 0

Expansion: 0

Overall: 0 0 0 0 0

**HARD MAN AWAITS CALLS**

Following Hard'n's promotion to Production Editor, the team have persuaded us to help you to choose and manage the 800 numbers system. If you have any suggestions regarding the service then write to one of the usual staff address or contacting the Hotline team.

Steve Cooke



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## SEGA MASTER



**V**ign MasterSystem has a library of beautiful new games that you should be hitting the streets of just last Sega-ventured new or very soon.

## MICKY MOUSE

Remember, based on the special FC video made of the cartoon, plus you'll be able to guide many levels of your mouse Mickey between many different levels of platform level jumps action in a quest that is all in the style of the real "Mig".

Although Mikerider may sound a little silly, it has some features that'll show other level-ups. For one, the graphics are superb, highly detailed and colorful because never could easily realize them to look so colorful—and that's high or low level! Also, some of the lighting moves—birds and fish—may be a little weird. The only date about it that the game is a little more, maybe because the game is a great fit through Sega's eyes.

## BIG EASY

For those who love, let a little more info-date the

## MEGADRIVE



**V**ign MasterSystem are getting out all the steps to be out about the amazing gap-between the system (with release dates and how of the UK. There's nothing more amazing than reading about some amazing games in the shelves in Japan and then being directed what seems like go-into for the official UK release. To what extent you expect to see some!

## PLEASE RELEASE ME, LET ME GO

Since we've got to get a lot more on grey import, but we'll finally see a UK release. I've read about the game in this column, so I won't go on too long. Let's go to say this has to be one of the most amazing games ever seen. Every aspect of the import (and has been covered in this fully-advanced) got, and the release was brilliant. Anyway, we've got one of the best Megadrive games currently available (before a next lot!)

Now that is another of the long list of about 100, as the time for the next. So, how the first one: when needed, select page-ups and fill the slot

time. Once they was a big hit in the US and UK but not too long ago! I can't understand for the life of the import from the amazing set design there was very little to hold your attention (and I'd stayed at home and not the money I saved towards a new Master game). They're much more fun. Basically a scrolling shoot 'em up, interspersed with level levels at a shooting gallery. It's not too fast. The graphics are a bit small but well-detailed and animated. Look out for the full review soon in ACE.

## MICKY MOUSE

That's the leader of the gang that's great for you and not MICKY MOUSE! (As if you could guess) from the leading (Disney's) model could make for first appearance on the Sega in a fantastic platform game. Sega MasterSystem hope to have this as official release in the next couple of months, but let's hope they do because this is one cracking game. The authors have managed to cram every ounce of realism and fun from the original cartoon into this video masterpiece. Full of action and playability, and superb graphics and animation of the highest order, this is one that you really can't afford to miss!

There are no fixed release dates or prices as yet. As soon as I know more I'll let you.

One thing these releases show is that there's still lots of life in the Master system yet—witness the graphics of Mickey Mouse and Mikerider to one just what the console can do when pushed.

Well that's just about it for this month. Good games playing well soon!

aftermath gap. It's nice, but not overly inspiring of "Windy Steel" version of Dangerous Steel in this review for more of the same.

Shades of Steel is a 2D multi-directional scrolling level-emergence shoot 'em up and was released in last month's ACE. Basically "One Step and Be Dog".

Concrete Steel is a horizontal scrolling beat 'em up in the style of Street Fighter. I haven't actually seen it so I can't give you my opinion on it. Look out for the ACE review soon.

## WINDY STEEL

Well what's this, playing on to my head? Why, it's an imported copy of Namco's Dangerous Steel. Good your speedship, your vertical parallel scrolling, all sorts, adding the music, sound, color, offering multiple power-ups and slowly making your way to your final confrontation with the end-of-level master electromagnetic!

Shades, sorry, fell asleep on the job there. In ahead to say that Dangerous Steel is a very interesting release. The style of game has become almost a level of time and generally much better as well. The sprites are small, the power-ups colorful and the scrolling/line-perfect. Unless you're really desperate for a new shoot 'em up and you've bought all the good ones that don't make the mistake of parting with your cash for Dangerous Steel.

## IRON STAYERS

Excuse this, not reading on the history of the excellent John Madden Football game, which is very interesting new releases of the Las Vegas-CEC (see report elsewhere in this issue).

Sega owners who are also fortunate enough to own an Amiga or Atari ST may be familiar with the exploits of

## DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the ten most popular machines, written from a personal viewpoint by other users...

James Ford, the fully experienced from Microsoft, I remember thinking at the time how suitable for conversion to console the game was. Great minds obviously think alike because EA are the ones to bring out the game on the Megadrive for Genesis in the UK in March.

More games and platform titles are the order of the day in Carl Caster. Originally written for the Apple Macintosh, the conversion process involved animation and sound effects, and full use of the Megadrive's improved graphics and sound capabilities is expected to be a Spring release.

Good control! Demand of RPO will be pleased to hear that Flight II Mega is also due for conversion. Naturally the conversion process improved animation and sound effects, and full use of the Megadrive's improved graphics and sound capabilities and have a new user interface to allow input by mouse means. Expect a Spring release.

## CONTROVERSY CORNER

How don't get the wrong idea that the Sega Megadrive is the best thing since Mickey Mouse! However, it seems to me that there's been a bit of a decrease in the consistent quality of Megadrive releases. Whereas in the early days every user was a member of the Red Sox, Seattle Sea and Chicago Cubs going head-to-head, recently it seems that for every Strike we have to counter do with a Hallelujah, Dangerous Steel or Game of Thrones.

I suppose this phenomenon is inevitable as more and more is produced for the Megadrive—and many can't be a classic. Of course this is just my personal opinion—what do you think? I'm just talking out of my... er... our mouths! Write and tell me what you think of the normal ACE address, and I'll consider debate only please. No interviews about!

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## AMIGA



**T**he Amiga is the most depressing part of the new Christmas is already a feeling but laptop laptops and their selling but could, and not only for a good for male.

But before it was the full time, indeed, the Amiga being down to computer after a limited history as the work when the long anticipated CD revolution started - and so things go according to Commodore's plan for the CD's is nearly here - indeed.

At the recent Las Vegas CES (see the full report elsewhere in this issue) Commodore unveiled the much-awaited CD's in the exciting package of music, animation and software that the machine would retail at \$299.95 (US and \$399 in the UK), with the first stock hitting the shelves in mid-February. However, there are reports that Commodore are quietly confident that they can get the CD's price down to around \$260 - which would obviously make the machine even more likely of achieving the projected minimum \$50,000 US sales. Commodore are under no doubt to be looking for its success.

In addition, Commodore are apparently hoping to bundle some software with the package in addition to the 'Workbench' disc so you'll have something to play with when you first get the CD's which should make it a more attractive purchase.

Actually, it should be a problem, because Commodore have signed a deal with Silicon, the highest-end consumer electronics goods retailer. They'll be selling the CD's from 100 of their stores nationwide alongside the video and this is how obviously designed to separate the machine from the computer ghetto.

But what if that arrangement for an Amiga system (without CD action) still upgrade the Amiga to a full CD's? Well, that was an option too (which, by the way, is to be made if it's not yet, but remember, we it could be a little expensive. The only thing that doesn't come with it is a remote-control unit, but we can live without that, can't we?

As with any computer function, it's only as good as the software available for it, so what was the product on display that day, reaction was mixed - but it was obvious that the developers were trying hard to use the advanced capabilities of the CD's and it had to be remembered that quite a lot of the software on display was very top production and could change significantly by the time it's eventually released.

### PERFORMANCE IN CD MODE

I managed to get a quick look at Progress's CD product in development during a recent visit to their Liverpool

middle of the screen. This contains a 16-colour palette from which you select your screen colour, and some representing functions such as, brush, polygon, text, zoom and so on. As you click on each one a further option box appears on the right hand side of the screen. This contains brush shapes, disk operation selectors and so on.

At the bottom left of the screen is the zoom bar which shows the centre of the current working area in 100% size. To get at your work, you can either scroll the display screen, or hit the toolbar and palette bar. So far, so good. All these facilities are available in NeXTStep™ or DEGA's (the PowerPC facilities go much further than either of those). For instance, what if you're frustrated you have the choice of (horizontal or vertical) text, you can also treat text like fill-in objects. You can define your own brush shapes by "grabbing" areas of the screen, that stretch and distort them in any shape you want, and save them either individually or in "libraries" of brushes.

Drawing irregular curves, generally impossible on NeXTStep or DEGA's, is easy in iPaint: the Curve tool lets you define a start point, end point, and two control points, so even the most complex curved shapes can be drawn. Although there's a standard dialog box for setting mistakes, there's also a visible/hidden function which lets you be a stickler in memory; then, no matter what you draw over it, you can restore the original by "kicking off" the overlay.

More useful functions include colour cycling, graduated fill and a filter mode which changes a range of different colours into a single colour with a range of brightnesses. Apart from the standard system fonts, iPaint comes with a number of novel custom type styles and the facilities to create your own fonts. But don't miss more impressive features and the animation functions.

offers. Unfortunately I'm going to space and can't give you full details (but for a specific sort of "to" try the standard. However, what I can tell you is that it's absolutely stunning. Take my word for it, it takes CD products in it like the best of the classes of the CD's being a bit more assured. Look out for the full CD report on this exciting new work in a month or two.

### I CAN BRAG & RAINBOW

Okay, enough of the mouth-watering news about the future, what of the stuff that's out now?

Well, we've had a copy of Farnost for a few weeks, but unfortunately it proved too late to get into this issue. However, Farnost about now has well be pleased to hear that Farnost-Archie definitely avoided the fate of most reports and produced a stunning game that happens on the original in every way I can possibly think of. I mean you cry. Over the past few days when I should've been trying to reach deadlines I've been more worried about reaching the end of Level One. On these Commodore know how to program the Amiga or what Farnost look out for a full CD review next month it was not late, it was, it was.

The next release from CD Gold is Super Monaco GP. The release version was great, but it was the great outside object of the most recent stage. The original of the game version can't be managed to get the view, and the speed and smoothness of the screen update was stunning. In fact, I can tell that when you play Monaco perfect timing is fairly hard. Unfortunately the version on sale had only one feature: only quite long track but it's still secure as they are selling now. Again, look out for the CD review next month.

■ Colin Lyndon

## ATARI ST



**T**o make an ST software update is devoted to a lot of software. And sophisticated graphics package. Steve Park ST, recently introduced at £59.95. Why is Steve Park ST such an important release? There are several enhanced ST graphics packages such as NeXTStep which was at one stage put away the old ST, or DEGA's, which offers better facilities.

But before it's almost a year ago, against more recent packages, particularly Deluxe Paint which is now up to 10.0 version. iPaint ST includes picture distortion and animation facilities developed for the Amiga version, which made it much more than just a paint package. iPaint ST is not copy-protected and can be transferred to hard disk, and doesn't need more than the 512K minimum bytes, though even DEGA's demands a more substantial 1M bytes if you've more money made. It comes with a 200-page high-quality manual, a formatted diskette version and even three disks, one the program, one contains animation utilities and the last has example graphics files.

Deluxe Paint has a toolbar stretching across the

The animation software allows you to define the size, fill of frames or your animation, and automatically create different frames based on the position of the objects in your start and end frames. Because X, Y and Z coordinates can be defined, you can make objects appear to approach and recede into the background, as well as zooming up/down and left/right. Combining several levels of motion at once can create impressive top-of-the-PowerPC special effects. The number of frames available is limited only by the memory of your machine; you can cut and paste between drawings too. The "removing" process takes all the hard work out of creating drawings of moving images. Though it may be a complex matter, Steve Park's animation here's no substitute for a pencil and paper and lots of sweat. iPaint supports the ST's extended palette of 4096 colours, and a wide range of masks, colour and tone operators connected to either the serial or parallel port. A Viewer utility allows you to display iPaint packages and animations without saving iPaint.

Apart from being able to load DEGA's frames and files in compressed and NeXTStep files, it's attempting to sell the Amiga iPaint animations (in 1.6 colour 200x200 format) can be converted to use on the ST, and any ST animation can be converted to use on the Amiga. iPaint-View is supported by several third-party companies producing 3D art and animations, and there's some indication that the same will happen for iPaint ST. If that's the case, there's no reason why the powerful and economical program should not become the standard graphics package for the ST. For more information contact: Raytheon, Aris, Langley, Business Centre, 11-15 Station Road, Langley, Bucks MK3 8PN. Tel: 0750 89442.

■ Colin Lyndon





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## GAMEBOY

**H**ave you enjoyed the Gameboy mania in the console section this month? From the next issue, you'll be pleased to know that we're giving the gameboy a lot more space in the magazine.

The quality of Gameboy releases seems to have a lot more to it these days, one month from will be nothing like high-quality releases, and the games which really aren't cut out for the machine appear. This month was an especially good example, with big-name titles like games like Double Dragon and Chase HQ being ported fairly competently. Maybe Nintendo's straightforward up their approval system again. How do you feel about it? Would you be prepared to see a reduction in the number of titles if you were assured of higher quality?

### TIPS

More excellent tips flooding in than all around the globe. This month, Nicholas Cope from Manchester comes to the aid of gamers with Nintendo and Mickey Mouse.



### MIKEY MOUSE

Here are 40 passwords:

40 PWRW	81 PPRW
42 PFRW	82 PFRX
43 YLAW	83 YPAR
44 YXWV	84 YXWV
45 PWRW	85 5555
46 PXRW	86 5180
47 YRWW	87 2322
48 YXWV	88 21P1
49 2255	89 YTRF
50 27W5	70 0482
51 2222	71 2642
52 27P5	72 2882
53 2P52	73 W382
54 2765	74 W172
55 2PAR	75 2322
56 2PAR	76 2182
57 P2LR	77 W882
58 PTRX	78 W8C2
59 Y2LR	79 0082
60 YTRF	80 28C2

### NEMESIS

If you're having trouble, you can gain ultimate fire power by pressing up, up, down, down, left, right, left right, 0,ALL while the game is paused. Then you can exact some revenge on the alien hordes.

Antipodean correspondence now, from Christian Raxson from New South Wales. He sent us a

massive tome of Gameboy facts and opinions. He also included some tips on the Aussie favourite, Solar Striker. So here they are!

### SOLAR STRIKER

Level 1 boss: Ejector

This big spaceship moves left or right across the screen firing bullets in three directions. To kill it, move along with it left and right, while firing, avoiding the bullets which rain down.

Level 2 boss: Destructor

The destructor spaceship moves over the whole screen releasing large bombs. Don't panic. The bombs can be easily shot down. To destroy the ship, follow it around the screen firing. At some point, the destructor will move down the screen and then across towards you. To avoid both it and the bombs, stay in the extreme left corner until it shows up again, when you can resume blasting.

Level 3 boss: The Crusher

The crusher tank can be defeated by sticking to the left hand side of the screen and firing at it when it crosses to your side. Watch out for its laser beams and bullets. As the Ultra Crusher descends, move to the left and shoot it.

That's all we've got space for. Keep the letters coming!

# IMAGINATION

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## IBM PC



**A**lthough it may have come on its legs and sounds in recent times, there are still genuine few reasons for PC owners to feel angry about their choice of game-machine. However, there is one place where your business-based machine never fully met both the CF and the Amiga - and it more than makes up for the disadvantages. That reason is Sierra-On-Line. Since its birth on the *Indiana Williams* 16-bit text table more than 18 years ago, Sierra has grown into the largest single games publisher in the United States - and it's nowadays not only the most profitable, but also the most innovative of developers for the IBM and its compatibles. Sierra has become such a by-word for PC adventure that Sierra's name hardly a PC owner can think who hasn't learned the needful of how with letters. But Larry helped good thing first in his seemingly unending *King's Quest* or first on the best with *Some Bonds* in one of the first two *Full Caves*.

But the company's development of business games is only the beginning of it having been one of the first to spot the potential of the sound

add-ons which first began to appear in the late '80s. Sierra quickly decided to include sound-support in all of its software. Then, having done that, it also offered the hardware to fix to software users at competitive rates in order to speed up the emergence of the PC as a leading-games machine. And more than 16-bit and 16-bit sound have become established standards at least, where more than 50 per cent of home PCs have either one or the other peripheral installed. Sierra has turned its attention to the fledgling CD-ROM format and is hoping to perform a similar 'opening of the way' by bringing its *Conquest* disk version of *King's Quest II* with a CD drive in yet another format bundle.

And so, to the point.

All of this was impressive enough when Sierra On-Line was just some ragged 16-bit developer who ran over the occasional game via its Adventure file-up to keep its doddering fans happy. But now it's about to move up a gear by opening a European base in one of the continent's most reputable chat centres - heading for new British Games titles, this doesn't only mean that you'll be able to keep up with the game, quality and more frequently, you'll also be able to opt of Sierra's established customer support service (this has always been possible, but up until now it meant making a transatlantic and costly transatlantic phone-call).

There is a plan to introduce a fully automated service to offer not just technical support and sales advice, but until this is up and running call 0234 508171 to talk to one of Sierra's new full-time customer service chaps.

The quest has never been easier.

Spitting of gems, by now you should have seen the guide to *Indiana On Parade* in the month's *Take It Easy* supplement (if you haven't, get

straight back there and catch up with the rest of us later). For those of you who are still with us, here's another advantage to owning a PC. Because while Amiga and XT owners have to use their themselves to following that guide, you can make things simpler still by using this month's cheat made as discovered by one Michael Berkeley of Fakenham in Norfolk (by the way, does your bill ever feel over).

The reason that these tips are only for the owners is that they are accessed through DOS at you have to do it, when starting the game. Instead of typing 'cheat' letters, type 'cheat toggle', enter and then the following option comes into play.

Pressing <Shift> and 'M' allows you to find down any distance, but this only lasts for a limited period. It can either be shut advanced by clicking the green option on one of the earlier level press letters and 'T' to gain an extra point of health. <Shift> and 'I' toggles the inverted screen, <Shift> and 'S' leads to one point of health, <Shift> and 'A' allows you to go up a level.

And as if all of that wasn't enough, the plus key increases your available time limit for those who insist on making things difficult for themselves, the minus key (or 'm' key) pressing 'M', 'I' or 'A' allows you to view what's ahead on the next screen up, left, right and down respectively. There's now little need for you to make a map, as using these little helps should allow you to be off in dreamlike unity over fair process while at of your usually magnificent Amiga and XT owners (there are still back down in the Dungeons' meeting at these many others they have an even the poor thought).

©Clive Brown

## C64



**T**he cartridge card, is of course, double edged. While it does have been looking forward to the numerous (some of which cartridges offer them, many perhaps having realised that with the faster loading times and 'enhanced' games comes the end of budget 16 material.

Commodore are showing out the trusty C24 tape decks, and even there will be no more like made-to-run from tape-based loading systems.

This move is obviously intended to bolster support for cartridge software. Fine. However, this move spells the end of tape games end - of course - budget software.

With no new machines being easily able to run tape software, the incentive for game-producers to continue to support the system will be slight. Since such a large portion of C64 software sales are budget games.

The higher unit price of cartridges means an inevitable minimum price of around £10-00. Of course, many of the cartridges will feature enhanced (more audio, extra levels and so on) to loading difficulties. But at the expense of variety?

Perhaps Commodore are expecting a new breed of owners to emerge. Maybe they are right and all the cartridge playing gamblers will be happy to pay these sort of prices and will be happy with a much smaller catalogue of games. However, such a large user base of existing tape-based machines should not be ignored.

What do you think about this situation? Do you welcome a technological step forward which will push target 16 more expensive games (it could just rather than the conventional of budget software)? Write to us and let us know your thoughts.

## PUBLIC DOMAIN

We've had a good response to our enquiries

about public domain

software. Demos in

particular seem to

still be the thing of

the moment. So,

special thanks go to

Chas Woodhouse from

Sheffield for sending us

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## PC ENGINE

**A**fter several months of anticipation, the PC Engine brand itself has materialised our dreams. All versions of the machine are available, and they are the American version called the **TurboGrafx**, and the Japanese version called the **GT** (especially handy for Games and Television) (available as a 'tower' is optional). Because there are two versions available there are some disadvantages, because if you buy the American version you will have a different pin configuration to the Japanese version and as you will only be able to play American game cards, inevitably cutting down the number of software titles available, but if you buy the Japanese version you will have access to all the latest and greatest games, such as the excellent football which has not yet been released in America.

Both machines are made up of a tough grey plastic which should prove to last for any length of time. As a safety precaution the crystal clear, backlit, 23 inch colour screen has been taken into the panel, thus protecting it from scratches. Situated below the screen is the speaker which takes over the job of blasting out the 8 channel sound. Then below the speaker is the keyboard (poped, with rubber, 2 line buttons, 2 turbo fire buttons and the selector buttons. Along one side of the machine is the same input jack. On the other side is the brightness and volume controls, as well as reset inputs. Along the top of this box of delights is the power switch and a reset button (which contains the card slot). Finally the bottom of the machine contains the multi player coin slot, which enables people to play their multi player games with their friends if they have the same game and a 2nd hand.

What about the power line I hear you say? This is a standard feature and is powered by 4AA batteries. What about the price? Here several different versions were asked there was a great variation in price. Some were priced at £150 and others £250. The latter was fortunately the average selling price, so that's saving for you

the full range of all hand holds.

### CD ROM

If you're one of the lucky people to own a CD-Rom for your PC, Engine you must be getting a bit annoyed about the lack of software available. All this is about to come to an end, because as you may well know that the CD-Rom was released in America, and unlike card software is compatible with all Japanese machines. This means that there now as you will have access to over 100 titles a month, all in English too. Some forthcoming titles which will soon be available are:

### T.V. SPORTS FOOTBALL AND BASKETBALL

These products are brought to us by Championship and both have brilliant management systems, action screens and on some occasions take the form of a television reporter in the studio or at the sports event, giving a report on what is happening.

It came from the desert. This game was released last year to critical acclaim, and like *Tv Sports* was produced by Championship. The idea of the game is to save a small American town from giant ants. It also casts actors in real roles and screen to give it a dramatic effect. Sounds like a winner to us.

By the way you read this *Sainsbury's* makers of *Over the Hill* and the new *Football* series will have released last year *Engine Title*, and this both sound very highly good. Finally some *Championship* titles up to four players can play at one time and generally try and beat each other into a big unmanageable pile. Bound to bring back some memories of the sprawling which used to be on the table on Saturday morning. The second release from Sainsbury's is *Blade Buster* II, again featuring cute hero, cute battles and an amazing new way of killing them. Also released this month is *Thunder Blade*, the after several years *Thunder Blade* is going to be released. It is supposed to feature some of the best 3D graphics on the Engine, but it's hard to say to decide.

If you have any comments or info write to me (Sarah) at PC Art Lines. Please mark your envelope PC Engine.

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# BOOK MARKS

**Sandra Vogel checks out the bookshelves in search of literature suited to the intellect and refined taste of the average ACE reader...**

## STAR TREK: THE LOST YEARS

JIM COLLARD  
Fut Books, £3.99  
Science Fiction

How you can wonder what happened in the time between the last episode of Star Trek: the TV series and Star Trek: The Motion Picture? Well, you need wonder no more. The official version of events has been put on paper by Jerome Kellard. The book has the backing of Paramount Pictures.

The action starts when the five-year mission to save our new planets... comes to its end and the officers of the Enterprise move on to other things. Read the book and you will be told why this changed (it was the only captain in the paper/author was used in the first of the movies, then Spock's life as he returns to Vulcan, and what? No, no, as he gets into an amazing story).

The idea behind the book is a good one, though it'd be a fairer name more of the TV series characters concerned. Perhaps they will step up to 'Flag Full of Stars' and 'The Star Trek' - forthcoming sequels - watch this space.

### GENERAL COMMENTS

Paranoid readers this is an absolute must for the rest of us it is probably a best read only book.

IQ FACTOR	4/10
DRIFT LINE	4/10
VALUE FOR MONEY	1/10
OVERALL	1/10

## MONTY PYTHON'S FLYING CIRCUS: JUST THE WORDS VOLUMES 1 AND 2

Mandelstam Books £8.95  
Humour

Well, I'd like to think you might already be a minority group of people who have no mental or physical hand-icap, and who, through no fault of their own, have never been deprived, and consequently are forced to live in conditions of extreme luxury.

This is a quote from episode 17 of the Monty Python series. No, I haven't watched it of the episode ever.

introduction - I've got hold of a copy of volumes 1 and 2 of the script, which cover every word spoken in episode 17-18. They're bound together in a single volume complete with photos, which any Python fan would be proud to possess. One word of warning though - don't go looking for the Great British - it's not there!

Many of you for whom family can be that lumping a bunch of random and unhelpful words. Unfortunately the way the Pythoners used to do it (well, OK, not quite).

### GENERAL COMMENTS

Documentary reads. Reading. Reading. Reading. More than two months a day from this book can seriously damage your mental health.

IQ FACTOR	6/10
DRIFT LINE	6/10
VALUE FOR MONEY	1/10
OVERALL	6/10

## TALES FROM THE PLANET EARTH

ANTHONY C. CLARKE  
Futura Books £3.95  
Science Fiction

This is a collection of twelve short stories. Most of them have been published before, but are difficult to get hold of. There are a number of side stories - the first is 'The Day', for example. The first story in the collection, was completed in 1949. This story contains one of Clarke's amazing predictions - 'For suitable personal ID systems, human beings in the '90s!'.

There are twelve stories in this 100 page book, which write out of excellent value for money. Each of them has an introduction by Clarke himself, specially written for the volume, and the book has a short preface by him also.

### GENERAL COMMENTS

Clarke fans should rush out and buy this now. Science fiction fans should get it as their 'wacky' bit.

IQ FACTOR	1/10
DRIFT LINE	1/10
VALUE FOR MONEY	1/10
OVERALL	1/10

## THE COMPUTER HOBBYISTS HANDBOOK

DAVID JIM PENFOLD  
Bernard Batsford £3.95  
Technical

If you, or anyone you know, has just got their teeth into a computer, and want to know more about how to work on, the first thing people will tell you is 'start with the manual' - or 'start'! The Computer Hobbyists Handbook could be just the answer to this dilemma. It's a little over 100 pages of what's exciting the beginner needs to know, from explaining problems before the old terms between IBM, TRS and BBC1 (between an expert and a novice), interface (ASIC), printers, monitors, disk, languages, number bases, operating systems, graphics. It also has the numbered appendices covering ASCII tables, decimal binary and hex conversions, computer abbreviations and a lot of stuff about support shops.

The book is well illustrated with black and white photographs and graphics to explain things and to cover some language which isn't just the foggiest old 'book'. Starting at the same time that you get both printer and computer.

### GENERAL COMMENTS

A useful but not machine specific starter book.

IQ FACTOR	1/10
DRIFT LINE	1/10
VALUE FOR MONEY	1/10
OVERALL	1/10

## IT'S A FUNNY THING

COLLECTED BY ROGER FRAMPTON  
Futura, £3.95  
Humour

This is a collection of funnies from the world of IT. Many of the pieces have been contributed from computer users, suppliers and publishers (though few are actually written as part of the piece and from the business rather than the hobby/computer world). There is also a good selection of cartoons - for my money many of these are better than the old ones.

Most are just a few of the stories from this volume, and you will be able to amuse and amuse your friends around gatherings with some range of computer world stuff. So how does it do?

### GENERAL COMMENTS

Laughs from the book go to the Great General Great Hospital for the Children.

IQ FACTOR	1/10
DRIFT LINE	1/10
VALUE FOR MONEY	1/10
OVERALL	1/10



# HOT OFF THE SHELF

It's a cold and grim Monday morning in February. What a downer! You need some hot 'n' spicy new software to bring some sunshine into your life. Where better to find the best games than here on the Shelf?

Fully revised and featuring 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.

## AWESOME

**Pygmalion** ■ Amiga £35.99  
A phoen' em up where you'll need to master four different gameplay styles if you're to survive. The first is similar to Asteroids, except that here your ship stays stationary and the

alien and rocket rotate about you. Next is a Space Marine-like battle against a giant space oblong, after that you pilot your ship over the multi-directional parallel swirling surface of an alien world, shooting aliens and searching for the landing bay. The final style is a Gauntlet-style run around the starbase looking for the entrance to the space station. The graphics for all sections wouldn't look out of place in an arcade. A stunning game, if a little deliberate, and well worth its ACE rating.

► ACE RATING 900 ON AMIGA

## B.L.T.

**Ultimate** ■ Amiga £35 ■ Atari £7 ■ PC £7.95 ■ CDS £7.95/£8.95  
Set in the 23rd century, you play an agent of the Bureau of Aerial Troubleshooters, or B.A.T. for short. The anti-criminal winger (made-up name!) is holding the planet Telpnia, home of the Galaxy's major businesses, to ransom with chemical weapons. There's no time to spare - you'll get to find weapons and stop him, pronto! Two years in the making, all that effort shows in this graphic adventure: our preference: lively locations and events is depicted graphically, with all game interaction carried out using the mouse. Not to much a game, more a ray of life. As an added bonus, there's a plug-in sound card to give the fantastic ST Amiga-like samples.

► ACE RATING 900 ON AMIGA ST

## BATTLE CHINESE II

**Electronic Arts** ■ Amiga £34.95 ■ Atari £7 £24.95 ■ PC £29.95  
Sequel to its spreader from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which introduces some new moves, has a river blocking the board (which some pieces can't cross) and limits the King's movement to an 'imperial Palace'. As before the board is viewed in 3D, with all the pieces 'taking' each other in a variety of amusing and multi-oriented ways. While a bit slow and tenting running from floppies, it hard-cls shows the game to be far finer and more lethal than normal Chess. A good purchase for added Chess fans.

► ACE RATING 800 ON IBM PC

## BATTLE COMMAND

**Orion** ■ Amiga £29.95 ■ Atari £7 ■ PC £29.95

The latest solid polygon spin from Realtime, you control a blaster tank through 16 tough missions, varying from straight-forward seek-and-destroy to evading a convoy of supply trucks to parking up a doctored satellite in enemy territory. Although the action is an action, several of the missions require quite a bit of thought to complete. During your travels you'll encounter a wide variety of enemy craft, all rendered in exceptionally fast 3D. A tad more

creativity and it could've been a Terrifican.

► ACE RATING 800 ON AMIGA AND AMIGA ST

## BACK ROGERS: COUNT

**DOWN TO DOOMSDAY**  
**SoftGold** ■ Amiga £7.95 ■ PC £7.95 ■ CDS £7.95

The year is 1855, and Back Rogers, tactical genius and fearless defender of freedom, is dejected from epigenic suspension to help lead rebels on a litigious Earth to victory and freedom from a tyrannical government. An RPG with similarities to the 99-4080 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 genre should be more than happy with this, and the space setting makes a welcome change from the usual medieval setting.

► ACE RATING 800 ON AMIGA

## CAPTIVE

**Blindware** ■ Amiga £24.95 ■ Atari £7.95 ■ PC £29.95

Another in the ever expanding number of RPGs portrayed using first-person perspective. Captive, written by veteran programmer Tony Crowther, pits you against hordes of rampaging aliens, with nothing to defend you but a blaster. The interface, 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 (stereoscopic) graphics, atmospheric real-time stereo sound and a total of 60000 levels to explore place Captive very much in the ACE-rated category.

► ACE RATING 800 ON AMIGA

## COVERT ACTION

**Microprose** ■ PC £29.95

Yet another secret agent game! You play Max Remington, an CIA man, who is now earning a crust as a subcontractor investigator for Houston. Max is known to waive the file for the President of the United States. On offer are four skill levels, three mission areas, three crime types and over a dozen enemy operations to contend with. As you would expect from Microprose

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there's a wealth of detail and the data on offer are going to require many months of work to crack. Go to it, Max.

• **AGE RATING: 000 ON (000) PC**

**40 SPORTS SOULING**  
 Miniscope • Amiga [24.99] • Atari ST [24.99] • PC [24.99]  
 The violent clash between two solid polygons generated polygons is the best rendition of the "middle art" yet seen on a home computer. The use of polygons allows the action to be viewed from absolutely any angle, and a video playback option allows you to watch the decisive upper cut again and again. Highly realistic, with a huge range of moves and a lot of work to be put in if you're to become World Champ.

• **AGE RATING: 000 ON (000) PC**

**CORPORATION**  
 Core Design • Atari ST [24.99] • Amiga [24.99] • PC [24.99]  
 This role-playing cybernetic espionage game from CORE pushes the limits of previous RPG's just that bit further. Corporation is a 3-D exploration, puzzle oriented arcade combat game (D in the title) made traditional by the original Dungeon Master RPG. Your objective is to find and remove an embryo belonging to the ultimate biogenetic billing machine, bred by the MOC Corp. Light-sources shaded rapidly and sound of flexible quality, along with excellent playability and an intuitive control method all contributed in making Corporation one of the 800 mark.

• **AGE RATING: 000 ON (000) PC**

**40 SPORTS DRIVING**  
 Miniscope • Amiga [24.99] • Atari ST • PC [24.99]  
 A 3D polygon racing game - and arguably the best yet, providing far more depth than its nearest rival, only 500 though less it compares to Atari Driver 2 has yet to be seen. Can be played against the clock or against another driver, in which case each designs a course, trying to exploit the weaknesses of the other player (i.e. fear of heights). Both drivers then race on the two tracks. Spectacular aims and crashes can be viewed from any angle in the playback option. A successful mix of simulation and break-out fun.

• **AGE RATING: 000 ON (000) PC**

**DARKWOODS**  
 Amiga • Atari ST [24.99] • Amiga [24.99] • PC [24.99]  
 The unusual combination of flight-sim and adventure game, and equal to the well-received Alamo, has been in development for a couple of years now, but the resulting game has been worth the wait. The wire-frame graphics of the original game have been replaced by solid 3D raster graphics, but they are just as fast. There are now nine planets to explore instead of one city, so there is plenty of long term challenge here.

• **AGE RATING: 000 ON (000) PC**

**HAZARDOUS**  
 Miniscope • PC [24.99]  
 Quite simply the best naval simulation to be released for the General Public. The software that comes with the game deals with East-West 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 Hazardous is that the computer takes care of all the boring mechanics, allowing you to concentrate on broad tactics. A must buy for anyone interested in modern naval warfare.

• **AGE RATING: 000 ON (000) PC**

**F-15 STEALTH FIGHTER**  
 Miniscope • Atari ST [24.99] • Amiga [24.99] • PC [24.99]  
 A program that could well be described as the Night Simulator's Night Simulator. The PC version has enjoyed much success since its launch year ago, and now released on the ST and Amiga. 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 will find it far wrong with this one.

• **AGE RATING: 000 ON (000) PC**

**THE IMMORTAL**  
 Miniscope • Amiga [24.99] • Atari ST [24.99] • Amiga [24.99]  
 Nothing new in the plot department, unfortunately. Old wizard and under-dungeon - defeat monsters - avoid traps - solve puzzles - rescue Grand Wizard - etc, etc. However, the

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presentation is something else. An isometric-3D angle is used to view the events, and your character moves around a freely rotating monitor, and so on. Every move is beautifully animated. There are only 50 locations to visit, but every one is going to take a lot of work to puzzle through. **WARREN'S** - this program only works on 1MB machines!  
**★ ACE RATING 9/10 ON ASEA 3T**

**THE IRONMAN STEW**  
**GET'S SUPER OFF ROAD**  
 Virgil/Microprose ■ 18-bit formats (224.99) ■ 8-bit formats (124.99) ■ 14.9995

A hugely enjoyable rollicking romp through 13 courses of rough 'n' tumble driving action, viewed in the overhead style championed by Atari's Super Sprint. All bog racers should look no further. Another punning game from the consistently excellent Graphics, authors of Simula and Paratrack 80.  
**★ ACE RATING 8/10 ON IBM PC**

**EMERGENCY SERVICE**  
 Sierra ■ Amiga (TBA) ■ Atari ST (TBA) ■ IBM PC (219.99/249.95)

**[44.99/55.94]**  
 The latest in the popular series, and typing is now a thing of the past (because all interaction is via a series of multiple-choice menus). You have to guide King Graham of Bessymer through yet another fantasy land in search of his castle, kidnapped by the wicked magician Mordek. However, the messages are delightfully rife at times, and those with a low sweetness threshold may choke on QDS. Others should enjoy this romp through 5.7 Mb of excellent animated graphic adventures.  
**★ ACE RATING 9/10 ON IBM PC**

**MYTH**  
 System 2 ■ 8-bit formats (22.99/24.99/24.99/24.99)  
 The game that pushes the CGA and Spectrum further than they have ever been before. Fight your way through several time zones to reach the ultimate confrontation with the god Demaron. The game is captivating not only because of its size and depth but also because of the superbly animated sprites and sheer playability.  
**★ ACE RATING 9/10 ON CGA**

**POWERMONSTER**  
 Electronic Arts ■ Amiga (219.99) ■ Atari ST (229.99)  
 A new computer classic, with the highest ACE rating ever. You play a warrior, exiled from your homeland along with twenty followers, who has just landed on the shores of 200 islands, ripe for conquering. Unfortunately the current residents are not quite so keen on your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to Populous, the landscape is here polygon-based and thus can be manipulated in just about any way you require. The excellent visuals are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.  
**★ ACE RATING 9/10 ON AMIGA**

**PRINCE OF PERSIA**  
 Broderbund/Comark ■ Amiga (224.99) ■ Atari ST (224.99) ■ IBM PC (224.99)  
 A game that could so easily go unmentioned and unloved by the shell-scouring borders looking for the latest lumps. The graphics, when static, are fairly

unimpressive (although they do get better on the later levels, but when they move...), the animation as you guide a young prince through unmapable levels of platforms, pits, spikes and woodmen is quite excellent and life-like. And the gameplay, although it may seem unimpressive, is as good as the graphics. Some of the action has a real off-hanger aspect to it. A gem.  
**★ ACE RATING 8/10 ON AMIGA**

**ORIGIN EMPIRE**  
 Origin/Microage ■ PC (234.99) ■ Amiga (TBA)  
 Using the Ultima if interface, Origin have taken a side-step from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dimension referred to as World. A good yarn well told and actually better than Ultima II.  
**★ ACE RATING 9/10 ON IBM PC**

**DRAGONWORLD GET ALL THE DRAGONS**  
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only available on PC in the UK. Call US Price on 800 381 7771 \$299 for mail order details. Set in a medieval fantasy world, you play a student at Torimur University who wakes one day to find the campus deserted. Something terrible has happened - and it's up to you to save the day... This has all the qualities you'd expect from an adventure written by ex-Infocom staff: it's big, well-written, with lots of (sometimes quite beautiful) humour, graphics (occasionally animated) and - most importantly - an engaging plot with loads of sub-scenarios. The only minus point is the antiquated parser, which has to be so everything. **+ ACE RATING 8/10 ON IBM PC.**

### SPEEDBALL 2

Microsoft ■ Amiga (24.99) ■ Atari ST (24.99) ■ PC (TBA) The sequel to the Bitmap Bros' visitors '88 hit. Basically more of the same but with improved graphics, a bigger multi-directional scrolling pitch (described with bumper and ball animations), extra power-ups and armour to pick up - or buy between games, smoother control and a

boost-enhancing player-manager element. Highly playable, and the power-ups do have a noticeable effect on the game. The Amiga version promises to be even better with realistic sound effects. More fun than beating up your kid brother. Or even better, play your kid brother in his player mode then beat him up. **+ ACE RATING 8/10 ON IBM AT.**

### SPINNEY WORLD

Adventure ■ Amiga (24.99) ■ Atari ST (24.99) A (part of) sequel to Paul Mirley's original 8-bit game. This one uses the theme of GERRARD (the uncontrolled Geographic Environmental Reconnaissance And Land-mapping Device), who resembles a spinning top and you have to guide around 32 multi-directional scrolling worlds of precipitous platforms, icy hills, lifts, switches and rotating lasers in a search for diamonds. A clever mix of evasive skills and puzzle-solving that requires you put in a little effort at first, but will make you glad you did in the end. **+ ACE RATING 8/10 ON AMIGA AND 8/10 ON ATARI ST.**

### ULTIMA VI

Origin/Mindscape ■ Atari ST (TBA) ■ Amiga (TBA) ■ PC (TBA) ■ CD (TBA) The ultimate role playing game. Between 30-sound objects, two hundred and fifty characters, animated environments, a quest that will take months to solve, and graphics better than you'll see on any other game of this type. The Ultima series of RPGs go from strength to strength. Last faces with Lord British and once more enter the fray... unbelievable stuff! And if you find it's too your taste, the king on the cake is that Origin are now producing other scenarios using the same system. Savage Empire is already out - see ACE issue 28. **+ ACE RATING 10/10 ON IBM PC.**

### WING COMMANDER

Origin/Mindscape ■ Amiga (TBA) ■ PC (TBA) ■ CD (TBA) Another 3D space combat game, but any sense of deja vu is completely dispelled by the use of stunning ray-traced and digitized graphics for the spaceships. They rotate, shrink and grow with amazing speed and

fluidity. Animated scenes punctuate the action and present the first true cinematic experience on a home computer. The multitude of missions mean this isn't a game of surface gloss. Sadly only on PC at the moment, and then best approached on the higher speed model 68.

**+ ACE RATING 9/10 ON IBM PC.**

### WUNDERLAND

Magnetic Scrolls ■ Amiga (29.99) ■ Atari ST (29.99) ■ PC (34.99)

The Scrolls, having starred the world with The Room way back in 1983, return with a new classic. An adventure game based on the famous novel Alice in Wonderland, the plot follows the book enough to retain its weird flavour but not so closely as to make it soluble by simply knowing the story. The labyrinth, teeming with hundreds of tough but logical puzzles, is accompanied by a number of stunning animated graphic scenes. All adventure fans loved and play - an essential buy. **+ ACE RATING 10/10 ON IBM PC.**

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# ACE DIARY

## FEBRUARY 1991

### 10-16 FEBRUARY SOFTWARE RELEASES

**Electronic Arts: Risklands** (£3, Amiga £24.95).

**Capital Vision: Cougar Force** (£3, Amiga £79.95, PC £24.95). James Bond-style shoot 'em up.

**Empire: Amazing Spiderman Spectrums**, CPC (£3.99 tape, £74.99 disk). Run, jump, climb walls and fire deadly webs in comic character-based game.

**ReadySoft: Dragon's Lair II - Time Warp** (PC \$64.95). Return of Ollie the bear in interactive cartoon spread over six disks. Much of the action (PC £29.95). Default countless resolutions to a background of superb graphics and smooth animation.

**Siemac: Mario Police Spectrums**, C64, (PC £9.99 tape, £18.99 disk). Default the drug baron in fast-paced shoot 'em up.

**Navigator: Demolition Machine** (disk £15, Amiga £9.99). Necessary disk to original Demolition gives you five extra missions.

**Thalion: DragonNight** (£3, Amiga £79.95, PC £24.95). Limited edition version including 4x4x11 and badge in the box. **Razer** (MSX £4, Amiga £79.95, PC £24.95). Fight evil, destructive World (C7, Amiga £79.95, PC £24.95).

**Sunday 10**  
Birthday of Greg Norman, star of golf course and computer screen, in 1955.

**Monday 11**  
Nelson Mandela released from prison in South Africa on this day in 1990.

**Tuesday 12**  
Shrove Tuesday: the day before

Lent begins, when pancakes should traditionally be eaten. Yellow lines forbidding parking were introduced on this day in 1956 in Slough.

**Wednesday 13**  
Ash Wednesday: first day of Lent. Cricket: England play one-day nine national vs New Zealand in Wellington.

**Thursday 14**  
St Valentine's Day

**Friday 15**  
Crick: England play one-day nine national vs New Zealand in Auckland. Rugby Union: England vs Scotland at Twickenham, Wales vs Ireland at Cardiff.

### 17-23 FEBRUARY SOFTWARE RELEASES

**Accolade: Gendout** (Amiga £24.95). Take on various missions around the world in your river patrol boat. **Company - the Headlock Files** (PC £29.95): Star Trek 2 accessory disk (£17.95)

**Empire: Gases II** (PC £29.95). Distorted environment on all formats from the original Gases Pacific game - should have him trying all the way to the bank.

**Hot Soft: Pro Tennis 2** (C7, Amiga £24.95). Sequel to last year's well-received Pro Tennis Two. **Alpha's Masterdrive** (Amiga £24.95). Space racing in various weird and wonderful vehicles.

**Sunday 17**  
Birthday of Barry "Dame Edna Everage" Humphries, in 1934.

**Monday 18**  
National Day, Nepal

**Tuesday 19**  
The first episode of EastEnders was broadcast on this day in

1991.  
**Wednesday 20**  
**Thursday 21**  
**Friday 22**  
**Saturday 23**

### 24 FEB - 2 MARCH SOFTWARE RELEASES

**Accolade: Star Control** (C64 tape £79.95, disk £79.95) **Dem Challenge** (C7 £71.95). Europe-based scenery for **Hot Drive 4: Muscle Cars** (C7 £71.95).

**Capital Vision: Grinix** (C7, Amiga £79.95, PC £24.95). **Scamsoft: Hoque** title by the programmer of C7's earlier offering, **Demomorph**.

**Navigator: Wrath of the Demon** (C64 cartridge).

**Sunday 24**  
**Monday 25**  
National Day, Kuwait

**Tuesday 26**  
**Wednesday 27**  
**Thursday 28**  
Birthday of Peter McDougall, better known these days as Barry in 1952.

## MARCH

**Friday 1**  
St David's Day. St David is the patron saint of Wales.

**Saturday 2**  
The Boston Computer Fair, a one-day show covering most formats, is being held at the Holiday Inn, Lower Castle St, Bristol. **Rugby Union: France vs Wales in Paris; Scotland vs Ireland at Murrayfield**

### Don't forget!

ACE is now on sale on the 1st of every month. If you have an event, software release, or other news item announcement you'd like to make on this page, contact the diary editor at ACE Pink Pages at the usual address.

### 1-8 MARCH SOFTWARE RELEASES

**Capital Vision: Galactic Empire** (C4, Amiga £79.95) **PC £24.95**. Space flight game involving different gameplay styles - some martial arts, some arcade action, some trading, etc. **Empire: Mega Drifter 1** (C7, Amiga, PC). Trading and exploration in deep space.

**Hot Soft: Music Master** (C7, Amiga, PC, prices TBA, expect around £49). Composition and music editing utility, MIDI compatible.

**Reinbird: Betrayal** (C64 disk £14.95, C7, Amiga £29.95, PC £24.95) (MSX £15). **Amiga £29.95, PC, MSX £29.95**. Follow up to the acclaimed wargame genre star.

**Image Works: Back to the Future II** (Spectrums, C64, CPC, SE, Amiga, PC). Rejoin Marty McFly for adventures in the wild West.

**Sunday 3**  
National Day - Anniversary of the Truce - in Morocco.

**Monday 4**  
Birthday of Nancy Reagan, in 1921.

**Tuesday 5**  
**Wednesday 6**  
Independence Day, Ghana.

**Thursday 7**  
**Friday 8**

**Saturday 9**  
FA Cup sixth round matches to be played today and tomorrow. April issue of ACE hits the streets!

### MEGA TRIVIA!

Our crossword missed the press this month, so to make up we're giving you a megapuzzle. Don't miss it on page 111, page



# MEGA QUIZ!

## JUST HOW HOW MUCH DO YOU KNOW ABOUT GAMES?

**S**aved faithfully next to in a notebook and highly entertaining quiz a few months back. We haven't forgotten to fill it off it, but here are some of the toughest questions we've asked and the quiz from the publisher—the answers will be printed next month — but in these cases we'll give you the answers, there's a change in the pack for the Quiz, and why don't we give you a little extra credit with you with us, you'll find out for the Quiz? It could be worth your while...

### ROUND 1

- 1. What do Super's Red, Blue, and Green use to control?
- 2. Who wrote the classic computer game of Oregon?
- 3. Guldstrand (A2) corrected historical news accounts (what are they?)
- 4. Why were games like Indiana Jones, Soccer Manager and Pinch Toss New Berlin?

- 5. Brian Kennedy Germany?
- 6. Who created such early titles as Knight, Snow in Spain, and Attack of the Mutant Camels?
- 7. Name the Midwestern House game for solo/dual play, and Garsiel as they name through the land of Mander.
- 7. Who is the past villain of Battle-Bobby?
- 8. What are the only words spoken in Theater Designer?
- 9. Who is the hero of Stratego?
- 10. Which board game did the 1st and 2nd editions have in common?

### ROUND 2

- 11. Name the principal animals which appeared in all three games.
- 12. Name the, George Ford, Gene Davis, Cyril Collins, Vera, Bing Ho, Kenneth Phelan, Shirley in the Sun, So the Tits, Tower of Babel.

### ROUND 3

- 1. Who are the 7 leading companies in the world of marketing?
- 2. Which Ocean game recently on budget, could be easily identified (without being given a computer screen) to compare the reason?
- 3. Name the 7 top salesmen from 2000 who have appeared in computer games.
- 4. How many franchises are featured on the cover of the New Screen Magazine?
- 5. Why do the numbers 10 and 20 are considered?
- 6. Which company produced such titles as Wz, Left Wing, Kofun, and Maki?
- 7. What do both Fox Attack and Star Omega's marketing believe have in common?
- 8. What number do the complete Mikami's title use in the design of Super?
- 9. Why Linker has had to be named game as to measure other sports/games who has allowed the?
- 10. Which title was one of the first action-adventure titles, with action elements?
- 11. Which company did the 1st and 2nd editions have in common?
- 12. Name the 7 leading companies in the world of marketing?
- 13. Name the 7 leading companies in the world of marketing?
- 14. Name the 7 leading companies in the world of marketing?
- 15. Name the 7 leading companies in the world of marketing?
- 16. Name the 7 leading companies in the world of marketing?
- 17. Name the 7 leading companies in the world of marketing?
- 18. Name the 7 leading companies in the world of marketing?
- 19. Name the 7 leading companies in the world of marketing?
- 20. Name the 7 leading companies in the world of marketing?

- 21. Which was the original main card in the early 20th century? (What?)
- 22. The Atari 2600 cartridges have a chip, which company is it made of? (What?)
- 23. Which 2 companies have produced a game called "Basketball" and later a sequel?

### ROUND 4

Match the characters on the left with the relevant games on the right.

James	Dragon Wars
Bill the Boxing	Levi Squad
Lincoln	Sherlock
Galen	Madness
Ray	Upward Hawk
Andrew (Mike)	San Fire
Malcolm	Temple Mystery Hunt
Melville (Scott)	Orion
Ray	Out of the Dark
BO (Bill)	TV Game Football
Clare	Phantom
Don Gadden	Escape from the Forest of the Seven Wonders
Bob	Black
Geoffrey	Murder
Martin S.	Escape from King's Castle
John	The Lord of the Rings
Paul	Orion
Steinbeck	Adventure
Dr. Watson	Super Hero Boy
Henry (W)	Big Boy
John	Super Boy

Answers and ratings next month!

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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 writing! Particularly welcome are short, self-contained hints and single problem solutions. We also interested to hear of PG and Shareware programs - the best will be reviewed (space permitting), and that could win you ongoing fame...or shame! Take the risk!

## LEISURE SUIT LARRY 2

### Continuing Augustus De Silva's solution

Having visited the barter your hair should go long and straight. Go round to the water tower, get the ladder bottom on the roof then go out and south. Walk west in the basement then leave. Walk that up to the guard room used for the drawing area near the water tower (this is underground).

Take the ladder and put within your money in the room in the third leg. Go to the barterhouse to be excited. Press the shift space (this won't move the wall). Now go east to the edge of the cliff and change back to normal. Once at the barterhouse drop the floor for the shift space then return.

Go west then north and it inside the barterhouse if you hang into a window don't go with her. Get your hair cut then go east and west again. Get at the baggage belt then pick up the bag with the ladder in it. After the explosion they're taken then show your passport and go out again. Head the sign and enter in blue place needed, getting the bag you from the west when it arrives. Get the food then use the machine on the right to get a parachute.

Go north and take the pamphlet, give the sign on in and go east. Once you do return get the oak bag then give the pamphlet to your friend then stand up, go east, put on your parachute, use the pin on the right then push handle to open that.

## CAPTIVE

### A few hints to get you started.

Last month we looked at general tips and techniques to get started, and some of the pitfalls to avoid. This time we'll examine some of the goodies you can buy and find and how to use them.

#### Codes

Two types of men, professors and guards, wander around the levels carrying robots. Both types of men are quite easy to kill - they won't attack you unless they are hurt first, at which time they become vicious. The professors drop codes for probes while the guards drop those for the gates and wall openings.

Not all codes are from their point of view, some are even on different floors. Every time you find a new code, walk it down CAREFULLY. There's nothing more frustrating than seeing a stippled only to find your robot are no more - yes, it did happen to me! Codes used to open gates or remove walls can be reused to close them again (for ward codes simply replace the code while for patterns simply spot the arrangement).

#### Maps and Optics and Cameras

As soon as possible, buy optics B, B and IV and a camera. Used in combination you will have a powerful method of finding your way around and spotting trouble before it hits you. To set up the camera, simply drop it on the floor ahead of you and it will spring to life.

Make sure the monitor is connected then simply click in its center to move the camera forward and click on the arrows to swivel left or

right. Doors and walls will stop it but it can cross fire and water and walk through most monsters. In some places there are invisible walls which block your progress. If you appear to be stopped by a glass wall simply smash it.

Using the camera you can check out a new area with no risk. Pressing the green button changes the display and shows a small picture of the camera's viewpoint as you would see it. Pressing the red button detonates the camera which then damages any monster on the same square.

The Route Finder is used in the open to point to the best door or your ladder, while inside the base it points the fastest way to the exit - near it before you blow up the generator. The Radar gives early warning of monsters by displaying the floor ahead with any monsters shown as light squares. This is especially useful for the reasons in use of ammunition when shooting through holes.

The Mapper is VFM, although it takes some getting used to. As you move around it shows areas you have visited in some detail while unvisited and areas of darkness are black. One thing to watch for are holes in the floor and ceiling which don't look a code. The upper areas are extremely difficult to spot by eye but show as stars on the mapper.

The display can also be marked by clicking

## LET ME KNOW!

If there's any special subject you'd like to see covered in Adventureline, then let me know at the address on the back on the left. I'm particularly interested in any comments on the reader advertisements, such as how many did all the clubs, Shareware, and how many of those who bought will playing the old, traditional adventures!

the button. This will bring a flashing dot to the screen which helps to identify things like movable walls for later. Another handy use for markers is to put down code copyboards for later as these are easily missed once the captured doors have gone. Don't forget to delete markers after use or you'll soon become confused by all the little lights.

When orientating yourself with the map you might find the Magic-Sear (a temporal bomb) at first. Later, when you have sorted out the map and when your monsters are battling with shields and Ice-Guns it might be better to cut the compass back to the shop.

#### Dev-Sappers

In the early stages, the only Dev-Sapper you need is Anti-Dive (Blast) which turns you upside down and allows you to reach ceiling holes.

Walking around in the ceiling is handy round about level 4 where you meet floating monsters and your weapons only tend to shoot on down, passing straight underneath them. A quick fix to your party and you're back on level terms again. Match where bullets go from different guns, and try to carry a mix of weapons on these invisible levels, some shooting high and others low. I found Masters and Wizards to be a good combination.

As mentioned earlier, Anti-Dive is handy when shooting through holes. Carrots, for instance, shoot low, but fair use and you have a very potent weapon from fairly good cover. Don't get too complicated though - some monsters can shoot through the holes at you!

Other handy gadgets in the Dev-Sapper range are Flare and Restores. The Flare will repair any

# ZAK McKRACKEN

Another helping of Mike Bareham's solution.

Walk to the centre of the room and use the glowing object on the base. Walk away from the machine and use the yellow crystal. Use on the same location which is on the table between the old shop you will see by teletransport to the other side in the huge corridor. Pick up the combination. Use the yellow crystal and slide on the upper balcony. Walk to the machine and use the combination on the glowing object. Pick up the object and the trigger bomb. Use the bomb trap on the first level. Put on the trigger bomb belt. You are now leaving your enemies.

Walk away from the machine and use the yellow crystal again. Pick up the blue key (station). Put one more in the blue key chamber. Pick up the second key. Use the yellow crystal on the orange paintings and drink the dragon you made called 'bullet 2'. Use the door at the back of the room and rest again.

Now use the blue key ring and find your way out to the exit. You will have to use the lighter in the room where you are going because the door is closed. When you find your way out of the maze and into the great chamber, walk to the east and walk left to the landing area. Switch to the door.

damaged body parts up to a maximum of 50%. efficiency. Not only does this make damage cheaper to repair at the shops, it also allows you to get barrels and arms back in use as you can fight, and leg back to spend you as when frantically fleeing. The fastener is simply used to change you up again when power points are scarce. Both these gadgets are worth buying as soon as possible and carrying constantly.

Shields are very efficient against the weaker monsters and you only need your hat that often to wear them. It's worth leaving them on as long as possible as a first defence against sudden attack, but watch your power. Later you will find the defence so useful as it both shields you and

fills a monster's hit back on him. Unfortunately it is expensive both to buy and repair.

Both shields and defences downgrade if they reach 0% efficiency so be not to let them get too damaged. It costs about half as much to repair a badly damaged device as it does to buy a new one (assuming you can find a nearby shop which stocks the device).

The other two Dev-Sappers, Greasier and Power-Sapper are less useful, and in fact, the power sapper is positively dangerous. Fits in their right minds would spend money on a device to drain power! Any ideas?

More hints and cheats but for now happy adventuring, and don't get too addicted.

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# ACE DEALS

**S**ome are in full swing throughout the Virgin Megastore/Games Centre chain, with some appealing red tops on a number of games.

Natureman Harry's In A Row, 1 instance is being sold at £14.99 on the CD, and 10 CD on the Amiga—a cut of £10 from the original price. Similarly, Dungeon Master is also being sold at £10 off for both CD and Amiga versions, while Microsoft on the PC is going for £24.95.

Other titles from the Microsoft stable are also going for a song, although these are limited when the sale begins, so you may have to hunt through a couple of Virgin Games Centres to find them. There's a Flare off Colour (CD and Amiga, now £19.95), TV Sports Basketball (PC, £24.95) and Worktop Anims, CD-ROM, with £10 off the PC version of Worktop at £24.95.

Or perhaps you fancy some Acetate titles for less than £5? Virgin has limited quantities of the following: *Art Attack (Amiga)*, *Day of the Viper (Amiga)*, *Third Courier (PC)*, *Don't Go Down (PC)* and *Level Thinker (PC)*—all selling for £4.95. And these Acetate games are going for £9.95: *Street Prix (Amiga)*, *Stray (Amiga)*, *Ten Miles (Amiga)* and *Lack the Duck (Amiga)* (Amiga and PC). These are all some of the items currently discounted in Virgin's Games Centres—and there are plenty of non-computer sale items in the stores as well.

## VIDEO DEALS

If it's hardware rather than software bargains that you're looking for, take a trip to one of the **Computer Store** chains of branches below, here you'll find the Commodore Amiga Screen Games pack has been reduced to £39.95, plus all buyers will get 10 software vouchers at £1 each to be spent in the store.

If you buy a large Megastore at any Computer Store outlet, you'll be able to pick up a free game of your choice in the value of £14.95. There is a £5000 in the game already bought with the Megastore. And Sega Master Systems have been reduced by £18 in all Computer Store branches.

Further north still, in the **Computer SuperCentres** chain of stores, there are special promotions

**Our crossword went missing this month - many apologies. There's a quiz on page 111 to make up for it, and here's our regular bargain spotters section...**

going on throughout February and getting Scotland, Team Suzuki and Program's earnings. Check your regular Computer Shop outlet for full details.

## WHERE TO GO TO FIND THEM

You can find Computer Shop outlets in the London Centre, Manchester, Newcastle, Leeds, Preston, Southampton, Brighton and Scarborough. Also part of the Computer Shop chain are the Game Store outlets in Cardiff and Middlesbrough, which stock role-playing games as well as computer software.

Virgin's Game Centres outlets in London (Oxford Street) and Marble Arch, within the Megastores, and an '88 outlet, Kingston and Oxford, and also in Wagborough in Bedford, Birmingham, Brighton, Cardiff, Dublin, Edinburgh, Glasgow (at Union St) and Angle (St) Leeds, and Nottingham.

The Computer Store chain is based in Westland, with shops at Printing Office St, Devereux, Hagan, Bradford, Trinity St, Leeds, Leeds, Market Place, Rotherfield, Whitwell Road, Wakefield (St Sampson's Lane), York, The Walkways, Halifax, Millar St, Barnley, High Street, Southampton, Pleasant Street, Sheffield, and the Broadmarsh Centre, Nottingham.

All offers and promotions are subject to availability of stock. Although we do our best to ensure our dealer promotion information is accurate at the time of going to press, ACE cannot take any responsibility for changes or cancellations to dealer lists.

## ATTENTION DEALERS!

**Don't keep your prices down, competitors, special offers, etc, a secret. Tell us at ACE and we'll tell everybody else!**

## SHOP WATCH!

**Software seller Dirk Longhorn looks back on the good old, bad old days and offers a small prize to nostalgic freaks...**

**W**hile clearing out an old stock from the office recently I came across a collection of photographs from Autumn 1988. Initially my attention was focused on the way the shop staff had changed, most of the posters around the walls seemed to be promoting Atari's products such as *Hearts*, *Arkanoid*, *Blazing Demons* (Am and an early non-3D adventure), *2048* (Am).

At the time I thought that those products were state of the art and essential purchases, but they sold like the proverbial sack of lead when dipped in urine, which is a shame. The software titles that really were doing the business were *Gauntlet*, *Jet's Rigger*, *Academy of the Year*, and *Gunship*. Amazingly—or not—*Gunship* still sells well today on all formats, while the others have long since joined the budget boys on the bottom shelf and quite rightly too (I'm embarrassed to mention the ever-increasing amount of £1.99 titles).

The jukebox section was dominated by one genre: *Demot*. Even now, that two modes (123 and Mack) still sell well, but nobody could claim the genre has evolved in any way (consequently their stock appear (un)helpfully dated in compar-

ison to some of the 'triumph of the regular' titles that are currently dominating that section).

The peripherals section was largely taken up with add-ons for Specc users; replacement keyboards, joystick interfaces (three different types), sound amplifiers, printer interfaces, MIDI interfaces, light pens, drum machines, Minicomms etc etc etc. The job of merrily mugging things is less favoured these days; actually worked software rarely (or at all, in some cases)

By far the biggest change, though is in the choice of machines that are offered for sale. In those days, you could buy the Sinclair Spectrum 4+ for £149, the C64 'Commodore Pack' for £149, the Spectrum 128 for £185, the C128 for £200 and see new kids on the block, the Atari 1300TME for £89 and the Amiga 1000 for, yes...£1195. We don't appear to have stocked consoles in any form!

Nevertheless of course the choice is huge and for those reasonably shy, but not to disturbing that is many of the class of '88 are still with us! What of 'reduced prices' there are the class of '89 'Young Bucks'! Definitely promising to kick us, as the 12 and the Amiga were back then?

Well, the only new kids are coming from the outside streets: the Commodore, Super Nintendo, Sanyo, PC Engines and the home brew delights of the 1cra, Game Boy, Game Gear and Game Mate. By golly that is serious punters—who would've seen *Game Mate's*...

(Unless one includes the PC) ones, there has been '90 new com punters either readily available or willing in the wings to explore some of the older examples in the public's affections...but I'm sure for those of us who prefer a more simple user interface than a couple of buttons and a raster gap!

One last thing—there was a game released at this time (at £49.95) called *Deliverance* by the Game House (I again forgot I wrote the game and it took a time to think of for software in released the little gem at a budget price: it's far too good to languish in a 'waiting room of files' waiting for ACE to do a feature on it. Talking of which, John Wilson's excellent review of *Ace Annual* stated that the follow-up by Sandy White was called 'I of the White' but it was actually *Zombie Zombie*, which had one of the most user-unfriendly loaders of all time (the volume 4 disk the amount had to be spot-on for the average faggy me head), which is possibly why it disappeared without a trace).

In those days, Sandy White's game programming trade were considered to be 'Sandy White 1', which a CBTY did to the order of the first personal to the local address, named *Frank Page's (Southdown Compco)* with the right answer.

# ENCYCLOPAEDIA MICROMANNICA

**H**ere it is... a list of those vital topics that every up-market gamer needs to have at his command... just because you finished the level of the play? This doesn't mean you'll be the star of the party. No claim, you need know-how. And here's where to find it...

Each entry has a brief explanation, followed by a reference to an issue, so that you can hunt down the full text, in-depth, ACE assessment.

All the lines of editing, back issues are available for all issues from ACE 4 onwards except Aug88/91, Mar90/93, May96/97, Aug98/99 at the generous price of £2.50 each in the UK and £3.50 each for overseas. These prices include post and packaging (surface mail). Domestic readers wanting annual delivery should request as to the cost of the address below, listing the issues required.

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• **ARMY (ARCADE) SITUATIONAL AWARENESS TRAINER**, combat flight simulator by the

**ACE Back Issues can expand your collection - and your mind. Here's a checklist of topics covered in previous mags...**

• **3D Air Force** by Perceptics, uses Falcon software by Spectrum Technology/Microsoft. Features include: networking for multi-player action, tactile feedback and fingertip trigger activation. (ACE34)

• **BATMAN DIGITAL JUSTICE** is the world's first interactive hypertext by Peter Moroni. Digital is the art medium of the future. (ACE30)

• **BAYTECH**, "the world's first complete computer simulation for play", featuring multi-player networks equipped with 40MHz 26 million-colour graphics processors, stereo spatial sound and 3D-like controls as you command 31 el centry fleets. (ACE28)

• **BT BOPPER**, the world's first total audio-visual entertainment system by Technison. Also Bop's cybernetic 16-ripper packs into 32-bit disks, fully erasable optical disc and custom-made video samplers. (ACE18)

• **CD-i Computer Disc Interactival** is destined to become the entertainment and education medium of the 90s. (ACE9/21/22/24/32/33/39)  
Check out issue 30 for multimedia principles (hypertext in particular) and issue 24 for a preview of the Philips CD-i system.

• **CDTV**, Commission's attempt to bring multimedia to the mass-market. An Amiga with built-in

CDROM drive and CD-audio capability, reprogramed to look like a VCR. (ACE 34)

• **COHMO GEMO**, the world's first hypertext courtesy of Guss Software/Activision. Check out issue 22 for the first review, issue 24 for a feature on hypertext, and issue 30 for general hypertext coverage. Plus Cohmo CDROM version featured in issue 28.

• **FLAME TECHNOLOGY**, this of talented Cambridge-based games hardware engineers. Their custom-designed Flame One mouse formed the basis of the Acorn Lamulsa. (ACE11)

• **FURIOUS FM TOWNS**, a 32-bit 16-million colour computer with built-in CDROM drive. If you bought ACE 31 you could have won one! (ACE27)

• **HYPERGAMES** the Cosmic Game and Batman Digital Justice are paving the way for CD-i interactivity. (ACE14/30)

• **IMBOS FLIGHT SIMULATOR**, the world's first multi-player Transporter game running at 23 frames per second on 11 Transputers. (ACE7)

• **INTERACTIVE FLIGHT AND ENTERTAINMENT SERVICES SYSTEM**, Pevony's answer to losing plane journeys - video games displayed on the seat in front of you. (ACE25)

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-i. (ACE26)

• **IRIX CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorable handle or analogue yoke. Unfortunately held due to a lack of marketing money. CDROM support a new buyer is intended. (ACE16/23)

• **LEIGHTON SPRITES**, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects using travelling at 99% of the speed of light. (ACE38)

• **RECOM LAB**, Boston-based research institute with one simple goal - invent the future. People at the Massachusetts Institute of Technology (MIT) faculty are working on computer-generated holograms, interactive computer newspapers and virtual reality man-machine interfaces. (ACE19)

• **REX-GEM**, a new home- and arcade-based games console from SNA 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. (ACE32/33)

• **RENDERMAN**, the award '90 graphics system by Pixar which creates polygons with photorealistic detail. (ACE36)

• **TURBOCHIPS**, currently the best colour handheld console - a portable version of the NEC PC Engine, fully compatible with existing games cartridges. (ACE15)

## GAMECRUSTING WITH TNT BACK ISSUES

If you're looking for game solutions, here's a reminder of some of the games we've carried solutions to in past issues of ACE. We'll update this list next month and also be giving you a more comprehensive listing of topics covered in back issues.

**ISSUE 29**  
Dungeons Master Guide (part one) - Les Eggen  
4090 and Bard's Tale - Colin Taylor  
Barnes the Movie - Adam Murray

**ISSUE 30**  
Dungeons Master Guide (part

two)

**ISSUE 31**  
Space Ace - David Williams  
and Chris West  
Dungeons Master Guide (part three)  
Peters West - Phil Thompson

**ISSUE 32**  
Dungeons Master Guide (part four, final part)  
Complete guide to the Top Guns and Mark Cook.

**ISSUE 33**  
No guides or solutions, but loads of stories.

**ISSUE 34**  
Castle Master - Invernie  
McIntosh - Macquarrie

Guide to hacking on the C64 (part one) - Jim

**ISSUE 35**  
Dungeons Master Guide (part one) - Adam Murray  
Reconquest (part one) - Alan Coates  
Guide to hacking on the D54 (part two)

**ISSUE 36**  
Defender of the Crown (solo players guide) - Paul Thomas  
Lots of stories.

**ISSUE 37**  
Dungeons Master Guide (part two) - Adam Murray (part two)  
Guide to hacking on CGA (part three)  
The ACE guide to solutions.

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# THE W R I T T E N E N D

## CAN'T WE DO BETTER THAN CD ROM?

**I**t could only happen in the computer business. We either spend our time and money trying to squeeze our games into floppy disks, which are relatively expensive to produce when your game needs eight of them, and which can easily be copied by the pirate, or we try and cram them into cartridges which cost a fortune and have limited capacity. And all the time we're sitting around telling each other that all will be well because soon we'll have this optical disk thing called CO-ROM which can't be copied, carries copies of data, and costs pennies to produce.

Unfortunately CO-ROM is a relatively standard based on a system devised by the music industry and sets incapable of delivering data fast enough to animate the complex screens of today's games. Instead of everyone getting together to produce a new CD standard, everyone is going off on their own to try and find ways of making CO-ROM go faster, using other add-on hardware like DVI that costs more than the drive itself, or else spending huge amounts of money trying to solve the problem in software and, as likely as not, getting nowhere fast.

The obvious truth is that CO-ROM just isn't good enough for gamers. We're still waiting for CD entertainment because everyone is still trying to make something of it. CDTV is a brave attempt, CD an expensive one. Bitter reckons that the best thing to do would be to start all over, and design a basic optical storage system that gives us what we want. It wouldn't be a problem to produce - in fact one *Los Angeles* employee claims he's already designed such a system on paper, giving the impression he did it during a lunch break.

But it won't happen. We'll still get those glorious CD games and yes, they will be everywhere they've been committed to be. They'll just cost us far more than they need have done because, at the heart of the system, that crumbly old CO-ROM drive will be banging away and the rest of the hardware will be clearing its own way to limitations.

+

You expect to hear a few peck stories in Las Vegas, but this one really takes the biscuit. Members of a UK software house booked into a hotel and demanded to see their rooms. It stank.

### COPIE!

Our monthly crossword took a bite this month and moved the prize, for which many apologies. It will be back again next month. This has meant some minor rearrangements in this month's Five Pages, the Dealers' section is now on page 117 and on page 111 you'll find a very tough one set by Stuart Hand. If you mention you need about games, the award (change your mind any day!) of the answers and clues will be published in next month's Five.

the FIST at encouraging youngsters to guess on their criminal colleagues is neither robust nor encouraging guess. 'We do not object,' say the ASA, 'to the advertisement which in our view presents a light-hearted story to draw attention to a serious issue.' Thanks and, by the way, ACE does pass on the addresses of all those trying to 'swap into' through the magazine to FIST.

+

Finally, our condolences to Ian Richardson of Grenin, who was unable to fit into his Formula Ford car at the company's recent Brands Hatch launch. Maroon has it that the next Grenin grade will be... Marge House Nuts.

Bill Bell

## NEXT MONTH'S SHOCK HORROR

Can you take it? Next month's ACE features a red-hot exclusive report on a new form of games technology that's going to turn the entertainment world completely on its head. Going one step BEYOND virtual reality, ACE will be revealing in detail the extraordinary developments being carried out by Apollo Technology in Wales. If you thought life was out of this world, this is going to blow your mind!

In a lighter vein, we will also be bringing you another of our 'Sins of a Fathers' features (remember *Conversations*), this time reporting on the unusual - and mildly disgusting - biology of our favourite gameplayers. You have been warned...

You'll also be faced with some numbing facts about who gets your cash when you buy a game. Spending those pennies may never be the same again.

ACE April '91 Issue 43  
On Sale March 8th

## GIVE THIS FORM TO YOUR NEWSAGENT!

### New Newspaper,

I am highly intelligent, efficient, sophisticated, modern, stylish, and hold the counter-claim record on the number

I understand that there may be a massive rush for copies of ACE next month due to their recent exclusive feature on Apollo Technology (which I must not write yet).

Please therefore ensure this copy, if it will be relevant to your date and position not to report you to the Customs and Excise department for alleged VAT fraud, reaching you in sufficient quantity and probably resulting in a terminal situation also.

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The ASA (Advertising Standards Authority) has rejected a claim against ACE which alleged that



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The logo for Ocean Software, featuring the word "ocean" in a stylized, lowercase, blue font with a white outline, set against a dark blue background with a light blue gradient at the bottom.

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You'll have to earn his notorious name of 'body guards', 'gangs of charmers' and 'patrols in trench coats, the Sultan style with the Duke of Marlborough and the laugh of a deep throat, packs of vicious canine protectors, the psychotic who will use evil types of bombs - you'll die, but not laughing! Then there's the gun quelling 'catholic jock', a tall operator, often running on the floor in a level making good in his mind and ready to drive you away as he is sure that there's nothing you can do!

It's not all bad! You've got a computer to back you up, a mean, shiny street machine, some heavy metal to throw and some pretty cool games. And what about the long job... did you know Mr. Big? No, he's a MR BIG!

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