

ACE

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 ■ MEGADRIVE ■ GAMEBOY
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**THE
 ULTIMATE
 GAMES
 MAGAZINE**

ADVANCED COMPUTER ENTERTAINMENT

EXCLUSIVE



FALCON III

Revolutionary Multi-player Combat!

TIMEWARP!

Incredible Graphic Adventuring
 in Space Quest IV!



Clean, Green and on the Screen

EGTS SHOW REPORT

Behind the
 Industry's Closed
 Doors



MARIO

An Analysis of
 Perfect Gameplay

SONY ON CD

The Giant Reveals
 Its Plans

PLUS:

30 Pages of
 Software Bargains
 in the Pink!

WORLD'S FINEST REVIEWS AND PREVIEWS! INCLUDING:
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 ELSA, ALIEN STORM, MERCY, VIZ, BAR FOOT, CONROST,
 GAUNTLET 3, NAM + MANY MORE!



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THE MOST ADVANCED SOFTWARE ENTERTAINMENT EXPERIENCE

Take charge of an entire planet from its birth until its death—10 billions years later. Guide life from its inception as single-celled microbes to a civilization that can reach for the stars. **THE LIVING PLANET** inspired by James Lovelock's *Gaia*



hypothesis, **SimEarth** simulates the Earth as a single living organism.

THE THINK TANK

Set in the near future, as an alternative reality, **Battle Command** is an arcade/strategy game in which the player controls a single "Master Assault Tank" in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the new World. Such are the defensive capabilities of each side, full scale attacks or suicidal, so any offensive moves are, if necessary, small "behind the lines" action performed by elite troops in specially design vehicles. The Master is the latest such machine capable of being lifted in and out of hosti-



territory by its stealth chopper and armed with the most advanced weaponry in Northern science can devise.

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F 29 Retaliator presents the fastest and most detailed graphical environment ever seen in a flight simulator. This is the only flight simulation to provide 100 complex missions over four intense battle scenarios. The only flight simulation to provide detailed daily war update reports. The only flight simulation to present the latest in aerodynamic technology introducing ECOP cockpits,



backwinder
A A M S ,
supercruise,
stealth and
more! F29
Retaliator is that
flight simulation.

GUN LAW

"BILLY THE KID" is a one or two player action/strategy game set in the Wild West, which allows the player to assume the identity of either a gun totting desperado with a heart of gold, Billy himself or his ex-best friend, sharp shooting, law abiding pillar of the community, Sheriff Pat Garrett. They are in love with the same woman and ultimately, in a nail biting climactic finale, are going to end up pointing guns at each other. Only one



character can
walk away from
this showdown
BUT THAT'S
JUST THE WAY
OF THE WEST



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The Spectrum Holobyte team shows another view in the new Falcon 3. The image represents our month's look at about the best. The other magazine features and the next segment only fit the balance of the page. (Image: 3)

TAKE YOUR PICK! This month sees ACE covering both the current games scene and the possibilities of future technology in as comprehensive way as possible. The issue has a heavy games bias this time, with thorough features on *Mario*, *Captain Planet*, *Air Duel* and *Falcon 3*. There's a full thirty-five pages of games reviews including *Space Quest IV: Godz*, *Alien Storm* and *FTBL*. But tech fans need not worry, as we've assembled a free supplement 100% dedicated to CD's, Virtual Reality, and Full Motion Video. And there's even a breakdown of those oversized and over complicated terms attached to each. And why the decision to opt for this dangerously exciting mixture? It's all part of our never-ending quest to provide our readers with the ultimate monthly guide to Advanced Computer Entertainment.

features

FREE! FREE! FREE!

The latest in our technical series of in-depth, full-on, fully free weekly news is our supplement, edited by Steve Cook. It offers a genuine insight into the state of games technology at the moment, and what the future holds. And it's all presented in an easy-to-read format.

Space Quest IV - Major Williams' new Major Tom's capsule provides an insight to their quest for life and truth. (Image: 3) See the review on page 10.

18 CAPTAIN PLANET

Mintscap is currently putting together two versions of the exploits of the now more green fighting machine. We talk to the programmers of both and ask the folks at Mintscap about their hopes for the product.

22 SONY ON CD

ACE talks to Sony UK regarding their not entirely half-hearted entrance into the CD arena.

24 SUPER MARIO WORLD

Super Mario World on the Super Famicom is possibly the most playable game in the world. After literally months of play we feel ready to offer our opinions as to the very essence of its greatness.

32 FALCON 3

For those of you who like your flight sim real life, Spectrum Holobyte are keen to cater for the most demanding of tastes, with *Falcon 3* boasting a topographic landscape as well as a host of other state-of-the-art features. How did they do it?

39 RETURN OF THE CONFERENCE!

If you've ever wondered exactly how a software company works, you'll be keen to take us up on our offer to visit a Major Firm and talk to the bosses and the programmers.

40 ECTS SHOW REPORT

We report from this year's computer trade show where the industry folk have been deciding what you'll be playing this Christmas.

44 AIR DUEL

Glye Williams' multi-craft flight game promises to offer players all-out flying action, with the emphasis on the thrills and spills of heroic air tactics and far less game-time wasted on flagging flags and evading heat carriers. Sounds like a good deal to us.

REGULARS

7 ACE GAMES NEWS

The Blue Brothers, Cyber Fight, Sonic the Hedgehog, Skettledad and the Addams Family.

11 ACE TECH NEWS

The latest news of widgets, games and events on the hardware scene from the ECTS show.

15 LETTERS

Speak out!

26 TRICKS 'n' TACTICS

Solutions, codes, cheats and hints for the best games of the moment.

ACE

JUNE 1991

COVER STORY

Spectrum Holobyte's *Falcon 3* boasts a 3D topographic landscape, giving it one of the most realistic combat environments in which to fly. The added kick of the Microsoft Windows system, enabling players with *Falcon 3* on Spectrum Holobyte titles to appear in each other's games makes it possibly one of the most important developments in simulation games for a very long time. See page 32

TAKE YOUR PICK!

ALCATRAZ

The island of Alcatraz stands empty and discarded - a relic of the past. But, as night settles, the ruins of the old prison come to life. In an ironic twist of fate, Alcatraz is now the hide out of an evil drug cartel, led by Miguel Tardes, its cruel and callous chief. As a crack commando you are about to undertake the most perilous and daring mission ever. Your task - penetrate the island of Alcatraz and capture Tardes. If you fail the State Department will simply deny any knowledge of your existence. There's no such thing as a dead hero.



It's the final countdown as HQ gives the last briefing.



Prepare with care, a single mistake will cost you your life.



Peek about Tardes's men as you move ever closer to the very center of corruption.



Get faster, more and your cover is blown.



Tardes's men lurk on every corner.



FOR
AMIGA ST/STE - MAC - PC & COMPATIBLE

NEWS GAMES NEWS GAMES

The Cyber Fight
and the new Strategic
Warfare game by an editor
known to most readers—
not! Find out more now.

Rik Haynes meets the world's fastest sprits...

The Blues Brothers

You will soon be able to relive the cult comedy capers of Dan Aykroyd and John Belushi when Titus releases a computer game inspired by the utterly brilliant Blues Brothers movie.

Follow Jake and Elwood, the all-time flyrighter 'n' Blues faithful, as they prepare to conquer the stage once more. The game includes over 200 different scenes of gameplay and the original Blues Brothers' soundtrack. This declares this piece of interactive entertainment to an explosive blend of action, comedy and music.

The Blues Brothers game consists of five levels set in department stores, warehouses, prisons, sewers and city streets. Jack and Elwood each have different qualities related to their physical characteristics. Thus lean and lanky Elwood can jump higher whilst Jack can thread his way through certain places more easily thanks to his smaller, albeit taller, size.

Your enemies flee in fear as soon as Jack grabs a microphone or Elwood toots on his harmonica. The dynamic duo can also fly once they've found some bee nutter!

Rolling, rolling, rolling, keep those duggies moving...



Cyber Fight

From Award-winning author Michael Powell comes Cyber Fight (working title), a release with spectacular 3D graphics which Electronic Arts speculates is the first 'Virtual Reality' combat game.

Set in the future, Cyber Fight is the game of an arena-based govt. Five player-controlled contestants do battle in mighty exo-skeletal fighting machines. Before combat commences, you must arm your Cyber Fighter with edge loaders, rotary cannons, wing-guided missiles or nuclear warheads. The variety of Cybermats combat enhancements include radar vision, invisibility fields and battle computers. Courtesy, Britain, invents and eventually all influence the contestants as they run, jump and fly through six battle arenas.

Once victorious, you're able to score the remains of your computer- or human-controlled opponent for the spoils of war. You can trade this junk for better hardware. Cyber Fight features one- or two-player action via options or details.

The 3D can't fail to impress. Light-rendered and General-shooting software technology accurately model metallic surfaces and particle models represent smoke, rocket exhausts and explosions. The game supports 256 colour VGA graphics and all major sound boards.

Cyber Fight will be released on PC in the autumn, with an Amiga version planned for later in the year. Cyber Fight is the most exciting release from EA since Powerman—except for bits of Pop of course!

Michael Powell and Gen Williams, author of Barbarian and Air Duct, are apparently good mates. Turn to page 41 to find out more...

Mirrorsoft and Acclaim Get Together

Mirrorsoft and Acclaim Entertainment from the USA have agreed that Imaginative will market and distribute popular Acclaim titles throughout Europe and Australia under the Acclaim and UN labels.

Acclaim Entertainment, Inc. is a major American licensed publisher and has either released or is currently developing NES and Gameboy titles based around The Simpsons, Batman 2, Mars, Total Recall and a Nightmare on Elm Street to name but three. No details of the agreement or games affected have emerged from Acclaim.

It is mistakenly reported in the last issue of R.I. Mirrorsoft had finally announced it has

the worldwide home computer console and handheld rights for the Alien III science-fiction movie from 20th Century Fox. Interestingly, the firm is still keeping tight-lipped about owning the CD game rights. Mirrorsoft has decided to go for the Lucasfilm Games approach to this business and will release both an arcade and adventure title on Amiga, ST and PC. The games will be available early next year for saleable with the Suspense cinema release Alien III stars Sigourney Weaver and Charles Hallahan and has been directed by the genre responsible for three recently Madonna music videos. The movie is currently in post-production at Paramount Studios. And why not?





SO WHAT? (PC)

We expect the latter to be more than making the common-sense releases: graphics and sound systems is compared with what will be among the most exciting golf games in the market. As for the other two, we can play an intriguing course in 3D that working like, but of these are also video-tracked from inside and to represent the way that while most of the game changes to a follow-up version which tracks through both April. It's not an early to establish it as the same. And on PC version will also be in the year.



Indiana Jones 4

In Lucasfilm Games trying to persuade Steven Spielberg and George Lucas into doing a fourth Indiana Jones action movie? Indiana Jones and the Fate of Atlantis is specifically based around a movie along the route in Forbidden Planet and Virgin Magazines. Again, Lucasfilm Games is working on an adventure and action titles - both due for release in November. The PC edition of Indy 4 will feature full 256-color VGA graphics with striking tones. Stealing out of your A&E soundboard. Sadly, there's still no... it as on that new Indy movie.

Their Finest Hour

Take to the skies again with this add-on details for Their Finest Hour: The Battle of Britain. Includes an excellent site from Lucasfilm Games and 3D Gold. For £25.99 you get new missions and a chance to fly some first-rate aircraft from the early part of World War Two.

Shanghai II

Just when the boss thought it was safe to say you that new PC games get excellent industry-awarded addictive puzzle game designed to keep all work for at least two hours per day. With Shanghai II Dragon's Eye from Activision you can experience the intrigue and strategy of this colorful game enhanced with new tile layouts, animation and sound effects. As you master Shanghai II, you earn the right to take on the challenge of Dragon's Eye - a game of playing and blocking tiles against the computer. Shanghai II Dragon's Eye will soon be available on Amiga, ST and PC.



Now you can play Shanghai II on the Amiga.

Sonic Is Seized

An Sega's exact clone game appears on the Magellan, 3D Gold has secured the home computer rights to Sonic the Hedgehog. The deal comes as little surprise in the light of the Birmingham-based firm's ongoing agreement to convert Sega clone-ups like 3D Gold over to the Amiga, ST and PC.

Sonic the Hedgehog was the 'starling' of the influential White Consumer Electronics Show in Las Vegas earlier this year, with many veteran designers and players saying it was the best arcade platform game they'd ever seen. Some even went so far as to say Sonic beats the best-selling Super Mario Bros game from Nintendo.

"What we've created is a delightful little fellow whose personality explodes with every minute of gameplay," says Sega. "You're probably wondering how Sonic got his name.

Well, our 3D Gold's ultra-soft running and jumping abilities are guaranteed to beat the sound barrier into

open. As a matter of fact, in the best of Sega's knowledge, there is no other game character in existence that compares to Sonic's electrifying zipping pace."

No release date has been set for the computer version, though Sonic the Hedgehog should be available on the Magellan as you read this. Happy Hedgehogging!



Now Tetris is back again.

Tetris

The Tetris game, the brainchild of Captain Alexey and Purple Lotus Day, has now set out of new ideas. "Like a good old film that you love to see over and over again," is the sales pitch goes. "Tetris will be again on the shelves to complete your private collection."

"Story?" I wonder how much money Soviet programmer Alexey Pajitnov is making from this re-release deal!



Battletoads

British gamers can look forward to playing *Battletoads*. The smooth but 13-level NES game, now that the Sales Curve and Hasbro have signed a joint publishing and development agreement. "Compared to *Battletoads*," suggests the Hasbro brand trademark, "it's the most like good team."

Other trademark NES titles to be converted to 16-bit computer formats and published on the Storm label include *Double Dragon III: The Streets of Rage* from Hasbro in Japan, *Amber* and *John James* from Hasbro the Golden Hour.

Marvel gets another look with *Billy and Jimmy* set back in a 16-level beat-'em-up with *Double Dragon III*. Their quest takes them through the missions in America, China, Japan, Italy and Egypt. The computer

game should be ready for Christmas and a *Double Dragon* movie is currently scheduled to be released early next year. *Amber* is a "top view three-player" interactive heavy metal fantasy action adventure role-up licensed from the Gaylord Corp." Please!

Old Spectrum players will be pleased to see the return of the madcap hero of *Ultimate's* *Jeep* game in *John James*. The very subtle *Ultimate* team moved onto producing games for the Nintendo console before any other European developer had even heard of the box. They were managed to make some extra cash by selling their brand name to US Gold. That's why they're called *Jeep* now. In the game, James must see his god and go in to explore 12 alien planets in his quest to find and rebuild the Golden Hour.

The Sales Curve is now looking to put its other-beating NES shoot-'em-up onto the Megadrive and Super Famicom consoles. The south-London firm was recently promoted

The Pay Off

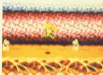
This one is for anybody who hasn't had enough *Colander* lately. The Pay Off's an extra levels database for *Colander* which consists of five more levels with about 200 new rooms to explore. All this can be yours for only £24.99 on Amiga and ST. *Seagate Software* told us that while the *Elitopia Brothers* Philip Wilson, Steve Kelly, Don Malone and Mike Montgomery were working on the original game, local council workers digging in the street outside their working offices unearthed a real *Colander*... a multi-milied 16th Century copper!



STAY CASES

The second time the only...
...writing...
...workbook...
...to do better with...
...Case 11...

from Registered Nintendo Developer to European Nintendo Licensee, enabling The Sales Curve to publish Nintendo software on its Storm label throughout Europe, just in time for 1992!



Below: new compared to *Battletoads*. *Amber* was the first case.



Below: *Pegasus* is a...
...to do better with...
...Case 11...

Pegasus

Storm has taken a break from all those racing games to work on *Pegasus*, a colorful romp through the six planes of existence. As Pegasus you must collect all the fragments of some crystals before Satan takes total control of your mortal world. Each level is split into two stages. The first has you flying with Pegasus, collecting crystals and killing creatures to survive. Then you cut, jump and fight your way across land before falling the end of level 1000. Can you save the world?

The Addams Family

Orion has stepped up the computer and Nintendo game rights to the forthcoming film based around the lightest American comedy TV-series from the 1960s. The *Addams Family* movie will have an all-star cast including Anjelica Huston and Christopher Lloyd, the *Clay* character from *Sea and The Bark* in the *Father* film.



Below: *Legend* is a...
...to do better with...
...Case 11...

STAY CASES

The second time the only...
...writing...
...workbook...
...to do better with...
...Case 11...

Legend

Set in a dark world, *Legend* is the next fantasy role-playing game from Fog, the programming team behind *Bloodwych*.

The game tells its story between 20 hours depicting locations in the Kingdom and an heroic 30 display during the dangerous episodes. *Legend* is introducing *Legend* at the end of 1991 on Amiga, ST and PC.



Accolade Plays Hardball

Accolade has officially entered the 16-bit video games market with *Ballistic*, a new label dedicated to producing titles for the Sega MegaDrive, NEO PG Engine and Nintendo Super Famicom. The first three *Ballistic* games will be *Star Trek*, *Star Football* and *Football*. These games will each cost \$35.99 and should be in the shops from next month. Titles due on the Super Famicom and PG Engine this year include a golf sim (led into Accolade's Jack Nicklaus license) and a soccer game. There may even be something on the Sega Saturngear colour handheld console before the end of 1993.

Hardball is the athletic best selling computer baseball simulation with sales of more than 250,000 units so far. Accolade enters the MegaDrive market in the very first 16-megabit sports game. *Anytime*, the *Anytime* has fully digitised speech and sound, numerous balling and pitching options, and a team manager feature for total strategic control.

Star Soccer (which had a mixed reception) is a game of 'strip-to-ship combat and galactic conquest'. Accolade maintains this very primitive shoot-em-up represents the industry's very first 16-megabit video game. *ADD* doesn't know where all the money has gone, there certainly isn't any sign of it in the game's graphics or sound!

Synapse is a futuristic action-action game originally released on computer format by Rainbow Arts. This cart is packed with multiple levels and special effects such as waterfalls, storms and thunder.

Accolade has also announced a European distribution deal with Intertec/Capstone, the American publisher of quite a few marks and 7-bit based games for the PC, Amiga, ST and Macintosh. The agreement includes such titles as the old space '91 military simulation *Star Wars* and the official movie *3D* and *Ter's Excellent Adventure*. *Star Wars* has the rights to this title?



Accolade has announced the first 16-megabit sports game for the MegaDrive.

Continued from

system if the developer is fully satisfied with the results. "Constructive is a flexible product to fully support all the ways" under the game that there is available. "Take the role of a football manager, pitching your own tactics, the computer system both enter in operation on the building system on meeting and controlling. Continue to improve in the role of the computer controlled with being a player's opponent." How about you to be a King in sight?

Graham Gooch WC Cricket

Three days, 1100, 100 days of summer are almost here... and so is that Graham Gooch cricket game. *Autogenic* has done up the source code and spruced up the graphics of this classic sports sim and

released it onto the Amiga, ST and PC under the grandiose title of *Graham Gooch World Class Cricket*. The original *WC's* first *Cricket* was released in 1989 and has sold over 60,000 copies. *Autogenic* seems to be the new version in the ultimate cricket simulation. "All the features you could ever imagine along with incredible animation make this the most exciting cricket game of all time - even if it rains."

The first Manchester United game has excellent cricket action.



Manchester United Europe

The team may have lost the Manchester League Cup last month, but that hasn't stopped *Autogenic* from launching a second soccer sim based around Manchester United. The first game was released in February 1990 and has now sold over 118,000 copies. *Manchester United Europe* takes the team into the European arena of club football competitions featuring The European Cup, European Cup Winners Cup and UEFA Cup. The game also includes the opportunity to play in the European Super Cup and the world Club Championship held each year in Japan. *Kinetic* took onboard the constructive ideas and suggestions from over 3000 reply cards and has completely reworked the original football game. *Manchester United Europe* incorporates a combination of management and arcade action - along with full goal-keeper control and one to four player options. According to *Autogenic*, *Manchester United* is the biggest brand name in sport. "What did ever happen to that Liverpool game from *Chorus*?"

That's Illogical

Games what? Yet another one of those arcade puzzlers is coming your way. German software house Rainbow Arts describes *Capital* as a truly skillful and thrilling game. This brain teaser has 100 levels, four different backgrounds and a construction kit for further mind benders. *Capital* has a lot to answer for!



BACK TO THE DRAWING
Three eyes at *Manchester* won't stop *Autogenic* from launching *Manchester's* first in that feature. *Manchester* can play your game on the classic Super Famicom. The classic feature one of the highest quality in the history of Japanese games.

Death Or Glory

Death or Glory lets flight-sim fans relive 30 years of air combat across countries of Argentina. You're able to choose between 12 different warplanes, each based around a NASA flight physics model, and fly a mission in any one of six eras. Go for SuperVixen Camel fighters from World War One or jump into a Spitfire and dogfight a MiG-29 in the 1980s. Will you be a bombing run through the Falklands in a Sea King? Search or Glory also incorporates a "When It" feature where you can get an F-4 Phantom jet fighter against a Fokker DR1 flown by the Red Baron. This game should be available for the PC in October.



DEATH OR GLORY

Up to 16 players can have a gladiator in Deep Golden, a 3D arena strategy RPG new addition of The Emperor. You need to put together a team, hit the arena arena, the ship under a flight-based combat strategy supported with the support in military technology, technology power and which results in the victory to win. Battle using fighter and some non-powered weapons that are used in your game. (Image courtesy of the programmer from Golden has been supported by the publisher of the game, Golden. Deep Golden will be published by the M. Ariga and G. B. in the month of 1994.

Back To The War!

After attempts at producing original software, Elite has decided to go back to converting coding games onto major home video formats.

The West Midlands company achieved great success in the mid-1980's when its conversions of Paperboy, Space Harrier, Boulder's Buddies and Commando hit the top of the charts. Since those heady days, Elite has concentrated on console development and games such as Overlander and Genesis 2.

The four new titles from Elite, currently scheduled for release between November and Spring 1992, will be 16-bit conversions of European Championship 1992 (Team), American Ninja (Data East), Suzuki GP (Wising Run 2 (Namco) and Edward Randy (Data East).

Formerly entitled Team's World Cup '92, the first game is a soccer simulation adapted to Elite with new scenarios, specially-written code in Sweden. "In co-operation with Team, we will be using the source code and graphic data from the on-line original to produce a conversion of the very highest quality," proclaims Elite.

Elite's Ed Tat, the development team responsible for Shadow of the Beast and Tat Ninja 2, is converting American Ninja. While Suzuki GP (Wising Run 2 pits driver and car against Japan's world championship circuit at Suzuka, Elite says Edward Randy is a truly different looking game with fights taking place on the wings of a fleet of airplanes as they attack and kill all over the side. "The way Edward Randy uses his whip for moving, balance and as a deadly weapon is one of the reasons why this new Data East coding stands out from the crowd."



Alcatraz

Infogrames has decided to produce a sequel to its highly successful Mission game. You lead this commando team assigned to capture a drug boss from his lair in Alcatraz, San Francisco. The four hand-picked "volunteers" consist of two commando-led intervention men (equipped with knives, cross-bow and fire-arm) and two crack shots placed on the top of the buildings. Alcatraz employs some novel gameplay where sound is crucial to success or failure - you have to avoid the slightest sound so that your team won't be spotted. During the game you have to climb cell walls, destroy the concrete stacks with a flame-thrower and search the prison for a helicopter. Alcatraz is available now for Amiga, ST and PC.

ALCATRAZ

Protagonist mission game Alcatraz designed to capture the drug boss from his lair in Alcatraz, San Francisco. The four hand-picked "volunteers" consist of two commando-led intervention men (equipped with knives, cross-bow and fire-arm) and two crack shots placed on the top of the buildings. Alcatraz employs some novel gameplay where sound is crucial to success or failure - you have to avoid the slightest sound so that your team won't be spotted. During the game you have to climb cell walls, destroy the concrete stacks with a flame-thrower and search the prison for a helicopter. Alcatraz is available now for Amiga, ST and PC.



RBI 2 Baseball

The best people at Denmark are inserting a 'true' Baseball cap into every copy of RBI 2 Baseball. Look cool and play hard. This Amiga, ST and PC conversion of the NES sports game from Tengen features 26 top teams with real stats from the 1989 season, close-up shots and instant replays of home runs. "The animation is superb and the action fast," promises Denmark. "When it plays, the Camera follows the flight of the ball and then zooms to follow your batter's progress from base to base. A radar map at the bottom of the screen gives you an overview of how play is progressing and allows you to decide how far your player should run for, or if hitting, which base to throw the ball to." For those of you not-in-the-know, RBI stands for Run Based in the number of runs scored as a result of a player's hit, whether they be by him or the result of getting other players home. The next ACE sports special will appear shortly...



Fantastic Voyage On CD

In a follow-up story to our exclusive report last month, Polygram's co-founder Gus Hetherington has told ACE that he now plans to produce three games based around Polygram's music library CD-ROM games system.

"We now have more than one game in production," confirms Hetherington. "One of them is set inside the body in a *Fantastic Voyage* game with a working title of *Inner Explorer*. We're doing bronchial blood vessels. It's all very abstract, Cathedral-like structures which you can fit around it with multiple steps killing major viruses and that sort of thing. It's very go out there and wipe them out. Obviously, different viruses respond to different things. One craft is for passing down the blood vessels, one is airborne for being in the lungs, and another moves in and out of molecular form. *Inner Explorer* has an educational element because it's spread over a sixty year life-cycle compressed into something like 30 hours of gameplay. This educational aspect will teach you about the inner workings of the body."

Polygram is also planning to use the *Thriller Engine* CD-ROM software technology on a new-looking sci-fi game and a pure military combat product which will use similar imagery to the *Flowerfield* technology demonstration revealed in the last issue of ACE.

"The reason we want to do this type of game is because we know we can run 3D in real time on just about every CD-ROM machine," explains Hetherington. "We can model about 20,000 polygons on a chip and render that in just 30 polygons which we can plot it in real time and draw anything in between."

Everything we do now will be window-based, if the processing power is not available the window starts."

"The idea is to be on just about everything. The investment in the product is to maximize that we have to have it on multiple formats. Our CD-ROM intentions are to support dedicated machines, which are either console-based or like CD-i and CD-iV, MS-DOS and Macintosh. Anything we design now will work on all these formats. The implementors will simply vary according to the capabilities of the individual machines. These games will have set pieces of interactivity, though with trying to be fun-factor gameplay where ever possible. You can have both in one product. We should be shipping our first CD-ROM product in early 1995."



Are video games bad for your health? Rik Raynes investigates...

Super Mario School

Nintendo is taking no chances with the next generation of game designers and programmers. The fit-ripped console company has set up a school in Tokyo to teach teen coders how to animate sprites, design a platform game from top to bottom, and fix bugs on the fly.

The school is appropriately named *Mario and Teachers* (it would be *Nintendo* game engineers how to code the perfect console game on the Super Famicom, Gameboy and NES. Literally thousands of hopefuls have applied every day. A job at Nintendo is virtually guaranteed for the most successful students.

ACE plans to visit this school for game developers soon. Look out for our exclusive report in a future issue...



FAST FORWARD

Film makers are the latest to use the latest tech. Here are some of the latest video and video game titles and video game titles that are already featured in the video industry. The latest titles are being developed and are used by the best titles in the industry. It is the best of the best. The latest titles are being developed and are used by the best titles in the industry. It is the best of the best.

Music Master

Ubisoft's latest is a departure for the French game developer. *Music Master* is a musical multi-program for the Amiga, ST and PC where you can create and modify your own sound samples and compose music.

Music Master finally transforms your computer into an actual synthesizer.

It's a virtual synthesizer. The package comes with 30 ready-made music tracks, 100 sound files and the capability to integrate its audio into your own programs. The latest ST version is also fully compatible with MIDI and the MP3 standard used by Ubisoft in the game *RA*.



Video Seizure

Playing video games could damage your health... if you suffer from photosensitive epilepsy.

The parents of a 15-year-old girl from Michigan in the USA have filed a law suit against Nintendo, claiming a video game caused an epilepsy seizure. The young girl was playing *Kid Kona* on her NES console when she suffered a seizure states the family lawyer Douglas Peterson. "She had a grand mal seizure and was totally unconscious," Webster says. "The doctor told it was a videogame-induced epilepsy."

Photosensitive epilepsy occurs in approximately 3% of epilepsy patients in the US, that's one in 30,000 of the population. Photosensitive epileptics can suffer seizures after exposure to flashing lights, television screens and video games.

A healthy girl before the attack, she will now have to take medication for the foreseeable future. The law suit seeks at least \$10,000 in damages. Lynne Coop, a spokeswoman for Nintendo of America, says the company is reviewing comments on the case and it has had a chance to review the lawsuit. Current studies suggest there is no reason to believe videogame seizure is strictly related to Nintendo product.

The World at your fingertips

Super Famicom - Fun For All The Family



The Super Famicom's incredible potential has now been taken a step further into a fantastic world of graphics, game play and sound.

Advance Console Entertainment offers an easy entry into this domain with a recognised performance upgrade known as the Advance Colour Enhancement.

Due to the increased display of colour and sound on the standard FFA-1 and 'Scan' modified Super Famicom, you can now use the use of the modified CH-1/CH-2 switch (found at the back of the machine) select between the standard mode and the Advance Colour Enhancement mode for what is ultimately a stunning difference.



Thanks to a dynamic research and development team providing up to the minute technology with high performance products, Advance Console's Super Famicom is surely superior to any other.

The Advance Colour Enhancement mode is exclusively designed by, and available only from, Advance Console Entertainment.

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letters

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EASY PCs

What is it exactly that you have against PCs? I am tired of reading vitriolic comments like "When was the last time you saw a good shoot-em-up on the PC? ACE 4.0 is misleading statements saying that a good games PC costs several thousand pounds (ACE 100). And then of course there is the completely incorrect PC information in the Pro Pages.

As you stated that people will realise the PC is actually quite cheap and is a far better games machine than the Amiga. Or what?

My 16MHz 386 has VGA, Memstar, 40Mb hard disk and an AdLib sound card, yet it cost me less than £1000. And let's face it, nobody who plays games buys a PC less powerful than that their days.

Does £1000 sound like a lot? Well how much do you think that configuration would cost for an Amiga? My PC is superior in EVERY way to an Amiga, and I know what I'm talking about because I play on one of my friend's Amigas every week.

Now, there are plenty of "good shoot-em-ups on the PC. My own favourites are Thunderblitz, Force II and Ring Commander. In particular, Force II is so fast as to be completely unplayable unless I turn off my Turbo switch. Even then it runs significantly faster than the Amiga version.

The proof is the statement which you seemed to ignore in Chris Low's PC Power letter - their processing power runs twice compensated for lost of hardware sprites.

I know that your favourite machine has been superseded in every respect, but why don't you just stop the sour grapes and accept the fact?

M Scotland
North Yorkshire

We're far from biased toward the Amiga. Indeed, we're continually being criticised by Amiga owners for always singing the praises of machines just like yours. Space Quest II, one of this month's featured games is only available on PC at present, and it's the VGA graphics and excellent storage capacity of the machine which makes it work. And Falcon II, this month's cover story no less, is an which machine? PC.

However, contrary to your opinions, it is possible to play excellent games on an entry level Amiga system (£800 with a decent monitor) while by your own admission, PC owners have to spend at least £1,000 on an upgraded machine before they can get started.

And until we see *Shade of the Beast II's* parallel scrolling, graphic definition and sprite movement on a PC, we'll have to disagree with your statement about your machine being superior in every way.

ACE is a multi-format magazine, and I wish individual owners would write up to the fact that we are inevitably going to print favourable opinions about machines other than their own.

CAUSE FROM CONCERN

Firstly, I would like to say how much I agreed with Mr Massimo's letter in the April edition, but perhaps the software companies need to gain more than they lose through this practice of advertising before the game has been completed. By getting magazines to review unfinished copies, it means that things that the company have no intention of fitting into the final game can be used to describe it under the label "specifications subject to change". This way, it increases public anticipation, when in reality, the game might not be as good as promised, thus falsely boosting sales.

This point leads on nicely to my second point. I am very disappointed by Avco, and their *Kix Off* games. Can someone please tell me how Mike Singleton can create a whole world in 3D with freedom of movement throughout and yet, after four versions, updates, ACEO (S) cannot provide totally different pictures, and features, refs on a standard 327?

This relates strongly to my first point. The adverts for *Kix Off 2* showed screen shots portraying firemen and different patch surfaces. The "smoke grenades" reviews told us these would be available. I rushed out to upgrade to R20 and was disappointed by the results. Now the final literature is being advertised, and when I

picked up the box, lo and behold, these features are still only available on the expanded Amiga.

Something has got to be done about the standard in the software business. If software houses don't end users when their advertising went out too early, they would not allow it to happen. They must be reassured some kind of benefit, and if it is as I have suggested above, it is a breach of trust between the companies and their customers.

R.D. Devine
Nottingham.

Berry is disappointed you, but the software industry can't quite do the crooked back-hand conspiratorial view of iniquity you seem to think. Early ads and late games are unfortunately accidents, and missing levels/features are more attributable to lack of time and memory than a desire to hoodwink innocent Joe Public. If you've got a real gripe, Jim, save Amiga would be pleased to try and sort it out.

CART TRICKS

On the subject of consoles, I myself own a Sega Megadrive and a Nintendo Gameboy, and I want to express my sympathy at the lack of quality software available for the Megadrive.

Why on why the Sega would so often get stuck on one side after three. Don't they realise that once you've played one or two you've played them all.

Apart from the high price asked by all the games manufacturers for mediocre cartridges, I feel that the originality in games design has gone down hill. I believe that the Megadrive is being left solely in graphic capabilities and not playability.

To give an example, the best games at the moment are John Madden's Football and Mickey Mouse. They both have great graphics and playability when as franchises, (nothing being said, have good graphics and that "played once, put it to the back of the shelf" type playability.

I feel that game manufacturers should at least try, why not look at previous games from other machines and see if they can reproduce the great addictiveness and playability values.

I feel that loads of older games could be "big up" updated and re-released on the new line of high quality consoles.

If not as a single game, then as a compilation, how about a compilation of old ULTIMATE games or WIZARD games (somebody must hold the rights, even if the company has gone bust). I don't expect work to stop on design of new games or arcade conversions, but I feel there is a hole in the market where originality and playability are being left behind. So come on game manufacturers. Let's go back to the days when you didn't need spending a pound on a game because you got more than a month's play out of it rather than 3 hours most games offer these days.

M. Pilgrim
Workshop

How right you are! We feel there's a lot of scope for improving and upgrading old cinema sets to maximize the capabilities of both 3D film and console machines. How there's an idea for a feature...

THE LESS, THE MORE

I am writing to you about some things I think are missing from the magazine. I think ACE is good, but there are a couple of improvements which could be made.

- 1) Please, please, please cut down on the amount of writing you bring at a review. I love reading about it but there is far too much to read. And don't say that I don't have to read it, because the more writing there is, the more I want to read about the game.
- 2) Can you please stop the extra pages. 3 pages would be good.
- 3) To finish off my point, can the letter writers please stop complaining about the mag. It is brilliant.

L. McNeill
York

Glad to help on one count. You'll have already realised, I'm sure, that letters and three pages long this month. However, it's entirely driven by the amount of interesting correspondence we receive; you write 'win and we print' 'em.

First in reviews' list, we feel we've got the balance pretty much there. Any less and we couldn't do the games justice.

ALIEN 3-D

During a conversation about VR headsets, a suggestion cropped up regarding VR television. Imagine that TV pictures were broadcast so that they could be viewed using the headset. Pictures would appear in perfect 3D. It would be the ultimate thing there. Also, using NICAM digital stereo (if CD-quality) it would also sound realistic.

It wouldn't be too difficult to film, simply requiring two slightly offset cameras as used in the good old 3D films that required time and red glasses.

Just think of it. Flat, wide screen TV would become obsolete. After all, who would want to watch a 2D screen?

Warner and so it films would spring to life. It would be just as though you were in the room with Ripley waiting for the Aliens to arrive! 3D-TV would bring a whole new dimension to these types of films (just intended). Future programmers would be able to demonstrate things far better than on an ordinary TV. Just imagine if they dropped a camera into the front of a Formula One car - experience the same as Maxwell Ortford! Or football - just like being on the terraces!

However, I could envisage problems. Only one person could watch a set at a time, proving fairly limiting to be very expensive. It could also be a very solitary pastime. And the sheer volume of some films could prove very daunting. If you were being chased by the Alien wouldn't you be worried? New laws governing TVs would have to be introduced to prevent people from watching something too stressful.

Re how the technology to make do this so why doesn't someone try to make a 3D TV system? Or has one already been made?

Ian Flory
Barrif, Scotland

Alas, it's a nice idea, but isn't it underlining the concept of VR is just use it as a high quality 3D glasses system? Also, the cost of using two cameras to film would probably make such an exercise prohibitively expensive, at least until a cheap user-base was installed.

For more interesting is the use of VR to actually walk around and interact with a computer generated environment. But that doesn't mean you can't meet up with your favourite film star. Software routines exist to take two photographs and deduce the intervening animation frames in real time. Thus, by taking a range of images of, say, Sigourney Weaver (available stored on CD-ROM), the program could calculate just about any pose imaginable.

This image could then be superimposed on your 3D world, and you could fight the man-eating Aliens site-by-site with Ripley. Admittedly the price of such high-power hardware puts it out of reach of the average consumer, but as computer power increases at prices drop, it won't be too long before a workable system will be in the home.

CONVERT!

I'm getting totally 3D'ed off with software publishers. I own an IBM PC and generally speaking most games are available on this format. But software publishers don't seem to acknowledge the fact that there are PC versions of their games in their adverts. One example of this is Virgin's advert for Golden Axe. There is no mention of a PC version, yet the next day I visited my local computer shop and it was there - a PC version of Golden Axe! This seems to happen with many games - Pang, Chase HQ II, Rastan, Robocop II to name but a few.

Also, why are some of the major film licenses not available on the PC (e.g. Navy Seals)? Surely if these films are such big hits (Starline has claimed by word), they should be converted to America's most popular machine? And what about arcade games?

Finally, why aren't screenshots from all formats on the games packaging, not just the arcade and 3D-d versions, but the Atari 2600 as well?

Leo See
Reading

MANUAL LABOUR

I am writing to your magazine in the hope they my letter will be seen by the software houses.

The cause of my dismay, and the subject of my concern is the quality of many of the manuals which are supplied with current games. All too often these contain the bare essentials needed to play the game and little else, sometimes a useless little novella - though in so the player has to wade through pages of terrible prose in order to gain a few vital playing hints.

In the world cases that and error is needed to work out basic game functions.

In this minimalist approach to manuals real life necessity? Some companies, notably those with a reputation for high-quality games manage to produce excellent manuals, although it saddens me as a fan that but these are mainly US companies, eg. Sid and Tripoli. It has been argued that part of the fun of a game is discovering what is possible, but this can become a tedious

The nature of most music conversions, especially from Ocean, make them pretty unsuitable for conversion to the PC, hence the Nightdread Action/Adventure option for PC users.

UK software companies must cater for the UK market, and research suggests that PC owners are less keen to look out for a product simply because of its connection to a movie.

As for screenshots on packaging, companies are pretty free to include as many or few as they wish, so long as the overall look gives a fair and reasonable impression to the buyer of the game they will get. The best screenshots are inevitably used because they simply look more attractive - the aim of packaging is to make the product enticing to the potential purchaser, after all.

The cost of producing separate packaging for each version is prohibitive and space on the back of a single box is too limited to devote to relatively unattractive 8-bit shots. Best say.

WHAT'S THE FUSS ABOUT?

While I agree that virtual reality is an exciting concept and has great potential for Advanced Computer Entertainment, I find it very hard to believe that VR will create a gaming revolution.

doors after a while. Some of us players are actually interested in the game mechanics (e.g. the 92 probability with weapon B, at range 1 with attribute 2) and the wealth of printed matter (manuals for classic RPGs would indicate that gamers wish to know these things). Again, most of D&D's manuals have a section on these very topics.

Perhaps, some of the money spent in producing these rich manuals could be devoted to the?

Finally (although this is a personal view) I would argue that a small amount of "factual" information, given in the form of a booklet, armor descriptions or technical details for objects in the game world make that imaginary world far more real and credible than any short story.

John Leigh
Type and Wear

American manuals tend to be superior to their British counterparts for two reasons. 1) The American PC market is desperately competitive, and with products costing upwards of \$50, the most easy way to highlight the perceived value of the product (since everyone is claiming amazing speed

playable and lengthy gametimes) is to include some glossy books. 2) The British public are perfectly happy to put up with crappy manuals since, until recently, we haven't had the opportunity to be "spoiled" with the American bumper-books. What you're never had...

However, with Sierra, Microprose and Mindscape heading up the top end of the UK market, the future is looking brighter.

And I don't feel that the technology used is a great leap forward, or even particularly "state-of-the-art".

Both the hardware used and the software programming techniques involved to create VR (and more specifically the Virtuality system) have been around for a few years. There is nothing new about miniature televisions, quadcoptic sound or field projection 3D. It is the combination of existing technology that creates this so-called "breakthrough", and it is fairly logical that if you stick a pair of ears (in your own eyes, attach sensors to your body and link it all to a system using a 3D program you can get Virtual Reality. I also think comparisons being drawn between VR and the Cyberpunk concept of Cyber-space are inaccurate and misleading, as Cyber-space is a direct computer link with all the senses, not just sight and sound, where you become totally integrated into the game world and not a casual observer controlling data within the program via fairly basic input devices.

In short, I feel that VR is not quite as important as it is being made out to be, and if the computer industry and the media continue to blow it up of proportion with hype, many people are going to be disappointed when they find out what VR is really like.

Matthew Kearney

Swavesand, Kent

Do give over the complexities of a true VR system a little while. You ignore the fact that these systems adjust your "world view" according to your movements, generating a true sense of a realistic environment. Also, interaction with the Virtual world is as

natural as the real one: to pick up an item you simply move your hand's virtual counterpart and grasp it. Via tactile feedback you can actually feel the object you're holding. Agreed, the Virtuality is a relatively simple VR system, but it's still a huge technical achievement.

Surely the comparisons between VR and Cyber-space are justified? The aim of both is to create a reality yet artificial interactive environment where the control interface is effectively invisible. True, Cyber-space doesn't require that the user wear sensor suits or goggles, but then again, it's a fictional concept and doesn't actually exist!

MAKE MINE A MEGADRIVE

am thinking of purchasing a Sega Megadrive, but first there are a few questions I'd like to ask you.

- (1) Is there any chance of the Megadrive playing the old Sega Master System games?
- (2) Is there any chance that the Megadrive will become as popular as the Kings with any of the big software companies?
- (3) Do you think the Megadrive is worth the money that it's sold for?
- (4) Is there a chance that Megadrive games will become available in the big high-street stores, e.g. W. H. Smiths, Books, Waterstones?

Do you think it's best to use mail order for games?

Do the Megadrive capabilities of producing high-quality graphics and sound?

John Holmes,
Luton

Glad to be of service, John. To answer your questions one at a time:

(1) How certainly can Sega produce a piece of hardware called the Power-Base Converter for around £25, which will allow you to play any Master System game on your Megadrive. But isn't that a bit like playing a scratched 78 on a Goodman's turntable stereo system?

(2) Everyone seems to be keen to get into console development, especially for the Megadrive, so definitely yes.

(3) That's really up to you to decide. In ACE's opinion the Megadrive is the best console available, and with the recent drop in price to £150 for the Mercury Mouse game bundle, there's never been a better time to buy.

(4) Yes - you should be able to find Megadrive software in places like Dixons right now.

(5) Mail order co.'s are pretty reliable. However, the current economic climate is putting these businesses under a bit of pressure, so with it the names you know: Even if things do go seriously awry then rest your mind, safe in the knowledge that the consumer is fully covered by the Mail-Order Protection Scheme.

(6) Yes... and not for sprite-based games (about 100-ops, platform affairs and anything spritely-slooby) the Megadrive beats the Amiga hands down, but the Amiga's qualities shine through in third-person 3D games and anything requiring complex user interaction.

INDUSTRY ANSWERS

Welcome to a new area on the letters page. Each month, we'll be dropping an Industry Expert into a not especially comfortable perch and bombarding you with your questions. This month, I got in Peter Blincks, Managing Director of Microsoft.

Peter will be ready to answer your queries about Microsoft's games, his hopes for the future, and the industry in general.

So, if you wonder what the big 80 has in store next Predator 2 is on the streets and how they're handling the conversion of Alien II, show their ambitions for the CD market, fix it your chance to find out for yourself. Don't be shy! Send your letters to: Peter Blincks, Managing Director, ACE Megadrive, Priority Court, 30-32 Farnington Lane, London EC2R 3AU.

As **MINDSCAPE** prepares the first ozone-friendly video game, **Rik Haynes** wonders if the competition will go green with envy...



The Captain Planet game has the ecofriendly characters and pollution-free world that make it green. The developers plan to make other titles that promote environmental awareness.



CAPTAIN

With his spiky green hair and mission to save the Earth, Captain Planet is a new breed of comic superhero.

Like any of the shark-pinked Batstrap and chrome-late wireless ponies of previous generations, this Turtle-buster uses totally natural ingredients like Earth, Wind and Fire. American children no longer cry out "COMEBACK!" in warrior aggression. No, they're too busy enjoying Mother Earth from uncaring heights.

The same thing could happen to British pre-teenagers: now the Captain Planet cartoon series is being shown during a prime-time slot on ITV on every Saturday morning. And, no big surprise, a software company is currently working on computer and console games based around Captain Planet. Let's just hope Mindscape doesn't give us recycled gamelists!

THE STORY SO FAR...

Six, the strongest spirit of Earth, sends magic rays to five youngsters from around the globe—Miles (North America), Linka (Greece), Od (Israel), Renee (Africa) and Ma (South America). These are God's team in the battle against the further destruction of the Earth. Each has the personal power of Earth, Fire, Water, Wind and Heart.



With Captain Planet, you can do whatever you want and give points to charity to help the environment.

IT'S GOT TO BE GOLD

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BY BRITAIN'S MOST EXCITING AND INVA

CRUISE FOR A CORPSE*



Screen shot from 'Cruise for a Corpse'



Based on the 1930's, legendary *Kamul Descent* is about a ship on the Mediterranean. But the action here is the coast before when Raziel's companion is kidnapped a crime - the murder of his first father Karaboudjak, the Greek shipping magnate. It's up to Raziel to throw some light on this sinister case here!

- Wide range of activities, including the option to question other characters in their original British style
- PC version features 256 colours, 4MB & 8MB sound card support
- Average runtime features 32 colours

STEEL NT, AMIGA & PC (EGA, VGA, SVGA), TANDY AD-UP & BLD-UP.

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THE SECRET OF MONKEY ISLAND*



Screen shot from 'The Secret of Monkey Island'



A comedy set during the "golden age" of piracy in the Caribbean. The game's funny plot leads our hero, Riven, from the old world, on an hilarious, complex, swash-buckling search for the fabled Secret of Monkey Island.

- Features over 300 graphics, an original ragged sound track and a "punk" or "old" speaking language.
- A wide variety of original, entertaining puzzles, several hidden messages to follow-up upon.
- Proportionally scaled cartoon characters and cinematic pans and camera angles.

STEEL NT, AMIGA & PC (EGA, VGA, SVGA, MCGA, NO-EM, ROLAND) AND M320 SOUND.

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Screenshots from IBM PC



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A powerful crime syndicate has taken over large areas of our major cities, turning them into a vast criminal wasteland. Arms, extortion, drug distribution and more - formal offense.

Four powerful allies and the criminal organization and rescue the President's daughter.

- More than a "shoot 'em up" game, *CrimeWave* contains several unique features: keycards, different weapons, varying levels of difficulty along with a variety of other strategy elements that provide endless hours of challenge and excitement.
- A multitude of brilliant 3D color rendering game screens.
- Incredible digitalized "Movie Captain" character and action and models.

IBM PC, AMIGA & PC-GEM, MACIIA, VGA,
TGA and IBM MONITOR.

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A.D.S.™ ADVANCED DESTROYER SIMULATOR From the creators of *Shogun*, IBM



Screenshots from IBM Mega



It's World War II... the naval heroes of the world are waging war in fierce and devastating sea battles... You must command the destroyer and see to it that you lead and do battle in 10 challenging missions.

A.D.S. is a stunning sea battle simulator using 3D technology.

- Multiple manual includes detailed maps of the combat areas together with historical and technical information.
- Adjustable difficulty level will suit all levels of players.

ATARI ST, AMIGA & PC, VGA, CGA

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U.S. GOLD

FUTURE
SOFTWARE

ACE EXCLUSIVE FROM NEW YORK



LASER VISIONS

A popular misconception is about to be smacked. Video gaming is no longer the purview of snotty male teenagers playing Space Invaders till the early hours of the morning. When a four-footed name like Sony actively gets involved, you know video games are a format whose time has come.

"The demographics of video games are changing — females and adults are getting involved too," confirms 29-year-old Cliff Ostrowski, President of the newly formed Sony Electronic Publishing. Based in the never-sleeping sprawl of New York, this subsidiary of Sony Software Corporation has been specifically set up to create, produce and distribute interactive and multimedia entertainment and software information products.

Ostrowski adds, "We're trying to achieve a wider audience through a combination of technology and more exciting programs."

The global entertainment giant is aiming for the perfect fusion of software and hardware by housing the images and music produced by movie and record companies. Not such a crazy idea, when you consider Sony already owns Columbia Pictures Entertainment and Sony Music Entertainment (formerly CBS Records). Not surprising is these two companies include Sherry Anderson, Gloria Estefan, George Michael and the Shalika-style crossover Harry Connick, Jr. Not forgetting Michael Jackson, who recently signed a lucrative contract with Sony believed to be worth over \$200 million.

You will soon be able to watch the movie, hear the soundtrack and play the game without ever having to leave the "quality-assurance" of Sony.

Sony video games, you've got to be joking!

That's what Rik Haynes thought, until he spoke to the President of Sony Electronic Publishing...

Many of the best-selling console and computer games of recent years have been structured around movies. Players have been driving down the streets of Gotham City, getting back to the Future and fighting crime in *Nature*.

Unsurprisingly, software houses such as *ES Gold*, *Games* and *Microsoft* are getting most of their future star-making hopes into the likes of *Godfather II*, *Terminator II* and *Alien II*. Despite the popularity, the quality of video games based on movies has rarely lived up to the original concept. Will Sony take care this kind of failure?

"Star Columbia and TriStar studios are very interested in getting more control over how the movies will be exploited in video games. We want to make sure that the quality of the original product is maintained," declares Ostrowski.





Sony has already made some successful, albeit small, steps into the world of video game development through CD-i (Compact Disc Interactive). Before for the Nintendo Entertainment System was the first hit. This arcade adventure game was actually written by Software Creations in Manchester. Gaforce has decided to publish further original video games under a new name, Sony Insignia, a subsidiary of Sony Electronic Publishing. It may even start another label, Sony Electronic Entertainment.

"Sony Insignia is in charge of all video game development. This unit is using a variety of software developers including five European game specialists, Ocean and Software Creations. I think Ocean has done some very good work. We are confident that they can produce what we've asked them to do," states Osherson.

Ocean's understandably stated. Software Director Gary Bracey says, "I don't think we could have any greater partner in the consumer electronics industry. Hopefully this relationship will enable us to venture into new areas along with Sony."

The first fruits of this deal will be cartridge and floppy disk games based on two new films from Columbia Pictures. Hudson Hunt has Bruce Willis, the star of Die Hard and Moonlighting, playing a cool lawyer who tries to go straight before being forced into dealing some crooked suits of Leonardo DiCaprio. Hook is a top-grossing movie telling the story of a grown-up Peter Pan. The film, directed by Steven Spielberg, has attracted top names like Dustin Hoffman, Robin Williams and Julia Roberts. He waxes the estimated cost of producing the movie currently runs at \$20 million!

"We feel Hook is a natural for video games," claims Osherson. "We're making sure that the development of the video game is tied closely to the development of the movie and story. We want to make things as exciting as possible."

ACE has got a feeling that Hudson Hunt and Hook will be improvements over recent movie-licensed product from Ocean: take our London featured article on page 60 (they had us

Ocean will publish the games in Europe while Sony will handle North America and Japan. They will be released later this year on a variety of formats.

"We will support any format that makes sense," Osherson reveals. "We're not limiting ourselves to any one particular format. It would include video games on potato chips if it made sense. We have to make sure that we maximize the copyright, so in many consumers as possible can enjoy the games. We have an obligation both to the artist and the consumer."

Sony is also getting into the video game business as a hardware company. "We will be announcing our second plant for video game hardware in a couple of months," indicates Osherson. He is probably referring to the recent agreement with Nintendo, whereby Sony is supplying an add-on CD-ROM drive for the Super Famicom console. Industry sources suggest the price of the new drive will be just below

MULTIMEDIA IN THE HOME

The systems Sony will be introducing multimedia to encompassing American consumers with the release of a CD-ROM package for the home computer market. "We're attempting to release a hardware product for the IBM PC-compatible world and the consumers you need like headphones, and via software like the new Macintosh to drive over 1000," reveals Sony Electronic Publishing President Osh Insignia.

He says multimedia software will include action titles, entertainment and educational titles incorporating digitized video, audio, graphics and text. Osherson will soon introduce video knowledge with a number of different books and magazine publishers. The initial CD-ROM for the home will be eventually regard into a catalogue of 40 CD applications including video clipboards, experimental video games, family language dictionaries, interactive music titles and other educational titles. The price of release date has been set for the European market. In Sony, first of writing around for CD-i like the rest of us? "The reason we're going for CD-i is very simple. Before from being writing that I'd like to see what it will allow me to do a lot of things around. The most important thing is to get you from one place to another. Multimedia technology might get you there faster but it's not going to be around for a few years."

"We would publish video games on potato chips if it made sense."

Osh Insignia
President of Sony Electronic Publishing

\$100,000 (approximately \$400).

Osherson is less sure about creating "novel" video games, though. "Today, with current technologies, music doesn't really come across that elegantly. However, once we introduce CD-based video games we open a whole new category of opportunities. We will be working with our music artists once this technology gets introduced."

WIRED FOR DATA

Like Osherson may work like an ordinary portable audio CD player. It plays the latest hit singles faster than you can write your name and available, but Sony claims the compact format packs more than this. That's why this next hard disk is also compatible CD-ROM drives with the capability to display illustrations, sounds and visual guides on a central page on a 3.5-inch floppy disk. Sony's new data disk, which may be released into the USA and Europe before the end of the year, Sony will be able to use as software (this available in French). Most of this will be software based versions of the videos of the product. "We're getting into all kinds of stuff people don't know," says Osherson. "We're doing for this thing is very simple and fairly straightforward. For instance, you will work into video titles + Ocean Insignia in their pocket and then to their favorite authors. They can then use it to their personal library - not just an encyclopedia style but content on the general information. We're sure that the Data Insignia will have a number of applications in the business world but it is generally a consumer product. There are a tremendous amount of opportunities."





Few games have kept the hardened gamers of ACE addicted as long as Super Mario World on Nintendo's Super Famicom. It's wacky grip over the fantasy, and mind-boggling the question: what is it about Mario World that makes you want to keep playing? And why do so few other games have that special 'it'?

GRAPHICS AND SOUND

The Super Famicom is a high-gloss era's piece of electronics hardware. Mario World boasts streams of fresh visual tricks - fast multi-level parallax scrolling, smooth sprite rotation (as in the Assault course), searching-like effects, fade-ins and fade-outs - thanks to its graphics chip. The Famicom's sound chip is no slouch either - the exciting effects in the star levels is proof enough of that.

What really impresses is the amount of thought that's gone into the design of Mario World and its inhabitants - there's nothing that jabs or looks out of place - and the cartoon-like animation makes the characters instantly appealing and lovable. The care that's gone into the game is exhibited in never let local details such as the dust rising from Mario's feet when he stabs lava (see in Genesis' Super Mario II), or the way Mario pulls his cap down tight over his head when he crouches.

But anyone who has played Dragon's Lair Full will tell you that it takes more than pretty pictures and stunning sound effects to make a classic game. As good as Mario World's graphics, qualities are, they are basically king on the cube. The game elements that make Mario so addictive and engrossing could just as easily be implemented on an Amiga or ST.



While Mario World may not have the same level of graphics as the Super Famicom, it's still a masterpiece of game design. The game's graphics are a testament to the power of the Super Famicom's graphics chip. The game's sound is also a masterpiece of game design. The game's sound is a testament to the power of the Super Famicom's sound chip.

Super Mario World on Nintendo's Super Famicom is arguably the most playable game ever written. But just what is it that makes Mario the maestro? ACE dissects the game and explains where Nintendo are going right and where others are going wrong.

KING



CONTROL
Mario is nothing if not agile. Depending on whether the 'Special' button on the control pad is held down or not, Mario can jump to various heights, and even change direction in mid-flight. This change physical law justifier for Mario World is vital to the player's enjoyment - in a platform game there's nothing more fulfilling than jumping and then realising that you're going to



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level especially in the path of a monster that's just wandered on-screen, a problem that plagued the otherwise highly enjoyable *Contra*.

Another major control feature is Mario's double jump. It's a resource of 1x1, and players will find

themselves sliding into bubbles, however, as the player gains in experience, he or she learns to compensate for it and then use it to their own advantage, especially when in the air, to perform some fancy maneuvers, teasing and

turning, bouncing from the head of one monster onto the head of another. Fans of Asteroid-style games like *Duke* and *Strider* will well know the satisfaction reaped from such complete mastery of the controls.



But 1985's *Super Mario Bros.* was a great first of control mastery, allowing players to jump, run, and shoot. The game was made so fun, controlled by sliding menus, that it was an absolute hit. It was the first of a new era of control mastery.



...and
...and

DEPTH

The variety in missions, allowing players to view their progress via a variety of means, means that Super Mario World has a depth and challenge that few other platform games have had, and the more surfaces which must be explored, the more fun.

VARIETY

It's the pace of life, they say, and it certainly adds a strong flavor to Mario World. As the player progresses through the 100 levels of Mario World, he or she is constantly encountering new challenges and being to adjust their playing style to survive. Usually progress means having to face more and harder to kill items, whereas Mario World's missions change very little. Instead, it's the game style that changes.

In effect, each level has its own specific learning curve. Unlike most games where the player is encouraged to play to see what new graphic delights await, Mario World induces the player with the lure of a totally different game challenge.



FAIRNESS

Since Mario is never unfair, when you die it's invariably your fault, and not just random chance. Too many gamers rely on the shortcuts led to trick the player, a sudden burst of items from the bottom of the screen in Action 2, a monster appearing from nowhere, and dropping an egg at you in Toad. These sort of games rely on you learning when these surprise attacks occur and reacting accordingly. Mario World rarely allows you to come out of anything, a winning game means it's about to fall, crashes that slowly at first then speed up, allowing the skill player to avoid trouble.

Mario World, although constantly full of surprises, cleverly introduces new game elements slowly. For example, on one level there are platforms with numbers on the side.



How well you can see and think is a huge challenge, and that's from Mario. Both King games. Both are in line, and the game is a great example of a platform game that is a challenge to play.

When Mario stands on one, it starts moving to the right, carrying Mario with it. The number starts to count down, and when it hits zero the platform disappears. When first encountered, these platforms are shown with ground, giving the player a chance to study some how they work. But later the platforms will carry Mario over bottomless chasms.



So what's holding other games back? Well, memory is probably the biggest factor. Super Mario World can afford to go to town simply because each Super Nintendo cartridge can address instantaneously an incredible 16 Mb of data.

Compare this to, say, the Amiga. Most games are designed for the basic 128k available - that's 33 times less memory than the Nintendo! And a 640k model inside the box will cost you up around \$100, you'll begin to see how tight things get.

Memory aside, there's no technical reasons why Mario World



couldn't convert almost identically to the Amiga too, to a lesser extent, than it is on PC.

Another important point is the amount of development that goes into a Nintendo game. Twenty odd people are credited with Mario World, whereas typically three or four write a UK

One level in Super Mario World is a dense test of skill in response to just a few items. The game is a challenge to play, and the player is constantly being challenged. The game is a challenge to play, and the player is constantly being challenged. The game is a challenge to play, and the player is constantly being challenged.



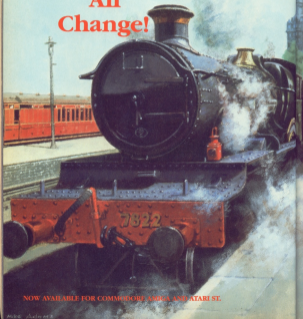
game. But remember that Super Mario Bros 2 on the NES has sold over 7 million copies (generating a sales of \$600 million) and compares that with sales of 60,000 for a top UK game, and you'll realize it just isn't viable to allocate a similarly sized team. But console owners shouldn't



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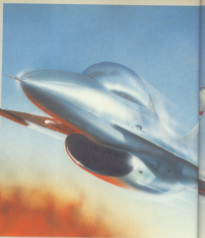
WIZ

Accompanying the world's most famous mag, Wizard Magazine presents The Fat Slags, Fimber Slaggs, Mean Slags, and Slag Slaggs. Spectrum, C64, Amiga and Atari ST



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new game
system allows
players to do
battle with
each other
while playing
different
games/ By
Steve Cooke**



FALCON FANTASY



The main responsibility for coding and development's heavy design work lies in the hands of Spectrum Holobyte's lead game designer, Andrew Rosenblatt. Behind him, two young technicians

Spectrum Holobyte's Falcon has been sky-ramming its way for almost as long as General Dynamics' real-life F-16 has been firing up afterburners. Once the undisputed king of 16-bit flight sims, the game's supremacy has come under ever increasing fire from more recent releases and nowadays only a particularly indulgent fan could give

it a sporting chance against the combined weight of Jet Fighter 2 (see next month), F-18 Interceptor or X-Wing 129.

Undaunted, Spectrum Holobyte are about to launch another mission against those who dare to intrude upon their air space. The release of Falcon 3.0, scheduled for early June, is the first sortie in an reinforcing assault on the military

simulation market - not just because of the quality of the game, but because it revolves around a whole new multi-player concept: the Electronic Battlefield System.

EBES has been three years in the making - most of which was spent on steady refinement of the concept rather than actual coding. It's going to be living software at several different targets, not only



It's in the game you'll find the...
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Falcon 3.0 offers all the...
 ing...
 ing...



Falcon sits on your shoulder in his Falcon, alert for the unwelcome attentions of that objectionable new fella Snake Pages, who serves him self as an AI tank buster.

IT'S ONLY A GAME

Getting back into the cockpit of Falcon 3.0 for a moment, what – apart from a monobus multiplayer capability – does this latest promise?

First, the game is a massive improvement as its excellent predecessor in terms of scenario. Whereas the original Falcon has fixed missions, being mission, after a week or two of intense gaming, the unobtainable might add, Falcon 3.0 offers the player a three way choice: a complete, non-linear language scenario, infinite at mission, or even the option to design your own missions for that particularly devoted or personally inspired combat challenge.

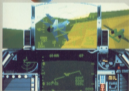
Once you've made up your mind, you enter a whole game sub-menu involving equipment and manpower management. Starting with your teammates, you can create different squadrons and save them to mix together with their call signs, attributes, flying history, morale and individual skills.

Weapon selection is detailed and comprehensive. Unlike the earlier Falcon programs, Falcon 3.0 gives you a complete choice of enhance their military supplies, cargo

For its main features of the game offer you...
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Falcon 3.0 Technical Data

- Supports Windows 3.11 or MS-DOS 5.0 as appropriate.
- Requires over 8 megabyte RAM.
- Extensive capability includes 3D/4D head tracking, 3D/4D/4D radar guided missiles, Microsoft Integrated graphics interface, MIDI keyboard control, video boards, SCSI, MS-DOS 5.00, mouse, keyboard and memory banks, and more.
- Graphics alone require three full screen cards.
- Minimum support from 10MB to 2000 baud; also about network and networking.
- Extensive International System capability.
- Suggested US retail price



will it feature advanced multiplayer capability, but it also allow players using different Spectrum Hardware files to do battle over the same terrain. And, just to let a final shell at the opponent, it could also be implemented in arcade, as well in a special ultra-high resolution version.

The maximum number of participants in an IBS scenario hasn't been fixed yet, but you can

be certain it will be a lot more than the traditional two player head-to-head. Falcon 3.0 is the first game to feature in-built IBS capability. The next will be AI Tank Killer (see panel), followed by an IBS version of Tank in 1952. By the time we enter the single European market, you could be tanking across a 3D virtual world in your metal monies, while your buddy from

friend, ranging from the 800P heat seeking missile to Phoenix guided bombs. It's commercially available for the PC, it's also project leader Kazuo Furusawa. "Personalized," he've got it in the game."

Naturally you choose your weapons according to the mission you have to accomplish. There are three different features of air to

operate in Israel, Kuwait, and one that has yet to be decided, but could be modeled on Panama. If you can't be bothered to design your own mission, don't worry — there are over 200 associated with each theater, providing enough challenge to keep you playing for weeks, if not months.

If you're on campaign and out in the real war, your day starts with a choice of available missions. Your selection could be influenced by many different factors: weather, availability of team mates with the correct skills, defense/offense activity on possible routes to the target, available weaponry, and other life-or-death decisions.

If you're in normal (as opposed to DDO) multiplayer mode linked over a modem, or — for PC players — via a network, you can choose whether to fly missions head-on or jointly.

Before you can fire up on the runway, however, you've got to decide how to reach your target. If you're 3-D you can choose detailed maps of possible routes, including information about threats on route and relevant topography. You might choose, for example, a low-level strike, using the valleys for shelter and then approaching your target from behind a range of mountains, limiting visual contact to the last few vital seconds. Topography — as we'll see later — is vitally important in the game and plays a major role in tactical decision making.

Letting out on a mission can get you Kylemer with as many as eight friendly aircraft, giving you four possible double-up formations. Your radar displays will have given you waypoints and time/coordinate data that can be fed to each formation, enabling you to rendezvous or split off at any time en route or at the target. You can also pre-select combat procedures for different scenarios, enabling you to, for example, send a colleague ahead to bomb certain strategic points en route before committing the rest of your men.

Choosing the pilot skills you need will also involve reading considerations left, for example, send Lieutenant "Okey" Cobblers who's a stab-flier with the anti-air but has evaded off round that mountain range at high altitude so he can flatter that artillery range, ready to our approach from the North accompanied by Captain "Shivers" Malarkey, who couldn't hit four targets at 500 yards, but can take out practically anything with wings... and so on. The level of detail involved in mission planning is so great that, as the weight of responsibility begins to settle on your shoulders, your alternate heads are



By the author and picture by Peter Hunter

The National Aerospace F-16 Fighting Falcon first hit the hangars in January 1976 after several years of development and military spending cutbacks.

Additional funding to pay development for more in-flight modes for the F-16 were also given before the space-to-air mode was the world's most modern fighter. Its success has guaranteed it a major role in aerial combat well into the next century.

ACE readers who would like a superb portfolio of F-16 photography could do a lot worse than that out of the Peter Hunter's excellent personal collection of the aircraft, published by his own ACE, and from which this photograph was taken. This can order in from your local bookseller (ISBN 0-7155-5710-0).

But could we give you topographical knowledge — you also get enhanced terrain features as well. And don't get the message to miss out on the topographical features — you really get control in the game, and you can choose that both the view and graphics are on.

plugging the ground routes before you've even got into the plane...

TOPG THE WORLD

Once you've actually made it above 200 feet, you're in for another surprise — the topography. I haven't seen a single game with good 3D terrain," says Kasperis. "We will be the first company to bring out a flight sim with a realistic 3D terrain."

Mountain simulation 3D aren't just pyramids. They're towering jagged polygons of rock that live close, verdant valleys. Once you're in the driving seat, you and your wingsman can take the high road or the low road. We fly over a full 64x64-tiled landscape — the game version that we've now got in development and which has the sum of speed one would like to see in a finished product, but Spectrum Holdings are confident they can deliver a satisfying punch in the kidneys when

you slow the afterburners in the belated vision.

There's variety up in the sky as well as down on the ground. As well as the F-16, you'll encounter at least five other makes of plane, including ANACO (which yourself also can communicate vital information about threat and opportunity beyond your personal horizon. And if you've got a PC you get some pretty heavy sound as well, thanks to 48.6, SoundBlaster, Hi 32 and PS1 sound systems support.

Simulation sensitivity is adjustable too, over four levels ranging from a button-pressing beginner's mode. For those who want to be able to climb to 60000 feet at full speed without dropping a single point on the speed indicator, to a serious simulator fan's tendency with a control sensitivity that, claim the company, "is the same as a professional simulation trainer." And

they ought to know — they make them.

You can also determine many other game factors, ranging from enemy logic (from "Dumb" to "ACE"), engine effectiveness, and speed of game set-up. The latter is particularly useful if you want to get up into the air within seconds of booting up your computer and don't get bothered with all that real-world simulation stuff beforehand.

Spectrum Holdings had a winner on their hands with the original Falcon. If the finished version of Falcon 3.0 lives up to the promise of the program we saw running in Oakland, California, it'll be burning up the skies over Dingdong, the Confos, Warrington, Tarrs del Fargo, Carlsborg, the Poble Valley... wherever there's a man's plug to fire up with, a computer to aim and a comfortable chair to get you airborne.





From the best selling role-playing game Gremlin brings you...

COMPUTER ADVENTURE IN A WORLD OF MAGIC



Screen shots from single session.

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FLAMES OF



Daylight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



Night time sequences afford excellent cover for secret movement and actions. Illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of "submarine" in which to achieve it.

Screen shots shown are taken from the Atari ST versions. Actual screens may vary by format.

Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.

FLAMES OF FREEDOM

FLAMES OF FREEDOM

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FREEDOM

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A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.



Fly the skies above the forty-one islands by helicopter, zeppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.

WINTER
JAMES BIRDSONG

RAID MASTERS OF STRATEGY

2 modes (sprint X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

ACE MERCHANDISE OFFER



There can surely be nothing more easy and fashionable than the ACE t-shirt. This latest item in the Ace Clothing Collection is what every self respecting computing genius will be wearing this season. The eye catching ensemble has been exclusively designed by ACE's own art studio, Jim "Gaulier" Mills, for the lover of fine things and the reader with good taste. The t-shirt is available in sizes small, medium and extra large and can be purchased at the ridiculously low price of £5.99



There is no better way of storing your copies of this, the world's finest computer entertainment magazine, than in an ACE binder. The binders are available in two designs - so as to satisfy even the most stalwart supporter of style and quality - and can be yours for the embarrassingly inexpensive price of £5.99

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Whether you're a fan of... just want the best... you can find out more at the next ACE Conference.

ACE... the software industry's most... on location. You can... as well as the next... conference.

ON SAFARI!

Join us at the next ACE Conference, travel to exotic locations around Britain, beyond elaborate security systems, enter restricted Programming Zones, see Top Secret Unreleased Games... and play them. Here's how...

You don't just get to play games at the ACE Conference either. Even more important, you also get a chance to meet the people who develop them. In 1998, ACE readers have gone on safari to companies like US-Go!, Activision, Demco, and Microsoft. We're now counting the hunting season again for 1999, and our first safari will be Virgin and Games.

Virgin are based in West London and Games are up in Sheffield, so readers from different areas of the country will get a chance to pay a visit to someone (relatively) close. If the distance is daunting, don't worry - we've got you covered up to Manchester, Scotland, and beyond, so leave your fingers crossed.

THE HUNT

What happens at an ACE Conference?

This question is actually impossible to answer because we try to structure the day as little as possible. As a general rule, however, conferences begin at 12.30pm (and end around 1.45pm, a light lunch is provided to keep you going).

When you arrive you're introduced to the other attendees, then try to create a spread of age ranges and machine owners, at each round, to the ACE staff members who are present. Safety first and, of course, to the software house once you're sitting. You'll probably get a quick guided tour of the premises and a member of the software house will tell you a bit about the business side of developing games.

Despite the fact that we have a lot of fun and games at conferences, there is a serious side to it all too. Here at ACE we believe that contact between developers and the people who actually buy their games is vitally important for everyone. It gives them a chance to hear your honest opinion about their titles (which you'll be encouraged to give) and you a chance to hear their opinions or topics ranging from features and pricing through to graphics and gameplay.

During the afternoon, the software house will usually enjoy showing off some of their latest titles under development. You'll get a chance to play some of their games and tell the developers what you think of their efforts. During past ACE Conferences, ACE readers' opinions have actually resulted in significant changes to new games - something you can justifiably boast about for several months afterwards!

At the end of the day, you'll find you've made some new friends - and most important, you'll know a lot more than most people about the real world of game publishing. So... what are you waiting for?

HOW TO JOIN THE PARTY...

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

You also need to send us:

- 1 Which conference you would like to attend if you're applying for more than one, just then in order of preference. (If no conference is listed for the software house you'd like to visit, just put the software house's name down and we'll put you on the list for their conference when it's included in the future.
- 2 The machine you own, so we can make sure you get some juicy free gifts for your system!
- 3 Your age, so that we can ensure a good spread of age groups at each conference.
- 4 If you are a subscriber, send your application to us alongside together with the address given from the last issue of ACE that you were sent.

If you are not a subscriber, we make a token charge of £5. This will result in having the payment for the conference and we reserve the right to refuse admission to anyone who hasn't got it! If you've taken out a subscription since applying, you can bring your address card with you instead - as if you're planning on visiting to a conference anyway, it's no extra step at all (actually saving £10 on your subscription time - you can find a subscription offer on page 6875 in this issue).

Obviously we have to limit the number of people attending each conference. Machine type (depending on the location), but we ensure all your special hardware requirements are met. Each month, 20 places are allocated on a first come, first served basis.

A couple of weeks beforehand the notice is started (unless your conference isn't for you, come whether you've been selected, if any of you submit applications early please, we'll distribute you for a future conference and choose someone else to take their place.

FORTHCOMING CONFERENCES

Virgin Mastertronic

A truly unique day not only the company who brought you game ideas ranging from Star Wars to the newsgame, who are investing heavily in new technology and development, and who are part of a group that's into everything from artificial intelligence to...
 The location: West London
 The date: Wednesday 19th June

Gremlin Graphics

A company who have produced the most stunning amount of software the software industry has ever seen, from being pioneers as a partner of the world to a dynamic and innovative publisher with support from the likes of Virgin and Sunsoft. It's a day you won't want to miss. In the days of many financial difficulties and many titles, Gremlin has also heavily invested in the development, and you'll be able to take private ownership for the PC Engine, Game Boy, and MSX...
 The location: Sheffield
 The date: Tuesday 11th June

LET'S DO THE SHOW RIGHT HERE ▶

The games-buying public aren't invited to the ECTS. ACE sneaks you in the back door...



Not even University students. It's the Business Design Centre in nearby Hammersmith, London for the show.

This year's European Computer Trade Show was a peculiar event. Although never expected to exceed the success of the Entertainment Show in September, it was more the less a somewhat subdued affair, with folks from the software far less concerned about having an enjoyable time and more concerned with examining more of their swaggers on the sunny side of actually making money.

The non-consumer policy enables exhibitors to wander around freely without being harassed, and makes for a slightly more serene atmosphere, but without the flashing lights, bumping music and frenetic buzz generated by a consumer-led event, it's easy to forget that these people are in the entertainment business.

Without the incentive to double the prospective customer, most exhibitors opted for conservative

booth-like stands with a meagre frontpiece and an office inside. Indeed, the quotient of profitable deals was pretty high, but rooms seemed to be feeling much fun.

Even the promotional activity seemed to be a bit half-hearted with a couple of men dressed up as Leonardo's wandering boldly through the ranks of suits.

Among the more noteworthy items on show were Sonic the Hedgehog, a game freely offering MegaDrive owners some ammunition with which to defend themselves from rabel Famicom-Mania fans, and the arrival of the Gopher.

And the best news of all is that the number of exhibitors signing up for a massive presence at the trade and consumer European Computer Entertainment Show in September is rising by the day. We look forward to seeing you there!

THE PARTIES:

After all the deals have been done, and before the ink has dried, buyers tend not to forget but necessities are enjoying chilled drinks in one of the nearby lounges.

Saturday evening, and **Mr. Taylor's** near Smithfield market is the venue for the Black and White Party, arranged by PR guru Simon Harvey and Golan's Gary Brooker and Dean Stewart.

■ **Atmosphere:** 7 - Non-groovy sounds. A bit crowded owing to size of the venue. However, the beer was flowing nicely and everyone was in a good mood. Helped along by top industry



Left: **Sharon** (left) and **Sharon** (right) from the **Sharon** group. Sharon is also competing a range of products including Simon Per's **Keen**, **Sharon**, **Sharon** and **Sharon** in a variety of roles.

Right: **Sharon** (left) and **Sharon** (right) from the **Sharon** group. Sharon is also competing a range of products including Simon Per's **Keen**, **Sharon**, **Sharon** and **Sharon** in a variety of roles.

Left: **Sharon** (left) and **Sharon** (right) from the **Sharon** group. Sharon is also competing a range of products including Simon Per's **Keen**, **Sharon**, **Sharon** and **Sharon** in a variety of roles.





squares and the fact that the show hadn't start at yet and no-one was knocking.

● **Food:** 1 - Baked! Hungry punters need some decent grub, not merely peanuts and cherry nibbles.

● **Drink:** 0 - "Free" beer and wine supplied through it cost £15 on the door for entry in the first place.

● **PR Validity:** 0 - No product to push, this was an all-out fund-raiser. Everyone left their hair down and had a nice time. Gary, Simon and I was footed their already soaring popularity among the industry movers and shakers.

Sunday evening, and the *Flight* event! Leicester Square's trendy Hippodrome plays host to the industry for what should have been a glittering and enjoyable event from all concerned, leading further from the truth would have been hard to imagine. This particular party was heralded as a big deal owing to the announcement of various computer-future awards. However, investors were disappointed on a number of counts. The ceremony took forever, there weren't any awards to give away (they were held up in transit) the celebrity valiant was terrible and the "free" bar instead with less than half price drinks. And the cost of entry! £44 each.

- **Atmosphere:** 2 - Trendy location, lots of people.
- **Food:** 3 - Fumble (jiff).
- **Drink:** 2 - Champagne/beer. Far from cheap.
- **PR Validity:** 0.

Monday evening saw the *Accolade* cocktail reception in full swing in The Filing Station bar, attached to the Business Design Centre.

Ready here so many industry heavyweights, had to come into quite early close contact with each other. The promise of sampling the most Accolade Atom Bomb Co exhibition was become a prize was awarded for anyone brave enough to successfully determine its contents (sound sampling enough to fill the station to bursting point).

- **Atmosphere:** 4 - No music. Lots of fun but



● **Drink:** 0 - No personality, over-the-top sugar & caffeine around the show.

● **Food:** 0 - Great, were enjoying an exhibition for their fundraising efforts. Another day for world-wide progress.

● **Atmosphere:** 0 - Boring, dull and short. Boredom. Bored of the show, bored of all the signs on the wall/door.



● **Atmosphere:** 0 - Boredom. Bored of the show, bored of all the signs on the wall/door. Bored of the show, bored of all the signs on the wall/door.

● **Atmosphere:** 0 - Boredom. Bored of the show, bored of all the signs on the wall/door. Bored of the show, bored of all the signs on the wall/door.

● **Jim Douglas**

For a full report on the show's major announcements and events, see the *Flight* pages.





to remember. It is a great flight sim for beginners and experts alike.

Four levels of difficulty will help you to learn quickly - and options - autopilot landings will allow you to concentrate on airframe action. The controls are simple, effective, and easy



into it nearly half a million square miles. Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly it twice!

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The newest smart weaponry and laser-guided armaments are perfect for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy



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F-15 STRIKE EAGLE II



F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and best



AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

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MICROPROSE
SIMULATION • SOFTWARE

and great from MicroProse will soon be available for Commodore Amiga and Atari ST.



AIR DUEL

Welcome to the first all-action dogfighting flight simulation from MICROPROSE. Rik Haynes talks to programmer Glyn Williams about his new baby... and the game!

Do you ever wonder what it's like to dogfight at supersonic speeds over bright desert skies? What about catching the Red Baron in World War One? Imagine the kind of real-time-thrust action you could do in outer space with a futuristic fighter? These are just three of the questions that have inspired Glyn Williams to write *Air Duel*, a flight-sim that lets you dogfight some exhilarating combat aircraft from the past, present and future. With *Air Duel* you can climb into a Soviet-Czech biplane or hit hyperspace with an interstellar spacecraft. You can even go Torii Torii! *Air Duel* is a Japanese Zero carrier-fighter from the Second World War.



Building away from the cockpit of your spaceship.

Explain the concept of *Air Duel*!

I'm more interested in *Air Duel* being a game rather than a simulator - although it does borrow from the simulator genre. My original intention was to make it more towards a coin-op sort of 3D game rather than a hourly detailed simulator. The simulation elements are important to Microprose so I'm developing those a little bit more.

Coin-op, what's that?

Things like immediacy, speed and pace. The fact that a playing session will be two minutes rather than two hours. With a coin-op, it's immediately obvious what you're supposed to do with it. You don't have to read a manual to play it. You just pick-up and go. The objective is simple and obvious. There are certain ways of doing things in coin-ops. There are scores and when your attention is being directed in a particular way you get a big arrow rather than a subtle hint. The difference is a stylistic one.

What do players get up to?

The objective of the game is aerial combat and dogfighting. The fact there are two players fighting each other is, ideally, the most intense way possible - unless their involvement is that



Beating the airfield by flying through an open hangar or performing stunts when requested that you could never do in real life.

conflict is maximised, their emotional involvement should be heightened. The ideal way of playing *Air Duel* will be between two players with split-screen or two monitors.

How does the game work?

It's about to there are four scenarios to choose from, which are sort of classic dogfighting encounters through history. This is a way of adding value to the game and makes *Air Duel* about four separate products in its own right. The World War One scenario is played over the extended battlefields of Europe in 1918 - Soviet-Czech versus Fokker triplanes. This is an introduction to dogfighting, you get very close to your opponent. You have quite slowly so there's a stronger element of strategy. The second scenario is set in the Pacific during World War Two, Carrier-based Mitsubishi against Japanese Zero's over a little Pacific island. The main difference between the two World War scenarios is pace really. World War Two introduces cover as an element in the conflict. The next scenario is the present day and this introduces jet aircraft, rather, HUDs and missiles as well as retaining the other elements. I'm going to do it in a really desert sort of scenario, carrier-based F-30 against the MIG-25 (one of the fastest planes in the game). It was designed before the Gulf War but nobody will believe me. For the fourth option I thought I'd get so excited and do a space game, I can chuck anything to the wind. Gherly goes out of the window. You have a much wider selection of weapons systems, some of them quite stupid and bizarre.

JUST WILLIAMS

An *Academy* will be the last project that Steve Williams will design and write entirely on his own. He now has plans to set up his own software development team dedicated to producing high quality 3D games. The 27-year-old Williams wants to do more game designing and to already develop a top computer programmer with lots of contacts and contacts in the UK. He also desires to create his own studio to do a project in *Workshop* has challenging open environment with smart like objects and automatic intelligent controls. "I'd like to make the scenes bigger and wider," Williams says. "These were different worlds for *Workshop*. Many developers found making more planets. Something along the lines of what you had showed makes planets down into the atmosphere and leaving the outer part of the cities. It's quite an interesting type of project."

Will there be ground objects?

When I pick up a simulator the first thing I ever do is find a bridge or try and fly through a hangar, things like this. I'm not interested in aerobically landing a 747 at Gatwick, I just want to do the stunts and stuff. So I want to force that kind of action into *Air Duel*. Every one of the scenarios is structured for the kind of thing. There are start positions and opportunities scattered throughout the maps. These are really useful in gameplay terms. Putting a start during the course of the game translates into extra score, fuel or weapons. Imagine, if you're taking fuel on fuel the conflict is going to end a little bit but if you can manage to fly under that bridge with the amount of fuel you've got available you could go back to full fuel and weapons and have that as an advantage over your enemy.



Give some examples of these stunts?

There's some quite dull ones. There's bridges and things that you have to underfly. Sometimes, there's barns and various buildings that you have to fly through. And then there are some more exciting ones. In the World War Two scenario there's a carrier with holes under the star deck which you can actually fly through. Etc., are you with me? In the present day scenario there's obvious things like suspension bridges and oil stores. Similar to this, there are also things that you want to blow up other than your opponent. These are called 'soft targets' like fuel supplies, ammo dumps, radio masts, missile sites, all that sort of thing. Of course these Active Targets are appropriate to the current scenario, you fly over trenches

and craters filled with water - and *Misery* tanks, observation balloons and Zeppelins - in the World War One setting. The Active Targets blow up entertainingly and also translate into scoring points, fuel or weapons. These are very much gamey sort of things. They don't fit in with a mission-driven simulator.

Is it difficult simulating planes in a computer game?

It's quite interesting that. One of the ways that Microsoft have been useful is that the Project Manager and Shape Designer Martin Mull-Cain actually fly. So he does know what he's talking about. I do think there's a lot of talk about flight models by programmers. I'm trying to get something that feels right more than anything else. Response and flyable. The model has to be quite realistic as well. If I'm saying this is supposed to be a 4000, people would be disappointed if they could fly it 500 miles per hour or just the speed of sound. So you have to make the model make it behave within a reasonable set of characteristics that resemble that aircraft. It's more about being fun to play and fun to fight with.

Have you nearly finished *Air Duel*?

The surface detail is very scarce. Only half the artwork is done. It's at that sort of stage. Sort of in the middle. *Air Duel* was born out of the ashes of the *Falcom* project I was doing for Activision. If it was a team of 50 working on it, *Air Duel* would be finished next week. Since it's only me, it will be finished sometime later this year. I've got to take the prototype which is working complete and which that up into something people want to pay a lot of money for. So there's a lot of work left to do on presentation. You're going to have a really rich form of content and options which allow players to fundamentally modify the way the game works. You can tinker about with how the game plays and scores, how difficult planes are to fly, whether you bounce off or



crash into the ground, and so on. You effectively get 10 games for the price of one. It's like a team - one activity - which is beating the other player. It wins and dies on that one activity.

Were did you get the ideas?

Many through my own frustration with flight simulator products. They don't address what my needs were. I want to blow things up and kill other people. I wasn't interested in executing meticulously detailed missions. That's my gut reaction when I pick up a flight simulator product. In *Air Duel* you want to locate the enemy straightforward. That's normally a very difficult thing to do in a computer flight sim. You can't look behind or around you. You can't look into the distance very well. The tradition way to overcome this is by providing instruments. With a racing you don't need to know about radars and HUDs or open keys on the keyboard. So in *Air Duel* if you can't find the enemy you fire some shots off - you've got limited ammo so it's costing you something - and you immediately get a big floating arrow that tells you the direction of your enemy. This wouldn't look too out of place in an arcade.

Can you describe any advances in the code base?

I'm kind of happy with the way my graphics system works. Not so much in dramatic performance, which I think seems about to be the same with every simulator released these days, but how nice and easy it is to program. This means it becomes quite expensive for me to do things like, um, getting it to do stuff. If I wanted to show a particular view from a particular angle after something has happened, it's really easy to setup a little program to do that. It's all very well and good having a graphics engine which can run at terrific speeds but if it's a bugger to program your game it's going to suffer because it makes it very expensive to do a lot of little effects. Here will pay off. I can say I want order to come out of this creating aircraft just by turning on a model generator. Does that make sense? I make full use of the computers colours. In the World War One scenario for instance you get 'fogging', I suppose you could also call these depth-cuing. It's going to be mistiness. I want to get a quite unique look for the game. In terms of detail, you can actually see the propellers moving round.





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SCREEN TEST



Age of Mice and the Old Man, alternate levels in ScreenTest to offer some exciting graphics and colorful sound-effects. Best: Age of M.



But even the smartest, intelligent readers and reviewers can't see it all. After sipping the ScreenTest!

IT TAKES ALL SORTS

And that fact is rarely more evident than when discussing games. One man's meat is more often than not another's poison. And when hyperbole and superlatives fill the air like so many noxious human emissions, it's easy to become desensitized to the real food of the reviews. Here at ACE, we try to be a little more conservative in our approach. You won't find wasted words here. ACE reviews aim to be level-headed and analytical. But that doesn't mean we don't get excited about the games we see. We simply make sure we get excited about the right ones.



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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 full 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 Preview card that tells you how we think it's shaping up. In most cases, a full review of the finished game will follow in a later issue.



- Each off-rating description
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- Twelve stars to award
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Sound is the forgotten aspect of games that can make or break them. ACE only awards this star to titles that use it to its full potential.

THE LINE UP

Computer and Console pages 58-65

- 00 SPACE QUEST IV Gold
- 04 GOOD Remake
- 05 ALPHINO Platinum
- 08 SHADOW DANCER 20 Gold
- 09 SOULER Bronze
- 10 BILL OF BUDES Bronze
- 01 BARRAMAN Copper
- 04 ARMS SYSTEM V2 Gold
- 04 BEM'S 10 Gold
- 04 JET FIGHTER 2 20 Gold
- 01 THE MIGHTY Copper
- 04 THE BOOP Microcopper
- 03 COMBAT Impressions
- 01 BUBAL RESISTER Microcopper
- 01 B'YTES Microcopper
- 01 ARMO SLAYER Silvercopper
- 06 MEGA TRAVELLER Empire
- 00 PREDATOR 2 Image Bronze
- 01 SHARPLAND 2 20 Gold



Having spent a considerable time in a dark, cavernous, and somewhat claustrophobic environment, you'll be glad to see the bright, open, and colorful city of the planet's surface. These screenshots are a good indication of the game's graphics.



Noting the hero of your adventure game after a radio check-in doesn't lend well to a sustained level of immersion. However, that Roger Wilco has been around for a full four games now, and his latest excursion is a more lush and incredible trip than any before, must indicate that the job has some considerable legs.

Wilco, kept junior and reluctant space hero, is confronted in a ready bar by the planet's 2' lankie like Seguel Police. No ordinary constabulary these, once in the parking lot it envisages their intentions are strictly for Roger's demise. It looks as if Roger's goose is cooked, and only the swift actions of the handy Time Rippers enable him to escape.

And so, after a lengthy intro sequence, Roger finds himself dropping through the other end of the time rip into "uh" Space! Space! Wilco's home planet has been virtually destroyed by the evil Island and is, on the brink of collapse. Scaring residents wander the darkened streets, burned out vehicles lie abandoned and useless, rodded with laser fire. What has happened? How can Roger get back to the, er, adventure? And what is that pink fluffy robot doing?

Controlled exclusively with point-and-click commands, Roger moves reasonably freely through his environment, examining, looting

SPACE QUEST

IV

ROGER WILCO & THE TIME RIPPERS

SIERRA reaches new heights in goofball adventuring

and collecting objects, talking to characters (or encountering em). The two most immediate points of note are that (a) the graphics are astonishing, and (b) Roger gets killed in a real lot.

It's a rough old life for a space hero these days. Continued raids by the Seguel Police stand as Roger's discovery, clearly seeing some down in the sewer's, unstable explosions, and that's all in the first ten minutes!

Residing these utterly antic, obviously takes a lot of practice, but Roger will rarely come unscathed without some toolfulness on your part. Dangerous situations are always clearly explained, and thanks to an excellent user-interface, the game can be saved in virtually any position with the minimum fuss. Even in move-



Illustrating the detailed graphics, an exciting interface, and a great story, the Seguel Police and their point-and-click controls are a real treat. The game is a real gem, and it's a real gem to have in your collection.



Here's the most horrible horror of all: a deadly, dead skeleton (above right) that blazes away when he sees a new character or his flight capabilities, but not subjective means to extend. Moments later, it also becomes a highly and being used in the city. That's always back to the original.

critical situations, a Save can be used without filing up previous game turns.

Apart from the graphics which is played very soft overwriting, status descriptions for all major items in the game are included. Thankfully, to cut-out "I can see nothing of interest here" messages are included. The only negative point to make is that since the designers have gone into such detail, it's sometimes a bit difficult to identify what are "useful" objects and what are simply background features.

Speech is the area where the player has the least control. The player can click his "talk" icon on any character in the game, which may or may not initiate a dialogue. The player can't talk Roger who is his friend, instead, the computer feeds Roger lines appropriate to his current situation. As into a girl's retailers without any trousers on, and Roger will have a discussion about buying pants. The format works better than you may expect.

The back-and-forth nature of time-travel games can usually turn into a pass in the neck, pointing it over the place to try and effect events, before they happen and the like. Here the path is quite linear, it's a feasible sort of way. Rather than offering countless ways to explore and get lost in, the player is for the most part kept in a route of around the locations, and forced to concentrate on the problem in hand, before moving onto the next one.

Indeed, the nature of the puzzles is pretty solid. On finding yourself in an apparently dead-end situation, the answer will usually be close at hand. In that sense, Space Quest II is an immensely fair game, allowing the player in theory to play through all the puzzles first time-round, without learning too many costly lessons. This doesn't mean the game is easy - far from it - but it helps dispel irrational fears that maybe if you were to retrace two-days effort and get the luxury it would help you by the space ship, for no better reason other than it's the only object you aren't looting.

Occasionally the game will demand that an item has happened which will make Roger "lose" something before allowing another occurrence. For example, in the Galaxy Galerii full, Roger (for a number of reasons) needs to



Earth's most powerful in a space ship by the time-traveling. Roger must think on his feet but he has more than his wits.

Without much more working than in Space Quest III, although it has more working.



RELEASE DETAILS

IBM PC EMM 386 CD-ROM



Even though it's a top-notch graphics, the Galaxy Galerii (above) game only a direct shot. But, they don't have that much more including, which are given and given of the most and playing it's happy (like to really get of the game).

got dressed up as a woman. The first time I played, after dithering around the mall for a bit, I found myself presented with a helpful shop assistant and was, into my shiny-black number and wig in no time. However, after coming unglued and reloading, my visit to the boutique was in vain, and I couldn't get sensed to save my life. Since I presumed I needed the disguise to get past the fairly security-guard on the door, I didn't occur to me that I had to try to try to use the Automatic Teller Machine before attempting to buy the dress. The teller machine does a visual identity check, you see, registering the helpful mess-or-offender of the assistant in the boutique.

The self-referential nature of the plot makes for good reading and easy review. A particular favourite of mine is the option to treat back in time to Space (June 1), and hear Super-VGA Roger wandering around the excellent through-the-graphics of his first adventure. Black and white footcages were thinner to chase Rog and his lanky 1980s-era way out of town. And if you think that's convoluted, how about going to visit a software store in the future selling karking other things a working electronic to look for... *Space Quest III!*

Dramatic scenes are handed out, although they may verge too much on the Dragon's Lair style for some gamers. There are instances where lengthy scenes of animation preclude a brief opportunity for you to act. Must be chance or try the wrong option and Roger will inevitably beg it. Again, however, the 'save-at-anytime' makes it possible to save right back into the action at the critical moment should your choice prove incorrect.

There's no doubt, though, that *Space Quest II* is a slow, challenging and entertaining adventure, gaining a lot from doing away with a team partner and concentrating on the team's graphics and storytelling abilities.

— Ben Douglas

...A THOUSAND WORDS

One of *SG 00's* novel features is the graphics function. Rather than being constrained to a particular single screen location, Roger finds every enormous panoramic view of his environment by walking to the edge of certain screens. Roger triggers a cut-off revealing his new location and then it connects with the last. Although he's not actually able to see the feeling of location. Although intuitively I suspect, the technique is most used to a few times (inspiring constant sniffing around along into success in an underground scene, for example). It's a combination of an excellent space-funger and filled on a breathtaking also could be quite convincing.



The Stone of Borne in the galaxy station. Much to the stress to get shopping but that's getting the attention outside to it!



The entrance to the 'Borg' station. Development is in the most impressive place.



A screenshot of the 'Borg' station. Most impressive about the game is where you can see the game.



The 'Borg' station is a fantastic one. It's not only the best and the best game in terms of graphics, but also the best in terms of graphics.



The lengthy intro sequence (shown) into the game. How Roger is coming through the Star to be an attempt to escape the evil 'Borg' force.

EXTRA! EXTRA!

Some games have a reputation for offering pretty good value for money. This one is different not least by the inclusion of extra-including games-related materials in the package. *Space Quest III* is no exception, containing an extremely nice copy of *Space Quest magazine*, a lot of digital for all sorts of the space-fun.

Of course, aside from the feeling of completeness felt by the user when in possession of the whole package, the inclusion of entertaining magazine and games like *Star Wars* (which is quite useful) until you have a particular problem gives the player some valuable encouragement to buy the original for himself.

Money well spent when it comes to *Space Quest* or really value in the game, and can be extremely useful if it's found.

When you consider the high production and a play-through of the first two, the extra, all included in the package, is a great value of the future future.

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KRISALIS get the street beat in their new TV show licence

Hill Street Blues

If you have ever wondered—while watching the TV exploits of Benks, Bates and Hunter (what it takes to police a tough downtown neighborhood, here's your chance to find out.

You take on the role of Captain Frank Furillo of the Hill Street Precinct, who has to keep his popularity up and the crime rate down by efficiently supervising his highly trained team of professionals and then protecting the public from pickpockets, muggers, drug dealers, armed robbers, violent killers and other unpleasant characters who wouldn't like to meet personally. But simply rounding up the bad guys isn't enough; once arrested they need to be found guilty and successfully sentenced by the Court of Law.

The game starts with a flashy 3D-like video sequence complete with digitized pictures of all the officers at your disposal and fellow life-takers. Prior to beginning your mission you are asked to choose the language version and the difficulty level (though even at the easiest setting I found it hard to imagine anyone other than a 21st Century cyborg superhero managing to keep the soaring crime rate down).

The main game screen is split into three areas: a bridge-like view of the Hill Street Precinct; a set

of control icons; and either a radio operator giving you details of the latest crimes being committed, a car dashboard or a police beat indicating your current team's transport.

Command of all your officers' actions is via pointing-and-clicking on icons with the mouse. You can access the main police computer for the latest crime and officer statistics information, display a map of the area, send an officer to a destination on foot or by patrol car, take manual control over a selected officer, use numerous radio features, examine any citizen's record, set up road blocks and warn, arrest or shoot (shoot-out the infamous sound effects) criminal suspects.

Before tuffing off on your mission you should spend some time not only studying the map of the area but also the actual reconnaissance patrols. Like most strategic games success depends on a well-planned approach to all tasks, even readiness and quick decision-making. It would be also a good idea to practice your mouse skills (and get a proper mouse pad!) because the click-controlled command system can prove quite tricky when used in a situation requiring rapid response.

Hill Street Blues' near life-like realism (including

day and night cycles) and complex variety of game tasks are impressive but they increase the non-savage difficulty level. Apart from tracing criminals and giving evidence in the Court, you will also be expected to maintain a high level of

RELEASE DETAILS		
AMIGA	CD-ROM	OUT NOW
ATARI ST	CD-ROM	OUT NOW
IBM PC	CD-ROM	OUT NOW



Are KRISALIS 'court'-ing disaster with their latest sports sim?

It has to be said that Jahangir Khan's World Championship Squash resembles a game released a couple of years ago. But you should never judge a game on looks alone. Although the graphics may seem a little dated compared to other current releases, they don't affect the gameplay or lose any real influence on the general feel. Just assured that Squash will test your reflexes and joystick skills to their utmost limits.

The game allows you to choose between six independent competition systems: a Club Tournament played according to the league rules and a knockout World

Championship. A variety of options, including ball type, service rules, competition characteristics and the ever-so-useful practice mode, can be selected from the icon-controlled menu system which may be displayed in five European languages (another step towards 1992?). There's also an option to select and watch matches played between the computer opponents; it's supposedly designed for you to build up a picture of their individual styles and skills, but it's no real help and very dull.

Like the real thing, Squash is quite difficult to get into, but once mastered it can prove extremely addictive. Your player can be moved around the court with joystick. Tapping, fire and pushing the joystick when near the ball will play a job or power shot to the left, right or straight-ahead. There's an option to let the computer take shots for you so that you can concentrate on getting your positioning right - very useful.

The games feel is quite good with a very realistic ball animation and not-so-realistic

player control which gives an impression of slightly random movement. The unusual isometric-3D view of the squash court makes it difficult to correctly position your player to hit the ball, but after a few practice matches you should be able not only to effectively control the character, but also to produce some brilliant shots which will make your opponent run away in fear.

Sound-wise the game is above average. It incorporates realistic sound effects and some jolly tunes which could make you tap your fingers and maybe sometimes stomp your feet (and that's maybe!).

In all, Jahangir Khan's World Championship Squash is a good sports simulation which unfortunately lacks the graphic quality of today's top games, but should bring the pallid many hours of enjoyment. (Don't be put off by the initial chaos, remember - practice makes perfect)

■ Tim Truett/Amiga Central



In your menu, where you can save or load your achievements and progress by visiting all the different levels.

JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

proficiency among the public. Frequent gun battles, corpses littering the pavements, excessive use of car sirens, traffic congestion caused by road blocks and above all a high price rate will cost you popularity and probably your job. However, if all crimes are quickly solved and the gaffs are successfully sentenced a Court your popularity will rise and you may be rewarded with a promotion.

Graphically the game is above average with an well-designed game screen, meaningful icons and several nice touches, including digitized pictures. The backstory one of the area serves its purpose quite well, although the multidirectional scrolling is far from perfect. The game doesn't make a full use of the computer's sound capabilities, however the player's life bar makes life into a pleasure to watch.

In the whole, Hill Street Blues is an entertaining game, but the high-difficulty level means it won't appeal to everyone. Strategy fans will find the game challenging and rewarding to play, but more casual gamers may find them selves frustrated by the large number of balls which need to be kept simultaneously in the air.

■ Tim Truett/Amiga Central



The professionally-designed music makes playing Hill Street Blues quite fun, even the drags feature an extra measure and eliminate all of the embarrassing interruptions.



AMIGA 500+ and AMIGA 600 play through your preferred video mode. The Amiga 500 will struggle with some of the more demanding levels. Atari ST and IBM PC require fast hard disks for the best play.

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RELEASE DETAILS

AMIGA	£29.95	OUT NOW
ATARI ST	£29.95	OUT NOW
IBM PC	£29.95	OUT NOW

LICENCE



DARKMAN

This spoof comic-style thriller from White Director Sam Raimi doesn't quite live up to his previous, Full Moon movies. Although there is an occasional glimpse of the Raimi slapstick genius in *Darkman*, the film was a flop at the box office. Still, this fact doesn't seem to bother Ocean. *Darkman* is now out on video (cost \$24 from CEC). Ocean expects it to be a bit of a sell on the small screen — and possibly on computer and console as well.

Raimi describes *Darkman* as a "high-tech, action-packed *Phantom of the Opera*". The idea of the game, naturally enough, is to play through the events of the film.

Doctor Peyton Westlake, played by towering Irish actor Liam Neeson in the movie, is a brilliant scientist working on a new synthetic skin used for burn sufferers. Taking old photographs of burn victims, he's able to create a mask using a computer to recreate their faces. Unfortunately, the skin is photosensitive and cannot last longer than 90 minutes in light. An evil gang led by David (then breaks into Westlake's lab looking for an important document. They kill his assistant and, attempting to leave unnoticed, they blow up the lab and flee with it. Horribly burnt, he receives surgical treatment, making him unable to feel any pain. The side effects include violent mood swings — alternate flows through his body unchecked going from great strength, fearless escapes from the hospital, becomes the *Darkman*, and seeks his revenge.

With comic-design input from Ocean Software Director Gary Skidley, the Amiga and ST versions of *Darkman* have been handled by Mark Ward (programming) and James Danks (graphic artist). Ward previously wrote the 1988 versions of *Alien 3* (IG-Soft), *Star Wars* (Broderbund) (CEC) and *LN Squadron-03* (Gold) — while Danks has



Darkman has a nod of the fact that the 3D version of *Darkman* (shown here) also includes scripted events. Everything you experience may differ on this underground level.

provided the music in *Strider*, *Indiana Jones and the Last Crusade*, *World Cup '90* and *LN Squadron* for US Gold. Jonathan Dure, Ocean's resident artist of the audio, is composing the music and sound FX.

Darkman is in the familiar Ocean movie-to-game mould. A little bit of beat-'em-up coupled with the ubiquitous platform section and a 3D section for added spice. "The basic idea of the game was to replicate the action of the film as closely as possible," offers Ward.

Players take the role of Westlake, also the *Darkman*, and begin snapping photographs of David's henchmen as they briefly appear at a series of windows. So we're talking Ocean "stealing Gallery" yet again. If some good pics are taken, they'll have enough data to make a mask and disguise themselves. This translates into a few hassle-free seconds on the next stage, which bears an uncanny resemblance to the *Double Dragon* martial arts arcade game. Players then enter, surprise, a warehouse. This

Rik Haynes lifts the lid off Ocean's game-of-the-movie construction kit ethic...



With Ocean and Ocean, Raimi, programming, production.



Rebuilding the walls. Raimi's production kit. With the addition of *Darkman*, Ocean's new game-of-the-movie construction kit ethic.



Rebuilding the walls. Raimi's production kit. With the addition of *Darkman*, Ocean's new game-of-the-movie construction kit ethic.

is the standard platform section that you get in all Ocean movie conversions," Ward confirms.

After these platform parts, the player runs and jumps across rooftops while being chased by a helicopter. "This is quite a nice little level," according to Ward. He says this section is a little bit the *Super Mario Bros.* Although the style is similar, the smoothness is a bit lacking. This is followed by the "3D bit" where *Darkman* grabs onto a rope hanging from the helicopter. Players have to dodge traffic on the road and avoid being shot. Finally, players are thrown into a showdown with the big boss at the top of a building. Don't we see this in *RoboCop 2*?

Ward and Danks worked *Darkman* over the course of five months on the PC-based PGG development system. They used the script and stills from the film as a source of reference. Interestingly, Ocean couldn't actually use the faces of the actors in the game. The sprite expansion part in the 3D section has caused the most headaches as far as coding is concerned.

REVOKED?



WILD WHEELS

Wild Wheels is an odd take on a genre—and a blast from the past, the least in hybrid games where the program sets the pace for the player.

Wild Wheels' Israeli developer started out in 1992 producing games for the old Macintosh computer. The first hit for the title was, in fact, an art package called *Architectural Dreams* featuring 3D graphics for the production of 2D games. For this reason, computer before turning its attention to users' entertainment. The first path led more success with the design and development of *Landlord* and *Landlord 2000* (Electronic Arts).

The concept behind Wild Wheels stems back to Israel and more recent footage of successful American-style playing football with Jews. In the game, players control teams of five cars in a race to become the last one on the opposite end. These cars are automatically one of a futuristic race between stock cars and three pursuit vehicles in the Wild Blue scenario. "We're going up with some fantasy vehicles if you like," says a



Wild Wheels is a blend of hybrid and simulation. The concept is to be a

simulation for the first. "They're not just elements of systems," says.

The first car program drove to a fairly simple combination engine vehicle called the driving, the competitors are who they can approach to trigger, better and better vehicles. They'll drive and go driving around very which can stand or fall from opponents.

Wild Wheels, a strange concept, is played over a track on 3D view of the track with players who to make their cars on the ground direction. Drivers of tracked vehicles have the advantage of being able to perform very tight turns. "They can practically spin on a dime," says. The application is, of course, all things are a matter of who stays away from those they have made by Wild. But that is not the only thing to do with wheels if where players can fly into the end and back for their cars.



Wild Wheels is a blend of hybrid and simulation. The concept is to be a

Wild Wheels is a blend of hybrid and simulation. The concept is to be a

WIZKID

The game development talents of *Thunder* and *Fire*, better known as *Thunder*, will soon be on display again in the sequel to their many hit games was their first ever effort. *Wizkid* was a concept developed with a lot of effort and a great team player team-up. In fact, on the day of the game, *Wizkid* is a sequel to *Wizkid*. "I think you'll see it for the first time," says a member of the team. *Wizkid* is a sequel to *Wizkid*. "I think you'll see it for the first time," says a member of the team.



Wild Wheels is a blend of hybrid and simulation. The concept is to be a

Does that mean it's a good programmer? I will efficient code which doesn't crash. I wouldn't say my game designing skill is up there though. "I just rocks for greatest achievement has been a *Wizkid* Simulator HD ability for the Atari 2600. And did he like the *Wizkid* film? "It's a low budget movie and it stars. Some of the acting is a bit weird. It's a bit more. It'll do well on video."

Take any *Ocean* movie licensed game of the past three years and it won't be hard to make striking comparisons between them. The *Ocean* warehouse, platform scene, shooting gallery and *Wizkid* section are all starting to wear a little bit thin. Perhaps *Ocean* should

spend more time on development? *Batman* in the *Amiga*, for instance, was written in less than eight weeks. In early days we encourage Ocean's lack-luster attempts at more sophisticated software. After all, the *Manchester* powerhouse has been voted Software House of the Year more times than I can remember. Lack of originality doesn't really matter when you're assured a top five hit in the charts—or do you? Consumers want to try something new occasionally. Ocean are certainly not the only offenders, but as arguably the top outfit in the country, they have a responsibility to lead by example, and break this slightly over-familiar mould.

ACE PREVIEW

More information on the book.

More information on the book.

LICENCE REVOKED?



As an Elf, you must jump, dash and shoot your way through trouble.



ELF

IT "The idea for Elf just sort of came together," says Paul Opley of Nintendo Systems. "It's quite hard to say how the game actually developed. We just thought of the Elf character and the rest flowed around that."

Opley is in charge of the graphics and Damian Bees, his mate from University, is programming Elf. This is the first computer game they've worked on and, amusingly, Bees's first attempt at machine code programming. Even considering these potential stumbling blocks, the team took five years to get to the point. They began the Elf back in February last year. "We weren't really influenced by any other games, though we did want to play a lot of platform games on the BBC micro."

A fairly simple adventure, Elf's split into six levels. Each of these span over 100 screens and is filled with different backdrops and creatures. First comes the Forest with trees and hills in the background. Next you're outside the ruins of an old castle complete with crumbling walkways and underground passages. Here mini-towers give you grief with spears, darts, cannon and flamethrowers. Progress across the lake using logs and a series of platforms, while dodging flying fish and a few other things. Run away from swamp people and olive beetles. Venture into the cavern filled with dwarves mining precious crystals. Don't forget you've got to rescue your girlfriend from the evil gans.

Elf is very puzzle-oriented, although there's a lot of shooting and jumping involved. These puzzles stem from Opley and Bees using

dash together and hatching silly ideas. Characters in Elf are all intended to be humorous. The things they want are silly. Like the old lady who is after a pair of false teeth. "The whole thing joins together as one big joke," confirms Opley. You must interact with and talk to these crazy creatures. Along the way you bump into a series of shops where you can swap the junk collected on your travels for more useful spells.

The gorgeous graphics seen in the game would fit very comfortably in a Japanese console. Does Opley think Elf will appear on the Megadrive? "That's up to Games," he confirms. The boys' next project will probably be a space game, but he's not saying too much about it at this stage.



Remember the Elf he is in a special to save his girlfriend from an evil gang.

DR. MORTON SHOWBIZ

Just when Brian Fox has been getting someone else to make and record offers for the past few years, this 34-year-old softwarey has seen their Martin Gillingay as music's main musician. As a manager for the rock and roll Elf in the short silence of night, just like most people do in their age, Gillingay has got the first words out of any meeting and the needed thanks to right-handed sound synthesis on the Elf is a real thing," says Fox. "It would be nice if more British record musicians were used by US companies. I don't see anyone on the stage."

These things sound and sound good, but the American record industry and the British music industry are not the same. Fox has developed the game music and sound effect modules for each computer and console. It can take anything from two hours to two weeks to produce a single tone. However, the first day being recorded to sound like a record. Fox says it is probably the most difficult. "It's like to anything really, from the music to the Elf program," says Fox. "There seems to be an effort to be real-time and is currently being used in a few areas with a limited offer only." The end of the Elf program is the end of the Elf program. Fox says it is probably the most difficult. "It's like to anything really, from the music to the Elf program," says Fox. "There seems to be an effort to be real-time and is currently being used in a few areas with a limited offer only."

It comes as a kind of a shock that Fox is still doing the Elf program. Fox says it is probably the most difficult. "It's like to anything really, from the music to the Elf program," says Fox. "There seems to be an effort to be real-time and is currently being used in a few areas with a limited offer only."

Every other British music the software of his music is the only thing. Fox says it is probably the most difficult. "It's like to anything really, from the music to the Elf program," says Fox. "There seems to be an effort to be real-time and is currently being used in a few areas with a limited offer only."

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GOLDEN SHOT

Rescue a President, pilot a top jet and save the World from aliens in US GOLD's forthcoming releases



Merces
 Merces starts with just the three opening levels. From the opening sequence, you'll see the game's main menu, the title screen, and the opening level. The game is set in a futuristic world with a blue and yellow color scheme. The game is set in a futuristic world with a blue and yellow color scheme.

MERCS

(Middle view)
 A top-down perspective showing a character in a blue environment with a large blue machine and a yellow alien.

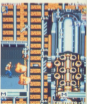
US Gold have had a string of successes with their Capcom arcade machine conversions, including *Shinobi*, *Striker* and *Black Tiger*, and *Merces* looks set to be the latest conversion yet.

The former President of the United States, while on a peace mission in central Africa, has been kidnapped by Zulu rebels. Due to the possible diplomatic repercussions, the US Government can't mount a rescue mission with its own troops, and is forced to hire an elite band of mercenaries to do its dirty work. Okay, so the story's not going to win the Booker Prize, but as an excuse for a nonstop frenzy of violence it works perfectly.

The rescue mission is split into eight stages, each entailing a nightmare trek through crowds of heavily-armed rebels, past lumbering tanks and around machine-gun nests to a face-off with a giant end-of-level piece of hardware. Along the way extra weapons, power-ups and energy refills can be collected by shooting open parking crates found along the way.

Congratulations are due to Torito, who have done an excellent job of reproducing the pace and excitement of the arcade coin-op on the ever-so-livable Amiga. *Merces*, due soon, should easily satisfy the bloodlust of even the most violent shoot-'em-up fan.

■ David Egan/Amiga



Merces (left)
 Merces starts with just the three opening levels. From the opening sequence, you'll see the game's main menu, the title screen, and the opening level. The game is set in a futuristic world with a blue and yellow color scheme. The game is set in a futuristic world with a blue and yellow color scheme.

(Middle)
 A top-down perspective showing a character in a blue environment with a large blue machine and a yellow alien.

RELEASE DETAILS

AMIGA £19.99 \$29.95
 CD-ROM £19.95 \$29.95



ALIEN STORM
"Thinking, often without and without the help," says the designer, "is what you get in a game like this. 'Shouldn't I have?' means the alien government."

Design
"Like any, you feel uncomfortable when you have a choice of how to handle the alien. It's not from the game."

ALIEN STORM

Down for a September release is *Alien Storm*, which is being converted from the huge sci-fi by Turbine. Set in the near future, the earth has been invaded by billions of aliens, taking on the role of either a lonely man, a woman, or a Terminator-like "droid." The player has to make his or her way through hordes of aliens to a final confrontation with the Alien King around its huge mother ship.

Alien Storm constantly keeps you on your toes by changing and changing between three distinct gameplay styles as you progress through its many levels. You'll get to play a heart-pounding walk-and-shoot 'em-up (a

little like *Golden Axe* with alien and short-range weapons) or *Operation Wolf* style shoot-out between you and waves of other waves of leaping, screeching enemies, and a rapidly-scrolling run through an obstacle



■ David Spotted

JETFIGHTER II



Jetfighter II
"Looking out the cockpit, looking and looking at the many positions in the sky, looking through the sky at a jetfighter. Right now, the other pilot seems to be moving and straight into the cockpit."

Hot from the States, and just before the AGO deadline, comes *Jetfighter II: Advanced Tactical Fighter*. When released in America the US game magazine went wild, with PC Magazine calling it as "the best flight simulator on a desktop computer, period."

Anyone who has played *F/A-18* interceptor felt one of the best Amiga flight sims after all these years will get a definite feeling of déjà vu when they take *Jetfighter II* for a spin. The control system is almost identical, prior to take-off there's the same exhilarating aerial camera zoom-in on the cockpit and the planes have the same residence to stalling that had pilots love. This, or glancing at the game credits, is not surprising because the designer of both sims, a Bob Dinerman, who also wrote the *Bally* coin-op *Clay's* of *Tron* (remember that?).

On booting up the first thing that impresses about *Jetfighter II* is the sheer number of missions - there's well over 300 to tackle there's even one called *Mission Sedition*, all with the accent on fast action. There are several jets to try out, including the *F/A-18* Hornet, *F-35* Falcon, *F-14* Tomcat and even the new *F-22* Advanced Tactical Fighter, and each can be loaded up with a huge range of the latest combat weaponry

home of which is still *Top Secret*.

To fight the planes are pretty easy to handle, and forgiving of pilot error, though combat certainly isn't the money pilot's are curving and vicious. The 3D is stunningly beautiful even on an under-powered 386/4 PC the speed and fluidity of the detailed images is very impressive. The plane can be viewed out-of-cockpit from any angle, with the camera smoothly panning between the various viewing angles.

Due to the proximity of the deadline, I haven't spent enough time on the game to give it a true *PlayIt*, but my initial impressions are that those highly-praising US gamers may well be right. The full review will appear next month.

■ David Spotted



Jetfighter II
"Looking out the cockpit, looking and looking at the many positions in the sky, looking through the sky at a jetfighter. Right now, the other pilot seems to be moving and straight into the cockpit."



Jetfighter II
"Looking out the cockpit, looking and looking at the many positions in the sky, looking through the sky at a jetfighter. Right now, the other pilot seems to be moving and straight into the cockpit."

Release Details

Platform	MSX	MSX PC	MSX
Release Date	1994	1994	1994

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Last year it cost £24.99. Now it can be yours in full, along with the best Amiga magazine in the business, for just £2.95.

Streetdate is April 26th - don't be the only one to miss out...



How do you convert a top-selling "book" of sales into the most beloved comic into a computer game? Particularly one featuring famous characters such as Fabian Fambrohn and his double entendres, Ted the Toadist, Mr Study the Owl, and the Mordred Prize (the humorous last and Rodney file the Mordred factor)?

Simple. You turn it into a free-level race between Johnny Parperts (left), his amazing flat-stance foray, Buster Gonard (left) has unrelentingly large buttocks and Billy Bacon-like patrolling a vast forest.

The player selects one of the characters to control, who must then be guided through five horizontally-scrolling race courses, set in the Country, Fens, Making Site, Beach and Disco. Each course is packed with obstacles and means participating. No characters to avoid. Any collisions cost your chosen character valuable seconds.

Each character has special powers which can be called into play during the race by tapping or holding down fire. Unfortunately each one of special power costs one token, earned in brief sub-games before each race (see the "Place your bets..." box for more details).

Come second or third, or outside more than three times then the game's over. Software developer Probe has done a good job of capturing the expressions of the Vir characters, and the humour of the comic strip

come through at times via the speech bubbles from the various characters though it's amusing how often they die on the TV screen.

Unfortunately the biggest problem with Vir is that, although very playable, it's too simplistic and lacks variety. The six sub-games are all joystick-mapping variants, and it won't be long before you've seen them all and become completely proficient in them. The races themselves are fun for a while, and there's a certain urge to play on to see the new courses and characters, but they're very tough, sometimes frustratingly so. If you're a big fan of the comic then you'll get some fun star spotting, but those looking for a classic game are likely to be disappointed.

Not bad, but a complete review of the Vir game and not one double entendre. I wonder if I can keep it up.

—David Spink



Oooh dear! I don't fancy yours much. It's VIRGIN's VIZ game

RELEASE DETAILS

ARCADIA	£19.99	£19.99
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PLACE YOUR BETS

ACE's at a glance guide to the three competitors.

STUDY THE MORDRED FACTOR

A Using his unique anti-buttock, find your favourite mapping (Mordred) before he can be killed in a third race. And what do buttocks mean? Fabian!

B Pump-it up! Mapping the joystick to control Johnny to bottom-left.

SPECIAL POWERS

• Tapping the course Johnny to eat

a suit guard that'll show him really nice weather track obstacles.

• Holding down fire for a second then tapping it results in a unique special power (the Mordred factor). Mordred's Mordred factor, allowing valuable seconds off the time.

STUDY THE MORDRED FACTOR

A Place yourself in the! Against the Mordred factor, the Mordred factor is the Mordred factor. Mordred's Mordred factor, allowing valuable seconds off the time.

B Pump-it up! Mapping the joystick to control Johnny to bottom-left. Mordred's Mordred factor, allowing valuable seconds off the time.

SPECIAL POWERS

• Tapping the course Johnny to eat your favourite mapping (Mordred) before he can be killed in a third race.

• Holding down fire for a second then tapping it results in a unique special power (the Mordred factor). Mordred's Mordred factor, allowing valuable seconds off the time.

STUDY THE MORDRED FACTOR

A Using the joystick to control Johnny to bottom-left.

B Pump-it up! Mapping the joystick to control Johnny to bottom-left.

SPECIAL POWERS

• Tapping the course Johnny to eat your favourite mapping (Mordred) before he can be killed in a third race.

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It's difficult to combine strategy and tactics with colourful graphics and animation, either historical authenticity or excitement seems to fall by the wayside. In the case of Cohort, though, the combination comes off fairly well. History buffs will find enough to satisfy them, while arcade addicts will be able to keep their eyes open for a change.

The success of the Roman Civilisation was based on their military prowess as much as the sophistication of their laws and government; in other words, smash the barbarians first then build them an aqueduct. Cohort puts you in charge of one of these warring influences. Like Impressions' last hit, Rome's Orit, the



game has a fairly limited scope but gives you plenty of control over your strategy and tactics; you fight a small battle rather than an extended campaign. Each of the dozen scenarios has a definite objective - take that bridge, hold that hill - but you can also define your own scenarios.

The game is entirely mouse-controlled; you control the blue army, your opponent the Red, with each unarmoured figure on the screen representing 100 men and each fortification 50. You can choose one of eight pre-defined armies, or define your own.

There are seven different troop types: light, medium and heavy cavalry, archers, light, medium and heavy infantry. You also have a choice of four terrain: open field, bridge, cliff and hill. An overview display shows the whole of the landscape with troop positions.

The screen display features a number of sizes of the bottom, which access different information displays and control options such as game save; the main window showing the battle field; and control windows which pop up in the middle of the screen.

You can issue movement orders to individual figures or groups by clicking on the appropriate icon in the command window; to move a short distance, select a group, return to the main

AMIGGA

890

RELEASE DETAILS

AMIGGA	£79.99	CD-ROM Edition
ATARI ST	£79.99	CD-ROM Edition
IBM PC	£79.99	CD-ROM Edition

display and place a cross on the point you want to move to. For long moves, use the directional arrows to select the direction of movement. You can then scroll around the battlefield, watching your forces move into battle, and monitor their progress by clicking on the icons for attack strength, defence strength, morale power, morale and numbers in the command window.

A number of different battle formations can be selected, but you don't have the option to go for specific manoeuvres like the shield-backed Turtle, Rome's specialty. Once you have selected a target for missiles, firing is automated.

One of the best features of the game is the realistic background soundtrack of thundering hooves, clashing swords and the screams of dying men. When two units clash, combat continues until one retreats, is wiped out, or loses to morale and is routed. A statistics display gives you the totals for alive, dead and routed for each army, and a "Fast Forward Battle" mode allows you to move quickly through the battle.

With lack of efficient communication between forces, this form of warfare presents extraordinary challenges. Cohort manages to present all these challenges in a colourful, entertaining and fast-moving form. It's a winner!

Chris Ansell

COHORT

Strap on your armour and get ready to smash the barbarians in IMPRESSIONS' colourful Roman romp



Clicking on the ally icon (bottom left) shows you details of that group's position.

The main battle view (top right) shows you the current status of the battle.



DAS BOAT



Will **MINDSCAPE's** U-boat sim give you that sinking feeling?



These submarines in action attack from the surface with their nuclear warheads. The submarine control interface is designed by employing 3D graphics.

Great! Mastering an underwater world isn't an easy feat. The ability to view other subs is one thing, but when you can see all the enemy subs, you're in trouble. The game's real challenge comes in the tactical decisions you also must make: Do you go for a kill or do you try to get away?



Behind the scenes, the artificial intelligence is the real challenge. The ability to view other subs is one thing, but when you can see all the enemy subs, you're in trouble. The game's real challenge comes in the tactical decisions you also must make: Do you go for a kill or do you try to get away?

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RELEASE DETAILS		
AMIGA	Q3/94	OUT NOW
ATARI ST	Q3/94	OUT NOW
IBM PC	Q3/94	OUT NOW

Dive below the waves, the submarine crew wait, not daring to move a muscle for fear of alerting the enemy ships passing high above. One submariner slowly raises his hand to wipe a bead of sweat from his eye, clearly looking a pointer to the floor. The metallic clang rings around the vessel like a bell. There's a moment of heart-stopping tension. Has the enemy found? Seconds pass, then minutes. The enemy ships move on. The crew - for now - are safe.

These staff - anyone who watches those '80s war films, BBC 1 always shows on old Sunday afternoons will know the scene. Can Das Boat generate a similar atmosphere of very claustrophobia?

Initial impressions are mixed. The manual is interesting and filled with some fascinating facts about U-boats and their crews. The in-game presentation, however, can really only be described as adequate. Although the main menu has an attractive drawing of a U-boat under attack as a backdrop, the rest is very drab, largely being point-and-click lists on a plain grey background.

The number of variables that can be altered is impressively large. The player can choose to control one of three U-boat classes, and define how many (and hence tougher) the game is by adjusting how reliable the torpedoes are, how quickly repairs are made and whether equipment developed post 1941 (when the game is set) can be installed.

Before beginning the missions proper, there's an option to get in some basic training, where you can practice skills such as shooting down enemy planes with the deck anti-aircraft gun, navigating through a minefield, avoiding depth charges and torpedoing enemy vessels. This is a nice feature, as it allows the first-time player to get straight into some action.

There are only five missions on offer, each set in exotic locations ranging from the cold Arctic to the warm waters of the Mediterranean. The missions are generally well-structured, varied, and their difficulty varies erratically between very easy to very difficult. One mission, which simply involved sailing from one side of the map to the other while shooting down waves after waves of enemy aircraft, was completed on my first go. Another mission involved hunting down three enemy ships; after a long hunt I was blown out of the water within seconds of encountering the first ship.

While Das Boat is enjoyable enough, what it lacks is any real feeling of tension or atmosphere. Apart from the occasional dramaticated status message from your First Officer, there's no indication that anyone's on board apart from yourself, and any sense of being responsible for the lives and safety of fifty odd sweaty, grimy bodies trapped in a leaky tin can is sadly lacking.

Though dedicated sim fans may find Das Boat lacking in detail and be repelled some of the more 'arcade-like' aspects, as a playable introduction to the world of simulation software it's ideal.

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**COMPUTER
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R-TYPE

It's here! IREM's ultimate shoot-em-up of all time blasts onto the Gameboy

Every round the office go all ruddy when R-Type is mentioned. The nostalgia level associated to this particular alien-death-fest is stronger than most. Thankfully, the more recent Gameboy version has its work cut out if it is to be considered a decent conversion of a game best known for its fantastic colour graphics.

But addicts will be pleased to learn that the most recent version of their fave blast is every bit as frenetic, frustrating and fun. Your aim is to halt the advance of a renegade alien army, which is rampaging through space destroying everything in its path. Many methods have been tried, but the might of the aliens' arsenal has proved all but an attack, not least because the intricate patterns to many of the generation-craft are so complex, a large ship simply can't negotiate its way around inside.

Alien! At your whim, Sauron's air fleet may be destroyed or the Sauron may proceed over the ship. In your quest for glory, you'll find it hard to let the Sauron's air fleet proceed to the end of the world.



Instead, your mission is to pilot a lone fighter craft through the massed ranks of fighters and freighters, destroying the infrastructure of the enemy forces as you go.

Initially, your ship is equipped with a pulse-beam which can either be rapid-fired by pulling the fire button or built into a huge ball of ammunition by holding down and then releasing the button. However, by blasting particular types of alien—easily recognisable after a while—you can collect sub-weapons, diagonal lasers, rockets and the most vital power-up of all, a life pool which sits on the front of your ship.

The pool shields you from some forms of harm and is itself impervious to attack. In certain circumstances, when flying up a blind alley or facing an especially well-protected end-of-level monster, it's advantageous to fire off the pool and then guide it deep into the heart of the hostile zone. By making contact with the 'soft' part of the target, the pool inflicts an equivalent amount of damage as a constant laser beam, and also leaves you free to concentrate on the mechanics of flying.

Ultimately, R-Type is top-notch. It should serve to remind critics of the Gameboy's most capable bits that it's right up there with the best.

■ **Jim Douglas**



BURAI FIGHTER DELUXE



Not too TAXAN, man

For thousands of years, the Bura have had four main objectives... the conquest of the universe, but only have they created huge armies of robots... They've also signed up Max Payne and Mike Harding and Barbara Dickson for a interstellar tour. Your mission, understandably enough, is to stop this money. So strap your proton-pack on, charge up your laser cannons and get ready to blast some Bura.

Burai Fighter Deluxe is split into five different stages, each filled with wobbly shafts and Bura and end-of-level boss battles with baby names such as Gigantorab, Jeopende and Langkall. If you hadn't guessed by now, the baby is yet another scrolling shoot'em-up. You start the game with a single gun which can be upgraded to really nifty and up-rocket things.

The screen can scroll in all directions so it's quite easy to miss a pick-up, bonus or escape route. Sometimes the direction of the scroll changes to try you on a ledge. Your journey is the same every time you play, so it's just a

question of remembering to be at the right place at the right time. Most of the fun comes from exploring the little nooks which can yield extra goodies. The aliens are pretty easy to destroy, you'll have more difficulty holding around with your direction of fire than heading the laser-cannon fodder.

The fantastic graphics and boss battles are few, but the small size of the sprites is disappointing. A little more effort should have gone into creating the music and sound-effects too. Those broken dashercher things and crap just don't cut it. Here the wrong note intention of these I found a new Japanese audio crew I think not.

■ **Rob Hayes**

Special Thanks to **Shochem Games**
(001 348 8000)
for supplying this cart.

KICK OFF 2



A NEW DIE SOCCER SIM

-GOLDEN JOYSTICK-
GAME OF THE YEAR

1 9 9 1

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

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

- Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.
- 1 to 4 players option. (Amiga and ST only)
- 2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (strength, pace, etc.) and skills (passing, shooting, tackling, etc.)
- Interactive Kick Off joystick controls to dribble, pass, shoot, head or kick the ball and do sliding tackles.
- Set piece: FREE KICKS including distance and the ability to dip the ball or head the ball round a defensive wall.
- 5 types of corner kicks with full control of shot power, long and short throw ins.
- Team selection from a squad of 18 with substitution and a choice of tactics.
- Longer and rag competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
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- Facility to load Player Manager teams and tactics for a single or league game.
- Red and yellow cards, 16 different referees, injury time and a host of features create an atmosphere for a game which is real fun to play.

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

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- A lively transfer market. Haggle for the best deal.
- 4 division league and a cup tournament with sudden death penalty shoot out.

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THE ACE - Incredibly tricky challenging soccer management with frantic end to end tactical action. 600

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THE ACE - Britain. Best ever. 60S.

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AMIGA - ST £19.99

ANC

DIENSION IN SIMULATIONS

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

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

Two extra hits.

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Enhanced throw ins and penalty shots.

Primitives to flick the ball in the air and do a blistering header or a spectacular overhead kick.

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

Line-ups and referee on the pitch.

A new player attribute PLAIN. A player with a high level of fair will try a solo attempt at the goal.

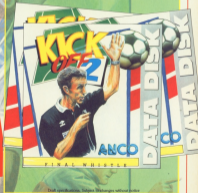
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And Lo's Mine

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MEGATRAVELLER 1- THE ZHODANI CONSPIRACY

A quantum leap for sci-fi RPGs? Well maybe... take on the Zhodani and save the world for yourself



Beyond the Games Designer's Workshop's world-famous gaming system, Megatraveller 1 is the first in a series set in the 30th century space of the human empire and the alien Zhodani, whose precise powers and logical approach to victory leave only a set of pointed ears and green blood to make them visually human.

Like Isaac Asimov's science fiction, the universe of the Megatraveller RPGs is one almost entirely occupied only by humans. This makes it easier to comprehend the desires and motivations of your opponents, but doesn't do much to add any exotic alien flavorings to the massive sci-fi adventure.

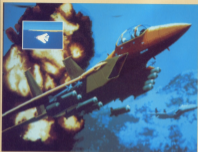
Like most RPGs, only the basic scenario of the game is set in place, the characters you design and your approach to the adventure are completely free. Certainly, there are a vast number of options, unless you opt for the easy life and accept the default party of characters, you can choose your characters from the military classes including army, navy, marine,

mercants and scouts, also their specialties range from over 70 fields, including agriculture, skills as gamblers, fighter pilots, engineers, sailors, cooking, administrators, lawyers, and cartographers.

Having defined your five characters or accepted the defaults, you'll find a 3-D view screen where first appears the 2-D tactical screen on the right, and status reports of your characters at the top.

The scenario involves the Zhodani fleet to investigate another border war with the galaxy's rival Imperium effectively by following the clues you're given, and a bonus that, at a really an incentive, compelling you to "help" the planet's toughest before you do that, wanting to prevent a galactic war. Various, somewhat high power programs will be available and any of the two main armies will be available.

In 32 colors, it's impossible to not have some all-out warship action, giving the player with help and being used to help you, creating a battle. Whether it's a big team or a big mission,



ACE PROFLY's wide base of support options, including the ability to choose from various target sets, is an extraordinarily nice in-flight briefing screen.



A wide range of views from the cockpit are available.



Thanks to ACE PROFLY, the only serious alternative to what you expect to see.

F-15 II

MicroProSE opt for the "action sim" with their new coin-op conversion?

MicroProSE's F-15 coin-op has proved to be a pretty tight fit in the states, and you'll be able to get your hands on the joystick of one in the UK pretty soon (unless you visit the Touchdown in London where they have one already).

The coin-op, designed by MicroProSE themselves, was pitched at a high-tech arcade player sick of matching quarters but not after some pretty intense gratification.

The computer version, therefore, is aimed at the home simulation market. It bypasses all the fiddling around with coin mechanisms and radar displays and enables the player to get pretty much into the action from the off. You don't even have to land the plane for yourself if you don't want to. Just let it be forced, the fun of these games is watching the enemy birds, not trying to put all three wheels down at the right time.

The most important distinction between the two is that while the coin-op would lead players pretty specific instructions as to their next target and it's whereabouts, F-15 on home machines offers a bit more flexibility.

And the way it's shaping up so far, the title looks as if this not especially deep game may well become a starring success for the company who built its reputation on producing heavyweight simulations.

Revving naturally around a series of seek-and-destroy missions in such global beauty spots as the Middle East, Vietnam, Libya and the Persian Gulf, the game arms the player with variable cargos of air-to-air and air-to-ground missiles, as well as around a thousand rounds of rapid-fire cannon shells.

Incoming missiles can be deflected by dropping clouds of aluminum-chaff, or by of those Top-Gun escape rolls.

It's far more score-orientated than previous games from MicroProSE, awarding points for virtually every part of the mission (unless there's some odd involved). Take out a bad guy with your cannon and shove him into the ground and you'll score more points than if you simply boots off a missile and let it do all the hard work.

A range of views from both inside and outside the plane is available and there's even an omniscient view, so you can ensure that your

ACE PROFLY

Great fun and

- Excellent graphics
- Excellent sound
- Excellent controls

A simple conversion from a computer flight sim.

Release Details

MS-DOS	£24.99	Yes
IBM PC	£24.99	Yes
IBM PS	£24.99	Not known

play hasn't started its date with doom.

For gamers who are keen to add a flight simulator to their catalogue, but are less impressed with hefty manuals and flight paths, F-15 could be the answer.

Richard Lewis

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This is the great effect of the simulation: you get to see the news anchor publicly condemn an American military commander who is actually doing a good job.

NA

Take a holiday in Cambodia and check out **DOMARK's** military/political simulation

With "The Doors on the radio all the time," the Gulf War putting everyone in the mood for a good war, and 70's fashion discs once filling our streets with strange sights, what better time to launch a game based on the Vietnam War?

Domark's strategy title, *Nam*, is a little unusual in combining both political and military aspects; it's not enough to win the war, you must also win the hearts and minds of your people if you want to remain in power. The game covers the period 1960-1975, so you have a choice of playing either President Nixon or Johnson. Your main problem, as it explains in the historical section of the comprehensive manual, is that your Viet Cong opponents do not really have to win; all they have to do is stick it out until you are exhausted, and forced to withdraw. If you follow the real-life American military policy, you will inevitably lose, so to win a convincing victory you have to come up with some strategy which evidently escaped the best American military minds of the time.

The PC version comes on four 5.25-inch disks or two 3.5-inch, complete with a thick manual and colour pointers. In EGA mode the graphics are fair, but design is not too imaginative, the Amiga version looks nicer, while the *3D* is disappointing.

The loading screens feature digitised images of troops and helicopters, together with subtly military sampled music; after choosing your required language, you move from here to select one of the scenarios. These include two where you have to fight the war from the start, either as Nixon or as Johnson; and three which avoid much of the political manoeuvring, including the

Department of the Army
Field Support System

Home
Field Support System
System Features
System History
System Data Overview
System User Interface
System Administration

Home Field Support System

Map interface showing a geographical area with various markers and data points.

This screen is designed to help you understand the data and the map. It includes a list of data points and a legend to help you understand the map.

M

South East Asia proved to be a strategically valuable area for the United States. It was a key area for the United States to maintain its influence in the region. The United States had a strong interest in the region, and it was a key area for the United States to maintain its influence in the region.

Map of South East Asia showing various cities and regions. Labels include CAMBODIA, LAOS, SOUTH CHINA SEA, and several cities like PHNOM PENH, SIEM REAP, and HO CHI MINH CITY.

The offensive, a major North Vietnamese push of 1968, the Tet, a bloody conflict featuring US Marines dug in on a distant with heavy air support, and the 1970 Spring offensive.

If you choose a full campaign, you start in the Oval Office with a contract of the President. In front of him are two plans, one of newspapers and the other of official reports. Click on one to bring up headlines which give you an idea of the progress of the war and the mood of the nation, and the other to issue orders.

The reports index has eight options, the first is Maps. This gives you a coloured map of the whole Indo-China area, and by clicking on specific areas you get close-ups showing troop

deployments. Clicking on the symbol for a particular unit brings up a display of its name, nationality, strength, efficiency, morale and so on; moves are entered by clicking on a unit and then on a new location on the map. An 'order path' appears on the screen, and the forces will begin to move at a speed determined by its equipment, the terrain and so on. If you have sufficient manpower you can 'mobilise' a unit unit; this is particularly valuable when guerrilla forces pop up unexpectedly and engage your forces in weak areas.

Back to the President's report screen, and other options allow you to control troops to the conflict or withdraw them, control reserves, send financial aid to South Vietnam, commit air support, display a summary screen featuring the alternative allied/communist kill ratio, or return to the main screen. These options are in effect budget proposals for the American government, and will not come into effect until the next fiscal year, so forward planning is essential.

Plan is a well thought-out simulation which non-the-less is rather dull to play; a bit like the war itself, it's a game of half-hearted attacks, strategic withdrawals and inconclusive battles. The graphics are decent but not too imaginative, and the sounds for separate units could be clearer, apart from the intro music, sound is minimal.

If you are particularly interested in the Vietnam campaign, either from a political or military standpoint, this is a worthy simulation; if you like your war a bit more exciting, perhaps you should look elsewhere.



IBM PC

700

IBM PC

AMIGA

710

AMIGA

ATARI ST

700

ATARI ST

RELEASE DETAILS

AMIGA	034.00	037.00
ATARI ST	034.00	037.00
IBM PC	034.00	037.00

© Chris Jackson



The colorization is by far the most powerful creative advance in computer-generated film to date from our big screens. It can only get better.



At the end of each level the controlling steps and the cut scenes offer a look at some hidden scenes from the game including things that you didn't see in the movie and things you can't see in your computer.

Los Angeles 1997 is certainly no city for angels anymore. Colombian and Jamaican drug cuts fight each other and the police for domination of the streets. But a new invasion is about to come in to play, or should that be prey?

Ten years before, the sole survivor of an ill-fated military mission in the South American jungle described his captain's battle against a bizarre alien hunter that stalked them for sport. The creature, armed with advanced weaponry and a cunning invisibility suit, gruesomely obtained its victims and wore their skulls as trophies.

Now it would appear that humans are 'in season' again...

ImageWorks' latest movie-tech places you in the role of harassed Detective Lieutenant Mike Harrigan, an officer of the besieged LAPD, who must survive four levels of flesh-and-blood



IMAGEWORKS ask you to slay a little prey-er

PREDATOR 2

Each level plays like Tobe's Operation Wolf. The screen slowly scrolls right to left, and gunfobs/grenade-throwing comrades walk, run, roll and even drive on-screen, blocking away at the harigian figure at the bottom of the screen, depleting his limited energy. Using the mouse or joystick, you can aim Harrigan's gunright and try to give some back.

Lifting the floor are scores of bullet cartridges which, when shot, magically become part of your ammo reserves. Other even more useful items - faster-firing guns, smart-bomb rockets, energy-renewing fix sockets - can be similarly acquired. Get to the end of the level and there's a super-shoot-out between you and horde of bedfellows.

This all sounds like a pretty straightforward turkey shoot. But there are complications. Incoherent (and very stupid) cutlines amble across the screen - about too many and you'll be suspended. And then there's the mysterious Predator, visible only by the night-vision effect

PIC

The game's picture is a... (text is small and partially obscured)

700

The... (text is small and partially obscured)

RELEASE DETAILS

WIN95	\$79.99	OUT NOW
WIN97	\$79.99	OUT NOW
IBM PC	\$79.99	OUT NOW

of his camouflage suit, who at first is quite content to pick off the rampant druggies but later on, as you home in on his lair, begins to take a more active interest in seeing wannabe hang up his badge - for ever.

Predator 2 is aesthetically a very high quality - you'd expect nothing less of modern Am Developments. There's a superb intro, the game looks great, sounds, fun and plays well. But considering what could've been done with such an exciting license the re-voicing of an old and now pretty tired idea comes as a real disappointing twist.

■ **Geoff Goodwin**

SEND-TO-PMS ONLY

Owners of 130 with single-panel drives should be pleased that they too can download 130s and more magazines. Here's how to send off to ImageWorks for a 130SD also containing the first level data.

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TNT

Tricks 'n' Tactics

This month there are hot tips for *Iceman*, sixty codes for *Lemmings*, a *Colditz* playing guide, the complete solution to *Dragon's Lair II*, and lots, lots more...

Lemmings

YES, there paracodes for the game featuring those adorable but quite loopy little balls of fat, as supplied by Paul Mathys from Rotterdam. Get lemming! ... er ... I mean, go home! ...

1	A0XG
2	PR8LMQFL
3	88ANL8P7Y
4	8PLM7Q78
5	FL8L0H8GT
6	8PL87Y08H
7	8PL87Y08H
8	8L087Y08G
9	L87Y08H8
10	887Y08G
11	887Y08H8
12	887Y08H8
13	887Y08H8
14	887Y08H8
15	887Y08H8
16	887Y08H8
17	887Y08H8
18	887Y08H8
19	L887Y08H8
20	887Y08H8
21	887Y08H8
22	887Y08H8
23	887Y08H8
24	887Y08H8
25	L887Y08H8



26	887Y08H8
27	887Y08H8
28	887Y08H8
29	887Y08H8
30	887Y08H8

MAYHEM

1	887Y08H8
2	887Y08H8
3	887Y08H8
4	887Y08H8
5	887Y08H8
6	887Y08H8
7	887Y08H8
8	887Y08H8
9	887Y08H8
10	887Y08H8
11	887Y08H8
12	887Y08H8
13	887Y08H8
14	887Y08H8
15	887Y08H8
16	887Y08H8
17	887Y08H8
18	887Y08H8
19	887Y08H8
20	887Y08H8
21	887Y08H8
22	887Y08H8
23	887Y08H8



Z-Out

This sweet little story for the Amiga comes from Mike Smith from London. Also, bombast need getting you down? Then press J and K simultaneously for infinite energy. Can't get beyond Level 1 in great pity, because some of the later levels are fantastic! If why, just press J followed by any number from 0 to 9 to skip levels.

24	887Y08H8
25	887Y08H8
26	887Y08H8
27	887Y08H8
28	887Y08H8
29	887Y08H8
30	887Y08H8

TWO-PLAYER LEVELS

1	887Y08H8
2	887Y08H8
3	887Y08H8
4	887Y08H8
5	887Y08H8
6	887Y08H8
7	887Y08H8
8	887Y08H8
9	887Y08H8
10	887Y08H8
11	887Y08H8
12	887Y08H8
13	887Y08H8
14	887Y08H8
15	887Y08H8
16	887Y08H8
17	887Y08H8
18	887Y08H8
19	887Y08H8
20	887Y08H8



Awesome

Another brief but beautiful cheat from Nick Smith. To obtain infinite lives and credits in the MCI-rated space quest, play until you get to the single-energy screen and use the joystick to move the cursor to the top left hand corner on the screen, then press fire on the joystick and the "4" sign on the numeric keypad. What could be simpler?



Xenon 2

Does the man never rest with his PC cheats? It's Paul once again, this time with a cunning way to get infinite lives in the litmas first super shoot-'em-up. Simply press F7 after selecting the graphics mode and then during the game press I the letter 'e'!

Starray

More PC cheats, courtesy of Paul! For infinite lives in this Defender-esque shoot-'em-up, type in MASM 5.1 at the selection screen.



Car-Vup

Another Amiga and ST cheat from Simon (we're very grateful). For a catlike time killer, type FUSEYCAT on the high-score table. Typing BUMPER during the game gives you temporary invulnerability and typing NEKOPIE takes you straight to the final level - are you sure you can handle it?



Wrath Of The Demon

Wrath Here's an excellent treat for all fans of this pixel-perfect, astonishingly-atrociously and deadly-addictive arcade adventure. Simply follow this guide set in by Joe Benkovic from Frame, Computer, for complete satisfaction...

At the Dark Tower kill the small birds who throw things at you and collect the potion. When another one arrives kill him and then his mate.

Go that you end up with three Potions. Once you're in the Tower follow the instructions below to reach and kill the Demon.

Go right and enter the second door on the floor, then enter the first door you come to and collect the Lightning Potion. Go back through the door you just came through, go right, collect

the Potion and go through the door. Carry on to the end of the corridor and do the same in the next corridor collecting all the Potions you find on the way.

Now go left, enter the next door you come to, flick the switch and come back out. Go left, go through the next door and collect the Potion. Come out again, go into the next door on your left and flick the switch. Come out, run at the door to the right, flick the switch and enter the door on the floor to your left. Run to the right, go through the next pair of doors, go left, collect the Key and go back past the three doors you just came through.

Run at the way back down the passage and go in the door on the floor right at the start. Jump over the spikes and enter the door. Collect the Key, go back over the spikes and out through the door. Go in the next door on your right again, go right, enter the second door and then go through the closed door. Kill the Goblin and collect the Key. Go back past the pair of doors you just came through, run left and go through the closed

door. Run left, go through the first door and then enter the third door.

Kill the Dragon, collect the Key and come out. Run left to the end of the passage, run left again and enter the door. Go through the third door, flick the switch, come back out and go in the closed door on your left. Collect the Potion, come out and enter the last door on the right. Go through the first door, collect the Potion, come out and enter the next door on the right. Go in the first door, collect the Poison and enter the second door to collect the Potion. Go out, run to the end of the passage and enter the door.

To kill the Demon jump and shoot him. When he looks up, dodge the spear beams from above, when he looks down stand in between the holes in the ground to avoid the flames, when he moves his hand stick the key and when he covers his mouth go to the back of the screen and jump to avoid the flame. Keep shooting the Demon until he's dead.

Police Quest

No one said it was easy on the streets. Though perhaps James Jack can make life a little more pleasant with the following hint which'll help you get the "No Bad Mammal" for the most loggishly difficult Sierra adventure.

After you've joined the Maricopa Brigade and your new office has been chosen to you by Lyons, open the cabinet, find the Hoffmann file and read it. Pick it up again, close the cabinet, get the clipboard and keep turning the pages until you see Hoffmann's photo. Type "Get Wanted Poster" and go to the Court.

Walk right until a man asks you what you want, then type "TWO IS AN OMBROGENCY," wait until he comes back, open the door and then give Hoffmann's file and the Wanted Poster to the Judge. After typing "Tatted" you will get the "No Bad Mammal." Now go back to the Police Station and carry on with the game...

Weird Dreams

Attention all you business computer players! Fred Greig Smith of Galaxy has a neat tip for the IBM PC version of this bizarre tale through the dream state.

In the Hall of Mirrors, walk into the right-hand mirror and key in the Morse code for "BEE THREE SHORT LIPS, THREE LONG LIPS, THREE SHORT LIPS" using the '+' key on the numeric keypad for infinite lips. Additionally, whenever you're in trouble, tap the '+' key a number of times and you will complete the section, except when fighting the Wisp or the Sleaz.



Chase HQ 2

There's nothing more annoying when you're trying to catch a criminal than stumbling off the road and getting straight into a tree. So try out this cheat for the Amiga and ST conversions of the crime-fighting out-top. Hold down it and P3 while the game is loading, and as if by magic, you'll find all the road-side obstacles will disappear if only it could be like that in real life!



Bugs Bunny

It's not funny being a bunny when you can't level 1 and you've paid lots of money for the cart. Okay, okay, so I never was very good at poetry. So I'll shut up and let Mike Malsbenden from Woburn/Hampden take over with the full list of level codes for this Garfield cartoon caper.

2	52F5	26	WY2
3	2525	27	W32
4	22F5	28	W52
5	5W05	29	
6	5005	WPM2	
7	2W43	30	WY2
8	25F5	31	WY2
9	W000	32	WY2
10	W223	33	2525
11	W525	34	22W5
12	W3W5	35	W525
13	W0W5	36	W525
14	W0C3	37	2W43
15	W0W5	38	2W43
16	W0C3	39	W4W5
17	5252	40	W525
18	52W2	41	W000
19	2222	42	W000
20	21F2	43	W525
21	WY12	44	W000
22	W0C2	45	W0W5
23	2142	46	W0C2
24	21F2	47	W0W5
25	W0C2	48	W0W5

49	2252
50	21W5
51	2222
52	WY2
53	WY2
54	21F2
55	WY2
56	WY2
57	W000
58	WY2
59	WY2
60	WY2
61	WY2
62	WY2
63	WY2
64	WY2
65	WY2
66	WY2
67	2222
68	21F2
69	WY2
70	WY2
71	2242
72	2252
73	WY2
74	WY2
75	WY2
76	WY2
77	WY2
78	WY2
79	WY2
80	WY2



Horror Zombies From The Crypt

Simon & Co. again, this time with the level codes to this zombie-averse adventure on the Amiga and ST.

2	WOLMAN
3	HAMER
4	LOGOS
5	MOSPERRA

Wishbringer

Poor Randy of Sheffield has generously presented us with the complete solution to this classic Indiana adventure, which was recently released at budget prices. What a bargain! But, before we begin, here are some general tips...

Try not to get caught by the lower guards - these are the giant beasts stomping around the town which may over-annoy you if you're not careful. When you hear the guards approaching, move away and wait a few turns before you continue. O.K. - now, on with the solution...

The game begins with you standing outside the Post Office. Go IN, WAIT and GET ENVELOPE. You will be told to take the envelope to the Magic Shoppe, so go OUT, and head NW. YES when you're asked if you want to enter the premises. N, WAIT, GIVE ENVELOPE TO DRAGONSLAY, WAIT, N to enter the ground, GET BOMB, OUT to leave the ground, S, E, E, E, ONE BOMB TO GO TO keep it quiet. N, WAIT, GET NOTE (from the library), S, E, E, GET SEA HORSE and THROW IT INTO SEA, N, N, W, EXAMINE FOUNTAIN (to see a coin and a gold fish eel). GET COIN, E, E, N, GET SHELL, USE SHELL (to a chest), N, W, W, N, UP (onto the hilltop).

GET HORSESHOE, N, E, N, N, E, BROW BRANCH, UP, W, N, UP, E, S, UP to arrive outside the Magic Shoppe. Now BROW ON COIN, OPEN DOOR, IN, EXAMINE CLOCK, WAIT, GIVE ENVELOPE TO BROW (the funds it back to you and asks you to read it), OPEN EXAMINE, READ LETTER TO BROW, WAIT, GET COIN, OPEN CAN, WAIT - now the strange woman will give you details of your quest...

Leaving the shop you need go DOWN, N, N, DOWN, S, E, DOWN, EXAMINE BUSH, IN, GIVE CAN TO TROLL. Opening the can the Troll will shriek in terror and flee allowing you to cross the bridge. So, GET CAN, OPEN GATE, S, S, S, IN to enter the church, GET GAYLLE, BUT S, EXAMINE FOUNTAIN (there is a token in the fountain, but it is guarded by a vicious Pteroda fish).

N, N, EXAMINE PIT, E, E, DROP SHELL AND HORSESHOE (as they are of no further use), N, N, N, N, E, DROP CANDELE AND GET BRANCH, W, S, S, W, UP, OPEN STUMP (on top of the hill top), N, S, PUT BRANCH INTO PIT, PULL BRANCH (to free the poor creature), DROP BRANCH and then DIG AT X to find a whistle. So, GET WHISTLE and BLOW WHISTLE...

You are teleported across the water; there is a castle here, so go IN, WAIT and GET HRE. Now WAIT and BLOW WHISTLE again - you will travel back across the water and arrive back inside the pit. The magical whistle is laid on the main journey. Leave it!

From the pit go E, E, N, N, N, E, GET CAR OLD, W, S, S, E, E, (USE HRE) to the palace, to gain a magic wand. Now go W, S and DRY MAILBOX, GET LEAFLET, WAIT, the mailbox will sprout itself, and follow you everywhere from now on! So, go N, N and LOOK IN CAR to see if it has a false bottom. SQUEEZE CAR and then DROP CAR, GET STONE.

Now head W, S, S, DROP LEAFLET, E, GIVE COIN TO YOGG to gain a ticket, IN, GIVE TICKET (so you can enter the cinema), EXAMINE CARTON (to see a 3D film about), N, LOOK UNDER SEAT (to see a pair of 3D glasses) and then GET GLASSES, WEAR GLASSES, WAIT, WAIT, WAIT, WAIT, WAIT to gain some useful information.

Leave the cinema by going OUT and then REMOVE GLASSES, OUT. When asked if you really wish to exit, type Y and, once you're left, input E, WAIT, WAIT. The machine will come to life and attack you, but the mailbox (which is still following you around) will help to your defence. Both contraptions will be destroyed. Now go IN to enter the arcade and EXAMINE MACHINE, GO OUT and head N, W. Now (DROP ALL, PUT CANDELE, W, IN, WAIT, WAIT) you will be locked in a prison cell. (So MOVE RED, GET ALL, IN the clock into the hole). You end up in a tunnel, with only your

candle for light. Go N, E and PUT BURNET OIL ON BURN. To stop your light winking it up.

Now OPEN HORNBARREL, GET BOTTLE AND REMOVE, W, N, UP, N, E, S, S, DROP BOTTLE, GET GLASSES AND STONE and GET NOTE. Now PUT WORDS INTO FOUNTAIN to keep the plants happy when you GET TORCH. Now go E, E, IN to enter the castle, BLOW TORCH INTO SLOT (in the machine), PUSH STICK INTO AGAR, PUSH STICK SOUTH, AGAIN, PUSH BUTT. Are you sure? YES. Really? YES.

Now input the magic word you learned from the pedlar to open the drawbridge. Go W and WAIT; you will be dubbed unconscious. Waking, you find yourself chained to a table which is a part of a machine. Mr Drop is here. So WAIT, GIVE NOTE TO DROP, GET COIN and GET KEY, UNLOCK CHAINS WITH COIN, PULL LEVER, GET NOTE, READ NOTE - it tells you how to pass. Meet the guard dog and then OPEN GATES, UP BOMB (PARTIAL) to reveal a crack hidden behind. TURN CHAIN (to unlock the gate).

Don't leave the castle yet, but go UP instead. It is very dark here, so WEAR GLASSES, GET BROOM, EXAMINE PAPER, EXAMINE SECOND SWITCH, PULL SECOND SWITCH DOWN, REMOVE GLASSES. Head N, N, OUT, E, BLOOD HELL, PUT BOG, OPEN DOOR (into the cottage), E, READ MESSAGE, DROP NOTE, DROP

KEY, DROP GLASSES, GET STEEL KEY, OUT, DROP CANDELE, N, UNLOCK DOOR WITH KEY, IN to enter the library. EXAMINE DESK.

The door will slam shut, leaving you in darkness.

Fortunately the Wishbringer Stone you are carrying flares into light. So, input S, BROW, CASE WITH BROOM, EXAMINE SCULPTURE, PUT STONE INTO HOLE. Sure? YES.

Really? YES. You are teleported back to just outside the Magic Shoppe entrance, where you may UNLOCK OH DOOR and all will be made clear... THE END!



E-Motion

Yeah, you guessed - it's Simons going again. This time and ET arcade puzzle certainly had me laughing my face out in frustration, so type MOONLARK and press F1 to skip a level level or F2 to skip ten levels.



Monty Python's Flying Circus

It's Simons again, who explains "How to recognize cheats from a long way away". Lesson 1: The level Cheat. Type your name as SIMONS on the high-score table to start on any level you've reached.



Nitro

Simon Donner and friends from Binky have certainly been busy - they send us news and news of excellent cheats for the Amiga and ST. This one's for Fyggrool's great little buggy-racing game. Getting stuck on a level? Then type in NITRO to jump to the next.

CU AMIGA

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ACE CHARTS

The ACE Charts give you the definitive list of top-scoring games EVERY MONTH - as reviewed by ALL British games magazines.

A JACKPOT WINNER AT LAST!

Well, it had to happen in the past month, didn't it? After all, the Monthly Award has been awarded the perfect title, both by offering its prize money to a carefully researched game - and now one of the highest-rated one the jackpot! The irony is that it wasn't *Red*, but *Andrew Allen* - yes, *Andrew*, who gained all five games in the Monthly CPC, Commodore Amiga - always back on form, is good!

In fact, we were delighted to have *Andrew* win the grand prize because this is probably the last month in which the Bestward and Charts will appear in these pages. From next month, we'll be presenting a much improved chart section... and next month we'll be giving away some grand prizes.

Other winners in March '85 were *Barbaric Wars*, *Red* (MasterCard) and *Country House* (Red & White), & *Barbaric Wars*, *Red* (Amiga) and *Country House* (Red & White).

What you can win...

You'll get a mystery game worth up to £20 for your choice of any one of the great machines if you can pick out **NEXT MONTH'S** top-three entries. Get off the right to top category and you'll get £20 worth of software! Only instructions are applicable.

THE STOCKMARKET

In addition to our games charts, we also have a bit of fun with the figures each month when we produce the ACE Stockmarket. It's a list of the top 25 software as determined by the ratings these games are currently receiving. You can see their features rising and falling in each issue.

Having collated all the games reviewed in the latest issue of computer magazines, we calculate the average mark that each publisher received for every one of its games on each format. This is the rating that you see in the second column. So, for example, if the average is good at something, 10 for games but bad on the other magazines, that will probably show the average mark, even if you can see one of its titles leading up the Amiga, ST or PC charts on these pages. If all the games are excellent, or if the company has just one brilliant program doing the rounds at the moment, it will consequently have a high rating.

The last column shows how well a company's games have fared compared to the industry index. This single figure represents the average review mark (expressed as a percentage) that all games of that format received during the last month. It's a quick 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, Core Design's current titles are worth 14 percentage points above average - according to the industry's reviewers.

Although we print only the top 25 companies each month, we have tabs on all of them. Occasionally a new company will enter the listings (marked with an asterisk). This month, we welcome *Electronic Arts* to the ACE Stock Market.

Finally, we don't record categories which have only received a single software review.

Pub./Game	00/00	1-5	0000	Markings	82/2	16.82	1.00
Space Inv	84	4/5	17.00	Paladin	82	16.87	1.00
Space Inv (alt)	80	4/5	16.00	Paladin	81.75	1/5	1.0
Microprobe	84.00	4.8/5.00	15.00	Grands	80.00	4.80	4.00
Mirror Image	83.75	4.5/5	13.1	Image Works	80.00	4.5/5	0.00
Demons	83.25	4	13.00	Electronic Arts	80.47	107.27	0.00
Action 24	83	4	10.75	10.25	80	10.4	2.00
Storm	83.00	4.1/5.00	10.24	Redline Inc	80	9.00	2.00
Core Design	83.00	4.1/5	10	Andromeda	78.25	17.50	2.00
Utopia	82.5	4.0/5	9.00	Grands	78.00	16.7	2.0
10 Gold	82.00	4.0/5	8.00	Storm	77.00	15.00	2.0
Code Masters	81.25	4.0/5	8.00	Electronic Arts	77.5	1/5	0.00
Grass	81.25	4.0/5	8.00	Conrad Software	77.5	1/5	0.00

AMIGA

Redline Ranger	Mirror Image	13.75
Speedball	Mirror Image	13.5
Code	Storm	10.0
Redline System	Microprobe	10.00
Silverware	10 Gold	10

Budget re-releases dominate this month as Mirror Image's first ten golden titles get the latest of to a fine start.

C64

Silverware	Masterbrink	14.5
CJ's Elephant Action	Code Masters	13
Supremacy	Virgin	10.5
Code	Storm	10.5
Super Monaco	10 Gold	10.5

Big game to be picked up here as ten classics lead the ratings. Slightly ironic, perhaps, to see a budget version of Silverware re-releasing 1985.

AMSTRAD CPC

City's Challenge	10 Gold	10.00
Loops	Andromeda	10.0
Light Cavalier	Infogrames	10
Wallis	Infogrames	10
Karoo	Masterbrink	10.5

Infogrames grab the French flag from Red Bull with new conversions. Loops and Wallis show that puzzles are one of the few games free from format limitations.

IBM PC

Speedball	Mirror Image	10
Red Baron	Dynamix/Storm	10.00
Life and Death 2	Microprobe	10.00
Linda	Acadsoft	10.0
Jones in the Post Lane	Storm	10.00

With Speedball 2 recently earning rare reviews, it's good to see the original can still hold its own with the games of today.

WHAT THE FIGURES ABOVE MEAN...

First, of course, you've got the game. Then the software house and - in the last column - the average score (converted to a percentage with typical ACE precision to two decimal places) the game received in ALL reviews during the last month. Don't forget that the review ratings are taken from all UK magazines, not just ACE, so we don't necessarily agree with some of the judgements here, but all review ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS
OPPOSITE

HOW TO ENTER

STEP ONE

Find a **prize** — or win your entry on the back of an envelope. Enter your name and address, a telephone number if you have one, and the Round Number.

STEP TWO

Fill in your age and which machine you own. Just to know you exist!

STEP THREE

Learn the month's stars. Then, using your knowledge of the games scene, try to predict which games will come top of the six-machine genre charts. Finally, enter on your card your:

- the top game for the Spectrum
- the top game for the ZX2
- the top game for the ZX1
- the top game for the MSX PC
- the top game for the Amiga
- the top game for the ST

YOU DON'T HAVE TO ENTER A GUESS. TIPS FOR ENJOY MAXIMISED the number of your chances of winning this month if you do.

STEP FOUR (OPTIONAL)

You can also try to predict which company will be at the top of next month's 100-company list by name this month. Enter on the card. **The top entries will be...** (name of company)

STEP FIVE (OPTIONAL)

If you want to go for the jackpot £100,000.

Then select any of the generic categories and try to predict the top five entries for next month (before you get the top one). Then tell us which category you're predicting for — it can be either the Mostmarketed or any of the machine categories in Step Three. **MEMBER — YOU CAN ONLY SUBMIT ONE JACKPOT CARD EVERY**

STEP SIX

Four thousand (4075) stamps to us to enter our own free the closing date for this round (24th May). The address is:

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BC19 5BU

The best overall forecast for each category wins out of the lot and sets the prize. If you get more than one entry correct, you'll be entered in further draws for each category, but increasing your chances of winning a prize. And don't forget to include the Round Number!

THIS IS ROUND 19

Each month's competition has a round number so that we can correctly identify entries. The **MUST** include the round number on your postcard otherwise your entry may not be processed correctly.

THE PRIZES

- All entries must be received by the 24th May 1991.
- The announcement of Round 19 or of any company featured in the production, distribution or sale of ACE requires no receipt for entry.
- All prizes are subject to availability. Should it become necessary to award no prizes, we will announce this in advance.
- We reserve the right to alter prizes without notice or protest, but we will endeavour to do so in advance where effect to ensure that the games get the attention deserved.

ATARI ST

Midwinter 2	Starburst	95
Grids	Strategy Software	91.75
Billings Cloud	Image Works	88.75
Cyberman 4	US Games	88.75
Silverware	US Games	81.25

Midwinter 2 and Grids scores almost identically to last month. Silverware features in four formats in all this ST rating of 88.25 — its lowest mark in all the top fives.

SPECTRUM

Highlands	US Gold	95
Ham's Quest	Granada	91.5
Elkman	Mastertronic	88
Loose Wolf	Softlogic	88.5
Kanon	Mastertronic	87

Strong Spectrums start with five new titles all scoring highly. Again, Softlog's title scores highly with Silverware and Kanon.

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HARD SELL

Well, well, well! aren't you lucky! Since again AOL is printing the full hardware specifications for all major consoles and computers. The consoles start here, and turn to page 104 for the computers. All the data have been thoroughly updated to provide you with an up-to-date guide to all the major machines you'll find on the high street.

Supplier telephone numbers and their own online PC agencies are available. As a general rule, however, your local dealer should be the first place to start asking questions.

The Star Ratings go from one (best to five (worst), but remember - these should be taken into account along with your own needs and preferences.

AMSTRAD GX4000

Package: GX4000 console, 2 controllers and Burning Rubber game.
Processor: 68010 28.6M

Console Memory: 512K

Recommended Retail Price (RRP): £249

Contact: Amstrad 0783 198344

IN BRIEF

Amstrad have partly gone up the Commodore path, but have wisely taken the opportunity to upgrade the hardware. The palette is increased, with multi-colour hand-warmers and 16 hardware sprites increasing to 32 with inter-processor mode. Unfortunately the sound chip is the same old thing one used on the CPC, albeit in stereo - you can't have everything, I suppose. While some software houses express reservations of the machine being a noisy-outside foreign land/venue remains about something support for 16, many are working on titles for the machine.

GRAPHICS

Resolution: Same as Amstrad CPC.

Palette: 4096

Colors: 32

Bit: 16

Monitor Output: Yes.

Monitor Support: No.

Monitor Options: (CRT), Amstrad 4042.

Sprite: 16, 32 with hardware inter-processor.

Speed: Good for 4-bit technology.

SOUND

Speaker Quality: Depends on Processor.

MSX

Series Output: Yes.

Performance: Unimpressive 1-chann. 2nd chip as on-board CPU, but runs fast independently of main processor.

HARDWARE

Joystick: 2 game controllers sup-ported.

Ports: Monitor's ports, stereo head/phone socket, 2 joystick ports & digital, 4 analogue.

SOFTWARE

Titles: Around 225.

Cartridge Memory: 128K
Existing Software Base: Small but growing fast.

Current Releases: Thirty titles due by January 1991.

Prospects: Very good, with several software houses working on titles.

BUYERS

Best Buy Price At RRP: Second Hand Availability: None as yet.

Maintenance: One year guarantee.

STAR RATINGS

Graphics: 4 + + + +

Sound: 4 + + + +

Expansion: 4 + + + +

Overall: 4 + + + +

ATARI LYNX

Package: Lynx with California Games.

Processor: 68010 6MHz

Console Memory: 512K

Recommended Retail Price: £129.95

Contact: Intel 011 368 9471

IN BRIEF

The Lynx was designed by a team including 16-bit, one of the men behind the Amiga. If that doesn't convince you consider it runs a fat MSX, has 1MB of game storage on its card 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 found to increase during 1991.

GRAPHICS

Resolution: 192 x 192

Palette: 4096

Colors: 16

Bit: 16

Monitor Output: No.

Monitor Support: Yes - 1.5 inch 640x480 colour LCD.

Monitor Options:

Sprite: Special graphics hardware effectively treats all screen objects as sprites.
Speed: Fast
SOUND

Speaker Quality: Very good

MSX: No.

Series Output: Yes.

Performance: 4-chann., 2 priced stereo sound has to be heard to be believed.

HARDWARE

Joystick: 4 way joystick.
Ports: Cartridge port, multi-player port, miniature stereo headphone jack.

SOFTWARE

Price: £16.95.

Cartridge Memory: 64K.

Existing Software Base: Very small.

Current Releases: California Games is a great feature.

Prospects: Uncertain but several new titles in the pipeline.

BUYERS

Best Buy Price At RRP: Second Hand Availability: Very few.

Maintenance: One year guarantee.

STAR RATINGS

Graphics: 4 + + + +

Sound: 4 + + + +

Expansion: 4 + + + +

Overall: 4 + + + +

ATARI VCS

Package: Both VC2600 and VC2700 come with controller and two games.

Processor: 6801 03000000 17MHz

Console Memory: 128K known.

Recommended Retail Price: VC2600 £139.95, VC2700 £149.95

Contact: Intel 011 368 9471

IN BRIEF

The VC2600 is a revised version of the original Atari console which, until a couple of years ago, remained the best selling home game system of all time. The VC2700 is a special up-version of the VC2600 with a faster processor, slightly better sound and vastly improved graphics.

GRAPHICS

Resolution: 192 x 192 (2600), 200 x 200 (2700)

Palette: 16 (2600/270)

Colors: 4 (2600/270)

Bit: 16

Monitor Output: No.

Monitor Support: No.

Monitor Options: No.

Sprite: 16/32

Speed: Slow.

SOUND

Speaker Quality: Depends on TV

MSX: No.

Series Output: No.

Performance: Limited to 1 channel on 2600 and two on 2700.

HARDWARE

Joystick: Supported.

Ports: 2 x 8 pin D for joystick.

PC cartridge port.

SOFTWARE

Price: £1.15

Cartridge Memory: Not known.

Existing Software Base: Small.

Current Releases: None.

Prospects: Unsure in the light of new competition from Japan.

BUYERS

Best Buy Price At RRP: Second Hand Availability: Worth looking.

Maintenance: One year guarantee.

STAR RATINGS

Graphics: 2 0 0 0

Sound: 0 0 0 0

Expansion: None None

Overall: 0 0 0 0

C64 GAMES SYSTEM

Package: C64G console, controller and 4 games (Xmas, Football, Tennis, Wizard's Quest and International Soccer).

Processor: 68010 6MHz

Console Memory: 64K

Recommended Retail Price: £79.95

Contact: Commodore 0425 170000

IN BRIEF

Like a Commodore C64 computer, remove the keyboard and stick it in an unbranded slab of a box and what have you got? A "box" controller takes so far have been less than impressive.

GRAPHICS

Resolution: 192 x 192 in multi-colour mode.

Palette: 16

Colors: 16

Bit: 16

Monitor Output: Yes.

Monitor Support: No.

Monitor Options: None.

Sprite: 8

Speed: Slow CPU, helped out by the 64K custom graphics and sound chips.

SOUND

Speaker Quality: Depends on TV/Stereo.

MSX: No.

Series Output: No.

Performance: 1 channel 16-bit, one of the best 8-bit sound chips.

HARD SELL

PART 2:
The computer section starts here.
Read on...

ACORN ARCHIMEDES

Models: Archimedes 150, 200, 400 (200 top)

Package: Keyboard, mouse and other equipment (2000 and 4000 plus monitor below or none)

Memory: 256 K (150, 170 150), 430 (200), 400 (400), 640 (400)

Processor: Acorn ARM

OS: Prices range from £799.00 for 40000 alone to £2099.00 for 4000 with video monitor

Contact: Acorn 0203 263000

IN BRIEF

Still the cutting edge of more sophisticated Acorn's ARM is about the fastest (on this side of a Cray). This very exciting machine - although gathering admirers since the introduction of the 40000 - will still be a great games software base and is best left to the enthusiasts.

GRAPHICS

Resolution: 320 x 256 or 640 x 256 with normal monitors, 640 x 312 available with multi-sync monitors.
Colours: 4096

Package: From mono up to 256 (200 x 256) or 16 (400 x 312).

OS: No

Monitor Output: Mono composite video output - 400 x 312.

Monitor Supplied: Depends on package bought.

Monitor Options: Acorn dedicated 14 inch monochrome, colour 12 inch high res mono; Multi-sync colour.

Speech: 1

Speed: Blistering

SOFTWARE

Speaker Quality: Good

OS: 10th anniversary hardware.

Flies Out: Yes

Performance: 16 Channels (4 stereo pairs) 8 channels, 1 Channel only

HARDWARE

Disk Prices: 1.5-inch - 600c

Disk Formats: From 11 50 upwards

Disk Performance: Good and fast.

Keyboard: 100 keys with one programmable auto-repeat. Early key-

boards have a cheap feel given the quality of the machine.

Joystick/Mouse: 1 button mouse, 4 buttons for joystick.

Interface: 25 pin D parallel (high mouse), 5.0mm stereo headphone (PS), 14 way DIN, RS232 expansion ports, RS 422 video output, VDI interface.

SOFTWARE

Existing Software Base: Still very limited. Some games available most software is for productivity and business.

Current Releases: See above.

Games: Most famous are Zaxxon (Amos and Compuser), but there have been several impressive one-off titles released recently.

Graphics: Potential is enormous. Some excellent packages available. Slides like graphics, but development is somewhat slow.

Programs: Limited. Even the cheap models feel a touch competing with TRS and Amiga.

Software Loading: Very reliable.

BUYERS

Best Buy Price: As 400

Second Hand Availability: 1000 units, some 300 and 1800 starting to appear but expect to pay for them.
Maintenance: One year's guarantee. Return to factory machines deal in.

Models: Classic, 2000, LC, etc.

APPLE MACINTOSH

Package: Monitor with built-in CPU and disk drive, separate keyboard.

Memory: 128 (Classic II, 240 (Classic II, 512K, LC II, 640, 768K (Mac)

Processor: Motorola 68000 (500K), 68010 (2), 68010 (2), 68010 (2)

Recommended Retail Price: Classic II (475), Classic II (595), 512K (1295), 640 (1495) hard disk LC (1700) 640 (1895) hard disk (1995) (2295) (2495) hard disk (2695) (2895) (3095) hard disk (3295) (3495) (3695) (3895) (4095) (4295)

Contact: Apple 081 560 1100

IN BRIEF

A very superior upmarket machine for those keen on desktop publishing, INBP systems, and top of the range software. Release of the Classic range on existing mice for wannabe Mac owners, software is very expensive. Quite a few games in-

the CL, but few ever have. Good for table musicians but be prepared to pay through the nose for software.

GRAPHICS

Resolution: Classic II 512 x 342, LC 640 x 480 (or 640 x 480 (interl.) & 640 x 832 (quad)

Colours: Classic II 512 in black and white, LC 256, 16 or 256 or 16 grey in max 16.

Package: 256 with colour monitor TV, No

Monitor Output: Integral monitor.

Monitor Supplied: Yes

Monitor Options: 16-colour monitor & colour available for LC II, No.

Speech: None

Speed: Classic II slow, Classic II, 500K & LC (reasonably fast), but very fast.

SOFTWARE

Speaker Quality: Good

OS: Third-party interfaces available.

Flies Out: Yes, but you need it.

Performance: 4 Channels give good performance.

HARDWARE

Disk Formats: 3.5 inch - 1 444K

Disk Prices: 11.50 - 12.50

Disk Performance: Generally fast

Keyboard: Separate with 87 keys including function keys and numeric key pad. Optional extra in the Apple Extended keyboard with 100 keys.

Joystick/Mouse: JoyStick, 4 cost supported, high-quality simple button mouse is supplied with machine.

Interface: SCSI - Apple Disk II, Bus connection, 2 SCSI/DMAD2 using external disk drive, 16-pin Euro-Sig expansion slot, 900 - 10-25 connection, internal audio amplifier (2) - 2 8Ω 16W/44Ω) (2), 08-25 SCSI 1.

SOFTWARE

Existing Software Base: A very wide base exists in all fields except games.

Current Releases: Adequate, though largely of US origin and in the business or B2-B field.

Games: Very few arcade titles but plenty of non-B2-B adventures.

Graphics: Lots of interesting software for those interested in OS publishing.

Music: Very well supported for MIDI/software - but it's expensive to load.

Programs: As always, excellent - especially in business and B2-B.

Software Loading: Quick, reliable.

BUYERS

Best Buy Price: Generally the 400 - Macs are only sold through dealerships. Ask for a discount for cash.

Second Hand Availability: Scarce and expensive. A better market exists in other models but these are fast moving.

Maintenance: One year's guarantee. Apple offers AppleCare - "insurance" you take out to cover the cost of repairs after the guarantee has run out.

ATARI ST



Models: Atari 1000/1050, 500/512, 1040/12, Mega 1E, Easy

Package: 120 and 1040 have keyboard built-in; disk drive, floppy drives have separate interfaces.

Power Pack: Includes 500/512 with light gun, joystick and 400 of "free" software. "Discovery" pack (includes other value software to boost pack) has units on 1200 and an educational base.

Memory: 512/128 and 500/512 (120), 1040/12, Mega 1E, 1, 2 or 8MB; Easy 2 or 4MB, 120 machines expand internally to 4MB.

Processor: Motorola 68000

Recommended Retail Price: 500/512 (Power Pack) 1200,

500/512 (Discovery Pack) 1200,

1040/12 (Easy, Easy 800

Contact: Atari 0753 13344

IN BRIEF

Excellent as a general purpose home machine for games, small business and productivity. It's the machine one shrugs the 68010 machine. The 512 price still gives it a slight edge over the graphically more advanced designs. The main entry ST - Easy - is equally ideal for the musician's portable price it is a complete 2MB or 8MB ST with hard disk and mono monitor in a small box.

GRAPHICS

Resolution: Low res 100 x 100, medium res 400 x 200, high res 640 x 400

Colours: 128 and white in high-res, 4 colours in medium res, 16 in low res.

OS: No, Not Easy.

Monitor Output: 1200 models only, others through TV monitor.

Monitor Supplied: No. Easy has integral LCD monitor.

Monitor Options: Atari monitors (1000) high-res model, SC 1443 (not in catalog).

Speech: 1

Speed: Fast

OS: High-resolution display is only available on monochrome monitor.

have a hard disk.

Keyboard: Almost all entry computers as there are clones. Prefer the AT or extended AT layout to the XT layout since it's easier to use.

Keyboard/Mouse: Neither supplied as standard. The better choice includes a mouse or at least a mouse port, especially since many users you see (estimated) has become more popular.

SOFTWARE

Building Software Base: Visit Current Releases: all major software houses now produce some thing for the PC, with many now supporting the superior DOS3.0 mode.

Games: Most of the best Amiga 287 titles appear on the PC, eventually.

Graphics: Given the right graphics adapter, the PC has nice graphics and the software is usually excellent. On a standard VGA PC the graphics aren't as matter how good the software is.

Music: Unsurpassed it's unfortunate however, add-on boards offer some of the best sound you'll hear on a home computer.

Programs: The PC is the eternal champion - its offers full by the way side it carries on getting better and better all the time. This is aided by just constantly improving the machine's processor and the vast user base demanding better equipment.

Software Loading: Fast and reliable, very fast from hard disk.

OUTLINES

Best Buy Price: Watch out for package deals from large chains and mail order companies. If you don't know too much about PCs, get for a

name you know.

Second Hand Availability: Common but be careful you do not get a doped out motherboard!
Maintenance: Usually one year's

guarantee - but competition has forced the price of motherboard/keyboard down to an affordable level. This often means they fit in situ free.

CONSOLE + COMPUTER = GOOD?



So, there you have it, the facts in full. Now all you have to do is decide which is the best machine for you. We at ACE reckon that these days, if you can afford it, you really need both a console AND a computer to cover all the bases of Advanced Computer Entertainment.

Our choices? The Sega Megadrive and the Commodore Amiga. The Famicom is a better machine than the Megadrive but it's official unavailability in the UK means that it's a bit of a dark horse at the moment.

But not all of us (any of us!) can afford to fork out the smackeroos for two machines, in which case our recommendation is to plump for the Amiga - it's a great all-rounder with some superb software available for it.

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HARDWARE



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Ad-Hoc 7	10.00	10.00	Fort Mifflin 2 (under 7)	10.00	10.00	Prize 8th	10.00	10.00
Ad-Hoc 8	10.00	10.00	Fort Mifflin 2 (under 8)	10.00	10.00	Prize 9th	10.00	10.00
Ad-Hoc 9	10.00	10.00	Fort Mifflin 2 (under 9)	10.00	10.00	Prize 10th	10.00	10.00
Ad-Hoc 10	10.00	10.00	Fort Mifflin 2 (under 10)	10.00	10.00	Prize 11th	10.00	10.00
Ad-Hoc 11	10.00	10.00	Fort Mifflin 2 (under 11)	10.00	10.00	Prize 12th	10.00	10.00
Ad-Hoc 12	10.00	10.00	Fort Mifflin 2 (under 12)	10.00	10.00	Prize 13th	10.00	10.00
Ad-Hoc 13	10.00	10.00	Fort Mifflin 2 (under 13)	10.00	10.00	Prize 14th	10.00	10.00
Ad-Hoc 14	10.00	10.00	Fort Mifflin 2 (under 14)	10.00	10.00	Prize 15th	10.00	10.00
Ad-Hoc 15	10.00	10.00	Fort Mifflin 2 (under 15)	10.00	10.00	Prize 16th	10.00	10.00
Ad-Hoc 16	10.00	10.00	Fort Mifflin 2 (under 16)	10.00	10.00	Prize 17th	10.00	10.00
Ad-Hoc 17	10.00	10.00	Fort Mifflin 2 (under 17)	10.00	10.00	Prize 18th	10.00	10.00
Ad-Hoc 18	10.00	10.00	Fort Mifflin 2 (under 18)	10.00	10.00	Prize 19th	10.00	10.00
Ad-Hoc 19	10.00	10.00	Fort Mifflin 2 (under 19)	10.00	10.00	Prize 20th	10.00	10.00
Ad-Hoc 20	10.00	10.00	Fort Mifflin 2 (under 20)	10.00	10.00	Prize 21st	10.00	10.00
Ad-Hoc 21	10.00	10.00	Fort Mifflin 2 (under 21)	10.00	10.00	Prize 22nd	10.00	10.00
Ad-Hoc 22	10.00	10.00	Fort Mifflin 2 (under 22)	10.00	10.00	Prize 23rd	10.00	10.00
Ad-Hoc 23	10.00	10.00	Fort Mifflin 2 (under 23)	10.00	10.00	Prize 24th	10.00	10.00
Ad-Hoc 24	10.00	10.00	Fort Mifflin 2 (under 24)	10.00	10.00	Prize 25th	10.00	10.00
Ad-Hoc 25	10.00	10.00	Fort Mifflin 2 (under 25)	10.00	10.00	Prize 26th	10.00	10.00
Ad-Hoc 26	10.00	10.00	Fort Mifflin 2 (under 26)	10.00	10.00	Prize 27th	10.00	10.00
Ad-Hoc 27	10.00	10.00	Fort Mifflin 2 (under 27)	10.00	10.00	Prize 28th	10.00	10.00
Ad-Hoc 28	10.00	10.00	Fort Mifflin 2 (under 28)	10.00	10.00	Prize 29th	10.00	10.00
Ad-Hoc 29	10.00	10.00	Fort Mifflin 2 (under 29)	10.00	10.00	Prize 30th	10.00	10.00
Ad-Hoc 30	10.00	10.00	Fort Mifflin 2 (under 30)	10.00	10.00	Prize 31st	10.00	10.00
Ad-Hoc 31	10.00	10.00	Fort Mifflin 2 (under 31)	10.00	10.00	Prize 32nd	10.00	10.00
Ad-Hoc 32	10.00	10.00	Fort Mifflin 2 (under 32)	10.00	10.00	Prize 33rd	10.00	10.00
Ad-Hoc 33	10.00	10.00	Fort Mifflin 2 (under 33)	10.00	10.00	Prize 34th	10.00	10.00
Ad-Hoc 34	10.00	10.00	Fort Mifflin 2 (under 34)	10.00	10.00	Prize 35th	10.00	10.00
Ad-Hoc 35	10.00	10.00	Fort Mifflin 2 (under 35)	10.00	10.00	Prize 36th	10.00	10.00
Ad-Hoc 36	10.00	10.00	Fort Mifflin 2 (under 36)	10.00	10.00	Prize 37th	10.00	10.00
Ad-Hoc 37	10.00	10.00	Fort Mifflin 2 (under 37)	10.00	10.00	Prize 38th	10.00	10.00
Ad-Hoc 38	10.00	10.00	Fort Mifflin 2 (under 38)	10.00	10.00	Prize 39th	10.00	10.00
Ad-Hoc 39	10.00	10.00	Fort Mifflin 2 (under 39)	10.00	10.00	Prize 40th	10.00	10.00
Ad-Hoc 40	10.00	10.00	Fort Mifflin 2 (under 40)	10.00	10.00	Prize 41st	10.00	10.00
Ad-Hoc 41	10.00	10.00	Fort Mifflin 2 (under 41)	10.00	10.00	Prize 42nd	10.00	10.00
Ad-Hoc 42	10.00	10.00	Fort Mifflin 2 (under 42)	10.00	10.00	Prize 43rd	10.00	10.00
Ad-Hoc 43	10.00	10.00	Fort Mifflin 2 (under 43)	10.00	10.00	Prize 44th	10.00	10.00
Ad-Hoc 44	10.00	10.00	Fort Mifflin 2 (under 44)	10.00	10.00	Prize 45th	10.00	10.00
Ad-Hoc 45	10.00	10.00	Fort Mifflin 2 (under 45)	10.00	10.00	Prize 46th	10.00	10.00
Ad-Hoc 46	10.00	10.00	Fort Mifflin 2 (under 46)	10.00	10.00	Prize 47th	10.00	10.00
Ad-Hoc 47	10.00	10.00	Fort Mifflin 2 (under 47)	10.00	10.00	Prize 48th	10.00	10.00
Ad-Hoc 48	10.00	10.00	Fort Mifflin 2 (under 48)	10.00	10.00	Prize 49th	10.00	10.00
Ad-Hoc 49	10.00	10.00	Fort Mifflin 2 (under 49)	10.00	10.00	Prize 50th	10.00	10.00
Ad-Hoc 50	10.00	10.00	Fort Mifflin 2 (under 50)	10.00	10.00	Prize 51st	10.00	10.00
Ad-Hoc 51	10.00	10.00	Fort Mifflin 2 (under 51)	10.00	10.00	Prize 52nd	10.00	10.00
Ad-Hoc 52	10.00	10.00	Fort Mifflin 2 (under 52)	10.00	10.00	Prize 53rd	10.00	10.00
Ad-Hoc 53	10.00	10.00	Fort Mifflin 2 (under 53)	10.00	10.00	Prize 54th	10.00	10.00
Ad-Hoc 54	10.00	10.00	Fort Mifflin 2 (under 54)	10.00	10.00	Prize 55th	10.00	10.00
Ad-Hoc 55	10.00	10.00	Fort Mifflin 2 (under 55)	10.00	10.00	Prize 56th	10.00	10.00
Ad-Hoc 56	10.00	10.00	Fort Mifflin 2 (under 56)	10.00	10.00	Prize 57th	10.00	10.00
Ad-Hoc 57	10.00	10.00	Fort Mifflin 2 (under 57)	10.00	10.00	Prize 58th	10.00	10.00
Ad-Hoc 58	10.00	10.00	Fort Mifflin 2 (under 58)	10.00	10.00	Prize 59th	10.00	10.00
Ad-Hoc 59	10.00	10.00	Fort Mifflin 2 (under 59)	10.00	10.00	Prize 60th	10.00	10.00
Ad-Hoc 60	10.00	10.00	Fort Mifflin 2 (under 60)	10.00	10.00	Prize 61st	10.00	10.00
Ad-Hoc 61	10.00	10.00	Fort Mifflin 2 (under 61)	10.00	10.00	Prize 62nd	10.00	10.00
Ad-Hoc 62	10.00	10.00	Fort Mifflin 2 (under 62)	10.00	10.00	Prize 63rd	10.00	10.00
Ad-Hoc 63	10.00	10.00	Fort Mifflin 2 (under 63)	10.00	10.00	Prize 64th	10.00	10.00
Ad-Hoc 64	10.00	10.00	Fort Mifflin 2 (under 64)	10.00	10.00	Prize 65th	10.00	10.00
Ad-Hoc 65	10.00	10.00	Fort Mifflin 2 (under 65)	10.00	10.00	Prize 66th	10.00	10.00
Ad-Hoc 66	10.00	10.00	Fort Mifflin 2 (under 66)	10.00	10.00	Prize 67th	10.00	10.00
Ad-Hoc 67	10.00	10.00	Fort Mifflin 2 (under 67)	10.00	10.00	Prize 68th	10.00	10.00
Ad-Hoc 68	10.00	10.00	Fort Mifflin 2 (under 68)	10.00	10.00	Prize 69th	10.00	10.00
Ad-Hoc 69	10.00	10.00	Fort Mifflin 2 (under 69)	10.00	10.00	Prize 70th	10.00	10.00
Ad-Hoc 70	10.00	10.00	Fort Mifflin 2 (under 70)	10.00	10.00	Prize 71st	10.00	10.00
Ad-Hoc 71	10.00	10.00	Fort Mifflin 2 (under 71)	10.00	10.00	Prize 72nd	10.00	10.00
Ad-Hoc 72	10.00	10.00	Fort Mifflin 2 (under 72)	10.00	10.00	Prize 73rd	10.00	10.00
Ad-Hoc 73	10.00	10.00	Fort Mifflin 2 (under 73)	10.00	10.00	Prize 74th	10.00	10.00
Ad-Hoc 74	10.00	10.00	Fort Mifflin 2 (under 74)	10.00	10.00	Prize 75th	10.00	10.00
Ad-Hoc 75	10.00	10.00	Fort Mifflin 2 (under 75)	10.00	10.00	Prize 76th	10.00	10.00
Ad-Hoc 76	10.00	10.00	Fort Mifflin 2 (under 76)	10.00	10.00	Prize 77th	10.00	10.00
Ad-Hoc 77	10.00	10.00	Fort Mifflin 2 (under 77)	10.00	10.00	Prize 78th	10.00	10.00
Ad-Hoc 78	10.00	10.00	Fort Mifflin 2 (under 78)	10.00	10.00	Prize 79th	10.00	10.00
Ad-Hoc 79	10.00	10.00	Fort Mifflin 2 (under 79)	10.00	10.00	Prize 80th	10.00	10.00
Ad-Hoc 80	10.00	10.00	Fort Mifflin 2 (under 80)	10.00	10.00	Prize 81st	10.00	10.00
Ad-Hoc 81	10.00	10.00	Fort Mifflin 2 (under 81)	10.00	10.00	Prize 82nd	10.00	10.00
Ad-Hoc 82	10.00	10.00	Fort Mifflin 2 (under 82)	10.00	10.00	Prize 83rd	10.00	10.00
Ad-Hoc 83	10.00	10.00	Fort Mifflin 2 (under 83)	10.00	10.00	Prize 84th	10.00	10.00
Ad-Hoc 84	10.00	10.00	Fort Mifflin 2 (under 84)	10.00	10.00	Prize 85th	10.00	10.00
Ad-Hoc 85	10.00	10.00	Fort Mifflin 2 (under 85)	10.00	10.00	Prize 86th	10.00	10.00
Ad-Hoc 86	10.00	10.00	Fort Mifflin 2 (under 86)	10.00	10.00	Prize 87th	10.00	10.00
Ad-Hoc 87	10.00	10.00	Fort Mifflin 2 (under 87)	10.00	10.00	Prize 88th	10.00	10.00
Ad-Hoc 88	10.00	10.00	Fort Mifflin 2 (under 88)	10.00	10.00	Prize 89th	10.00	10.00
Ad-Hoc 89	10.00	10.00	Fort Mifflin 2 (under 89)	10.00	10.00	Prize 90th	10.00	10.00
Ad-Hoc 90	10.00	10.00	Fort Mifflin 2 (under 90)	10.00	10.00	Prize 91st	10.00	10.00
Ad-Hoc 91	10.00	10.00	Fort Mifflin 2 (under 91)	10.00	10.00	Prize 92nd	10.00	10.00
Ad-Hoc 92	10.00	10.00	Fort Mifflin 2 (under 92)	10.00	10.00	Prize 93rd	10.00	10.00
Ad-Hoc 93	10.00	10.00	Fort Mifflin 2 (under 93)	10.00	10.00	Prize 94th	10.00	10.00
Ad-Hoc 94	10.00	10.00	Fort Mifflin 2 (under 94)	10.00	10.00	Prize 95th	10.00	10.00
Ad-Hoc 95	10.00	10.00	Fort Mifflin 2 (under 95)	10.00	10.00	Prize 96th	10.00	10.00
Ad-Hoc 96	10.00	10.00	Fort Mifflin 2 (under 96)	10.00	10.00	Prize 97th	10.00	10.00
Ad-Hoc 97	10.00	10.00	Fort Mifflin 2 (under 97)	10.00	10.00	Prize 98th	10.00	10.00
Ad-Hoc 98	10.00	10.00	Fort M					

MEGADRIVE



How many games have you bought for your Megadrive recently? And how many have you been pleased with? These questions that? The odds in the increasingly expensive game of Megadrive Roulette are becoming more and more unattractive. Like the computer market a couple of years ago, for every decent Megadrive game, there's at least one rubbish one.

While companies like Electronic Arts are getting to grips with the Drive and learning that games must be handled in a different way on Console and computer, games are still appearing from companies who you would expect to know better of a design strategy for standard.

However, perhaps this less than perfect state of affairs will simply force Megadrive owners to be more selective. It's good news for magazine sales, since owners will inevitably be happier to pay £3.99 for an opinion they can rely on when there is a danger of buying a real cinch otherwise.

On the upside, though, Drive software is fast

IBM PC



I like multimedia seems to be the subject of talk floating around the lips of many PC entertainment software developers. Since away at the Mother and multimedia both down to an entertainment/ education software system taking full advantage some audio/video technology hooked up to a mass storage device, very usually a CD-ROM drive. The reason software developers are getting so excited about it is that multimedia software is the sort of thing you can get anybody interested. Not just computer tech heads, but just wide eyed game freaks, any Joe Shmoe or Jerry Seinfeldian that walks into Deans with a few pennies to spend.

It's all down to the remarkable amount of information you pack onto CD-Rom type optical storage devices. Instead of a couple of more aged based papers on the file screen and peevy looking speller throughout the rest of a game, it's wholly possible to have plenty, literally thousands, of stunning graphics. Instead of a few

ing that becoming more varied, and the number of scoring shot attempts is fluidly on the wane.

The rather unexciting titled *Calbert versus Calton* and the *NBA Playoffs* is a fine example of just that, being a damned bad basketball game.

Featuring eight teams, you can face off any team against any other, and either play against the machine or a friend.

Each team member has an ability of his own, sounds like a fantasy role playing game, and their attributes can be displayed while making team selections.

These abilities fall modelled on the real-life performance of the human players are mirrored in the game itself. A player who has an excellent blocked shooting record is more likely to score from a distance than someone who's not.

Control over the player works in KickOff style, identified by wearing black shoes instead of white, the player currently under your control can dribble, pass and shoot the ball upon your command. Getting used to the passing ball items, and the keypad makes it a bit tricky, although generally it isn't too fiddly.

The characteristic behaviour of the players even extends to the way they shoot the ball. Some will try to dunk it, others will aim it in, while some may try flamboyant manoeuvres will silly names which rarely work.

LEADER offers arcade-quality play and enough in terms and capabilities to keep your notes jotted for weeks.

Michael Evans

carp steps to make up the games sound, full stereo-CD quality samples can accompany anything you do. With the 950MB or average CD-ROM disc can hold there's no problem of jamming everything 3 and a quarter inch floppy.

Best of all, the technologies all available right this moment and at extremely reasonable prices. Intel's recently launched 730 DM chip set can easily deliver the awesome amount of processor grunt needed to create highly complex 3D speed animation. Funny enough it's available as a PC board. CD-ROMs been around for a fair while, mostly used for entertainment and utility software. Tandy has just announced a fully fledged CD-ROM system for just £399 (transmission matrix translates that to the £230 ballpark). Funny enough Tandy have reserved the PC market as their major target - it all adds up to the PC being the most pragmatic choice for anyone looking for a mass-appeal in multimedia. So if this stuff's all available right now, why aren't we all

THE SOFTWARE

The software to take advantage of these wonderful boxes of tricks has just failed to materialise and the reason why? Standards, or rather lack of them. There's no one standard platform for the type of computer entertainment to be run on. Luckily things are looking up. Microsoft have announced plans to fully support a large number of multimedia graphics and storage devices to be supported in their next release of Windows. That should be due in the summer of this year.

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...

Also Sony and Nintendo collaborating on a proposed standard that encompasses multi-media in entertainment computing, based around a highly powerful video chip, set that could easily appear in the form of a PC plug in board. Microposers are just about to announce a proposed set of guidelines for the standardisation of CD-ROM based multimedia software, with the PC at its centre. Obviously there's a fair bit for the big boys to slug out before a solid standard has been decided upon. But it's happening.

BUT WHAT OF THE GAMES?

But will it mean better games? Certain outcomes seem to check in certain laughter instead of jokes and it's a worry that some publishers' games will give in terms of presentation rather than content. The switch from entertainment software so we know it now to that of the future is very large and developing the new techniques needed for this type of coding will definitely mean a few stumbling steps. Done so they are steps in the right direction.

COMPETITION

Just room for a final coupe to round off with this month. The first entry out of the hat will receive five pieces of PC software of our choosing.

Send your entries to the normal address.

The question:
What does IBM stand for?
See you next time!

AMIGA



Remains are abound at the moment regarding a new development on the Amiga hardware front: the likelihood of Amiga cartridge-based games. If the rumors are to be believed, the new machine will offer the games player games that currently play fine on more disks, on one compact cartridge without the annoying loading breaks associated with disks. If this is true, then games such as Dragon's Lair and its many sequels and 3D titles will have more memory available to them, which will also allow developers to add extra stages or add-up most titles' final end and presentation. In addition, the main focus of such a system is that it will effectively kill off the software industry's arch-enemy piracy.

From what we have heard, Micrologix are already looking into the possibility of the system with their PC spin, Wing Commander, the first look-up for release. Apparently, the Amiga version will span an additional 300KB (which did not use to be ever been considered for the South Seas version), and keeping it on a car-

tridge will not only make the game more accessible but probably cheaper, too. One problem is how to do it, though, and that is with licenses. As since we looked at the feasibility of cartridge titles, there may be slight problems in whether companies who own a license will be allowed when they want to slip it on a cartridge as well as on a disk. This is certainly a gray area of the moment, and will take a long time to sort out before any companies spend time, effort and money on releasing cartridge-based titles to us and provide conversions.

Even so, creating a cartridge system could be the best logical step in terms of game design. Imagine a game with graphics similar to those of the Dragon's Lair series, only coupled with the gameplay that those titles lack - if the rumors are to be believed, the cartridge could handle it. In addition, the possibility of career games improved, added to, and even compiled games that for more affordable games, both details as quickly as the moment, don't hold you back for the system, but even so, this could be the development which extends the Amiga's user base even further and makes it even more affordable.

DRIVE INNO

Each of the role game sub-games will be performing a different user function in Ocean and their developing team, Ocean France. Of an curiosity in the process of converting the title-over Dragon's Lair, Snow Bros. over to the Amiga, and, from what I have seen, this is going to be one to watch. Usually, Snow Bros's gameplay is akin to that of Tetris' classic, Bubble Bubble, so much that the same bones of the game involves clearing a number of screens of their alien inhabitants.

However, when so Rain and Bob were armed with a huge supply of bullets to do their dirty work, Snow Bros's controller, a little woman - you probably found with a number of controls which, when used at an angle, cover them in snow and temporarily double them. By repeating this process, they are gradually turned into snowballs which can then be picked up and rolled across the screen. As the ball gathers speed a camera of over the scene, taking anything in its path, before starting into a wall and killing it, occupied. Each of the pattern-based games must be cleared within an set decreasing limit, and success grants the player with access to the next of the fifty screens.

The conversion is as close as we have come to expect from Ocean France who, in the past have been responsible for the ballist Ping and Cast conversions, and contains nothing from the original video. The graphics use the Amiga's entire 32-colour palette, and the speed of the original has been faithfully recreated, resulting of an almost perfect conversion. If Ocean games are your bag, then you are going to love Snow Bros. Actually, what we're on the subject of Amiga role conversions and the Marsican game, it seems that Ocean are also going to be producing conversions of the first game in the Bubble Bubble series, which is called something like like Liquid War!, and Ocean France are currently about to begin work on Hammer Bros as soon as their duties in the aforementioned Snow Bros are complete. News is scarce at the moment, but we don't think DragonBall will be drafted in for the Amiga HD hardware - especially when you have superb Bubble Break conversions.

Steve Ward

ATARI ST



It's hard to keep up with Micrologix's outpouring of music products for the ST; it seems that you're just finished making one sampler or music editor when there's another one on the market.

The latest releases are **Quartz V1.5**, an update of the 4-channel "sample sequencer", and **Playback**, a second-order cartridge which gives the ST, STX and STFM the stereo capabilities of the STX.

Quartz V1.5 has a main level if you launch the ST's musical interface when compared to the Amiga. At the normal price of \$49.95 it's reasonable, but of the introductory offer price of \$24.95 to amateurs.

Raising an eye or without the need for additional hardware, it's very much intended to give the ST the same sort of sample-sourcing abilities as the Amiga, offering low sample-rates (which can be chosen from the 128 word library provided, or imported from Micrologix's Replay or other popular samplers).

Since the samples are imported at up to 15000, you're quite good, you can listen to the sounds through a TL module, or simply a floppy cartridge. Sample processing software lets you loop, filter or repeat samples

before adding them to the 256-word library which is available for each Quartz composition (there can be saved as three files).

Quartz's main display has a conventional musical view on which you can enter notes by selecting their value from a menu box, clicking on the required screen position, and adding to the current pitch. This is a hit-and-miss affair process, but you can enter notes much faster directly from a MIDI keyboard.

We can't tell the music for an individual note or for the whole composition, and once you have the basic composition laid down, you can add it by recording voice change messages, loop points (which can be "linked" up to 100 times to give loop loops which loop, solo/leads, slides, transpositions and so on.

The results can sound very professional with a little patience, and the package includes modules which allow you to select Quartz' compositions in your best programs written in assembler, Basic or C, as Quartz is not as suitable as a development tool as it is for working around programming software.

Version 1.5 allows STX owners to output through the stereo ports simply by pressing F5, F6 or 1 and 2 go through the left channel, voices 3 and 4 through the right. For ST, STX and STFM owners, pressing H4 will route output through the Playback stereo cartridge. If you already have Quartz V1, you can upgrade to the double-sized 10.5 disk, which includes the new program, more demo/musical samples, or STX. If you want to upgrade to the new version of all three Quartz disks, which again have extra demos and samples on side 2, it will cost \$5, and don't forget to return your original disks to Micrologix.

The other new product, **Playback**, is an interesting looking grey box which plugs into the cartridge port, and has two phone socket outputs which allow you to connect it to an external amplifier. It's compatible with **Quartz**, **Replay V1**, **Replay Professional** and **Micrologix** II software, adding stereo capability to what were mono samplers. But remember it's not a sampler itself: if you want to digitise your own sounds, you have to use one of Micrologix's other hardware samplers.

Normal price is £29.95, but again there's an introductory offer price of £13.95. One of the low price you might not think it worth the bother, but the **Playback** package also includes **Drumbeat**, a 4-channel 128 word drum sequencer program which also "lets" it output 15 samples to be recorded, up to 50 drum patterns can be compressed and held in memory at once, then assembled into 16 songs, each of up to 32 steps. This can alter timing values and stretch effects, and control tones internally or from an external MIDI clock, which makes **Drumbeat** a good alternative to a cheap MIDI drum machine.

In the package you also get a **Quartz Demo** which, which allows you to combine your own Quartz compositions, graphs displays and working examples in colour or from menu-driven. Lastly the package includes stereo output drivers within a HiSoft file, GSA files, STX2 and machine code, so you can even use the stereo sound in your own programs.

Since Micrologix are marketing II software development to make their programs **Playback** compatible, and public domain libraries are supporting Quartz with additional fonts and samples, it looks as if nothing can stop Micrologix domination of the ST amateur music market. **Buy!**

Micrologix, PO Box 68, St Austell, Cornwall PL25 9HL, Tel. 0756 68000

Steve Ward

PC ENGINE

Welcome to the June column for the PC Engine. This month has seen very little in the line of new Engine games. It seems that all the games suppliers in Hong Kong have slowed down supplying games, etc. for the PC Engine, and are concentrating on the Super Famicom and the Megadrive. This means the US mail order companies now have to deal directly with the Japanese companies. This means that the latest games will get to our grey shores slightly quicker. It also means that there may be a slight increase in the price.

THE LEGENDS OF TOMRA

Back to the new releases. The highlight of the month is the release of The Legend of Tomra. In this game you play the hero Tomra who must recover lost treasures, etc. The game itself is full of platform-type action, with lots of obstacles to keep you amused. The graphics are almost arcade perfect, and good sound effects and music are abundant. The only bad point for the game is that the gameplay is a bit repetitive, with the same sort of

action all the time. Overall if you liked the arcade game you should love this, but otherwise there are better platform games about for the PC Engine.

TV SPORTS FOOTBALL

This game made an massive impact on the computer scene when it was released several years ago, and now it's out on console. The object is simple play for, and make strategic decisions for, an American football team. The graphics are the same as the Amiga version, with plenty of speed and color. The game itself takes a bit of getting used to, but soon you'll be throwing touchdown passes, and intercepting practically everything. The game also features: animation screens with cheerleaders and reporters. This is the first computer of a Computer game onto a console, and if this is anything to go by, it is looking forward to the release of it. Game From The Desert, and TV Sports Baseball.

ZERO 4 CHAMP

This month's final release is Zero 4 Champ, in which you participate in that dangerous sport of drug racing. The try to progress up the ranks, aiming to beat and then become the champ.

HERE BE PRIZES!

I was surprised to read an article in NCL about forged console games. The prices apparently for the PC Engine and the Megadrive, I had never seen in even hand of copied PC Engine games, but with a few phone calls to people in the know, I found out that the problem was quite widespread. The copied games first came from the Far East, and were sold to mail order companies as if they were real.

Now games have been got the technology to copy the games themselves. Some of the priced games are of dubious inferior quality (the packaging is often photo-copied etc.), but others are so well priced that it is impossible to tell the difference from the original. Prizes is a serious problem, and stores concerned from the computer selling games, should consider them out of business. Let's hope the law catches them on these issues as soon as possible.

TOP OF THE POPS

If you're in doubt as to which games to buy here is my top five which I think deserves your best-wanted card.

• **Border Wars.** A classic game. The idea is so simple that it sur-

prising nobody thought of it before. You shoot bombs with the aim of clearing the screen of the badies. Great fun in multi player mode. My personal favorite.

• **Formation Football.** I recently rediscovered this at the back of my games collection. The console answer to Kick Off, at least well KD is released into the Super Famicom.

• **Parasol Stars.** The continuing saga of Bob and this is the CLITE game. Platform action at it's best.

• **TV Sports Football.** Just released, and like Parasol Stars will sell out very quickly. Both test and enjoy.

• **Jacked Chain.** A great action/adventure romp, with lots of bang 'n' action.

■ Geoff Cooper

THE END OF AN ERA...

As it says a self goodbye to the PC Engine column for this month's magazine, but most sincere wishes for your biggest funtimes and I'm sure you'll all see the end of this era, if not get them all together and officially make the transition to the SNES, the debut will return.

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5 in 1 Converter	£24.00	2 2 Joypads	£199.00
Super Mega 2 (SNES) Two Games	£199.00	Nintendo Gameboy Two Games	£199.00

ADVENTURE GAMES	REARVIEW GAMES	LYNX GAMES
Aspirin's Adventure	Adventure 1	Blue Lightning
Castle Quest	Adventure 2	Blaze Burn
Castle Quest 2	Archie Pinball	Electrozone
Climax Quest	Archie Pinball 2	Emilio Chase
Contra 2	Archie Pinball 3	Force Mage
Contra 3	Archie Pinball 4	Hyper Shogun
Contra 4	Archie Pinball 5	Iron Shadow
Contra 5	Archie Pinball 6	Jacky Quest
Contra 6	Archie Pinball 7	Knight
Contra 7	Archie Pinball 8	Lord of the Rings
Contra 8	Archie Pinball 9	Mini Football
Contra 9	Archie Pinball 10	Nightmare
Contra 10	Archie Pinball 11	Planet of the Apes
Contra 11	Archie Pinball 12	Planet of the Damned
Contra 12	Archie Pinball 13	Planet of the Damned 2
Contra 13	Archie Pinball 14	Planet of the Damned 3
Contra 14	Archie Pinball 15	Planet of the Damned 4
Contra 15	Archie Pinball 16	Planet of the Damned 5
Contra 16	Archie Pinball 17	Planet of the Damned 6
Contra 17	Archie Pinball 18	Planet of the Damned 7
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Contra 35	Archie Pinball 36	Planet of the Damned 25
Contra 36	Archie Pinball 37	Planet of the Damned 26
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GAMEBOY



No marketing speak. Let's get going straight away and take a look at a couple of imported games!

DRAGON'S LAIR

Most readers will no doubt be familiar with *Dragon's Lair* graphically amazing but totally unplayable *Dragon's Lair*. As a conversion it was perfect - because the original console was totally unplayable as well!

So it was with more than a little concern that I plugged the cart into my Gameboy. Without the superb graphics and sound, would there be anything to hold my attention? So imagine my surprise to find that *Dragon's Lair* is not lost at all.

Mind you, it has to be said that, as a conversion it's got the game designers have cheated a bit. The only link left between this cart and the console is the game's name. Some are the cartoon-like graphics. Instead, the player now has to guide Dirk around a network of platforms, avoiding monsters and treasures and collecting flashing gems (a bit like *Super Mario Land*). Dirk has been reduced to a tiny, almost unseeing missile, sprite, but the scrolling background are superbly drawn. There's quite a bit of gameboy variety - use part of the game overboard Dirk riding a speeding mascot like the lady in *Indiana Jones* and the Temple of Doom.

Overall, *Dragon's Lair* is a decent game. The platform action is a little on the fiddly side, due to small size of the sprites, and it's very tough. Unless you have the reaction speed of a catwalker, you'd be advised to play the game as easy!

DUCK TALES

The more platform and it seems game designers think that the Gameboy was built for platform and puzzle games. There's more, because *Duck Tales* is really pretty good.

You take control of Scrooge McDuck as he waddles and leaps through level after level of wacky platforms. Various monsters attack and try to make duck leap out of him, so it's lucky that he's armed with a wad of cash with which he can knock the baddies away. By jumping and pressing fire Scrooge can cling to the cane and use it as a pipe which to bounce himself out of trouble.

Along the way there are special objects which, when hit by the cane, drop up to reveal gems and money - and the sort of thing the average kid loves.

Duck Tales is the sort of game to wear in the face of colour handsets owners who laugh at the Gameboy's graphic capabilities - it features some gorgeous backgrounds and large well-animated sprites. And while you're gawping, remind those *CyberCade* owners that the Gameboy's batteries last for more than a short car journey - unlike some handsets, I could mention...

But be warned that *Duck Tales* is *very* tough and sometimes frustrating. Which is a pity, because this game would otherwise be ideally suited to the younger gamers. If you fancy a real challenge, then this is the cart to buy.

TIPS, TIPS, AND MORE TIPS

Maxi *Wipeout* from *HamptonHill* has sent in a couple of tips for *Tomb* and *Blade*. So, take it away, Maxi.

TOMBS

When leaving, press A or B to throw the ball into the air as usual, but instead of hitting it straight away, wait until the ball's far high and press A or B again. Naturally, you'll miss, but you can now move the player up but he's directly under the ball. Let it hit him on the head. You'll find that you've won the point without actually hitting the ball. Do this and you'll win easily.

WILKES AND WARRIORS 2

Some playing tips:
Level 1-0: Walk left and get the extra life and key.
Level 1-1: Go through the bottom door, get the extra life, then leave the room.
Level 1-2: Get the invisibility spell using the key from Level 1-1. You should now be in a room with three gems: take them, jump onto the life and jump to the right. Now you should be able to enter two rooms, one with a life and a key.
Level 1-3: Stand at the bottom platform to kill the giant and finish the stage.

By David Graham

ACE + WORD

PUZZLE PRIZES

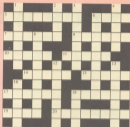
If you're the number of the first correct crossword solution out of five sent, you'll get a free game for your machine. We suggest that you submit quickly each time, but we'll do our utmost to ensure that the prizes get your favourite gaming. Don't forget to specify your machine format!

CLUES ACROSS

- 5 Carl is, um, developing Microstyle game (8)
 6 Mean to produce new title (4)
 7 Original digital computer (6)
 9 Uncivilized game from Firebird (6)
 10 Is Gun Battle from Lankhor? (1,4)
 11 Step ACE's new edition first (5)
 14 A way to destroy art (5)
 15 Calling ACE before assessing test leaders from Ocean
 17 George The First - young version of Megadrive game (6)
 18 Laura's tantrum about game from Sega
 19 Cassette player on a ship (4)
 20 Pat's line playing Mark Eaton game

CLUES DOWN

- 1 Zortech's possible origin of the universe (3,4)
 2 Top games magazine's cards (4)
 3 The RAM's destroyed by pet (7)
 4 I'm taking a long time to get the picture (5)
 6 Any slaves struggling with new game from Ocean? (4,5)
 8 Fling stone at Core Design product (5,4)
 12 Trips up! (7)
 13 Game boy in pain (7)
 16 Betty decoded units of data (5)
 18 Part played in petroleum manufacture (4)



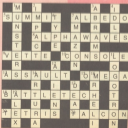
HOW TO ENTER

Every month we offer a free game worth up to £25 for your machine if you're the number of the first correct crossword solution out of five sent. The chance to score your solution is in ACE June 91 Crossword, Penny Quest, Countdown Live, London, £1000 Live, £1000 Live.

The deadline for entries is always the 25th of the month prior. Following the closing - usually by noon 26th day.

APRIL 91 RESULT

The number of the April 91th crossword was 198. Clue of Ocean. The prize is on the way. Pat...



Our monthly prize word puzzler, set by the inimitable MIPS

SHOP WATCH

The most frequently asked questions featured in computer retail stores over the past few months have covered two subjects:

1. Mega-Land Discy - when is it going to be available as a stand alone product? and,
2. Commodore's CDTV - when will it be available, how much will it cost, is it an improvement on the Amiga? when will the add on CD drive be available for the Amiga, and how much will THAT cost? And so on, and so on...

Well, here are the answers:
 1. Last month - cost \$149 at least. If your retailer tells you different, then he probably has large stacks of the Discy's (completions he would like to move first, a 30 day version is also "up soon now"...

2. The strongest indications to the CDTV official launch have now been received by three key industry figures. On other words, the AGI editorial staff, the invitations were printed - likely early in an CD-ROMS and the date is June 2005. It should be available to buy within the next two months. It will retail at £299 and, yes, it will be quite an improvement over a standard Amiga - already in the second department and

Software seller Dirk Longhorn looks forward to CDTV...

also in the oft ignored area of user and friendliness departments. The CDTV is likely going to be available in very small numbers initially and only through certain dealers. If your local dealer is going to be a stocker then urge him to hold a demonstration evening because it really is worth seeing.

Commodore have insisted that the price of the CDTV will be static to last until Christmas and that the add on CD drive for the Amiga should be released before Christmas and will retail at £299. This, if true, will surely ensure the success of the machine. It will be £199 add on that every Amiga owner will demand from Father Christmas and if I were you I'd ask your local dealer NOW to save you time, because demand is sure to outstrip supply once existing owners have seen the enhancements

possible with CD.

Speaking of enhancements, those flight sim enthusiasts with a 386 based VGA PC are for a year still within the next few days. CD32 hardware is being released and will cover all but majorities of the main manufacturers. The graphics display is so highly detailed it could be a real simulator and if you think you've seen smooth fast graphics in a flight sim then you're really ought to see this.

Games will be providing dealers with demonstration disks so don't feel shy about asking him to demonstrate it for you. If you really want to be really, take along an Amiga-caring friend who has CD32 and ask to see it - although it would probably be more for matching your friend's floor.

With the launch of Sega's Game Gear, commodity only machines being the hand held console leader is really hotting up. About time too, with just Lynx and Game Boy there seemed to be an unofficial truce with each machine professing to be aimed at different ends of the market. Total lack of sound, there is only one market and it has no ends - people either want a hand-held or

they don't. It's in the consumer interest for there to be a competition between brands. It needs retail prices down and improve the role of software production follows the increases in Lynx and Game Boy titles over the last few months) which encourages more software and to go on...

Some people are holding off from buying to see if there will be a return in the hand held war, but this seems pretty silly - both the Lynx and Game Boy have their own users and it seems unlikely that the Game Gear will be any different. Basically, the trade off is between battery life and colour. You pay your money and you make your choice. Personally I'd pick the machine that has the first decent version of football for it.

Incidentally, don't quote me on this, but a little bird told me that Game Boy cartridges are actually produced in volume and just the machine is nonconforming. I don't think the little bird has got it exactly right, but I don't think it's for nothing either. I'd leave you to draw your own conclusions.

and CD are giving an similar foot-bath to the press. Not content with putting out their data disks that you can throw a token call at, there will be CD in September and Player Manager in December (so these people have no regard for family life!)

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HOT OFF THE SHELF

Summer's coming! Which, knowing our weather, will mean either three months of non-stop baking heat or constant torrential rain. Either way, looks like you'll be spending a lot of time indoors escaping from the heat/rain.

What are you going to do with all that free time? Why not play a top game? But what to buy? Just read on, and know that whatever you select from this list will keep you happy into the autumn and well beyond.

AWESOME

Pygnosis ■ Amiga £24.99 ■ Atari TT £24.99 (without 1 disk)
A about "mix-up where you'll need to master four different gameplay styles if you're to sur-

vive. The first is similar to Asteroids, except that here your ship stays stationary and the aliens and rocks rotate about you. Next is a Space Invader-like battle against a giant space slug. After that you pilot your ship over the multi-dimensional parallel rotating surface of an alien world, shooting aliens and searching for the landing bay. Finally there's a Gauntlet-style run-around the starbase looking for the entrance to the space station. The graphics wouldn't look out of place in an arcade. A stunning game, if a little derivative, and well worth its ACE rating. ■ ACE RATING: 900 ON AMIGA

BATTLE CHESS 3

Electronic Arts ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £29.99

Spiced its speech 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 lets 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 well-animated ways. While a bit slow and lacking running from floggles, due to all the die snapping, a hard disk shows the game to be far faster and more lethal than normal Chess. A game that should keep even the most jaded

Chess fan happy.

■ ACE RATING: 891 ON IBM PC

BOULDERDASH

Inter Medical Industries ■ Gameplay £38.95 (import)
Yet another steal from the C&A catalogue of great games. Hey kids, remember that Guide rule and carefully foot-foot around cempran (that's joomla-spoken for more than can be counted on one hand) masses of boulders and enemies in pursuit of diamonds. But bear in mind that digging around boulders can make them tumble down on your head! An arcade puzzle game of the most addictive kind and yet another game ideally suited to the IBM hand-held wonder. ■ ACE RATING: 910 ON GAMEBOY

BRAT

Imageworks ■ Amiga £24.99 ■ Atari ST £24.99 ■ IBM PC £24.99

Where cartooning lead the way, others now follow - and why not as long as the game is as good as *Brat*? Little Nathan, the world's mightiest nappy-wearing rigger, wanders around various vertically-writhing levels. Unfortunately he's a little stupid, and will happily walk off the edge of cliffs and into traps and monsters - unless you guide him otherwise by placing direction-changing looms in his path. These who are deft with the mouse can guide Nathan into

the coins and top littering the landscape for bonus points. A magic mix of cuteness and cut-throat, *Brat* will have you playing into the small hours. ■ ACE RATING: 888 ON AMIGA

CRACK ROCK

Coco Design ■ Atari TT £24.99 ■ Amiga £24.99

Impa-impal! Poor Chuck Rock's spouts has been kidnapped by the Finnish Gary Gitter and is now held prisoner at the end of five massive levels of platform-pouncing, rock-throwing, belly-bouncing pandemonium. Graphically, Chuck is a real treat, with some hilariously animated dinosaurs and very slick 3D-rendered arcade-quality parallel scrolling. Although a fairly basic platform game, the varied backdrops, rapid pace, novel attack modes and humorous setting ensures that boredom won't set in. ■ ACE RATING: 886 ON AMIGA

FLAMES OF FREEDOM

Micropos ■ Atari ST £24.99 ■ Amiga £24.99 ■ IBM PC £29.95

Now this is a challenge: how do you turn up a huge game like *HoFF*? The big show has set in, and Midwinter is now, again, the island HQ of the Atlantic Federation. You play one of their crack agents with the task of escaping an impending attack by the evil Saharan Empire. The majority of the game takes place in a massive solid-3D world, with your spy able to use any mode of transport he/she may come across, everything from on-foot to helicopter. But this is no shoot-'em-up. There's more than enough strategy and subtlety to keep any non-arcade fan happy. A major contender for game of the year - already! ■ ACE RATING: 914 ON ATARI ST

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This violent clash between two solid-polygon generated pugilists 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 that decisive uppercut again and

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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!
• ACE RATING 900 00 0000 PC

JOHN MACKEN'S FOOTBALL Electronic Arts • Megadrive £29.99

What a game! The definitive US footy game yet available on any home system. The graphics are superbly realistic - as is the gameplay - and the excitement is non-stop. The scripted events and goals add to the action. If you're a Megadrive owner then you'd be a mad to miss this. Set out for your software shop right now!

• ACE RATING 900 00 0000 MP

KILLING CLOUDS

Miramax • Atari ST £24.99 •

Amiga £24.99 • PC £24.99

San Francisco, 1980. (By the

way, have you noticed how

many games are set in 1980?

Why the last reputation?) The

city has been enveloped by a

thick poisonous smog, causing

unleash chaos and leaving the

population at the mercy of psy-

chotic criminal cults. As one of

the last surviving officers in the

SPD, it's your job to try and

enforce law and order. The

game takes the form of mis-

sions, where you must try and

fly you hover-bike into the city

furiously protected, off-course

and try to arrest criminals and

so forth. Exciting street-level

action depicted in smooth 3D

and a highly atmospheric plot

combine in a superb game that

should please any would-be

gang buster.

• ACE RATING 910 00 0000

LEMMINGS

Propriet • Atari ST £24.99 •

Amiga £24.99 • PC £24.99

It's an age of even-faster vector

graphics and smoother parallel

scrolls, Propriet is the last

company expected to release a

simple-looking game based on

the suicidal tendencies of some

cutey little rodents. The object

of the game is beautifully

straightforward - you must

guide a certain number of ran-

domly meandering lemmings to

safety from one end of a par-

-drewn level to the other - you

can employ various lemming

with a range of special abilities,

such as climb or dig, with which

you can get them past traps and

obstacles. Incredibly playable
and addictive, it's a game that
will hopefully encourage pro-
grammers to spend as much
time on a game's gameplay as
its graphics.
• ACE RATING 910 00 0000

PIPE DREAM

Blizzard • Amiga £25

(Import)

Most readers will probably be
more familiar with this game
under its original title of
Pipesonic. All the action takes
place on a 16 x 7 grid. Using a
cursor you have to drop varying
sections of piping onto the grid,
with the aim of making a
pipeline for "flow" to flow
down. Should the flow last
before it has passed through a
set number of pipe sections.

That it's game over. Later levels
introduce directional pipes (the
flow MUST flow a certain way)
and obstacles. Incredibly
addictive - it's the son of game
the Gameboy was designed for.
• ACE RATING 910 00 0000

POWERFRONTER

Electronic Arts • Amiga £29.99

• Atari ST £29.99

A new computer class, with the

highest ACE rating ever. You

play a warlord, raised from your

homeland along with twenty

followers, who has just landed

on the shores of 200 islands,

ripe for conquering.

Unfortunately the current rul-

ers are not quite so keen on

your enhanced 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 winship it.

An absolutely essential buy.

• ACE RATING 910 00 0000

PRINCE OF PERSIA

Broderbund/Softdisk • Amiga

£24.99 • Atari ST £24.99 • IBM

PC £24.99

A game that could so easily go

unnoticed and unnoticed by the

shelf-availing horde looking for

the latest Socon. The

graphics, when static, are fairly

impressive (although they do

get better on the later levels,

but when they move... The ani-

mation so you guide a young

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Plunge through unpeep levels of platforms, pits, spikes and swambots in a quite excellent and life-like. And the gameplay although it may sound unimpeccable, it is good as the graphics. Some of the action has a real cliff-hanger aspect to it.

• **AGE RATING 910 ON NARGA**

RIDE OF THE DRAGON
SensiblyDynamic ■ PC £24.99 ■
Amiga £24.99 ■ Atari ST £24.99
An entertaining and graphically superb - if little short-lived - adventure. Set in the glossy pollution-ridden city of Los Angeles circa 2053, you play private investigator Blader Runner. The Mayor's daughter has been killed by some dull narcotic, the cops are chasing their own tails and it's up to you to get to the bottom of the drug-dealing scam. All game interaction is controlled by simple point-and-click, either to use or examine objects in rooms or to select conversation dialogue with other characters from multiple choice menus. Each location is depicted in superb style, with some very atmospheric graphics. The only caveat is that even

moderately accomplished adventures will find the task a bit easy.

• **AGE RATING 910 ON IBM PC**

SHARER EMPIRE
OriginalSoftware ■ PC £14.99
■ Amiga £7.99
Using the classic VI 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-intended Lost World. A good game well told and - hard to believe I know - actually better than Ultima III.

• **AGE RATING 910 ON IBM PC**

SPEEDBALL 3
Blizzard ■ Amiga £24.99 ■
Atari ST £24.99 ■ PC £7.99
The sequel to the hitmap (and) silent 99 hit. Basically more of the same but with improved graphics, a bigger multi-directional scoring patch (decorated with bumpers and ball enlargement), extra power-ups and armour to pick up or buy between games, smoother control and a

depth-enhancing player-manager element. Highly playable, and the power-ups do have a noticeable effect on the game. The Amiga version, in particular, is superbly atmospheric, mainly thanks to the sample-based sound-effects. More fun than beating up your kid brother. Better, play this with your brother then beat him up.

• **AGE RATING 910 ON NARGA**

STRIDER
ImaginVision ■ Megadrive £24.99
This coin-op conversion was reviewed some time ago on some computer. Thankfully, the Megadrive incarnation is supremely superior - if you did, it's know better you'll want you were playing the arcade machine. Strider Hiryu has to jump and tumble through levels of arcade-perfect action. Stunning for its graphics, sound and gameplay. Strider is a must-buy for any Megadrive owner.

• **AGE RATING 910 ON SEGA MD**

SUPER MARIOLAND
Nintendo ■ Super Nintendo £16.99
With grey-imports cancelled could this be the last platform game available? The game fol-

lows the seemingly never ending adventures of Mario, as he jumps and pyramids his way through 99 sub-levels of platform action. What makes the game so special - apart from its superlative graphics, stunning sound FX, the echo in the caves has to be heard to be believed) and super-satisfying - is the never-ending variety in the gameplay; it's not all just running and jumping. Complete this and you can consider yourself a real games expert. The best reason for splashing out on the Nintendo is here.

• **AGE RATING 910 ON NARGA**

SUPER MARIO GP
US Gold ■ Atari ST £24.99 ■
Amiga £24.99 ■ PC £7.99
A superb conversion of the coin-op - what else could you expect from the enigmatic but so-called ZOD, the man behind such technically stunning games as Super Hang-On and PowerBlitz. Everything you want from a racing game is there - a sense of speed (with some huge readable features whizzing by), a thrifty save from the engine, good control

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reposes, tricky courses and intelligently-driving opponents. The only place it falls down in comparison to, say, Goemlin's Lotus, is in the lack of courses. But as the review said, SMOF's well up with the leader.

➔ **ACE RATING 87% ON AMIGA**

INTOCHLASH 2

Gremlin ■ Atari ST £24.99 ■ Amiga £24.99

At last! A game to make the 16-bit console owners realise that they haven't got the monopoly on slick graphics and superb gameplay. Although a sequel, the game bears few similarities to its predecessor. The inspiration from the Spider coin-op and obvious guide fire through level after level of baddy-laden mayhem, collecting varied (and wonderfully depicted) power-ups to help in the quest. Admittedly, there's very little here that you haven't seen before, but rarely has it been done so slickly.

➔ **ACE RATING 90% ON AMIGA**

TEAM SUZUKI

Gremlin ■ Amiga £24.99 ■ Atari

ST £24.99 ■ PC £24.99

Gremlin go from strength to strength with this marvellous bike game. The action is depicted using amazingly fast 3D polygon graphics, allowing a greater degree of realistic modeling for the bike's performance. Control is very responsive - perhaps a little too responsive, which can make play frustrating at first. Yet like game for the Amiga - but remember that you'll need to put in a lot of practice to begin with.

➔ **ACE RATING 90% ON AMIGA**

TURBIDIAN 2

Rainbow Arts ■ Atari ST £24.99 ■ Amiga £24.99

There are some games that you've got to have, the original Turbidian was one of them. It proved that, given the right programmers, the Amiga could do anything an arcade machine could do and better. The sequel, though still an excellent game, is perhaps a little too similar - it's almost everything - in its predecessor to become a clone in its own right. However, anyone looking to relive that old magic or has yet to discover it, should can do no wrong buying out

£25 for the Atari ST version (rated an 88%) is especially worthy of mention for its superb graphics, which are rarely on par with the Amiga's.

➔ **ACE RATING 89% ON AMIGA**

WING COMMANDER

Origin/Mindscope ■ Amiga £24.99 ■ PC £24.99

Another 3D space combat game, but radically uses of stunning ray-traced and digitised graphics for the spacecraft. 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. Slick only on PC, at the moment, and then best appreciated on the high speed mode.

➔ **ACE RATING 94% ON IBM PC**

WONDERLAND

MagicSoft Sorbus ■ Amiga £29.99 ■ Atari ST £29.99 ■ PC £24.99

The Sorbus, having stormed the world with The Moon way back

in 1987, returns 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 slavishly as to make it soluble by simply knowing the story. The level text, teamed with hundreds of tough (but logical) puzzles, is accompanied by a number of stunning animated graphic scenes. All adventure fans know and pray - an essential buy.

➔ **ACE RATING 91% ON IBM PC**

WYATH OF THE DEERSON

Empire ■ Amiga £29.99 ■ Atari ST £29.99 ■ PC £29.99

Mainline £29.99 ■ C&A £24.99 A highly polished Shadow of the Great J looks. The plot is per usual slay-the-demon and-win-a-princess effort, but the superlative graphics and audio, combined with enjoyable, if ultimately shallow, gameplay. The game is split into 'scenes', each with a different style. I.e. lefthand-style colonial soldier or barbarian-style back-ten. This variety helps sustain longlasting interest.

➔ **ACE RATING 84% ON AMIGA**

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early software write to:
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Park Enol PH42 7SL.

HELP/NEE

HELP NEEDED on SAT
Write to Kevin Langston,
15 Sprindwood Close,
Heath Hayes, Carmok,
Sat

Will anyone help me on the
Tutiles to get me to help
Splinter on Level 3 and 45,
I just can't get his if you
can tell me how to do the
burles. Reply to R. Thomas,
Lyny Crest, Dyfed, SA36
9SD

NEED help, students
might or anything that
would help me complete
Propolis, Ooze Lg 2
Powermonger, Amiga
AMS versions. Please
write to Daniel Moore, 133
Cambridge Drive, Ipswich,
Suffolk, IP2 5LN

Although I have a CPC I
am interested in Dragon
Computers the help I need
is free much it is and if it
is compatible with other
computers like the C88
4+16 Spectrum etc. If
you have any information
then write to: Majd
Salem, 4 Buckingham Rd,
Hirerside, Tarnsirey,
Leeds LS7 7TU

NEEDDDH Hens and

Translation to Chase.
Sticker Book and Tip on
Powermonger please. I
have a wealth of tips hints
for other games too
numerical to mention here.
Please write to: Mr PB
Booth, 4 Canterbury Ave,
Went, Essex SS16 2NA.

NEED Help with following
games Amiga Guild of
Towers, Rainbow Islands,
Turbo Outrun, 3 Oct. 2,
Out, Subter Sabote, Star
Powermonger, Hellcats 2
and Splendary 2. Send your
maps, games etc. to:
Daniel Moore, 133
Cambridge Drive, Ipswich,
Suffolk, IP2 5LN

Calling all Nintendo
owners, help is needed
urgently! So, if you are one
of the proud owners of
Simon Quest please reply
you help me to get across
the large stretch of water,
and the large off shore to
the grandest. If in please
write to Christian
Anderson, The Old
Vicarage, Church End,
North, Somerset,
Lincroftville, LS2 7PZ

Please help: Sega Masters
Lithia 4 Winem cup I find
the Statue of Spirituality?
Koppon Mista Palms,
07942 2100 Doune
Belgium

COMPLETE SOLUTION for
Shadow of the Beast 2
needed! 081 643 0847 80
Computer Way Middlesex
Junction, Manchester M20
2EP. Oh and by the way
does anyone know the
cheats for Midnight
Resistance or Power? All
solutions needed for Amiga
versions Ask for David.

How to win on the ACE
Stockmarket. Send £45 to
"The Market, 40 Bow,
Becken Pettingham

5 Perks. Success rate
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TOWERS of Babel please I
am desperate on Group 12
Tower 5 Excellent game
would like to finish it please
help.

HELP! needed desperately
for Warhead (ST). I can't
get past the Mission with
the black hole at Star "OH
810". Please help me as I
haven't got a clue how to
complete it and it is really
frustrating me. I can give
the solution to total
Professor Warhead and tips
for Warhead, Interceptor,
Carrier Command (Action
Game) and Battle of
Britain. Please write to
Jonathan Stone
Maltby, Cough, County
Down, Eire.

ATARI Lynx owners help is
all hand. Put up with no-
one interesting games for
the Lynx. Then send £45
to Andrew Reed 63
Cortney Selby, N.Yorks.
Please write and support.

NOTICE

Unfortunately, due to space
constraints in the August issue,
ACE has been forced to
discontinue the use of the
Readers' Pages. We apologise to
previous subscribers for any
inconvenience.

Any unsolicited material will be
forwarded to the Publications
Dept Readers who will take action
against them.

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ADVENTURELINE

Stuck in an adventure? Want to know where to meet adventuring pals? Want to win a free ticket to an exclusive adventurers' convention? Want to know which number to phone for adventure help? It's all here in Pat Winstanley's latest and - sadly - final Adventureline. So what comes next on these Pinkies? Write to us with your suggestions at: Son of Adventureline, Pink Box, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU and stand by for a new section!

NOW HEAR THIS!

Although the Adventureline section is closing down this month, we will still be offering regular information for adventurers within the new section that replaces it. We're looking not only for suggestions as to what you'd like to see in each section (see above) but also for people to contribute to it. Do put those thinking caps on and let us know...

For years ago two brand new adventuring matters graced every magazine of the newspaper's shelves in the hope of being some thing about their hobby. At that time several magazines ran columns but as today, editors limited the space allocated to what was best to best as a minority interest.

Two of the best columns around were by the Pigeon in 44 and Keith Campbell in CMAG, but even these were insufficient to satisfy the cravings of our novice adventurers. Refusing to accept defeat they decided to set up a complete magazine dedicated to the interests of adventurers so that fellow enthusiasts could share information, opinions, hints, solutions and general togetherness. The result was Adventure-Probe which this month will see its 50th consecutive issue: making it the longest continuously running adventure fanzine around.

Probe started life being typed into a CPIC 128 using 'Samwell' with each copy printed out on a long suffering OMF2000 telex it still in use today. Within a few months it became clear that a photocopier was needed so this was acquired over the objections of one husband and a bank manager. From that point Probe began to reflect the format and presentation it has today, an A5 booklet of some 48 pages crammed with everything that interests adventurers. Probe is still production a 4428 but the print quality has improved beyond recognition.

The chronology of Probe runs like this: June 1984 - first issue with a cover date of June 1986 - I peeped guilty and later editors have retained the mistake for posterity - such. The magazine was conceived as a club forum written by and for adventurers of all levels. From the start the emphasis was on home produced stuff even which, although well produced, received its exposure in the mainstream magazines.

November 1985 - Probe and Adventure Contact (Contact was exclusively for adventure writers and lasted around 35 months) split and Sarah Stansley took full control of Probe.

May 1986 - Mandy Rodriguez took over as editor of Probe and from Sarah Lansdowne, writing between the Drimes, comes this report:

Mandy saw Probe first on the recommendation of another reader and was immediately enchanted. "Everything an adventure needs," she said. When Sarah decided that she could no longer handle the work involved, Mandy was asked to take Probe over. Unable to stand the thought of Probe not appearing every month in her journal, she formulated for a month or less her agreed to shoulder the burden.

Surprisingly Probe is almost identical in format and content now to what it was five years ago.

The emphasis is still on homegrown software with reviews by readers rather than the editor. Writers are unpaid as the magazine is not and never has been profit making. Advertising is taken but if a game is stated the review will be published alongside the advert - no hidden format.

Currently the subscription list numbers around 400 and includes adventure columnists on all the major computer mags. In the summer of 1990 about a quarter of the readership gathered in a Birmingham hotel for the first Probe Convention (nice to see a meeting outside London for a change) and were entertained by the sight of Nic Rumsey - all 6'4" of him - arriving in traditional style with a silk lined velvet cloak, rope around waist and shoulder and chest, a long staff and a belt from which dangled a brass lantern and an oversized bunch of holly.

His appearance in the convention room was greeted by stunned silence, promptly followed by fits of appreciative giggles. On rising to the bar for a drink Nic was served by a splendid bar-maid who giggled, went away, then returned a minute later in a pose which he had come from. Rather embarrassed Nic admitted "The other room." In fact he had stood up in the gents of the hotel. Believes it or not, the hotel is allowing the convention again in 1991.

The convention itself was an extension of the friendship circles which have developed over the years by post and telephone, through the medium of the magazines. Unlike many other fanzines there has been little in the way of serious bookering between members, the only black spot arising from a subscriber who bought a range of games from different homegrown producers, returned them and then attempted to market them as his own. He was expelled.

In addition to the annual convention, a couple of local groups have grown from the magazine. One in Wigan meets monthly with up to a dozen readers from a 25 mile radius cranning into a room full of computers to swap gossip, hints, tips, boasts, splashing, demonstrations of new games and several hours of fun. There is also a group which meets in Cleveland.

The magazine itself can be a little daunting at times to newcomers who may not understand the 'jargon'. For instance, Spectrum owners are unlikely to have come across the Gnu who takes his name from an enthusiastic appreciation of intrusion games. These tend to contain dark means which, if solved without a lamp, result in the intended adventure being eaten by a Gnu. Much better than taking over and mowing your head! I can exclusively reveal in this column that the uniform of a Gnu is long hair covered by a

barrel cap with wild staring eyes attached to it. All these items are more than willing to offer anything ranging from, advice and friendship. Many positive messages contributions from new subscribers, be it a short hint or a full length feature. Since all machines are covered there is plenty of scope.

Among the readership eight and sixteen bit owners are represented almost evenly, with the eight bit on eight bit, but many people appear to be upgrading and retaining their existing machines. Since the vast majority of adventure software is for the Spectrum this seems a good move. A quick survey of the advertisements in the current issue offers an Amiga adventure creator, adventure PD for both Amstrad and Spectrum, a disk magazine for ST or Amiga containing maps and solutions, adventures for Spectrums/CGA/CGP/ST and Amiga, a second hand warehouse for the Spectrum, and a couple of fanzines of interest to general computer users.

Overall, if you have an interest in the adventuring scene you will be well advised to buy a couple of copies of Adventure Probe - it could be the beginning of some very satisfying bond ships.

FREE TICKETS!

Any non-subscriber who buys a complete copy of the 5th birthday issue of Adventure Probe (published early June) will automatically be entered into a free draw. Two lucky sample readers will win free tickets to the Probe Convention in Birmingham, October 1995. Probe subscribers

have to pay £5 for these tickets and apart from the prize-winners only subscribers can attend to it's a worthwhile prize. To order a sample copy of the birthday issue and have a chance of a free ticket send your cheque/PO by 30th June - £1.50 to ADU/Probe Draw, 67 Lead Street, Leeds, Leicestershire, LE1 3SE 2HF.

ADVENTURE SHOP

Do you want some further information or advice about adventures? Then peruse the list below. Here you will find everything from adventure programming to adventure solutions, computer games to telephone games - read on.

GUIDING LIGHT

Telephone helpline - personal help 1.8 0800 to 12pm 7 days 0898 538933
 Inform telephone adventure - dumped what in hell help 0898 442777

Dial-a-Top - computer moderated adventure help 0898 121234 99 the above lines cost 34p per minute off peak and 49p other times - if you don't pay the phone bill get permission from the person who dials!

ADVENTURE WORKSHOP & ADVENTURE OODER

Fancy writing your own adventures? Then grab a copy of the magazine just for you. Coder is for 8008 programming and Workshop for 16-bit. Both cover simple and advanced skills using creators, Basic or machine code and each costs £1.25 for a sample copy from Christopher Herd, 3 West Lane, Bardon, Near Shipley, West Yorks, BD7 7 5HD.

PUBLIC DOMAIN ADVENTURES

Spectrum: For a range of games at 99p + postage contact Gordon High, 11 From Mayfield, Edinburgh, EH9 1TE.
 Amstrad: Homebrew PD wanted and distributed. For information send SAA to Adventure PD, 10 Gurnee Road, Slough Wood, London, SE2 9SD.

MAPS & SOLUTIONS ON DISK

Syntax produce bi-monthly disks for both ST and Amiga containing an average of 10 adventure solutions/maps, 15 reviews and 12 files of text. Syntax has been established for almost two years now and asks just £3.50 per disk or £20.00 for a year's subscription. Amiga owners need an external drive. For further details contact Syntax, 9 Warwick Road, Sibson, Kent, DA14 5LZ.

HOMEGROWN SOFTWARE (PLEASE ENCLOSE SAE WITH ENQUIRIES)

Clid/Spect/PC, Atlas Adventure Software, Address at Adventure Probe above.

ST/CGA/Spec, River Adventures, 44 Hyde Place, Abingdon, Canterbury, Kent, CT9 3AL.
 Spectrums, FSI Adventures, 68 Harvey Gardens, Charlton, London, SE7 6BL.

Amiga/ST, Jan MacFayre, 27 Pastore Crescent, Newton Keynes, Glasgow, G77 5AD.
 Spectrum, Slick Corner, 3 Lonsdale Villas, Wallers, LA9 4PG.

ST/CGA/Spec, Interactive Technology, PO Box 140, Sheffield, S12 7TY.
 ST/Spec, Emerald Software, 26 Spireland Road, Cotgrave, Rotherham, Lancs, OL12 7RX.

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FREEBIES

Mark Seridddy, looks at some new releases in the wonderful world of PD

H of news this month is the arrival of the first completed AMOS game. What makes this a real sucker is the game has arrived before the complete Daylight 2 is the brain-child of the AMOS Club's Marco Pöllhöfer with graphics by his brother, Adam. According to AMOS entrepreneur Sandra Sheehan, the game benefits greatly from the compiler because it relies heavily on calculation. "The original version," she commented, "is a bit slow, but the compiled one can really fly..." Was that put intentional, Sandra?

The game, which has a multitude of options, had only just landed as this issue went to press, so I haven't seen it yet. However, according to Sandra the player can fight up to seven human foes on joystick and six, yes, six on the keyboard! or computer-controlled opponents in a battle for supremacy of the skies. Special bonuses allow for such things as extra weapons and even a cloaking device. A new version allowing multi-computer combat is being worked on, and thus you'll need 1 Meg RAM, two joysticks and seven friends. Daylight 2 is Licencedos - a measly £3.50 - order code LP017.

Other new releases include a new version of Reversi, Reversi 2, the sequel, plays like the original, but the new licencedos version has animated sequences based on themes like, Night and Day, Rain and Shine, and Cars and Buses etc. As the title change, an animated sequence fades from one tile to the other. Well, also new from the Spare stable are Agrianna and a parent pleaser, Play It Safe - a home safety program for kids. Finally, on a related topic, the Sandra Sheehan's TT02 PD library has now been taken over by Goodson Enterprises.

ACE FREEDOM WORKS!

ACE knows this column actually results in more sales for participating liberators - at least one has had to be reworked 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 fancy your boat will get sunk by the US and Japan crowd. Are you really going to suffer that outrage?

GO GETTER Amiga Mouse £3.50

I have seen the future of AMOS games - his name is Reversi Simpson. How can you describe a game like this in the few short lines allocated to it? Briefly, it's a 3D isometric board game with super graphics like life screen is a suit dressed and animated. The idea is very simple - and like High-Low, the computer gives you a number from 0/9 and you have to guess if the next will be higher or lower.

Sounds boring! Not on your nelly - because of all the extra features this is one of the most addictive games I have ever played. Since you start a game it's difficult to leave it alone. Everything about Go-Getter is highly polished - and the only criticism I have is the instructions, set on a rainbow background which makes them hard to read. Go Getter

SHARILINE PLUS

Thanks to the following:
PC Advantage Storefront - 0942 830340
Amiga AMOS PD Library - 0942 830345
ST Goodson PDL - 0742 239650, Bridgely
UK, 8 Minster Close, Bridgely, Essex,
SS9 5BP.

can be played with someone else or against the computer - and unlike most computer board games, this one works! Get it.

4-WAY LYNX Amiga Joystick £2.50

This is a puzzle game almost certainly inspired by Populonia but really nothing like it, invented and written by Andreas Anders. The idea is to link a series of tiles together. There are 22 levels in all, each one harder than the last, but the game includes a level creator so you can create your own levels.

This is a quiet game with a word count system that takes a lot of getting used to. In fact, you'll probably have to read the instructions at least twice before you get the hang of it. Once you do, however, you'll be hooked - I was.

4-Way Lynx has not attracted a lot of attention because of its apparent complexity - first-time users will probably need to be a member of Mensa with a duplicate in top-physicians to complete a level without reading the instructions. That should not be taken as a warning to avoid this one, it really is a great,

well polished and original game. However, I would urge Sandra to write some more level instructions - do that and you're on to a winner.

MONEY SPINNER ST Mouse £3.00

Personally I find that machine simulations about as interesting as watching paint dry and Jim Woodcock's implementation is, sadly, nothing new. There's nothing wrong with the graphics, the animation is adequate and the graphics interesting, if nothing special. The sound is pretty average - although a few spot samples do add a little and the bonus screens are fun. In its favour, at least you cannot lose real money. A fair amount of work has been put into this, but the idea is, frankly, rather tired.

EXODUS ST Joystick £2.00

Chris Jeffrey's strange arcade shoot-'em-up is a curious mixture that looks something like a cross between Phoenix and Speedball with a pinch of Xexon thrown in for good measure. Quite what's going on in this game is beyond me - but who cares, it's darned good fun. The graphics and sound are well up to par for a budget title, the four-way scrolling landscape and animation smoothly as efficient. The idea is not very new, but it's a highly playable mixture which earns the bigger fringe more than your average, together great life from Budget.

It is with some regrets and many fond memories that I am finally handing the baton of Peak PD to someone else. My thanks and best wishes go to PD and licencedos authors for machines the world over. May all the long nights be worthwhile and your games be great.

PEE WHISTABLEY TAKES OVER!

At a recent computer exhibition, the late evening reporter was spotted wailing through the mists and accented by some demo writers. "Why can't we get a mention in your column?" they demanded. "Because Pee Whistabley's taking it over!" I replied heartily. And here do we get it touch with her? Yes, indeed. By writing to Peak PD, ACE, Proxy Card, 30-32 Farnington Lane, LONDON EC2R 3AU. Anything will do - as long as it's an original offering.

ACE DIARY

MAY 1991

12-18 MAY SOFTWARE RELEASES

Acadulea: Strategic III, Amiga (£19.95). Board game in which you must strategize your pieces to capture your opponent's flag. **Outboard Strategy (£29.95)**

Virgin: Isle (CPC £9.99 tape, £14.99 disk). Race against wild characters from the infamous comic. **Supremacy (C24 disk £19.95), oligarchic strategy/reading/writing/typing action game set in deep space.**

Electronic Arts: Galactic Empire (C2, Amiga (TBA), 3D strategy game - Galileo (C4) Amiga (TBA). Rescue fire from the clutches of the futuristic dragon, killed in an "asteroid" game.

Electronic Arts: Civilization (Amiga £29.95). Carry out a career for yourself in the Roman Empire. **Powermonger (C4 disk £14.95).** Plans and rigs for all opponents.

Software Business: Water Grand Prix (PC £29.95). Water cycle racing game. **Millennium Strategy (C24) £19.95 tape, £19.95 disk).** One-to-one combat for one or two players set against five different historical backgrounds.

Domark: Alpha (Spectrum, C64, CPC £19.95 tape, £24.95 disk). Tengen roller-coaster theme flight off mountains and forests to deliver packages around the world.

Sunday 12

Formula One racing. Monaco Grand Prix (United Computer Fair, Monday Inn, Lower Castle St, Bristol). Contact Bryan Butler on 02022 896610 for details on the one day show.

Monday 13

Tuesday 14

Independence Day, Paraguay

Wednesday 15

Football - European Cup/Final Cup Final

Thursday 16

Anniversary of the Relief of Mafeking, on this day in 1900.

Friday 17

Constitution Day, Norway

Saturday 18

Football: FA Cup Final between Tottenham Hotspur and Nottingham Forest at Wembley Stadium-Cup Final (United vs. Tottenham).

19-25 MAY SOFTWARE RELEASES

Acadulea: such: Achilles' Championship Course vol 1 (Amiga, PC £19.95, Macintosh £19.95). Adventure disk.

Mastermind/Johnstone: Sherlock (C2, Amiga, PC £9.95). Serialized text adventure from Infocom's library.

Electronic Arts: Ball Game (C1, Amiga (TBA)). Puzzle game.

Software Business: Living Agency (C1, Amiga £29.95, PC £29.95). Puzzle game (jigsaws, either traditional or with various templates).

Audiogenic: Trackers (C1, Amiga £29.95). Space-based shoot 'em up.

Interplay: Cyberball (Amiga £29.95). Two player arcade style game.

Resquing/Domark: Symbic (C1, Amiga, PC) £19.95. Second chance to buy this shoot 'em up on Domark's Budget label. **Royal Pursuit (C1, Amiga, PC) £7.95).** Dragon Quest (C1, Amiga, PC) £7.95).

Sunday 19

Monday 20

Tuesday 21

CGI/800 Europe: 3-day conference and exhibition at Novotel, Fommerysth, London W6. Charles

Leibnigh, 25, became the first person to fly non-stop across the Atlantic, from New York to Paris, on this day in 1927.

Wednesday 22

Thursday 23

Cricket: One day international, England vs West Indies.

Friday 24

Saturday 25 Independence and Army Day, Jordan Cricket. One day international, England vs West Indies

26 MAY - 1ST JUNE SOFTWARE RELEASES

Acadulea: such: Mafeking (Amiga, PC, TBA).

Virgin: Endless (C1, Amiga, PC, C24 (TBA))

Electronic Arts: Brigade (Amiga (TBA), Wargame) Scrolling real-time action, digitized sound, non-editable scenarios and scenario disks 10-10000.

Electronic Arts: Magik Castle (C1, PC £29.95). Sports and entertainment in this role-playing game from Blackwell.

Oxford Software: Chess (C1/2 PC) (TBA)

Audiogenic: Trackers (Spectrum, CPC £19.95 tape, £24.95 disk)

Storm Computers: Aqueduct (C1, Amiga (TBA)).

Domark: 888 (J. Blackwell) Spectrum, C64, CPC £19.95 tape, £19.95 disk, C2, Amiga, PC £29.95). Baseball sim featuring 25 teams and complete with 1990 statistics to help your team selection.

Sunday 26

Monday 27

Spring Bank Holiday (UK). Cricket: One day international, England vs West Indies. Tennis: French Open Championship begins in Paris.

Tuesday 28

Wednesday 29

Memorial Day, USA Day Apple Day

remembered for the flight of Charles II after the battle of Worcester in 1651. He hid in an oak tree to avoid capture. If you feel particularly keen to demonstrate your loyalty to Charles II, wear an oak leaf buttonhole today.

Thursday 30

Friday 31

Republic Day, South Africa

JUNE

Saturday 1

Victory Day, Tunisia 1951: reports that Hitler and Tenzing had colonised Mt Everest were confirmed.

2-8 JUNE SOFTWARE RELEASES

Acadulea: Conspiracy (PC £29.95). Clear name from the murder suspect first. **Strategic (C24 (TBA)).** Board game in which you must capture your opponent's flag.

Micro Business: Discovery (Amiga £29.95). Exploration and alien-fighting aboard a crashed spaceship.

Virgin: Magnetic Avalon (Collection vol 1) (PC, Amiga/Amos) £24.95)

Electronic Arts: Skills of Mathematics (C1, Amiga £29.95)

Interplay/Palace: Metal Assault (C1, Amiga, PC) £29.95. Garage band 'em up.

Sunday 2

Formula One racing: Canadian Grand Prix (Montréal)

Monday 3

Tuesday 4

20th anniversary of Tasmanian Square massacre

Wednesday 5

The Derby at Epsom

Thursday 6

Cricket: First 3-day test, England vs West Indies/Friday 7

Saturday 8

Wrestling: The Duke of Epsom. **MS: Some prices uncertain this month due to VAT increase.**

THE W O R L D I S T R I B U T I O N E N D

A GOLDEN AGE?

Super Mario World on the Nintendo is an awesome creation. If ever anyone doubted whether games could inspire art, they ought to spend a few hours with it, and they probably will. It's a fun little life. You can read more about it in this issue, but IBM really deserves an entire magazine to itself. As far as Miller's concerned, this game is evidence that video entertainment has truly arrived.

We have to credit the Japanese with starting the journey. It's true that they have vast R&D budgets to work with, but throwing money at game design doesn't necessarily produce a good game, and IBM is an ultimate classic. And it's the most recent of a long line of tremendous game concepts - the original Super Mario was superb and Donkey Kong, in which Mario first appeared, was a stroke of genius.

There are also lots of Japanese games that we very rarely see over here and which deserve far greater recognition - something they'll get, hopefully, now that Japanese console software is becoming more widespread. How many readers, for example, remember *Mappy*? This horribly addictive platform game topped the Japanese charts for months, and featured a fabulously original scenario in which a cat bounces between platforms using trampolines. *Sopora*. And then there was *Sakusoku* titles, which featured a unique control system for manipulating hundreds of on-screen soldiers. You named the general, and everyone followed. Select other leaders, and their various squadrons followed. Select a single warrior, and he fights alone. The game was a frantic rush over a bloody landscape, but none the less gripping for all that.

Things are going to get even better when we get a more global console market. (In Westerners we pretty much all games design as well, but the directions we move in tend to be very different. Of course, there was *Nebuta*, a very Oriental-style business though not in sales terms, but for the most part our users tend to simulator-inspired efforts like *Gal Meier's Railroad Tycoon* and *Ultima VI*. We've also been more successful than the Japanese in integrating new graphic presentation styles - look at *Populous*, for example - with more complex gameplay.

Together with the proliferation of optical disk technology, the next two years look like being a golden age for gamers. Even in the short term we've got some starters to look forward to: *Gal Meier's Civilization*, for example. Besides to do for mankind what *Railroad Tycoon* did for chuff chuffs. If Sid doesn't take off more than he can chew, this could turn out to be a classic.

David Robinson's been quiet for a while now, but you could be making news if this ACE entry soon, with a launch planned for Spring 1992. *Ultima VII*, like all the others, will combine Ultima depth of play with King's *Conquest* graphics - help!

And there's more. The possibilities of two-field-of-view gaming, possibilities that haven't even begun to be exploited. Imagine a Game Boy version of *D&D*, played by four players simultaneously using the

four player link up. Teamsters could do round in a circle and explore the dungeons separately or together, each with real time control of his own character. Hot stuff! And what about the Sony Data Discman - when the graphics models come out, you can expect some mind-blowing titles on that. Even ACE is threatening to go portable...

No doubt about it, there's never been a better time to get into gaming. Miller used to sit back in the old armchair and reminisce about *Pac-Man*, but not any more.

And as if to prepare themselves for the Golden Age, software impresarios have been playing musical chairs, jockeying for positions that will carry them into the '90s. Their movements can teach us a few lessons. Unstable American boss Rod Cousens has gone to America, so he's obviously in to do about Nintendo's future in Europe. Microprose UK boss Peter Jones has abandoned Prose to join narrative software giant Sierra - and don't believe everybody who says the Broderbund deal isn't going to happen. Finally, Andrew Hewson has managed to move from a company with lots and lots of debt to one with...hey presto!...no debt at all.

IAN BIRD

IN NEXT MONTH'S ISSUE

The next issue of ACE hits the streets on June 8th - and it's going to be a corker. For the first time, ACE goes **RIGHT AROUND THE WORLD!** We'll be bringing you details of games culture from Finland to Tierra del Fuego, from Bombay to Bratislava. Don't miss it!

PLUS:

- ACE Conference get on the road again. See page 28 of this issue if you want to participate.
- News of a major entertainment event later this year, sponsored by ACE.
- A 5.1g round another world, created by the new Dimension Superscope system.
- All the latest games titles tried, tested, and tortured...plus much, much more!

Dear Newsagent,


Allow me to introduce myself as a potential customer of your fine establishment. I am a sophisticated connoisseur of digital entertainment - a medium that will change all our lives. Please reserve me a copy ACE magazine - the most authoritative coverage of the future of game technology. PS ACE is out on the 8th of every month.

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YOU WON'T BELIEVE IT!

Remember our exclusive report on Steve Spielberg and the ACE VR system? We soon thought that some readers might take us at our word, but... First, we received a letter from you from a foreign gentleman who wished to... offer Spielberg financial backing. But it was all a joke, no prize pot. Second, someone at the other end, followed by others, as I see. He-he and a dueling tone. And the letters? (In favour) was the one from an intrigued reader who said that we'd been...conned by Mr Spielberg. Oh surely not!

GO WILD!



No ugly wart-toes is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Goli and the next I'm having breakfast delousing my armpits. I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going up. My beloved Miho I can't wait to share a banana with her! Has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabtek Inc. is now available for your micro.

ocean

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