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ENTERTAINMENT

GRAPHIC SEX!

Stunning images from the '92 Olympics



AMERICAN SHOW REPORT

Rockeater
Hare Raising Haver
LarryLand
And...The Adventures
of Willy Beamish

NEW CHUCK YEAGER ON PC

Simulator depth meets arcade action!



EXCLUSIVE!

TERMINATOR 2

- The Software!
 - The Story!
 - The Stunts!
- 5-Page Report Inside

PLUS
30 PAGES
of bargains in the Post Pages

BESTEST GAMES FOR YOUR MACHINE REVIEWED AND REVIEWED: TERMINATOR 2, FLAG, BEHO, BIONIC THE HEDGEHOG, CHUCK YEAGER, MARTIAN DESIAMS, PREDATOR, GHOST BATTLE, MANHISSTER UNITED EUROPE, CASTLE OF ILLUSION, SUPER PRO BASKETBALL, PROMETIC, BEAST BUSTERS, F-14 TOMCAT, CHAMPION OF THE RAZ, AND MANY MORE!



GUNSHIP —2000—

In 1986, MicroProse released Gunship, an Apache AH-64A attack helicopter simulation which sold copy after copy and won award after award. It was hailed as the definitive chopper simulation.

Five years later, after the success of Operation Desert Storm, MicroProse present Gunship 2000. High-tech air supremacy provided unmatched military power. Now high-tech computer technology provides the untouchable chopper simulation.



Tomorrow's Technology Today

Gunship 2000 simulates an amazing seven of the US Army's most technologically advanced rotor craft. For each of hundreds of different missions the player considers the special capabilities of each helicopter type and selects a squad of five ships, and then designates state-of-the-art weaponry to each chopper. It's the first multi-copter simulation ever to reach the mass market.



The action takes place in Central Europe and the Persian Gulf, each theatre containing three different arenas. Your crew members will increase in skill over time; your job is to make the best use of each crew member's abilities and to oversee and coordinate the battle tactics of the squad.



Topographical 3-D graphics show terrain with depressions, such as river banks and valleys, and elevations, like mountains and ridges, making low-altitude flight stunningly realistic. Each helicopter looks and handles just like the real thing.



There are a multitude of game options to choose from; training, single, and multiple helicopter missions, a campaign game, and in flight options allowing realistic or easy flight, landings, weather, and variable wind conditions.



A huge range of views allow you to see action from anywhere within the theatre of conflict. From within the cockpit you can see ahead, left and right, or you can watch from the top of the rotor shaft, via chase view, tacti-view, remote camera, 360° panorama, or ride-the-missile view.



With the added ability to call in artillery and fixed wing support when its available and needed, and a mission builder for designing and saving your own missions, Gunship 2000 offers you the complete state-of-the-art simulation of a frontline battlefield.



MICRO PROSE™
SIMULATION • SOFTWARE

Gunship 2000 will be available soon for IBM PC compatibles



The Machine in Military Uniform is again seen from the perspective of movie (shown here) in videogame 2 (and others in the new range of software from the original movie company. See below on page 62)

THE BIG PICTURE There can be little doubt that *Terminator 2* will be the movie event of the year. The quality of the film almost seems to have become a side issue, since everyone seems pre-occupied with the dollars (One hundred million of them, in fact) it cost to make, the dollars it will make and the allegedly phenomenal special effects. However, we at ACE know that the movie, not the money, is most important. And we've obtained exclusive pictures of both the film and the forthcoming Ocean game, full details of the storyline and details of the incredible antics of Arnold's new adversary.

And of course, there's around 50 pages of games information, six pages of news and a report from the Chicago CES.

features

19 ACE IN THE STATES

The Summer CES was a mixed bag of software, hardware, novelties and surprises. Our 7-page report has all the highlights, including:

19 ROUNDUP

Steve Cooke's overview of the show is packed with all the news of signings, deals, new product and gossip.

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Dynamic, producers of high-end interactive fiction for the masses and Disney, producers of platform games and early learning programs, may appear to have extremely little in common, but their new product lines would suggest a similarity in thinking...

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The folks behind the King's Quest games talk to Steve Cooke about their future plans.

28 GRAPHIC SEX!

In the second in an occasional series, we unashamedly print a bunch of breathtaking computer-generated graphics with no justification at all except their visual appeal.

32 TERMINATOR 2

He said he'd be back, and now he is! As Schwarzenegger reprises his role as the most evil 'and cyborg on the planet', development teams across the country are breaking their backs to finish various computer incarnations of his blood-thirsting movie conversion. What can we expect?

39 IN THE WORKS

8 Pages of analytical examinations of game premises and programming routines or an excuse to print some early information about a game before anyone else? You decide. This month:
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●Tetra
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COMING ATTRACTIONS!

A new feature joins ACE this month. In *The Winks*, offers depth (and some education) of games currently in development. This month we've got information on *Flag*, *Retro* and *Outrun Europe*. And it begins on page 79.

← Don't miss a number



COVER STORY

It's been seven years since the Terminator first appeared, establishing himself as the cinematic action bad guy of all time. The toughest, most ruthless, deadly and remorseless killing machine ever committed to celluloid (and now took a place in all-so-fi film hearts). And now he's BACK!

Terminator 2 is the most expensive film ever. It's also arguably the most eagerly awaited sequel ever.

Read all about the movie and Ocean's game in our 8-page special, beginning on page 58.



AUGUST 1991

Win a GAME GEAR The Sega Sensation!

The Sega Game Gear is the latest hand-held sensation to come out of Japan, and you could be one of the first in your neighbourhood to get your hands on it as we're giving one away! We'll bung in a free game too! So...

Call 0898 299225



Win a SUPER FAMICOM!



The Nintendo Super Famicom is probably the most eagerly awaited new console to hit the streets ever! We've got our hands on one, and as much as we'd like to keep it ourselves, we'll be giving it away along with a Commodore monitor and the brilliant game "Super MarioWorld"! So if you'd like this lot heading in your direction sometime soon, give the number below a call right away!

0898 299273

Call cost 34p (cheap rate) and 49p (at all other times) per minute including VAT.
Populax, PO Box 2065, London, W12 0UH

Pocket a Pool Table!



If you fancy being the ace pool player on your block, what better way to do it than by winning this Thurston League Pool Table? We'll deliver it to you, and it comes with everything you'll need!

Phone 0898 299 287

Win an AMIGA System!



Who could say no to winning an Amiga 500 with a colour monitor, a colour printer and 12 fantastic free game? Nobody. So what are you waiting for?!

Call 0898 299233 Now!

For details of winners please send a SAE marked "Winners List" to the address shown. If you do not pay the bill please ask permission before you call as the average length of call is 5.5 minutes.

NEWS GAMES NEWS GAMES NEWS



B.O.T.S.

If you thought the color-up version of F-17 Strike Eagle was impressive, wait till you play BOTS from Microsoft. Thankfully the second arcade video game from the makers of Railroad Tycoon and Genshi has better controls to match. Players travel into surreal 3D worlds and battle mechanized robots in a futuristic futuristic desert-like top.

If you can't afford the toy to Chicago and the world famous BattleShip Center, this is the next best thing.

"Arcade gamers want challenge, a degree of realism, and state-of-the-art graphics and animation," speculates Microsoft Games in the USA. "We're geared up to deliver just that."

Among the other Microsoft arcade games in development are a "sophisticated racing game with the most imaginative terrain ever designed" and the sequel to F-17 Strike Eagle featuring the famous A-10 tank-buster control jet allowing you to take on heavily armed ground forces around the world.

It seems close to the company said Microsoft is considering converting BOTS to home format sometime next year. Keep yer fingers crossed...

Super Mario Goes CD-I

There's no stopping the Nintendo and Philips collaboration at the moment. After the shock announcement that Philips and Nintendo are getting together to produce CD-ROM/3A hardware and software for the Super NEO console (see Tech News), comes yet another startling deal whereby famous Nintendo characters are being licensed to American Interactive Media, the software publishing subsidiary of Philips and Polygram.

Super Mario, Princess Zelda, Link and Donkey Kong - some of America's most recognized video game characters - will soon be appearing on the Compact Disc Interactive format due for a European launch this year next year.

NIM will be developing and marketing an unspecified number of CD-I titles featuring these popular Nintendo characters.

"CD-I technology will bring a level of interaction and realism gameplay with titles featuring the Nintendo characters, never previously experienced by Nintendo fans."

projects Bruce Larkin, president of NIM. "They will further increase the appeal of our product line."

Advertisement and marketing software from the Chicago Strike war that features when CD-ROM/3A hardware is available. The software is available from the publisher of the software, Microsoft Games in the USA. The software is available from the publisher of the software, Microsoft Games in the USA. The software is available from the publisher of the software, Microsoft Games in the USA.

Rik Haynes asks 'Stormin' Norman for his tips to Super Mario Bros...

Strike Commander

Will combat flight simulators ever be the same again? The stakes are high for the next release from the creators of Wing Commander. Strike Commander incorporates the most powerful 3D graphics system ever written for a PC creating a fully realized cinematic world. There's no doubting the block circulating through the PC

game industry when they saw the early demo of Strike Commander at the Consumer Electronics Show in Chicago last month.

"Strike Commander is an entirely new form of flight simulator," says the Florida-based company. "You're thrust into an alternate reality of brutal battle and atmospheric lighting, 3D real-time mapped images, textures mapped and General-shaped polygonal objects." The question is, will the gameplay shape up as well?

Microsoft is releasing Strike Commander on the PC in the autumn. Don't hold your breath for the GameBoy conversion!



Runes of Virtue

It sounds incredible but it's true, the fantasy role-playing hit from Bright, has come to the GameBoy courtesy of PCL. How could they come so much depth into a machine better known for puzzle games? Well players trained on Tetris and Teenage Mutant Ninja Turtles must fervently to the more sophisticated style of play?

Strike - Runes of Virtue, a one megabit cartridge with battery back-up allowing you to save play positions, has been programmed by the designers of the original series of computer games.

The mission is to seek the eight runes which are hidden around the dungeons in Sylvania. After choosing

either Mage, Bard, Fighter or Ranger, you can talk to friends to gain hints and tips to further your quest and possibly discover magic scrolls, potions and teleporters.

Sylvania is filled with a variety of foes, too, including skeletons, bats, ghosts, dragons and the mysterious Black Knight. Will you use your masterful sword skills, throw the magic axe or employ more devious plays to

destroy these creatures?

One unique feature of Runes of Virtue is the use of the two player sub-option. One player mode has more than 150 levels of play, while two people can explore over 80 levels which features two types of dragons. The players either compete against each other or work together to defeat the game.





The Resurrected

Following the success of our *Games* article in the last issue, AOL hopes to bring you regular news of movies which could be licensed into computer and console games. And why not instead? This month we uncover the latest movie to be based on an H. P. Lovecraft novel.

The Resurrected is an attempt to produce a more complex thriller than your average slasher flick promises (Score!) **Evil** Plurimus. It's a genre jammed with chain-saw legging sets, pin-cushioned demons

These detachable figures resemble one block. Only this time they're made from sturdy modeling clay to allow a new level of realism. Approximately 1000 pieces from the set, these \$100.

But maximum realism is achieved through the use of the Lovecraftian character's glowing, translucent skin. Special effects include using 3D computer graphics to create the technology.

Based on an '80s horror classic, one of the most famous stories to emerge from the state is the strange events in the



Although the film and final version of George Romero's *Resurrected* is in the works.

Each one of the victims of an

The only movie to have been selected for the American Film Institute. More than 1000 copies have been made for the purpose of giving away to the public and the movie's original production.



The film has been made in a format which is suitable for video. The film is available for sale and the original version has been made for the purpose of giving away to the public and the movie's original production.

and mental deficiencies is hockey making, the classic horror film has been all but lost in a mist of smoke and bling."

Based on the Lovecraft story, *The House of the Dead* (the *Resurrected* deals with his 80-year-old quest - the desire for immortality. A scientist becomes obsessed with the ancient 1800 century experiment to reanimate the dead. Sounds familiar, don't you think? Needless to say, this fascination triggers a terrifying and gruesome chain of events.

The Resurrected has been directed by Dan O'Bannon, one of Hollywood's most respected screenwriters who created *Alien* and *Tarantula*. He also wrote and directed the cult horror hit, *Reborn of the Living Dead*. The special effects and make-up were in the capable hands of Todd Manzano who worked on *Predator*, *RoboCop II*, *The Return of the Swamp Thing* and *Look Who's Talking*.

"I think it's been an awfully long time since there's been a horror movie that's a good solid year for adults to enjoy," says director O'Bannon. Will audiences agree or is *The Resurrected* destined for a late night showing on satellite TV?



George Romero's *Resurrected* is the only movie to have been selected for the American Film Institute, which has been made for the purpose of giving away to the public and the movie's original production.

Cinematractions

Sporadic, the timeless *Golden* movie starring Kirk Douglas and Tony Curtis, has been fully restored and shown in multiple cinema across North America. Anthony Hopkins, enjoying former success with his role in the chilling *Silence of the Lambs*, dubbed the voice of the late Laurence Olivier • *Twelve* are in for a treat this summer when *Star Trek VI: The Undiscovered Country* hits the screens. The movie coincides nicely with the 25th anniversary of the original television show. • *Intelligence*, creator of the *Band's* hit and *Barbie* have complete games. In putting the finishing touches to special *Star Trek* games for the PC, NES and Gameboy • Also on the list is *11* multi-screen *Project* starring Emilio Lavezzi, Anthony Hopkins and Mike Jagger • *Will* *Orion* follow the *Agile* to *Summer*!! The sequel starts shooting in September and again stars Michael Rooker in the *Captain* Crusader with Danny Delfino playing the villainous *Penguin*. The character *Nick* video, originally starring Kim Cattrall, has been left out along with Jack Nicholson's *John*. There could be a surprising choice of actor to play *John*...

Fantasia

Week back his impressive performance in *Castle of Illusion*, Mickey Mouse is plunging into another huge Megaverse arcade adventure. This time our favorite rodent is reuniting his starting role as the Sorcerer's Apprentice from the animated Disney classic, *Fantasia*.



The game features the sound-and-character from the original movie including the clanking workbenches, magic plum barrels and wrywood forests.

"*Fantasia* fits your screen with rich colour and animation," the company continues. "The full ground set is layered with detailed rock and backgrounds for a lush, spellbinding 3D effect that is fascinating to watch. Don't miss this video game landmark."



Eye Of The Storm

Has every games programmer given *Quake* and *Duress* their usual morning, gameplays will enjoy this refined 3D graphics technique in *Strike Commander* (Brigade/Midway), *Cyber Flight* (Electronic Arts) and *Eye of the Storm* (Empire).

All this light source illumination and depth coding is very convincing. Even in the best mode at Empire for an explanation:

"Quake shading increases the realism of a scene using a linear interpolation technique which averages colours upon the faces of a shape. This lays the foundation between polygons and gives the shape a smoother appearance. The technique was described to us, sourced in 'Computer Display of Curved Surfaces' published twenty years ago by the University of Utah, USA."

What about the game, itself? *Eye of the Storm* is a strategy game set many years from now in the hostile gaseous atmosphere of Iphig. You're sent out on a kill or be killed mission to liberate the activity of the free zone for the network back on Earth. Sort of like an interstellar upgrade of *FFX*.

Super R-Type

Prepare yourself for a turbocharged version of the popular shoot-'em-up *R-Type*, when Iron delivers Super *R-Type* on the Nintendo 64-bit entertainment system in Japan next month.

"It comes loaded with action, eye-popping graphics, brilliant colours and even dynamic stereo sound," announces Iron of America. In Super *R-Type*, star fighter R-9 is engaged in a deadly space battle against a load of mutant creatures hailing from the Blue Empire. These alien machines are bred on the destruction of the cosmos and only Super *R-Type* can intervene.

Super *R-Type* wowed the CES crowds and quite a few critics over on the Sega stand!

Phalanx

One of the best presented games in Japan at the moment is *Phalanx* for the Sharp 98000 personal computer.

Like many other Japanese shoot-'em-ups, *Phalanx* has an impressive intro sequence to get you in the mood for the impending swirling destruction and sprite death. Here the storyline, characters and details of your Enhancement Fighter unfold in a series of imaginative animated screens.

Then you're ready to kick some alien butt.

Escape From Cyber City

The first generation of CD-I games have started to appear, and, apart from *The Palm Springs Open* free-action golf simulation, *Escape From Cyber City* is the most striking example of this new genre.

Similar to the *Duress*'s Lair and *Space* duo style of isometric gaming, you control a cyberspace lad through the streets of some wild city filled with crooks and gangs. Make the right moves and you could earn yourself a ride on a jet-powered skateboard. Buckle up, simply not *Jet* in the gutter. The gameplay may be simple but the animation, soundtrack and speech are of outstanding. With more software of this audio-visual quality, CD-I will have the first CDTV system standing.



What game collection could be complete without the *Space Invaders* clone? The new *Alpha Centauri* version will be able to run on the CD-I and use *Invaders* from your platform, with limited graphics and audio data.

Their Finest Missions

Since the release of *Their Finest Hour: The Battle of Britain* historic air-combat simulation, dedicated players have been forced to create their own custom missions using the built-in Mission Builder. Now *Lawler's Games* and *ES Gold* have brought out a unique selection of their favourite missions in an add-on discoid, aptly named, *Their Finest Missions*.

"*Their Finest Missions* challenges even the most skilled computer pilots," exclaims *Lawler's Games*, "and for the truly daring we've also included game designer Larry Holland's own mission, *Subside*."

Subside please you in immediate peril as your B-11B, ordered to bomb and strafe the Denver CD-I radar station, is surrounded by six top-of-the-Spitfire MK2s. How would you get out of this little situation?



Super Schwarzkopf

Smart weapons may have stopped Iraq's aggression in the Gulf, but video games helped the armed services fill the hours of boredom before the conflict actually commenced. And if it's good enough for his troops, General Herman Schwarzkopf apparently plays *Star Wars*!

ACE called and found the Parasites for some secrets. Which games does Stormin' Schwarzkopf play? Does he consider himself a good gamer/player? What's his all-time on Super Mario Bros? Was he got any game-playing tips for us? Is he thinking of upgrading to a Super NES?

Just like during the war, the top brass weren't giving the game away. A fax from United States Central Command MacDill Air Force Base in Florida, said: "General Schwarzkopf extends his regrets. He does not choose to answer your questions."

Meanwhile, Time-Warner has released an interactive multimedia magazine covering the Gulf War for the Apple Macintosh.

Secret Storm: The First Draft of History includes correspondents' reports, eyewitness accounts, photos, audio recordings, maps, charts, research and key documents gathered by Time magazine journalists during the conflict in the Persian Gulf. The software includes a lot of previously unpublished material. A PC version is planned.



As Sony demonstrates a portable CD-I player, Rik Haynes goes dream walking with the world's first sleep sensor...

For all my sleep-perturbed brethren, after weeks in Edinburgh, I've published a series of video files in planning to launch Britain's first self-gone satellite TV channel. In response, numerous papers have mentioned it almost approvingly a three-day period.

Super NES Arrives



The UK launch of Super Mario World gets closer as Nintendo unveils the Nintendo console (the Super Nintendo video game console) in the UK. Named the Super NES, it will be available from late summer for £199.95 which includes the control deck, two con-

soles and a copy of Mario.

Many believe the European version of the Super NES will arrive sometime in 1993. Nintendo is projecting sales of two million Super NES console systems and six million software units during 1993 in the USA.

Newsday, 10/20/92

Super NES boasts some impressive technical specifications including digital stereo sound from eight sound channels, four layers of scrolling and a 50,768 colour palette.

Nintendo expects 88 games to be available for the Super NES by the year end, including StarCity, F-Zero, Pinballz, Delta III and Super Play Action Football. It's doubtful whether Japanese carts will be compatible.

The first step in the great Nintendo-Super NES versus Sega Genesis (Megadrive) console battle have already been fired in the USA. Both companies used the CES trade event in Chicago to showcase their latest wares on the two systems. Sega even went so far to display (beside the Hedgehog game) just regarded as the best Megadrive game to date, next to Super Mario World and several games which one they thought was the best! This is only the start...



Philips unveiling its 'Magical' Video Reality

CD Confusion

Despite talks of a different deal, Philips and Nintendo are getting together to develop and market CD-ROM hardware and software for the Super Nintendo (Super NES) console.

According to Nintendo, the new CD video games will be played on a new cost CD-ROM/32 Compact Disc player (following the CD-i bridge compact disc format). Hiroshi Yamawaki, President of Nintendo, has stated that his company will work closely with Philips in developing Nintendo CD-based games.

"The chosen application format ensures the compatibility with CD-i players as well," Philips reveals. Nintendo adds, "We have been discussing the development of CD-i software titles for some time. Recently, we began discussing the development of a unique application format for play of compact discs on our 32-bit hardware system."

Nintendo plans to introduce this CD hardware and software in Japan and North America in the fourth quarter of 1992. The firm has not yet established a price for the player or games.

All the same time, Sega has unveiled an add-on CD-ROM drive for the Megadrive console at a recent Toy Fair in Tokyo. The Mega-CD will soon be available in Japan for an expected price of 199,000 (around \$195). In early 1993, release has been set for the North American launch. He understood over 20 software companies are developing specific Mega-CD titles, though information concerning the technical specifications of the pad get isn't publicly known.

European launch and price details for the Sega and Nintendo CD-ROM drive and games have yet to be announced.

The Philips/Nintendo deal has been doubted by Sony's conflicting plans to sell a system called the Play Station which can use both Super Nintendo cartridges and CD-format games. Nintendo has stated that it will not be supporting Play Station, which is unlikely to be compatible with CD-ROM/32 discs.

Sega has been getting serious about compact disc and multimedia technology recently. Apart from the Data Discman portable-CD-ROM player, Sega has various CD-i models in development and the 32X Laser Library, a complete CD-ROM pack up the PC, computers supplied with six software titles and a pair of headphones. Other products are expected to be revealed later in the year.

Nobody there the companies involved in these current negotiations were willing to comment any further as we went to press. Industry pundits have suggested the Nintendo/Philips agreement was the result of Sony's plans to launch its own console early next year. Another theory is that Sega has far more open views on publishing than Nintendo could handle. Only the top executives from Nintendo, Sega and Philips know the real reason.

Are we seeing the beginning of a video game and multimedia merger? AOL has no doubts that we will be hearing more of these console CD machines in the coming months.

CONSOLE COMPARISON CHART *

	SEGA	PC ENGINE	MEGADRIVE	SUPER NES
CPU	8-bit	8-bit	16-bit	16-bit
RAM	2K	8K	32K	32768
VIDEO RAM	2K	512K	64K	64K
PPU	8-bit	18-bit	18-bit	18-bit
COLOURS DISPLAYED	16	256	256	33K
COLOURS AVAILABLE	32	512	512	32,768
RESOLUTION	256x240	256x224	256x224	512x448
MAX. SPRITES #	64	64	60	128
MAX. SPRITES/LINE	8	20	N/A	128
MAX. SPRITE SIZE	8x8	32x32	N/A	32Kx128
MIN. SPRITE SIZE	8x8	16x16	N/A	8x8
SCROLLING	24x, V1	N/A	N/A	48x, V1, H10g
HARDWARE SOUND	Yes	N/A	N/A	Yes
SOFTWARE MODES	No	N/A	N/A	Rotation, Scaling, Colour layering #10

*Source: Nintendo

Neo-Geo Launched In USA

With all the talk of 32-bit video games being sold from Nintendo and Sega, coming company SNK reminded visitors to the summer CES of its 32-bit machine. The high price of Neo-Geo hardware and software wasn't made quite so clear and neither were facts concerning the worldwide sales of the system.

"The Neo-Geo targets the upscale adult market (20 to 35 year-olds) that Nintendo, Sega and NEC have overlooked," explains SNK.

Despite incorporating the capability to produce sophisticated graphics and sound, Neo-Geo is fully compatible with its sister arcade system, the range and quality of games leave

many players feeling cold. New titles like *King of the Monsters*, a wrestling game inspired by monster B-movies of bygone years, do little to change this opinion.

In North America, Neo-Geo is now available for rent in outlets like Blockbuster Video. Hardly surprising when you consider the hardware systems cost \$649 with the game cartridges coming in at \$229 a piece. No wonder SNK has experienced lack-luster sales since the British introduction of Neo-Geo last September.



Just how specially designed plans to launch the Neo-Geo video games console and its exciting new software better featured. Further support for 32-bit machine, including Japan and European proprietary titles for you during this special graph is not stated. How well what about the software though?

Druman

Ever wish your watching Rocked on TV lately? With Design in Mind, a California developer of high-tech toys and gadgets, could have the perfect gift for would-be drummers.

Drum Man is a portable electronic drum kit. It comes with headphones and a special pair of drumsticks. Each time they're struck, built-in LEDs flash to acknowledge contact with the invisible drums. The result? Fully digitized sound effects for snare, bass, tom tom or cymbals.

Drum Man is feature-operated and has its own belt clip for easy carrying. For further details contact Design in Mind at (818) 434-487-1266.



No Rest For The Widget

Not even sleep is a safe haven from the terror of technology. Matsushita Electric Industrial, or its licensee Terco Technics and Panasonic, has designed a Sleep Sensor that can be built into mattresses to monitor your every moment in slumberland.

One application of the gadget might turn your bedroom into an automated nightmare. For example, as soon as you stop snoring sleep and start drifting into sleep, the parental device could turn the TV off, dim the lights and lower the temperature of your surroundings. Like the Japanese proverb goes, Beware of Doomed Sleepers in Your Bedding.

ACE decides to think of any other bed-based body movements the Sleep Sensor could be programmed to look out for...

A New Era In Interactive Entertainment ?

CD-I has finally arrived... well, almost. Philips, or rather its American front Magnavox, used a quiet afternoon at the Consumer Electronics Show in Chicago to reveal the first Compact Disc Interactive player for consumers.

For those not in the know, CD-I is an exciting multimedia home entertainment system that combines compact disc-quality audio with video, text, graphics, animation and interactive capabilities.

The idea is to turn passive television viewing into an 'active and participatory experience'.

CD-I players connect to any television and stereo system, and is similar in look, design and operation to normal Audio CD players. In fact, they use special five-track silver compact discs identical in appearance to their audio counterparts. As a bonus feature, the discs can play all CD-I, CD Digital Audio, Photo CD and CD-Graphic discs.

All major consumer electronics firms, including Sony and Matsushita (parent company of JVC, Technics and Panasonic), are also developing CD-I players.

The Magnavox CDRI-8 will be released in the USA and Japan later in the year. Europeans will have to wait another year to enjoy the CD-I version of Big Bird from Sesame Street. On the plus side, all the initial bugs should have been sorted before CD-I hits the sunny streets of Westborough, Mass. Admittedly, European CD-I units will include built in full motion full screen animation capabilities based on MPEG (Motion Picture Engineering Group) specifications. Thus, CD-I discs will have the ability to mimic the TV-quality images and sounds that you're accustomed to.

American Interactive Media (AIM), the software development partners of Philips and Polygram, will launch over 50 CD-I titles in North

America this year to support the introduction of the hardware. These have been divided into four categories: Children's, Music, Special Interest and Games. AIM has worked with leading software developers and top boxers, including such names as Time-Life and ABC Sports, to provide a variety of titles.

Magnavox announced a launch price of \$1,499 for the CDRI-8 which includes a thumbstick remote control and two software titles.

Magnavox also revealed that initial software discs will range in price from \$29.95 to \$29.95.

As with the CD-I, a less sophisticated device with a similar concept, the quality of the software will be a major deciding factor in the success, or failure, of the next phase in interactive entertainment.

CD-I has the advantage of being available right now, plus it's supposedly easier to develop product on this Amiga-based machine, whereas the pioneering CD-I titles look and sound far worse. But as this early stage, there are no clear winners.





Sony Probes The Future

Lookout Nintendo and Sega, there's a new handheld machine on the horizon which puts the Gameboy and Gamegear firmly in the shade. Sony has unveiled a prototype of the world's first portable CD-i player at the 2nd Multimedia Conference on Interactive CD-i in London last month.

The conference, which targeted the consumer launch of CD-i in the USA and Japan this year and Europe in 1993, focused on the interests of publishing, programming and design for the new medium. Key speakers included Jim Fritcher, President of Philips, and publishing mogul Robert Maxwell on (theoretical) lines. At least Sony had some working software this year.

"Once again, Sony has taken a dream and turned it into practical reality," says the video literature. Nevertheless, the baby looks hot.

Sony's CD-i "Milestones" is a compact little unit combining a full-featured Compact Disc interactive player, which is able to play CD-audio discs just like its black-and-silver cousin, and a colour four-line display. There's simple controls, a rotated joystick and two fire buttons, plus you have control over the software. There's also a "hyperbrowser" model under development, which will be soon!

The data stored on a CD-i disc is compatible with all current TV standards so you can also hook the multi-disc up to your television monitor and built speakers for full effect - even if you're in Europe, Japan or the USA.

The consumer portable CD-i player, which remains a technology demonstration at present, contains a 34-bit Motorola microprocessor and one megabyte of memory. CD-i's digital video and audio processing specifications allow for over 16 million colours and a maximum audio capacity of 19 tracks.

A single CD-i disc can store over 100 million words of more than an entire 20-minute encyclopedia.

"The real significance of CD-i applications haven't been revealed yet," notes Sony. "But interactive music will soon give a kind of CD-i's entertainment potential. Imagine being able to instantly interact with your favourite character in a multimedia environment. High quality sound, video clips, text sheets, laser letters, discography - everything is on the disc - and the audio-video playback arrangement is up to you. CD-i titles can be designed for all ages, from toddlers to adult, and old timers."

What's the point in the light entertainment? These America, what else? And to you quality interactive light is really complex. The computer takes into account every viewing and every frame image. These things, writing for itself, perform the and best don't being computer. Are you thinking it that the children screen to learn? Or what? Looking program you to what four-page text. Are there American programs and is and coming when the entertainment industry isn't? I don't know what you had I'm wondering at the CD-i that you do.



Metropolis Of Multimedia

Determined Tokyo, if the pace continues will, doesn't kill you, the pace of progress will. That's probably why the world's biggest software company is building a \$18 million research and development facility in the capital of Japan.

Microsoft tops the centre will expand the electronic horizons of multimedia, HDTV high definition television and satellite communications. Another booming market is the introduction of more Asian language software applications.

Japanese punters are already enjoying the benefits of hypermedia thanks to machines like the FM Towns, a 33-MB personal computer with built-in CD-ROM drive from Fujitsu. According to Raji Yoda and Kazuo Ohta of Japan's CDA Research Institute and Kyper Media Corporation, players can start taking their first anticorporate of life-like games with elements of simulation and role-playing.

The superhit will start flying in the late 1990s, but will Microsoft have any space cash to spend on the entertainment side of things?

Video Vigilante

Based on adult portions will soon have a weapon to counter-attack the formal TV programmes involving their families. Would you like to blow away the ugly Barry Norman of "Terry Noonan"?

The Video Vigilante is a new accessory that allows viewers to shoot the television by superimposing a shattering glass, bullet hole graphic, over (breaking) images - or printers - to the accompaniment of a gun shot, or any of a whole selection of other graphics and sound effects. You simply choose various effects, which range from a pin in the face to a brick thrown through the screen, by plugging in different cartridges.

"It's almost already out and there (through the TV screen)," argues co-inventor John Fella. "The Vigilante gives them a way to shoot those annoying images with a great effect and good sound." The system works with broadcast, cable, closed circuit, satellite and video tapes. Operating just like a video game, Video Vigilante is controlled by joystick. Click fire and a post-of-potential criminal appears. A second click shoots the selected image.

Video Vigilante will be at North American stores by Christmas. A price is yet to be announced.



F-14 TOMCAT

The First Simulation
Of The Most Famous
Jet Fighter In The World

Join the elite fighter pilots in their battle for control over the skies. Fly the F-14 into life-or-death combat action, from the Persian Gulf to Libya and Korea. Battle it out in "Top Gun" school one-on-one challenges. Outgun Migs and SU 22's on carrier-based assignments. Variable skill levels make F-14 accurate enough for the expert, simple enough for the novice, and with a full real-time highlight film, you'll learn as you fly. Vivid 256-colour 3-D, digitised sound effects, bit-mapped explosions, a whole host of different viewing angles and an armory hot enough to rule the skies make F-14 Tomcat a flight sim as deadly as the plane itself.

F-14
★
TOMCAT
digitised simulation

ACTIVISION

Available
in August
on PC &
Compatible
format.



ACTIVISION

Letters

HAPPY FAMILCOMS

I don't know why people get so excited about the Super Famicom. Is it offers nothing new that the Megadrive can't handle.

It's pricing is ridiculously high at the moment. Is it's just playing old games that have got a bit better (Darius, Gradius, R-Type, Populous, Sim City etc)

I'm not going to buy it for these reasons, and also because of the fact they've been trying to build a monopoly in the world of videogames.

If you don't believe me ask Tengen! There must be about 500 games available for the MSX in the US and Japan. In Europe that are about 30 (many import not included). There isn't a portable MSX but it isn't licensed by Nintendo, so the consumer has to pay twice the money in order to play the same game at home and elsewhere.

Sega does the too Master System, Megadrive and Game Gear. I'm 17 years old and I've seen the rise and fall of systems like the VCS and the CBS ColecoVision and in 11 their days they just went for a 100% new made game for the VCS! Nowadays if you're going to a system you'll have to face the fact that you're gonna miss a few titles.

In Europe almost every game that's released for the Amiga is also released for the Atari ST. The situation's totally different for consoles, leaving us consumers standing in the cold.

The most innovative products I've seen the last couple of years have gone down the drain or are still struggling to survive. The Amiga system, the Commodore ProMax, the PC Engine ST (I've first hand held system that also first rate cartridges both at home and everywhere else) but you guys decided to give the PC Engine no more attention, why?

And the Software-Corner Laserdisk, instead of course, I hope that the truly innovative and consumer friendly products get what they deserve in the near future; success that is.

By the way, I have a Sametime, an Amiga ST and a Megadrive and I'm gonna buy a PC Engine in the near future.

Nicky Marlo
Belgium

2/ Yes it does.

2/ It's priced because it isn't officially available in Europe and since people are perfectly happy to pay over the odds to get one, this

keeping the price high.

3/ What's wrong with offering Famicom owners the chance to play classic games like Populous and Sim City? Should they have to buy an ST to enjoy those games?

4/ You have to buy different versions of different games because (a) Nintendo and Sega don't wish to force people to choose between a home based system or a handheld and (b) the machines have different capabilities which have to be catered for. 5/ MSX cover the PC Engine should its user base become large enough.

SING SAMTHING SIMPLE

I read with some interest in your last issue that you will no longer support the 8-bit machine. My opinion is, they do include the Sam Coupe computer? There are now thousands of owners of the 8-bit computer, which possesses many characteristics of more expensive 16-bits, and after all, it is a new machine.

This computer has a steadily growing user base, and new games are now beginning to appear. I wonder whether ACE will cover these games as they appear?

You also mention that you hope users of 8-bits will turn to ACE when they upgrade. The fact is, many Spectrum owners have upgraded to the Coupe to use their existing software base as well as using specific Sam software with greatly enhanced sound and graphics. I understand negotiations are taking place with a number of companies for specific Sam releases, including Many Sells from Ocean and Prince of Persia from Coreark. The latter is supposedly the best version of all. I eagerly await comments on such games.

Nick Everett
Buxhey

Correct Coreark are producing a copy of Prince of Persia. Well, sort of. A third party approached them with a completed game which, according to Coreark was so fantastic they couldn't buy it down, even in the light of

the Coupe's less than awesome sales. However, the game will appear under the SAM rather than the Coreark label, and more really seems to know quite when it will be released. Navy Seal, however, would seem more unlikely proposition.

As for our coverage of the Coupe, we can't make any promises.

TELEVISION MAN

With regards to the television idea of a computer/news programme, I think this would be an excellent idea and could take the same line as your Direct Lines do in the print pages. Do you would have an expert for each of the poorer machines, give ten minutes in the programme to give a run down on the latest releases, voice his opinion on some, and tell of future games. The program would last around an hour and could be shown early on Saturday morning, like the Chart Show.

This sort of programme wouldn't affect mag sales sales, merely acting as a supplement to them.

Also if it was to be, say, once a month or once a fortnight it wouldn't be that expensive for a TV company to produce.

Steven Lunt
Wigan

WHEN I'M 65xe

Before I go on I would like to say your magazine is the best I get it every month and have done since 88. I have three complaints (not about your magazine). 1/ I can't get Atari 65xe, the new one, and not in over ten years have I seen a magazine for my computer.

2/ The 65xe is becoming more popular so how come I have to get my games from a shop 4

FAST AND SMOOTH!

It may be that I am underestimating the power of such an organisation. Or, perhaps not being a photo, these few words do not strike the terror into my heart that I might.

The words, of course, are Federation of Free Traders Anti-Pol Do you think the threat of reporting photos to FOFT has you have worried at the end of the Reader's Paged is going to finally stamp-out the badly timed or computer enthusiasts for good, or I suppose, it could be that you just made an error. Still, reporting photos to FOFT would probably have just the same effect as reporting them to FOFT.

In any case, before the Federation Against Software Theft was set up, wasn't there a computer users club for users of Free Basic on the ST called FAST? Its name has caused some confusion of course.

Oops! And you, the Federation of Free Traders certainly put the fear of God into us when we saw it. Still, our personal files these pages (ie: not me) has been reprinted and made to play Champion of the Bay for a fortnight as a penalty.



into from where I live because no other shops sell them.

Is the only games I can get are £1.99 things not saying that some of them are load-lad how come I can't get games like *Out Run*, *Double Dragon*, *SilverWolf*?

My personal computer was out before the ST and the ST already has a mag. ACE.

David Bubb
Edinburgh

As we know of no magazines covering the Blue. Possibly your best bet for new games info would be to join a users group. And if any readers know of such a thing, we'd be only too pleased to pass on the information.

MAKING THE UPGRADE

At the moment I am the proud owner of a CGA, and thinking of upgrading to a better machine. However, my parents say that I will use it as a playfield games console. Also they argue that what can, say an Amiga do that a C16 can't? Do you think it is worth shelling out £200 to £400 to own £1000 to a better computer. Please could you give me some advice as I don't know what to do.

Also, if my parents do finally decide to let me buy my hands on a 16bit machine, I don't know what to get. For a decent PC it would cost £1,000 so that is definitely out of the question. So what am I left with? Most of my friends own Amigas and a few own STs and after playing on both of them I would say that

the Amiga is best by far. But is it £100 better than the ST?

C I Stevenson
Lancashire

It sounds as if you've pretty much made up your own mind. So what are we left to answer? Is the Amiga £100 better than the ST? Well, we have to say, in the light of market trends and so-on, Yes.

EASY PCs

Right! That's it! I've had enough! What on earth do hardware and software companies think they're playing at? I own a PC with VGA and 20 meg hard drive, nothing especially fantastic, but a decent enough machine nonetheless. I've had the machine for about a year now, and until recently was very happy with its capabilities.

Now, however, a situation has arisen which I am less than happy about. Games from companies like Mindscape and Sierra are now so big, frequently numbering 5 discs each, that I can only store about 5 games on my hard drive.

This means that whenever I purchase a new game, not only do I have the annoyance of having to install the program onto my hard drive (anyone remember games you could play from disc?) but I have to erase one of the other games, necessitating another hefty install at a later date. What a bore!

Now, the blame can hardly be placed in Mindscapes or Sierra's direction (although I suspect that a little bit more data compression wouldn't go amiss). They are simply trying to give publishers like myself value for money.

Unlike PC users, who seem to be ripping us off, we've been looking in a few American mags recently, and you can get a top-of-the-

range VGA PC with 100meg hard drive, more power boards, printers and drives than you can shake a stick at for £1,000; the same cost as a top standard machine here.

What is going on? It's extremely cheaped off. Are we being ripped off or is America (and the rest of the world, so far as I can tell) some sort of dreamy Utopia where everything is cheap?

Please let me, ACE - this at my wife's cost!

Paul Bradford
Cheshire

A sad situation. And one that we have experienced ourselves. Our ACE PC in fact, is just about to be replaced being to it's new-found usefulness. And all as a result of similar circumstances. It's not unreasonable to have to clean out one's hard disk every two and a half years, and it's not even the number of games that you can or can't fit on the machine which we find annoying. It is, as you correctly point out, the outrageous pricing difference between machinery over in the States and here which lets us.

However, there would appear to be some light at the end of the tunnel - PC prices are coming down at the moment, and while they're still a long way above the silly numbers found on the other side of the pond, it is possible to find a PC with a decent hard disk and all the bells and whistles for around £1,200.

STRIP SEARCH

I'm writing to say the cartoon strip in the ACE Technopage, particularly Dotsey's *Toad* and Johnny's *Goggles* particularly amusing, though I must admit that I didn't get the joke in *Things in Boxes*.

Anyway, it got me thinking about other strip ideas for a possible future guide. How about CD-Rew—here's a big con, about a criminal who uses a vast CD-ROM database to help him rob banks or something? Or Marilyn's Megabyte—it makes games come alive, about a computer that makes the sprites in a little girl's game cartridges come to life!

Daniel Ross,
Gloucestershire

To be perfectly honest with you, I didn't understand Things in Boxes either! As to your strip idea, CD Rew has promise. I like the pun, though you don't explain quite how this character is going to be mischievous! Marilyn's Megabyte is perhaps a little too similar to Freddy's Full-Frame Frank to be used. Still, glad the strips generated some response!

BACK TO THE FUTURE?

After reading ACE *completely* for the last year, I feel I must write to say what a load of rubbish, nay, outwithness I think of this future technology business is. It's just another thing called science for money-grabbing software and hardware manufacturers to squeeze more money out of the exploited game-playing public. Well, we won't stand for it anymore!

Recently, I had the opportunity to sample that new virtual reality coming in a London suburb. Two guys I used to know. What a load of rubbish! All the graphics were blurry, the helmet was far too heavy and the game was very disappointing. Call me an old square, but the way I see it, until these VR sprocketsheads can come up with something as realistic as the system seen in the movie *Battlezone*, they should stay tucked in their little boomers' cupboards and not try to take us off with their fast-talking sales pitches. Come back when you've got something that is QUANTUMLY realistic, oh chap!

And CD-R! A load of plod if ever I saw it. It's yet another excuse for penny-pinching software to get away with releasing sub-standard games by dressing them up in flashy graphics. Of course software publishers' low-technical breakthroughs — it allows them to be lazy in the gameplay front.

Whatever happened to the good old days of the games industry, when games like *3D Air Attack* and *Temple Run Level 100* were supreme! Because the capacity for graphics and sound were minimal, programmers had to impress by doing playable games, now they have all these 400K colour screenshots and 32-channel organpipes they just sit back, top in a few lines out of some feedback, put their selves on the back and then go off to buy themselves a new pair of glasses with the earnings — which come out of OAP pockets.

Well, I say it's time to stop. I think that we should all be forced to go back to our old 8-bit machines, so that gameplay will once again become the most important factor in a game of software. And while we're about it, let's wrap all this talk about VR and CD-R, etc! Come on brethren! If the books are united, we will never be divided.

Oswald Ulysses Broken
Folton Bar

Steady on! While we at ACE share your sentiments that gameplay should always come first, there's no need to have a go at future technology to support your argument, it seems to us that your strategy is bogged with a stack of paranoia and nervous-minded behaviour as you attempt to fight off the future with these little dreams of an industry that once was. You can't go back you know, so the only way to look in to the future — which, you'd best if you just opened your eyes a little — is getting together to be passionate: Rise up and level the coffee, why don't you?

MEGABYTE MISERY

After reading the excellent ACE preview, I rushed out to buy a copy of MicroPresser's P-15 Strike Eagle II for my Amiga. However, on loading my new purchase, I experienced loading difficulties and consulted the manual to see if I was doing anything wrong. It was only then that I discovered that the game only works on a 1 Meg machine.

Since I have only an unexpanded Amiga 500, this is hardly any good to me. Since I am planning to buy a Meg expansion within the next few weeks, I won't be taking the game back — but it's useless to me in the meantime, and what about 50,000 users with no plans to expand who bought the game?

I know that more and more Amiga owners have megas now, but what about the poor unfortunate who don't? It hardly seems fair. So come on MicroPresser, it's not difficult to put a 1 Meg Only sticker on the front of the box to protect any potential half-meg buyers. I hope this isn't some kind of deception they're running to con more people into buying the game, and I hope this is only an isolated incident. I'd hate to see this kind of trend continuing.

Henry Fisher
Coventry

Fear not, oh paranoid one. This is not a subtle ploy to grab half-meg owner's cash. A simple call to the Fraser boys explained the problem. A cock-up in administration saw the first batch of P-15s being shipped to the

shops without fitting warning stickers. The retailer is currently being notified, with sticker sheets being sent out to shops, so they can modify their packaging. And, of course, all further copies of the game will have a warning sticker. MicroPresser assures us that if you did fall foul, there should be no problem taking the game back to the place of purchase to get it sorted.

BARGAINS GALORE

While visiting my local software shops the other day, I noticed that all of them had one thing in common: they were selling the newest games at only cut-down prices! *Blitzkrieg* and *Infesto Death* were labelled at only 23.95 each, while *The Killing Cloud*, *Blut* and *CRMS II* weighed in at only 13.4.00. The Corporation *Blitzkrieg* Disk and a sprinkling of budget titles were available for under a fiver.

When I inquired about why everything was so cheap, I was informed that they were not selling many games at the moment. This is due to a sales slump, current recession, and the fact that the majority of big releases appear at Christmas.

If it is the same everywhere, or is Sheffield just an isolated case? I just hope that none of these local stores really feel the bite and have to close — one of them has already had to fill shelves shelves with board games, puzzles and miniatures.

Even worse, will the companies themselves suffer from stores selling off their titles cheaply and go the same way as Hewson. This is just idle curiosity and I hope that there won't be any titles who get swallowed up before the current situation sorts itself up. What are your predictions?

Anyway, now for a question. Concerning your in-depth feature of the game *Robin Hood* in last month's issue. What exactly is one of those Tarble jobs doing in a game such as this? I noticed it in the sprite block picture on page 60 bright as the bottom left hand corner and wondered if it was supposed to be some kind of competition for your readers. As I feel the only one who noticed this, and if so, do I win a prize?

Shaun P. Hardy
Sheffield

Interesting point, Shaun. It's a well known fact the software industry enjoys a bit of a slump during the summer months. But the software get their wings no matter how cheaply the games are eventually sold for, don't you worry about that. As a vic the Robin Hood query — yes, you are the only person to have noticed it, and no, you don't win anything.



IBM PC & Compatibles
 CBM AMIGA
 ATARI ST



My head is changing... and my heart
 is jumping the stadium crowd every second of my typewriter body - the "Whirly whir", that will be also-fused, welded like a Cold-55
 into its helmet, as I am placed into the command seat of my vehicle - ready to
 enter the arena of play... and combat.

"Dirt Wheels" They call us. Computers who play a "game" - a game where
 there are two teams to beat... down on ground or down on feet - the feet of dirt!
 They "WIN" our nation are the finest trained competitors of engineering...
 Machine that will **win** the competition, and then, crush them, destroy

them into a rubble until no, sending armies
 of dragons. The "at of death" is which many of

as well experience our best, and best, winning team.
 In the arena, the game becomes a **struggle to win**, a fight for life. The rules
 from the stadium crowd is driven by the successful roar of the mighty
 heart of the **mechanical beast**, its engine purring out every ounce of power to
 keep me just ahead, and delivering a heavy, slanting blow into my back as it
 accelerates at my command. Taking aim, I fire up every muscle ready for the
 great fight, the winning screen as I unleash my **total horsepower**, and the
 message - "GAME OVER!"

But there's just that the game story. Now **WIN** enter the arena...

ENJOY THE SHOW!

OCEAN SOFTWARE LIMITED
 & CENTRAL STREET
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Turn a
Bogey at two o'clock into an Eagle shot...



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The rolling 3-D of the golf course topped with the options, gameplay and realism you've come to expect.

Others are golf games. This is for real.

MICRO STYLE

... another dimension from the leaders in simulation software.

MicroStyle Entertainment Software is a division of MicroProse Simulation Software UK.



ACES IN WINDY CITY

Offered the high-tech spirit of Nintendo, Nintendo the exhibitor at Chicago CES got some things going early, opening its booth on the 14th of October and distributing some of the more than 100,000 copies of the new Super Mario Bros. game that accompanied the big 10th anniversary of the Super Nintendo line when an SNES console got more expensive than the already colorful Super Nintendo Entertainment System (SNES) software titles for \$299.50. According to Steve Cook, vice president of sales for the first six months of the year and in charge of the department since 1990, the year got going a head of time at CES. "The company didn't have any problems in 1990," the company vice president says in confidence. "The major problem was getting the SNES console to market. We had to get it out there first, and then we had to get the software titles out there. It was a big challenge, but we made it work."

Right in the middle of the year, Nintendo also introduced a new line of Super Nintendo port and expansion games that were more than just Super Nintendo titles. Despite the introduction of the new Super Nintendo software, the expansion on the Nintendo line was more modest. "We had a lot of success this year," says the vice president of sales for the first six months of the year.



There was a time when Summer CES at Chicago was THE place to spot hot Christmas releases. That was the time when folks were so disorganized that June saw most of them still desperately trying to decide (a) whether they could still be around at Christmas and (b) if so, what they could possibly get into the market (in untested, undelivered state) by around 4:30pm on December 23rd.

The message behind this year's bash at Chicago was that these industrially adolescent years are now well and truly behind us. Yes, every stand located countless monitors denoting this year's offerings for Santa and his, no-one paid the blindest bit of attention...because they'd seen them all before at Spring CES in January. There are two reasons for this uncharacteristic efficiency. First, take a game like Sid Miller's Civilization (building cultures on the Microprose shell). Like so many of today's games, this is as complex that if you hadn't programmed in the concepts of Transclusion by June, come Christmas you'd risk giving your partner a game that couldn't handle anything later than the Renaissance Era. And as we know, so much has happened since then... (Shouts - I'll)

The second reason is that the men-in-suits have learned that space on Santa's sleigh is strictly limited. Unless you can make your distributors on a round-the-world cruise in late June, you can kiss goodbye to sales in late December...and heaven help the programming team who can't come up with a sexy looking demo version for on-board entertainment.

As a result of all this new found professionalism, there really weren't that many surprises at summer CES - just one of many factors spread throughout the consumer electronics sector that prompted at least one paper to question whether June was still a realistic time for a major show.

Not that there weren't pockets of excitement, which we've picked and passed for you on these pages, but most of these paled into

While Jim Douglas did all the work at Chicago's CES, Steve Cooke got well and truly stuffed...

inificance beside Chicago's main attraction - stuffed pizza. None of your family-friendly Pizza Hut offerings here - each item on the menu was so personally large that, when your truly ordered a "Small," the waiter did a double-take and said "I small? For one person? You couldn't possibly eat one of those - they're colossal!" So forget deep-dish, forget thin and crisp, and - while others debate whether we should forget summer CES as well - get stuffed.

IN BRIEF...

► **Remember that joint venture between Sony and Nintendo to produce a CD-ROM format?** Well, now it's history as Nintendo has stepped the ladder by announcing that they'll be sticking up with Philips instead. Since Sony already has an agreement to handle the Super Famicom jointly with their PlayStation line, it makes practically no sense for the interesting alternative of an early final trial that Nintendo-compatible machines coming onto the market - unless they decide to wing it, which at present seems odd to be the case.

Although Nintendo's Nintendo won't be supporting the system, it's hard to see software developers leaving their big dogs from Sony, which are apparently in the offing with one condition: that you can develop for any other system (EGOT) the developer wants. And look no further than a Sony-owned, it seems.

► **Philips announced their own CD-i in an interesting way.** They said, you see the box. The only thing that their products could have was the amount of Super Nintendo compatible CD-i titles, released explicitly for Nintendo following the announcement of their link up with Philips (see above). It does have certain, however, that can't be said finally for the photos in the UK to indicate that amount is still somewhat flat, but certainly sales will be a year later with CD-i.

► **Following E3, most were showing off the latest version of the New Power, the second installment of their remarkably faithful adaptation of the Tetris look. Graphics and game detail are relatively better - stand by for a review in an imminent issue of ACE.**

► **Now's the chance for the Super Famicom made the most impressive use of the machine's hardware within facilities. Lendevote's Famicom Force (see above) is designed in similar elements, which are their slightly more radical to give the Super Mario CD-i player while the entire look also is upon several new central figures. Very neat indeed.**



Where Left-Center's miniature sample to the state of the, especially in the country, that seems somewhat with the... (text is small and partially illegible)

Where Right's miniature sample to the state of the, especially in the country, that seems somewhat with the... (text is small and partially illegible)



What a great idea! An uncuttable but... (text is small and partially illegible)



Where the lower-end game that of... (text is small and partially illegible)

company called **Shogun Warriors**. This unique theme gives **Warrior** a look in the rapidly growing Japanese entertainment market and helps give it a look off that which **Shogun Warriors** is the game.

Shogun: The Real Strategy like the PC, **Warrior**, and **Warrior**, features stunning graphics and a uniquely simplified menu system that brings you a focused view into the future as a virtual detective trying to murder in a rural mountainous region. Fully animated talking heads represent animated figures (think of that movie) and a three-part-coded system that enables that one really according to the available graphics options. **Shogun** makes you play without compromising on its atmosphere. **Shogun** is a title - and a company - to watch out for.

Each year effective November 1994, **Shogun** will be... (text is small and partially illegible)



ACE is a monthly magazine... (text is small and partially illegible)



The new **ACE** portable... (text is small and partially illegible)



ACE magazine... (text is small and partially illegible)



With DYNAMIX looking to build on their computer-film success with interactive cartoons, and DISNEY fairly stomping

the ODD COUPLE

ahead with a brace of big name titles, the two are gearing up for a major assault on the top-end of the market.

DISNEY

Disney Software's releases to date haven't exactly been polished at the highest end of gaming, involving round-the-clock Mouse's endeavors to avoid production-line deaths in the Castle of Illusion and Donald Duck's antics for beginners.

However, the next batch of product would appear to promise a considerable image hike for the firm, certainly in the age-profile stakes.

The firm's glittering press luncheon in a plush restaurant in the swanky part of Chicago was an impressive affair, not only for the effort Disney had put in ensuring the ladies and gentlemen from the world's press were well fed and

watered, but also for providing a brace of product managers on hand to demystify their own projects.

Although being flattered around the outskirts of the room felt a little like being on some sort of public relations conveyor belt and the stock spiel was a little over-done for the tastes of some Dots, the entire presentation was a pleasant enough affair.

Release Date: Summer '91

DICK TRACY

The movie may have been a flop and the first game may have been dreadful, but Disney's latest crack at the genre of the film of the cartoon of the man in the yellow coat looks to be more successful than you might expect.

Radio-witted Dick must pull off a gritty, crime-ridden masterpiece, delivering his own rough-edged form of justice to the mob while trying to keep just on the right side of the law. His arch-enemy, Big Boy Caprice is behind the schemes of variously-generated crimes; them, hem! which Dick must solve.

The true threat's actually a lot of detecting to do, with clues to various nefarious gangs (or libeled-around-the-town and Dick, with the help of regular subalterns from Police HQ) haring around the town rousing up hells.

Albeit in an extremely predictable mold, the game at least looks presentable enough. There's a healthy amount of data to be gathered on each suspect, accomplices, aliases, known hide-outs, etc., and at least the primitive promises to be better than the diabolical face of its predecessor.

Release Date: Summer '91

HARE RAISING HAVOC

Roger Rabbit, the floppy, long-eared witazoid who first started in Who Framed Roger? and more recently as the decidedly superior half of a Dick Tracy double bill is about to appear in a computer game of his very own adventures.

Baby Herman, angel faced psychotic, toddler of the first movie has been given to Roger to babysit by Mom. Should any unpleasantness befall the man, Roger will be for the high jump.

Disney's aim this time was to produce an interactive cartoon, and if first impressions are anything to go by, they've had a pretty good run of success.

The game is constructed from a number of scenes each featuring a unique set of



ROGER RABBIT'S DARK AND DANGEROUS ADVENTURES ARE FULL OF INTERACTIVE CARTOONS FROM THE ORIGINAL FILM. DICK TRACY'S GRIFFIN AND GUNNERS OFFER A COMPLETELY DIFFERENT KIND OF INTERACTIVE ACTION.



situations, loading off the disk in chunks. The advantage, obviously, is the game designers can define a whole new batch of scenarios for Roger for each situation. Who knows what pushing on a spring will do when you're standing on a springy moving board as opposed to standing on the sofa. . .

And indeed, the game looks well suited to the genre, being broken down into chunks, usually a couple of hours long. Each provides a new mini game with new rules and potential for Roger to explore.

The initial challenge is to help Roger escape from the living room of the house, a considerably more complex problem than may at first be apparent.

If this all sounds a bit Dragon's Lair, don't be alarmed. The player is afforded a great deal more freedom over Roger's actions. Each location is, also, pretty safe to begin with, only placing Roger in a dangerous situation with timing.

Release Date: Summer '93

ROCKETEER

Suddenly to appear as a major motion picture in the cinemas in the States, Rocketeer is a not-batch-to-prod-otherwise style movie with nice cut-libs, standard Nazi villains and a whole bunch of hairy scrapes.



All of which add up to a pretty excellent game formula. And indeed, Disney are giving a lot on the game.

All the action in the film has been rolled up into a suite of sub-games. So far so far early information reveals, there's a great deal of flying (no big surprise) and some LucasArts/Disneyware style sequences too.

Release Date: Autumn '93

STUNT ISLAND

It's no place for noobs. Stunt Island. Only the top-ranking elite flyboys need apply for a vacation on this adrenalin-intensive holiday paradise.

Directed by Disney as the flying and firing simulation, Stunt Island allows the flyer to select from a batch of dreamy tropical aeroplanes and then 'take' themselves performing dangerous stunts.

As well as realistic polygon flight, the game boasts the most comprehensive self-video and variable playback features seen in any title.

The purpose is to become an expert pilot and film-maker and earn yourself a fortune of cash along the way.

Release Date: Autumn '93

DYNAMIX

Having earned the advertising populace with top-quality titles like Rise of the Dragon and Heart of China, and having astounded simulation fans with their super-detailed Real Forces, Dynamix are set to make a play for the hearts of, well, just about everyone else with their new outing, The Adventures of Willy Beamish.

Directed as an interactive cartoon! This latest point-and-click extravaganza has a mischievous youngster as its hero, pitted against the sort of money-laundering and situations, which America's teenagers seem to have to mature. It makes a



STUNT ISLAND (top) offers a realistic aviation and film parallel to the greatest film in America. **ROCKETEER** (middle) is a not-batch-to-prod-otherwise style movie with nice cut-libs. **ROCKETEER** (bottom) is a not-batch-to-prod-otherwise style movie with nice cut-libs.

nice chance to attack more lightweight problems instead of having to save the galaxy again. You must keep Willy out of detention, keep him away from the school bully, etc., etc.

Imagine being able to control fleas out of The Woodier Years, and you've got a pretty good idea of what goes on.

As yet, extremely little information is available on the title, but as you can see from the pictures, the graphic artists have gone to no small effort and the environment Willy has to play around in looks entertaining enough.

AND THE REST

A huge number also have been calculating over PC versions of Heart of China can catch up on Dynamix's earlier Masterblaster Rise of the Dragon come the summer. Clearly, the game looks pretty stunning, and any space-bec worth his salt would be wise to invest in it. Versions of Sells 7 and Trail by Fire are also on the way.



ROCKETEER (top) is a not-batch-to-prod-otherwise style movie with nice cut-libs.

ROCKETEER (middle) is a not-batch-to-prod-otherwise style movie with nice cut-libs. **ROCKETEER** (bottom) is a not-batch-to-prod-otherwise style movie with nice cut-libs.

More attention to detail, but the time from the start.



ROCKETEER (top) is a not-batch-to-prod-otherwise style movie with nice cut-libs.

ROCKETEER (middle) is a not-batch-to-prod-otherwise style movie with nice cut-libs. **ROCKETEER** (bottom) is a not-batch-to-prod-otherwise style movie with nice cut-libs.

More attention to detail, but the time from the start.

HUNTER

ADAPT TO SURVIVE

The Hunter is alone behind enemy lines. Inutile options, and the expertise to complete his mission.

His only accomplices are the weapons, and six-dimensional universe; his objective: to survive.



MISSION
394 - KST - 95
CODENAME
HUNTER

ACTIO

HUNTER

SEEK TO DESTROY.

... versatility to make best use of a wide range of
... ate our missions, the Hunter is a breed apart.

... es, vital structures found in his amazing three-
... t-taciturnive. The Hunter has the will to win. Do you?



VISION

Available in September on Amiga & Atari ST

One size building blocks whirling through space and forming the Channel 4 logo was considered the very epitome of gubbermacking, flat lenses, cheap, and these days it's easy to become very blasé about the quantity and quality of computer animation seen on TV and cinema. Jim Pabst barely blinks a judgemental eyebrow at seeing milk bottles come to life and merely just claim a suburban street, or tea-pots swishing around across a breakfast table. It is, in a way, the vanguardism in a tribute to the skills and artistry of the many computer graphics companies now producing state-of-the-art animations for adverts or television show title sequences. One of the leading exponents of this relatively new commercial art is London-based Digital Pictures.

Digital Pictures was established way back in 1992 with just two staff. Since then the company has expanded dramatically and now employs fifteen animators and computer technicians. Recent commissions include commercials for 'Voyager' and 'Sawflies', and the title sequence for Channel 4's 'Wired'. Demanding as these projects were, they were nothing compared to the creation of a virtual Barcelona.

CALL THE COMMISSIONER

While the Olympics are the premiere sporting event for the World's athletes, they're also a major showpiece for the host city. When Barcelona was awarded the honour of hosting the 1992 Games, major construction and rebuilding throughout the city was inevitable.

But when Peter 2000 announced plans for a major redevelopment of the city's harbour and marina area, the reaction from Barcelona's citizens was mixed. To overcome this, Port 2000 commissioned the Spanish company Division Video to produce a 45-second commercial that would somehow convey the eventual positive benefits of the extensive construction work. The solution they came up with was a computer-generated flight around the 'new' Barcelona, centring on the port area. Which, of course, is where Digital Pictures came in.

Digital Pictures had already done similar work but at a much smaller scale for the 012's British Pavilion at Seattle and for a Hong Kong airport proposal, and their success with these last projects made them natural choices for the job. Kim Addis, the project's Director and Chief Animator, describes the task as mammoth, adding: "This is the first time a whole city has been digitised and animated in this detail. We came to close with our animation of Hong Kong but this project has taken the idea one step further."

GROW YOUR OWN CITY

The first hurdle was collecting enough reference data. Kim spent some time in Barcelona taking photographic references of the city as it stands now and planning camera shots for the animation. In addition, street plans, architectural specifications and building plans were collated to provide a huge library of data.

Once back in London, Kim devised how the commercial would look. The idea was to start with an eight-second low-angle shot around the sea as it rose slowly, followed by thirty-two seconds of animation. Back using the essential results of the current development work,



VIRTUAL CITY

ACE goes sight-seeing in Barcelona, the host city to the 1992 Olympics... before it's even been built!

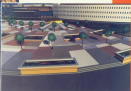


Meanwhile, the four other animators began the epic task of inputting the collected city data into Digital Picture's custom-built DigPic modelling software running on Silicon Graphics 4400 graphic workstations. Digital Pictures have eight workstations at their disposal, each costing a cool \$25,000. It's money well spent, though each can generate a frame of animation to 70 resolution from a sixteen-million-colour palette in just thirty minutes. Company that is an Angel!

Port 2000 wanted the animations to give the impression of the city 'growing' as the commercial progressed. This was achieved by using various techniques, including animated texture maps fading up from transparent to fully

space to see inside green 'leaf'. The over 5 billion city... J... ions that...

THEY The c... first...



space and adding detail, polygon by polygon. To each frame, the exposures of water were modeled using bump maps and "cloud" shadows passed over the surface to provide an authentic look.

"The end result? A stunning fast-moving flight over Barcelona. Its new buildings and streets forming at the viewer's windows and views over the city. Just take a look at these stills to get a sense of the complexity and intricate detail of this superb animation.

THINK ABOUT THE FUTURE

The quality of these images begs the question: Just how far away are full-length movies

completely generated by computer? It's a question that generated a great deal of discussion at Digital Pictures. Generating photo-realistic images of man-made objects such as buildings and streets is completely feasible (take a look at the shots on this page), and natural phenomena such as trees, clouds, mountains and fire can all be closely modeled. The big stumbling block are humans and animals. Generating a, say, human face is incredibly difficult, due to the complex mechanics governing the way it moves and looks. But that day will come... and ACGI will be there to let you all about it!

■ David Schwartz



T H E R E M A I N

THE
FUTURE
OF
DIGITAL
PICTURES

T2

THE 3D EXPERIENCE

It's taken seven years, but Schwarzenegger is back in style as the fearless, ruthless, relentless killing machine in *Terminator 2* - and the game's promising to be every bit as hard. ACE prepares for Judgment Day...

TERMINATOR 2



Forget the S&P - if you want something like us or shot, movie director James Cameron's your man. Despite his cinematic fame, he's been responsible for some of the most spectacular science fiction films of the 80s - but none that have had such an Earth-shaking effect as the work classic which rockstar Galt MacPherson and Arnold Schwarzenegger to stardom in 1984 - *The Terminator*.

The story of an emotionless and unstoppable killing machine from the future to eliminate the mother of a future resistance leader is still told today as a science fiction landmark - although the way it affects the movie classes without any home video, and Cameron's insistence not to include a sequel made a second installment seem unlikely, but having your best. It's happened, partly because of Cameron's renewed interest in the project and partly because of the almost

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T2

THE REBORN

And when Cameron, in collaboration with the original movie's director, James Cameron, was looking for a way to bring the Terminator back to life, he found the answer: The Terminator is reborn.

When Cameron was looking for a way to bring the Terminator back to life, he found the answer: The Terminator is reborn. Cameron was looking for a way to bring the Terminator back to life, he found the answer: The Terminator is reborn.

When Cameron was looking for a way to bring the Terminator back to life, he found the answer: The Terminator is reborn.

and Cameron certainly that such a sequel would yield it profits far in excess.

That second factor is actually considerably more important than first impressions suggest. Terminator 2: Judgment Day is officially the most expensive movie EVER MADE, weighing in at over a hundred million-dollar. Such is the enormity of the investment that's been made, the entire fate of Cameron's production company, Cinecitta, hangs in the balance. If the movie bombs, it's not only a financial disaster, but Cinecitta could well go bankrupt.



ATOR 2

Information about the movie itself is incredibly tight—in fact, the only copy of the script, which has been described by Cameron himself as "the Pentagon Paper," has a huge red serial number stamped across every page, and any copies that slip up in the wrong hands, Cameron can trace it back to the original source. However, despite such tight-lipped security, AEC has exclusively obtained details on what Terminator 2 is all about...

THE STORY

In the post-apocalyptic future, where the war between man and machine rages, resistance leader John Connor (Arnold) gets word of another Terminator sent to erase him before he can lead a revolt. So when the robot captures a T-800 Terminator, Connor has it reprogrammed with instructions to protect him. The T-800 infiltrates the Cyberdyne Systems HQ and ends up back in time to Los Angeles, 1984,



where Connor is a mere 12-year-old boy to do battle with the new, meaner Terminator—the T-1000.

But hold on a minute—where does Arnie come into all this? Since he got vaporized at the end of the original movie, you might think it's a little difficult to bring him back with a feasible excuse for the sequel. But the problem has been cleverly sidestepped by Cameron and co-writer William Wisher. This time, AEC T-800 Terminators look exactly the same—as just like Arnie, and that includes the one captured and sent back to protect Connor. So what follows in the movie is Arnie having a right old time doing up his more sophisticated rival—one dimensionally living to kill the Connor boy, and the other trying to keep him alive.

Protecting the boy and his mother played once more by Linda Hamilton, is no easy task, considering the cooperator Arnie finds himself up against. The T-1000 Terminator 2 played by

T2

THE 3D

spacecom Robert Patrick is not a robot at all, but a being, re-created of a new super alloy with the same slippery qualities as Mercury, which means it can dissolve and reconstruct itself to look like any person or object. Not only that, but bullets pass through its body like water.

The reason for the T1000's eerie properties would seem not to be for any particular script requirement, but as an excuse to make use of some stunning special effects. Audiences were so impressed by the amazing computer-generated "water-walk" in Cameron's *The Abyss* that it seemed impossible to resist using it again. The idea is an even more elaborate form—catch the laser, which is currently dropping steel in cascades around the country for a taste of what we're talking about. But while all this sounds just as amazing, effects like these don't come cheap. The computer-generated T1000, along with the rest of the special effects, ate up an incredible \$17 million of the production budget—far more than an average movie costs to make, let alone get!



Although this is not the only image computer-generated, Cameron's use of the technology is far more extensive than that of any other filmmaker.

Using the computer, Cameron and his crew were able to create a more realistic look for the robot's "water-walk" than a practical effect could have achieved.



Terminator 2: Judgment Day is already out in America by the time you read this (previews if hasn't shipped from its July 4th opening date), and is released in the UK on Friday August 19th. So get swimming...



With this going into a commercial release, Cameron says he'll have a lot of fun with the film's 3D. "I'm not sure how much more fun I can have with this," he says.

Despite the fact that the film is a sequel, Cameron says he's not sure if it's a better film than the first. "I'm not sure if it's a better film than the first," he says.



With this going into a commercial release, Cameron says he'll have a lot of fun with the film's 3D. "I'm not sure how much more fun I can have with this," he says.



JAMES CAMERON FILMOGRAPHY

PRODUCER & DIRECTOR (1976)

Low Budget (aka *Quality Control*) (aka *Under a Heavy Hand*) This low-budget film features several songs and by the usual, unimpressive people of the day.

THE TERMINATOR (1984)

This classic study for a police in a dystopian future, it stars Sigourney Weaver in a superb role and quickly became the most successful film of the 80s, spawning a series of sequels (all with off-camera appearances). The original makes good sense, but it's obvious it was not actually intended as a sequel for its own sake.

THE ABYSS (1989)

Cameron's intense passion for commercial utility made this film his highest-grossing, with a budget of \$10 million. The film was a huge success, and Cameron's use of a 3D format was a major factor in its success. The film's success was a major factor in its success. The film's success was a major factor in its success.

THE DEEP (1989)

Cameron's great film being being being with his being being being with specific able members as a group of professionals and their colleagues. The film's success was a major factor in its success. The film's success was a major factor in its success.

TERMINATOR 2: JUDGMENT DAY (1991)

With the addition of the new Terminator



With the movie brimming with some of the most expensive and amazing special effects ever, and only a month to go before its theatrical release, how on earth is OCEAN hoping to do 16-bit justice to James Cameron's hundred-million dollar epic?

The inevitable task of adapting Cameron's blockbuster epic into a computer game fell naturally to leading development house Electronic Arts, and in particular the company's chief lead Peter Brubaker. It's a double whammy of luck for him as not only is a particularly prime conversion job to undertake, there's a personal tie, too—Baker is a self-proclaimed Terminator enthusiast. "I love it. I've got the video of the last film on my shelf here, along with a model of the Terminator robot and all the paraphernalia."

With the help of his Electronic Artsers, Baker's been responsible in the past for games such as *Golden Axe*, *Golden Axe II*, and *Golden Axe: The Revenge of Death*. "I've always been a fan of the Terminator franchise," says Baker. "I was the latter that got me a job at Electronic Arts." "We got lots of offers of work after we did *Golden Axe*, one of which was from Ocean to do *Terminator 2*. So in general, I wasn't too keen at first but when we had other projects coming and there's a lot of money to be made out of doing computer games, that's a real game-changer. But I went up to Ocean to talk about it at around the middle of January, and they said they had some script to show us. I thought it had inspired me, and I was like, 'Oh, my God.' It was like, 'Hold everything, I want to do this game.'"

"It would have worked better in the game that it would have in the movie, that the almost unambiguously unambiguous, clearly compelling, movie-waist-thick, 16-bit matter." "We started off working from the script," says Baker, "and scenes, and from that we were able to pick out scenes that would make good games. But when it comes to actually writing the game and doing the graphics, the script is not enough. For example, there's a scene in the film where a helicopter chases a car down a street, which we've put in the game. But the script just says 'helicopter', so how do I know what colour to draw it, or even what kind of helicopter it is?"

Fortunately, matters became a little clearer in Baker's when Cameron later in the movie makes a show, so Baker could have it, but anyway, lots of stuff of the action scenes that Cameron had selected for use in the game. It also came in handy for giving a better idea of the movie's tone and style, and for dipping back to see whether Baker

The game itself is a level based affair—the screen fades and the puzzle games divided ground-up between. "The fun of the movie's concerned, the actual is actually very repetitive as it's a running wheel-and-battle between Arnold and the T-1000 for pretty much all the way," says Baker. "One of the problems we found was working out how to mix it level. In the film, it's often a three that ends a combat sequence like in the last fight between the two Terminators, when Arnold is pushed through a window and then he comes on a bike. Usually really wins or



loses, so that the pace is unlike that in the film. The fact that the T-1000 is practically invulnerable doesn't make things any easier, as Cameron changed the rules a little. For each combat round, the T-1000 has 14 "hits", and when they've been depleted he becomes disintegrated, allowing the player to progress to the next level.

But when the T-1000 is disintegrated again, he gets all his energy back—representing the machine's ability to repair damage. It's very





Arnold has been shot through the head with a T-800, the Terminator's most advanced model. In this scene, Schwarzenegger's Arnold is being repaired by a T-800. Arnold's eye is being replaced with a glowing blue eye socket, which is a nod to the original Terminator. The eye is being replaced by a glowing blue eye socket, which is a nod to the original Terminator. The eye is being replaced by a glowing blue eye socket, which is a nod to the original Terminator.



his. When Arnold gets hit by bullets you see little points of light beneath the skin, and later on, as he becomes more damaged, you see more of the robot exoskeleton.

Gradually, Kevin has gone for big, chunky go-to and frame-intensive animation - which though very memory intensive and a programming pain, has been well worth it in the end.

"What annoys me is that in all the previous Arnie games, with the exception of Red Heat, he's been down as a big little scribe, and that's not what he's about at all. So for Terminator 2 I've drawn him as a giant character - there's no other way to give him any screen presence. I wanted him to have a powerful and muscular presence, a sense of weight so that when he punches someone, you really get the feeling that that punch could knock you off your feet."

Now that most of the graphics and soundtracking are taken care of, Kevin is working round the clock sorting out the finer points of the gameplay and generally getting everything together.

"It's about 85-90% finished at the moment. The biggest headache has been getting all these graphics working properly. It took three or four but about 10 animation frames - that's Arnold, the T-1000, Sarah Connor. Six series in the action scene, the police - it's a hell of a lot of graphics." Ocean is hoping to have the game released in America in time for the movie's theatrical release over there in early July. Once it's finished,

Kevin will be moving onto another Ocean project, this time for US Gold, which is due for release in the middle of 1990. It's called Manhattan Manhunt, which is later for Harlequin Menzies. It's a role-playing adventure that's got the most amazing VGA featured shading you've ever seen. "I'd put more in a full ACE report next month. We'll be back..."



Arnold has been shot through the head with a T-800, the Terminator's most advanced model. In this scene, Schwarzenegger's Arnold is being repaired by a T-800. Arnold's eye is being replaced by a glowing blue eye socket, which is a nod to the original Terminator. The eye is being replaced by a glowing blue eye socket, which is a nod to the original Terminator.

T2

IT'S GAMETIME! Here's a level-by-level breakdown of exactly what would-be Arnies will be facing in Terminator 2.

LEVEL 1

The first level takes place in the corridor of an airport, recreating the first major confrontation between Arnold and the T-800 (it's described by Kevin as an "introductory" level set up because of the innovative way in which the combat works). The moves available to you depend both on the range between the two combatants and the damage level of your own suit. Kicks, punches and headlocks are all at your disposal, but since the T-800 is indestructible, the best you can do is to try to survive by wearing him down - once he's destroyed, you progress to the next level.



LEVEL 2

The first of the game's two chase sequences recreates the scene about the T-800 driving a stolen truck, chase the young John Connor at his request down a road-central hallway, while Arnie, on his motorbike, attempts to confront the boy. "We grab up the engine just as Arnold has managed to get on his motorbike and is trying to escape from the truck," Kevin explains. "Arnold gets things to avoid, like crates in the road, and the object is simply to make it to a certain distance without the truck catching up. In the movie, when happens in the latter portion, between two moments where John is holding up Arnold, the T-800 was to drive the truck through the trees, but it's too long for the game and it blows up. That's where the level ends."





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From GREMLIN and the team that brought you *The Last Patrol* - a strategy game without the strategy?



Advanced tactics in your arsenal in this exciting game.

Advanced tactics in your arsenal in this exciting game. The game's quality jumps all over the board, including the ability to play as a village or a kingdom, and the ability to play as a village or a kingdom. The game's quality jumps all over the board, including the ability to play as a village or a kingdom, and the ability to play as a village or a kingdom.



FLAG

Well, not quite. But it's certainly true to say that the "labeled" nature of the latest creation from Last Patrol's Ian Haring and Simon Cooke has been causing heads scratching in computer game at Gremlin over the last few months. "We have having meetings to go over the design, but the idea is so simple it's really hard to explain," says Haring. Haring goes to great pains to explain that his game's strength lies in its simplicity - and it's perhaps this simplicity which is confusing, since games with the same 3D look (Populous, PowerMonger) at all tend to be extremely complex. All at Gremlin, however, are confident that Flag will be a storming success.

Come on then, Ian, what's it all about then? Right. The idea is that you have a landscape with two opposing armies. Each army has a flag, and the object of the game is to get one of your men to touch your opponent's flag - and you're got to stop them from touching yours.

Sounds pretty simple to us. "Oh, well, it does get a little bit more complicated than that," Ian interjects. "The way it works is that at the outset of the game you have a certain amount of gold with which to buy an army, so you have to decide what kind of army you want. The game itself takes place in this very big geometric scrolling landscape, with a stockade for each army. There are all different types of soldiers you can buy - there are regular troops, special battering rams that you use to knock down the enemy's buildings, labourers and magic labourers."

Capturing the enemy's flag - and indeed protecting your own - isn't as easy as you might

ONCE UPON A TIME...

"The idea of all these big strategy games taking themselves far too seriously with epic scenarios," says Ian Haring, "is the flag the whole background story is very simple to check. The idea is that there are these two old wizards who have been around for thousands of years, and they're always arguing about who has the better army. So every five years or so they check everything they've got of each other in this elaborate 'capture the flag' scenario. You take on the role of one of the wizards at the start of one each game. All you have to do is win."

There are forty landscapes in all, with each of the wizard's two generals attacking four times each of five-year intervals (game time). At the outset the setting is late Victorian/Edwardian, but as things progress, so do the landscapes (with Saker and Elizabethan styles appearing at along the way).

think. Strategic balance is the order of the day as you must decide how many men to assign to each (pertaining to attacking the enemy flag, and how many to have in defence of your own). You can build a physical wall of men around your flag which would make it very difficult to get if but wouldn't leave you much to go after the enemy with, or throw everything you have at the enemy, but not leaving your own, poorly-defended flag topped before you get to it. More complex strategies involve the use of labourers to use the shape of the landscape to



CURTAIN UP...

They promise to have one of the most elaborate opening sequences in computer game history. "At the time we just thought 'Why not?,'" says Lee. "The only problem is that the opening sequence has got so big that there may be a problem with fitting it all in. At the moment it's a two-disk game, and there's a chance that it may have to go to three to process all the graphics... the only problem is I don't think Gameworks wants to do three disks."



Q: How do the designers control the information coming from buildings built on the map and that also makes play so slow in the first world war full from the sky?

A: When you're at all starts out with this sequence with the first black sitting in the middle playing about with specific. After the second game board, something things in the situation. There's the transition between the game board and the actual world. At the end of the game, there's a scene in which the well is broken and turns into the actual landscape that makes the game run.



Q: When you're in the first world war, the game is very slow. How do you control the information coming from the buildings built on the map and that also makes play so slow in the first world war full from the sky?

A: When you're at all starts out with this sequence with the first black sitting in the middle playing about with specific. After the second game board, something things in the situation. There's the transition between the game board and the actual world. At the end of the game, there's a scene in which the well is broken and turns into the actual landscape that makes the game run.

Q: How do the designers control the information coming from buildings built on the map and that also makes play so slow in the first world war full from the sky?



The enemy's disadvantage. In certain 'worlds', the only way of crossing a river that divides the two armies is by a single bridge. If you want to have your men build a brick wall across the face of the bridge, any attacking army would be forced to wade through the water in order to get across, capping their loss in the process. The bridge builders are useful for those who require more direct results - like the Knights in Populous, their super-kind abilities only storm around the enemy camp kicking in anyone who gets in their way and destroying buildings. An original





Could there be any thought whatsoever about the possibility of a 3D remake? "I would love to do that," says designer Steve O'Brien. "It's really exciting to think about it. I'd like to see the soldiers take the real world's combat to fantasy land. It's certainly not ideal, but I think it's the direction that we want to go in."

Whether this is a fantasy game will look at the 3D remake, regardless of the outcome. The developer is committed to their strategy for the game to work on the PC and the consoles that are most popularly selling titles.



Finally, "The soldiers in your army can all be assigned individual tasks, and you can also define actions by selecting enemy units," says Ian. "So, for example, you click on a single enemy soldier. The computer will search for the nearest friendly soldier who doesn't already have a task to do, and order him to attack that unit. Full-handed automatically, which means that the player doesn't have to go through all these tedious command routines to execute a simple action."

Every effort has been made to ensure that the player knows exactly what's going on at all the time—without having to worry about all that screen, more graphics to focus on to concentrate on strategy. "After a man has completed an assigned task, he'll stop and do nothing. That sounds stupid but it's actually very practical. If you need someone to plant for a tank, it makes it much easier to select a man because you can see immediately that he's not doing anything. If they are just wandering about, it would be very difficult to differentiate them from the soldiers who are busy performing general tasks. It does not, however, mean the user has to be told to do something before they do it. If an enemy comes near them looking for a fight, your man



will make his own reasoned decision whether to fight or flee."

Care has also been taken to ensure that the flag player doesn't get bored after he wins the game. "The facility will be there to link his computer, so you can play a human opponent, and you will have the option of playing an offensive or defensive game," Ian explains. "What you'll also be able to do is have the option to set your flag anywhere you like on the landscape, and set program parameters like in Populous, so you can test out, for example, how you get on without being able to use saboteurs, or battling tank carriers. Oh, and we've included in a few other things for a bit of a laugh—there'll be games and sleep to change around."

Tachewski, here's the story—the Amiga version will be full 3D colours, with the PC version sport-



ing a dreamy 256 in VGA mode. The whole styling has been created using true isometric 3D modelling where you could see without that true isometric 3D modelling, and there'll be a minimum of 20 sprites on screen at a time running at 37 frames per second—in three feet. The only thing that's yet to be sorted out is the sound—Ian has reviewed a couple of impressive demo disks from imaginary teams to contribute, and a final decision has yet to be made.

Ian and Simon have been working on Flag since the start of the year, and though there's loads of work still to be done, Ian is already feeling confident. "This is the first game I've worked on where I've really felt—this is going to be the big one." You can find out if Ian's right when Creative releases Flag in October and ACE gets to grubbly with it...



Has anyone? Turned it down. Showing said said Monthly agents about it at 2000. Job if that wasn't enough the folks want to eat you too.

Original sequel-to-racing conversions are not a new phenomenon. Ocean's lucrative *Rampage* resulted in two "home grown" sequels: *Target Rampage* and the less-famous *Rampage II*. More recently, Mighty Banzhuck appeared courtesy of Elite. Stone followed *Laboral* with *SMB* and *ES Gold* entered the third dimension with *Gauntlet 3D*.

Now *Out Run* gets the respect treatment. *ES Gold* has already converted the original console and the arcade follow-up *Turbo Out Run*. But things take a major new twist with *Out Run Europe*. The game's plot is a modified departure from the "bobby 'n' bumpers" scenarios of its arcade inspiration.

OUTRUN EUROPE

This new arcade game spin-off dispenses with the original's superficial girls 'n' gears plot in favour of a life or death race across Europe...



Items from roads and enemy boats. Also are scattered items environmental hazards to avoid on the way. Look on how much items (Out Run 3D).



The game's story is up of several stages, each with its own set of objectives. The game is a mix of racing and action. The game is a mix of racing and action. The game is a mix of racing and action.



When the first race is over, the game goes to the next of 20. The game is a mix of racing and action. The game is a mix of racing and action. The game is a mix of racing and action.

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THE NAME'S WHAT?... SIMON KURTZ
To play *OutRun*, secret agent, entrusted with the task of carrying Top Secret blueprints from London to Paris in Germany. Unfortunately, foreign agents have managed to capture the plans from under your nose. Huh, some agent you are. Control, or so they say, are somewhat dispositive about this, and spend according to kill you. The only way you can save your own neck is to somehow recover the plans and deliver them as per your original instructions.

I'll add up to a fast 'n' furious race across Europe, the fast-driving elements of *OutRun* suitably blended with the strands of crash action of *OutRun 2* as agents attack from all sides.



It's not like *OutRun* doesn't really fit in with the graphics, which have more subtle improvements than the last *OutRun* game. The features are a welcome, but better hidden.



It's not like *OutRun* doesn't really fit in with the graphics, which have more subtle improvements than the last *OutRun* game. The features are a welcome, but better hidden.

EUROPA



The *OutRun* cars are as beautiful as the game, and the cars are as beautiful as the game, and the cars are as beautiful as the game.

rather than being confined to the Ferrari of the first two games, the player gets to fly out a whole range of cars and land vehicles, including hotair balloons, powerboats and jets.

PROBING REPORT

There's been talk of *OutRun Europe* for a long time, but it wasn't until April that programming fully started. Probe, having just come up trumps with the superb conversion of the Super Monaco Grand Prix coming, wasn't the obvious choice to handle the project. Originally CPK, editor of Monaco and *OutRun*'s programmer, and Super Hang On, man, due to program the game, but he'd like a change from racing games (see *OutRun* being fun), and is now covering *Blades* on Sega TV coverage.

Instead, Probe brought in Stuart Gregg to handle the game, whose previous work includes *HotRiders*, *Revelation 101* and *Howler*. *OutRun* has been the Crystal for Microsoft. *OutRun* has been the Crystal for Microsoft. *OutRun* has been the Crystal for Microsoft.

Stuart Gregg, being Stuart's first driving game, he spent some time discussing 3D road racing with CPK. Stuart then went away and wrote to run machine-code routines, which - as it turns out - actually ran faster than those in CPK's *OutRun*. On the *Amiga*, use of the latter caught the screen to update as quickly as been



Some scenes are based upon... *OutRun* has a wide range with its graphics, and it's really nice - you don't even need to know and know every about getting into the game.

1/100th of a second, though it typically floats around ten-tenths. The ST is slightly slower, but not so much as you'd really notice.

As opposed to *OutRun*'s 3D generation on the fly (see feature on pages 84 & 85), *OutRun Europe* uses the more traditional method of having all the vehicles and roadside obstacles stored pre-shrank in memory. *OutRun* draws each object at its largest size, then Stuart uses a program to shrink them down faster times, which is a sufficient number to give a fast look to the 3D. Because the shrinking process can make the spheres a little more, they're passed back to *OutRun* for flying up.

Interestingly, *OutRun* has the maximum enjoyment series to give them a 'bloody' look, which arcade fans will recognize from the Sega console. The fact is that it provides an authentic, arcade-like feel and look to the game.

And it works! In fact the game is wonderfully fast, and provides a supreme feeling of immersion as trees and buildings, up past at incredible speed. It's nobody's business I've seen a race game on computer come to emulating the high-octane thrill of the top car-cops. Add the Chase HQ-style violence, and the potential's there for the best road game yet, but can the finished game live up to this early promise? The full in-depth ACE review will reveal all! Look out for it around the time of the game's release this September.

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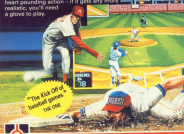
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SCREEN TEST



See the highway in new gaming suit on a screen like yours for page 68



Check Super's All-Game when you've spent some time playing. Search for below two page 68

CONSOLE INVASION!

Castig a casual eye over this month's list of software will reveal a far higher-than-normal level of console games, a situation which we are extremely happy about. Lynx owners can read about four new titles for their machine, Gamegear gamers likewise. There's a bunch of new sports games for the Famicom and Gameboy and some good old fashioned Blastin' and kickin' on the Megadrive. Away you go!



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

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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 lot of getting into.

Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PIC comment for more details.



4 Great looking clear screen

4 Exciting 3D action

4 The best player skills

4 The best player skills



4 Action skills to enjoy

4 The colour on-screen images

4 No joystick or mouse control options

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 display review panel 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.

ACE AWARDS

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SONIC THE HEDGEHOG



Move over Mario! Now we have a new cult gaming figure for the 90s courtesy of SEGA. But can he match Nintendo's pipe-fitting superstar?

With this cut-throat fighter made it the end of Super Mario Bros., Nintendo's first-ever cut-and-throw machine. Sonic the Hedgehog joins the party, bringing Sega's first 3D game to the console. It's a real winner for the game.

Frankly, I'm getting a little bored of it all. Mario Bros. and Mario Bros. That's the way things are going, the little piglet will be addressing us from the Oval Office before we know it. I'll not argue with the games fanatics; it's hard to stay quiet throughout - it's just I think it's time for a change. A new people's champion. A new hero.

Sega obviously thinks so too. Its latest MegaDrive character is already being promoted for all kinds of Mario-style marketing opportunities. Chances are that this new contender to the console crown will be propping



up a fairly flyover long before he gets a chance to muscle in on Mario's action - but it's reasonable to concede that of Sonic the Hedgehog's obviously the result of many a tedious transforming session in Sega's marketing department is a real winner. In the classic Mario tradition, Sonic, who's fast and cute but not entirely unadorned in the special powers department, finds himself falling through a colorful and enemy-infested world in an attempt to rescue his fluffy chums from the clutches of the evil Doctor Egg. Peris and



platforms are still the order of the day, but emphasis has been placed firmly on exploration, and elements of Risk Dungeons and Sinker aren't difficult to spot along the way.

In order to be best, Sonic must make his way through six zones, each comprising three "acts", or areas. Each world has a graphical theme which is consistent throughout its three stages - Green Hill is all grassy parklands and flowers, Night is decked out in black night pillars and clouds, Spring Field looks like a cartoon version of Las Vegas, Labyrinth is understandably macabre, Starlight is a cosmic space-bop affair, and the final zone, Clockwork, is filled with dangerous high-tech machinery. All touchscreen-friendly for a hedgehog with no hands, but a pair of gloves and training shoes on.

Sonic's not totally without control too, though. Unlike Nintendo "fruit", he's particularly skilled in the jumping department, enabling him to dig into the usual layers of adversary with a whetted descent onto their territory. His real skill, however, and the one that gives him his iconic status, is his ability to roll up into a ball (as in a hedgehog's world), and rotate at awesome speed, leaving his spines to do the heavy-lifting on any adversary who gets in his way. Sonic's spiky form also comes in handy when dealing with enemies from above - his form - or to do give him "temporary" control, made when spinning, enabling him - despite his spinning - to land.

The most common objects in Sonic's world are ring-gathering which can be found in abundance just about everywhere - even though it's not always easy to get to them. Like the coins in Mario, they're collected in for an extra thousand a hundred are collected. As an added bonus, the rings also act as a kind of buffer for Sonic's health. As long as you're carrying any total number of rings, any contact with a bad guy isn't fatal: instead Sonic is knocked back and drops all his rings. It's vital that as many as possible are collected again fast before they disappear, as if Sonic is caught dead without savings to protect him, it's instant death.

By moving around the landscape to help him on to quest are all manner of special power hidden inside his acts - which are often called "bosses". The most useful of the lot comes in the form of a sparkling starfield which surrounds Sonic and makes him more or less invulnerable: he can walk on spikes, through fire



and enemies, the lot - only falling off the bottom of the screen is fatal. Unfortunately, this effort to only temporary - much more lasting but not quite as useful is a rare shield that allows you precisely travel to make you invulnerable without having to sacrifice his ring collection. To be used under the slightly less useful but still worth-getting heading are the shoes, which speed up Sonic (and the accompanying music) for a short time, and Invincible Shoes, worth less rings again.

The primary feature of Sonic which separates it from Mario's escapades is the staggering pace



offered him of the more puzzles that usually focus on Master Chief - such as the blocks and the physics in some of the more complex level design - you'll find it rather more than that. It's also where Sonic's most powerful tool, the Spiny Drill, is used. Although he could blow through great walls, there's still a catch: the Spiny Drill is a one-time thing, where the regular tools (like the rings) can be collected. Though very tough, the Spiny Drill is a one-time thing, where the regular tools (like the rings) can be collected. Though very tough, the Spiny Drill is a one-time thing, where the regular tools (like the rings) can be collected.



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and almost unlimited accessibility of the play area. Each area really is HUGE, with the landscape extending in almost every direction imaginable, and there are no restrictions on speed either, then blasted upwards or along by a spring-plunger, or when driving one of the special short-cut landings. Sonic goes super-fast, accelerating the environment action to incredible speeds - certainly faster than the MegaTime has ever been pushed before, and it's an astounding sight to behold. Momentum has been thoughtfully implemented, so that

when Sonic is traveling at such high speeds, he's more or less invulnerable, simply by virtue of the fact that he's moving so damn fast. He bounces right over deadly lava pits and abysses and cuts through his adversaries like a hot knife through butter. The only problem is that, at such a tremendous rate of knots, Sonic is likely to miss out on the aforementioned bonuses, which often take care to lead.

A nice touch is that Sonic can take things as fast or as slow as he likes, since there's no time limit to force him towards the goal line. Instead, a clock ticks upward, with bonus points awarded for how quickly the level was completed. As a result, the player is given much more opportunity to explore and discover the game's intricacies at leisure, with still some incentive to get a move on (plus an ace back at round for the one).

In its attempt to create a game that would do for the MegaDrive what Mario has done for Nintendo, Sega deserves credit for not coming up with just another imitated clone, but a game that's genuinely original in its approach to the platform genre and still immense fun to play. Admittedly there are irritating aspects, like the (frustrating) way in which Sonic sometimes has to negotiate steep hills and the occasionally fiddly control, but these are but minor bumps in what is otherwise a lovely, smooth-wheeled blanket of playability. It's difficult without being frustrating, addictive without being repetitive and altogether a joy to play.

■ Guy White



THE LEVELS

GREEN HILL ZONE

Designed as a basket of things to come, so as to make use of the greatest air-powered drive into the right of fairly gently, the Green Hill level is to provide extended play. But don't let appearances deceive you. There are plenty of technical traps and obstacles to be found among the vegetation. One of this zone's more interesting features is that you can't fly through the ground. This means that if you're not careful that there can only get so far in its tracks a long way and build up enough speed. You must be taken after coming out of the zone (probably at high speed) to get your headbutt into a buffer which could send you flying right back to where you came from. Use the Orange Egg as a shield on the end of the line and you'll get yourself flying around, but on stopping you'll be reaching to the next level. Arrived with a heavy fall and often, here a pretty hard obstacle.

The only way Sonic can see his life off is to use the special-speed platform to jump into Egg's head. This is what you'll miss the best of this zone. It's a bit of a cheat though, in terms of the end of the level, and every other level, with a tougher weapon every time.

MARBLE ZONE

The style of gameplay changes dramatically for the second zone, where things start to get more frantic in terms of graphic style. In each set, the level stops in the same after a few seconds of bombing to allow heads and turning about, the



Marble Zone

action takes Sonic underground and into more than 20 stages of play. Here he'll have to engage those grey balls in the setting of some level, possibly being helped to avoid them by players who in turn repeat their act as he and become more more adept with the player on the way for the first time. Beyond that, a lot of the old familiar things, including great speed-boosts that descend from the ceiling on planes and being hit about a corner similar to the main level. Manage to survive the level and you'll find it to be another for the first time to the first time.

SPRING YARD ZONE

This third level takes the genre, initially, into the the mechanics of a set of spring plungers that are used to launch the player. Each of the three sets has been built with platforms at each plunger height and obstacles that only act at the multitude of bouncy bounces with get Sonic anywhere. There are plenty of original touches in evidence, such as one particularly bizarre one.



Spring Yard Zone

action platforms are replaced by Piko's own bumper, allowing Sonic to receive a few extra points by using himself as the ball.

Labyrinth Zone

More shades of that Springer, now with a lot of water added to the mix make up this level and which the background is divided out in three action-style zones and three bridge modes. The player's movement skills at the end of the level (which makes it possible to receive here) is to the late level zone, much of the other (the player's) with advanced movement to provide realistic aspects to the Springer. The player's movement skills at the end of the level (which makes it possible to receive here) is to the late level zone, much of the other (the player's) with advanced movement to provide realistic aspects to the Springer. The player's movement skills at the end of the level (which makes it possible to receive here) is to the late level zone, much of the other (the player's) with advanced movement to provide realistic aspects to the Springer.

STARLIGHT ZONE

One of the key top-notch about the level, this, is that the player's movement skills at the end of the level (which makes it possible to receive here) is to the late level zone, much of the other (the player's) with advanced movement to provide realistic aspects to the Springer.

CLOCKWORK ZONE

The final challenge! As the name suggests, it's a clockwork machine in the setting here, with the player to the level up... well, well, and on.

ROTYPE

III



THE FIRST WAVE WAS EASY. THE SECOND WILL DROWN YOU.

Emergency News Bulletin 07.63.... Attention all Starfighter pilots....The evil Bydo Empire is out for revenge.... Stronger, faster and more dangerous than before....the attack waves have started....a remodeled "R-9" Starfighter is armed and ready for you....proceed to the battlefield immediately....the nightmare has returned....

Available in September
on ST & Amiga formats.

ACTIVISION



At last! After two outings of pacifist flying, the first man to break the sound barrier is giving you the chance to break some heads - with a little help from ELECTRONIC ARTS

About time too! We all know the story: After breaking the sound barrier, test-piloting all sorts of dangerous new aircraft and generally being an all-round great guy, Chuck Yeager finally put the Corps and decided to spend his precious twilight years endorsing flight simulators for EA. The grounded old speed fiend helped produce two such products, which while technically exemplary and realistic, suffered from one slight problem: There weren't any guns in them!

According to EA, the lack of combat fear² always been the major gripe with those flying Yeager Airlines - the pacifistic approach may be more realistic, but there's just not enough to do. Chuck's best effort, however, changes all that. Gone are the days of flying free as a bird up among the cottonwool clouds, and in are the days of burning wreckage, holed metal and screaming pilots engulfed in flames after a missile hit. That's more like it!

As in Chuck's two previous aerial escapades, the emphasis is set firmly on realism and detail. The choice is yours to fly planes from any of the USA's three major publishers of the last fifty years - WWII, Korea and Vietnam - as well as a variety of modern-day jets from both sides of the Iron Curtain. There's a multitude of laser-made single missions to fly, a comprehensive campaign mode spanning over 15 missions and a custom mission designer allowing you to put yourself in any situation you fancy, from a duckshoot with a swarm of docile opponents to a one-on-one with a jet that would make the Kaiser look like a noob. Whatever option you choose, it's all "week-end-friendly" dogfighting. Missions include protecting a bomber formation from the enemy's defending fighters, strafing and bombing ground targets.

Despite the game's violent new overtones, it's still a trainer at heart and every effort has been made to ensure you know your stuff. The manual provides a comprehensive Flight Decked program that takes you from the basics - level flight, bank-



High above the clouds, and getting it underfull control, it's a lot different around at this rate than if target fire indicates that your missile computer has already gone wrong as it and you crash a bit. The first time this is for one of a lot. And watch out for the ground.



This is a more than a mere strategy feature and offers you the full freedom to attack or defend any target through the game's systems. It is a great deal of work, but it's well worth the effort and the challenge of a bigger game than ever before.

ing and rolling - to neck-snapping aerobatics such as the High-G Barrel Roll and Spiral Dive. The Test Flight option allows you to try them all out free from enemy attack - you'll be well advised to take advantage of this facility, as facing the jets against pro opponents on your maiden flight will only end in tears - and a loss in confidence. Remember, all good things come to those who wait.



CHUCK YEAGER'S

AIR



Just one more indication here for the most serious of all: the game's success. The game's success is a testament to the quality of the game, but it's well worth the effort and the challenge of a bigger game than ever before.

900

IBM PC

IBM PC, CD-ROM, OUT BOX, ATARI 31, T194, 1994

RELEASE DETAILS

IBM PC	CD-ROM	OUT BOX
ATARI 31	T194	1994



Clash that shows that just looking seems to be the game. The cover of Microsoft Flight is pretty far from it, but it's a good idea to get the idea of what the game is about. The game is a simulation of a flight simulator, and it's a good idea to get the idea of what the game is about. The game is a simulation of a flight simulator, and it's a good idea to get the idea of what the game is about.

"It's always better to be the hammer than the nail."

— General Chuck Yeager

COMBAT



An added layer comes in the form of the Flight Recorder. Everything you do from take-off to landing (or death, as the case often is) is recorded and can be played back either in the air or in the ground in order to see what happened and why. That's a bit tedious, though, that embarrassing incident - it's all here to see from every camera angle imaginable. When controls allow you to skim through the playback, replay favorite moments again and again, and save favorite replays to disk to impress your buddies with later. It's without doubt the game's most invaluable training aid - allowing the pilot to view his performance from a different perspective allows him to assess his performance more accurately - as well as see why things went wrong.

Realism is vital to the gameplay, and the developers have gone to pains to ensure that each of the planes, including the default historical models, have been reproduced accurately both in terms of performance and cockpit instrumentation. But there are still plenty of synthetic bits, including the ubiquitous outside plane and missile views.

For those who prefer flying areas of data and technical authenticity to the more simplistic



Flight Recorder allows you to get any information you need about what's going on in the world. It's a good idea to get the idea of what the game is about. The game is a simulation of a flight simulator, and it's a good idea to get the idea of what the game is about.

arcade aesthetics of, say, *Jetfighter 4* (Chuck Yeager's *Air Combat* is a must), the image of the game as more of a training aid than a straight flight simulation helps to reinforce the feeling of realism, and the later parts of the bulky manual - which interacts well with the program itself - make genuinely interesting reading. Definitely NOT for his enemy who can't handle more than up-down-left-right fire, but if you seek a more challenging, and longer-lasting experience, you can't go wrong.

■ Guy White



Flight is not a simulation. The game is a simulation of a flight simulator, and it's a good idea to get the idea of what the game is about. The game is a simulation of a flight simulator, and it's a good idea to get the idea of what the game is about.



Flight is not a simulation. The game is a simulation of a flight simulator, and it's a good idea to get the idea of what the game is about. The game is a simulation of a flight simulator, and it's a good idea to get the idea of what the game is about.



Rhonda Williams, the lady who pens the King's Quest series for Sierra, recently protested that she didn't think of her titles as "games" but regarded herself as a stopgap. King's Quest and other Sierra titles sell by the million, so there must be something in this story stuff.

Judging by *Martin Dreams*, that's a ten-four, buddy boy. This game features the sort of scenarios that Hollywood moguls and struggling novel editors go all wobbly at the least bit.

Imagine all the 19th century characters you'd like to meet, stick them in a mythical space ship and then — for added cool interest — blast them off to Mars. The result: a mesmerizing blend of *Foxbitten Planet* and *Murder on the Orient Express* with a small cast of crotchety oddballs wandering round Mars, forming cliques and, if not actually trying to bump each other off, certainly leading that way.

Your game objective is to remove these writers from the Red Planet. In doing so you are first blasted off in a 19th century Space Nite! (powered, he he, by Phlogistone — don't you still love it?) for the one that two years previously launched itself prematurely during a PR boogie-up with the celebs onboard. You are accompanied on your rescue mission by peroxide Nelly-Bly (love interest, judging by her appearance, but the program's doesn't understand any male words, Samuel French, Or Hound, and Nibale Feida courtesy of the *ABC* books).

Looking to green your act at the other end, you surely imagine, will be writers notables, ranging from Calamity Jane to Lulu. When you arrive, however, you discover that the boys and girls have stumbled onto a long-lost Martian culture and, partly as a result of their disinterest and partly because of their massive egos, have all turned little clouds of scornful about the planet. Surprised them also appear to have built



a little potty in the process, possibly due to experimentation with Martian Dream Machines.

Your task therefore is pretty complex. First, you must locate the robots and get them back to Earth. This is not at all easy as some of them have got themselves into some particularly nasty scrapes. In the process you must explore the planet, and that's not easy either — it's teeming with vicious vegetables that make your average saber-toothed tiger look like a pussy willy. Finally, you must make sense of all this Martian technology and find out why the inhabitants all died off — or did they?

The result is definitely one of the better RPG scenarios of recent years and the message is clear — this is one tall story that'll have you over the moon in more ways than one.

■ Steve Cooke



Martian Dreams



Is *ORIGIN's* latest

"Worlds of Ultima"

release just a tall story?



QUICK START MARS

One of the best things about Martian Dreams is its game structure. While IBM's old Marsians shows (Ultima IV was a whole lot more fun) understanding the player with too good a challenge in the early stages. Usually this means a walk, occasionally one which you have to spend hours wandering around trying to find interesting places. Here, however, is a checklist up into a great system and you're already going through it by the time you get the first interesting destination given to you. (You obtain as you progress your companions, and this leads you to another party member who is also a useful source of info on the first third of the game, you can still go off exploring and the map is loaded with the gems, although if you played a few earlier games, there is a few basic heavy pointers to places of interest.)

The interface to Martian Dreams is superb. The game is entirely mouse controlled, but you still also use the keyboard for standard commands if you want. By using a standard command system, you can go from screen to screen (eg. back with a single click in the appropriate direction, forward, or allow). The new Ultima system also features a close observation system that lets you not only observe items quite closely, but also interact with them (such as their own properties). You can interact with them (such as their own properties). You can interact with them (such as their own properties). You can interact with them (such as their own properties).

The end result is a game that manages to be both a walking game and a walking game. The experience of the game (other than an afternoon).



There's a variety of early hints on the benefits and other interesting items. For the game you can go on exploring and the map is loaded with the gems, although if you played a few earlier games, there is a few basic heavy pointers to places of interest.

928

IBM PC

RELEASE DETAILS

IBM PC	IBM PS	CD-ROM
FRANCA	ITALIA	TBA



Ultima's history and the game are both very interesting and together they make up the game's early history. The game is very interesting and together they make up the game's early history. The game is very interesting and together they make up the game's early history.

The first time you play it, you will find it very interesting and together they make up the game's early history. The game is very interesting and together they make up the game's early history. The game is very interesting and together they make up the game's early history.



TRAIL BLAZING NARRATIVE

Check out these writing features that put Martian Dreams into the exclusive All Trail Blazer category.

- Revolutionary story structure, written by experienced authors, puts fully interactive interest and atmosphere into the game.
- Superactive character allows complete interaction with characters, objects, and locations without getting in the way of the story.
- With the best combat system of all time, allowing each member of your party four separate combat options or full manual control.

- Authentic scenario details, including many rare treasures, including the real historical figures.
- Highly original character generation system - one you'll remember by name!
- Classic game structure (see Quest! That's right!) - the best interest right from the beginning right through to the final screen.
- First ever to state if a software "original" to generate different scenarios follows to use Savage Empire to date, more to follow!

Meat Growagers, a feisty hungry caveman, has to live in a world populated by savage dinosaurs, bloodthirsty assassins that he shouldn't have evolved until several million years after the giant birds were mysteriously wiped out. Growagers' fight, maybe? And in this savage world there is only one moral louder than the roar of the mighty Tyrannosaurus Rex - the rumble of Growagers' stomach.

So all Growagers' tasks on a seven-stage flick-screen fast for flesh. Nothing - neither reptile, fish nor land - is safe from his voracious predatory appetites. A couple of well-placed weapons from Growagers' giant club will start the wandering creatures, allowing him to latch on them... before they lurch on him, with any luck.

Careful investigation of every cave and proto will reveal a veritable cornucopia of food and may that, at help fill Growagers' seemingly bottomless



PREHISTORIK



Other features and weapons that can be used to kill dinosaurs include a variety of weapons, such as a spear, a club, and a bow. The game also features a variety of weapons, such as a spear, a club, and a bow.

pit of a stomach. And occasionally he may stumble across 'ya able cover spots' if he seems some things have been changed to side him. But there's no time to grieve yet. Growagers must reach the end of the level, with sufficient food down his gullet, before the timer (his boiling fat stomach) reaches zero. Then there's a head-to-head with a giant enemy before the quest can continue in an even more exotic locale provided by your stealer food... er... sorry, foes.

THE GIFT OF LAUGHTER

Given the violence and game style it's hard to label companions with the boisterous Chuck Rock. But where Core game's fast fast action, incredible scrolling, huge melodramatic spikes and real humor. That effort has an almost subtle pace, fluid scrolling, small party series, and exotic 'outcasts'. For a game that looks relatively simple to program, the actions pretty sluggish, especially on the ST, and the loading over obstacles (and the vital part of any platform game) requires too much fussy over-perfect controlling.

If Prehistoric had come out about six months ago it may have fared better. Sorry Growagers, Chuck Rock's got that first - and funnier.

David Upchurch

The Growagers' fight with special thanks to the author of this article on the basis of their point on progress. The following paragraphs describe the basic features and gameplay of the game.

GOIN' CLURGIN'

- CLURGIN'** - Increases the time counter (energy, respired).
- CLURGIN'** - Attacks and kills everything on the screen, allowing Growagers to have a single death up.
- CLURGIN'** - Forces a single responsibility attack around and kills, but only for a short while.
- CLURGIN'** - Shows the would-be main course with and full storage.
- CLURGIN'** - Acts a bonus to Growagers' map, allowing him to help full knowledge (a single level from, it would be best to go around with them).
- CLURGIN'** - In your, all, on your side.

FOOD FOR THOUGHT

Game-based around the traditional rules of an underground adventure seems to be on the edge these days. Elements like mystery in solution (the usual Growagers' high theme) or features like design provided their intention (Chuck Rock's own's main player) may be like in getting up the release on the Super Nintendo while the classic core game (and Growagers' fight) is selling it out at the market level is currently being converted to home format by Atari, since this game's 'old' system - again.



Before the Quest for Fire there was the Quest for Food. TITUS go hunting...



With a total sales of over 1 million copies, the TITUS game has been a success. The graph shows the sales performance of TITUS games over time.

SALES	REVENUE
650	1000000

SALES	REVENUE
645	1000000

SALES	REVENUE
680	1000000

RELEASE DATES

ARCHA	1989	OUT NOW
ATARI ST	1989	OUT NOW
IBM PC	1989	OUT NOW



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on 31st December 1994.

WARDNER SPECIAL

Should CapCom be told? VISCO go battling ghosts 'n' ghouls...



Megadrive games get weirder and weirder. How about a beat-'em-up starring little men with big heads slugging it out in a multi-storey tower block? Sound interesting? Oh, how wrong you are!

K.A.G.E.KI

The days of the lone programmer hunking away in his bedroom are, it's safe to say, long over. Games seem to be designed and programmed more by committee than individual creatives. And while some would argue that this dilutes the 'creative' process and stifles originality, it at least means that the chances of a game being a real stuffer are small. So when a turkey does turn up, it has the same obvious location as a road accident, Kageki is a case in point. It stinks so much you can smell it, but you have to carry on playing, just to see how bad things get.

Kageki - and no, I don't know what it means either (though I know what it ought to mean) - puts the player in control of a diminutive

It had to happen sooner or later. For some time now, Megadrive owners have been able to enjoy Master System games on their machines via the PowerBase Converter. Trouble is, the Converter costs thirty quid. Now Visco have cut out the middle man by writing a Master System game that plugs straight into the Megadrive and dispenses with the Converter altogether.

Well, not quite. Wardner Special (though I was hard pushed to see what was so 'special' about it) has the dubious distinction of looking like a game written for the Megadrive's 8-bit 160k bits/s. Admittedly it looks like a very good Master System game, but this still doesn't really compensate.

It's equally ungamestacking scenario-wise. It's basically a platform game in the Wanderer mould. You have to guide the chad hero through level after level of wander-winded platforms, jumping over lava pits, climbing ropes, sucking beneath swinging blades and avoiding a chain of perils. Luckily the boy is armed with a magic fireball with which he can protect himself. (San facilities leave behind treasure which can be used to buy magical power-ups in the shop just past the end-of-level lobby).

Eight years of body building have obviously taken colossal toll on our hero, such that he can't take like a Thunderbird's support or strength.

The action all takes place in a multi-storey apartment block and it's your task to guide the merry mutant to the top floor (the probably-let his high-protein egg drink up there, or something). This would be difficult enough, what with the stretch of time from the end-of-order to, but the task is made even harder by the lobby who reside on each floor. The hero must deal with each decision before he can progress.

As you've probably guessed by now, the game takes the form of a series of beat-'em-up levels. You're bound to be impressed by the range of combat moves on offer; the player can punch,



Illustration by the artist who designed the game. The character is a mutant.

TRUCK CALL

Warrior Special is the software equivalent of the Captain Main: all controls on the outside, all beauty on the inside. Once you're recovered from the shock of seeing 3D graphics on a 16-bit-resolve level (reading a game manual that's less in cost more times than a tea bag in a press-room café), it comes as a pleasant surprise to discover that there's actually a full-front game in there.

In fact, there's very little to criticize on the gameplay front. Control is responsive, there's a wide variety of game skills to master, the systems rewarding our hero are interesting and

the difficulty is well graded. The only major fault is that age-old problem of the game moving you a little too far back when you do (which can be very frustrating when you've almost got past a tricky section). That niggle aside, this is pretty good for overall...



A close call in the long haul takes a toll on the driving variables (not to mention the car).



The industrial facilities also will be progressively more toxic as you take a punch from a total or total-level vehicle wreck in other games.



it, jump and... etc... that's it. As the two combat situations unfold, the screen scrolls to display the relevant arena. As you work you ramp up the taking the enemies get progressively nastier, with the later ones wielding weapons such as claws and rockets.

There's not much wrong with *Kung-Fu* if it's difficult to know where to begin. To start with the physics are just plain ugly, with character sprites lurching around with awkward, staccato and a constant, and the digitized Japanese speech may be odd unintended chuckle.

The poor aesthetics would have been bearable if the game had been any good (Warrior Special kind of fits), but it isn't. The limited repertoire of moves means that no gaming skill is involved

at all; success is simply a matter of hammering away at the 'jump' button and occasionally avoiding the odd counter strike. The enemies don't seem to get much tougher as you progress, and you'll find your self halfway to the end on your second or third try.

Enough! Take it easy! I can stand no more.

—David Spink



Warrior Special is a game that's hard to play. It's not the best game, but it's a game that's hard to play.

Warrior Special is a game that's hard to play. It's not the best game, but it's a game that's hard to play.

Warrior Special is a game that's hard to play. It's not the best game, but it's a game that's hard to play.



When you're in the middle of a game, you'll find that the game is not as hard as it seems.

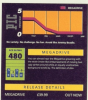
When you're in the middle of a game, you'll find that the game is not as hard as it seems.

When you're in the middle of a game, you'll find that the game is not as hard as it seems.

**BONANZA BOO-BOO**

Some of you may have found last month's review of *Bonanza Brothers* on the Magician a little... um... lacking (especially in regard to the HDI rating). There... ah... wasn't one. However! Never mind (just cut out the words before and paste into the top of the column). Yes, *Boo-Boo* is a complete review. And remember that the person responsible has been fed your description and will write to you if you're a clear and painful doubt.

750



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Wooooooh! Look out behind you! In fact, that advice is useful in more ways than one if you're going to be playing *Ghost Battle*. Thalion obviously has no qualms about "borrowing" a rather hefty amount of elements from *Ghost 'n' Goblins* for you in this, its latest offering. It's called *Battle* for the PC, for a start.

And what's even supposed to be so much of a passing similarity with Capcom's coin-op classic will have to trouble algorithmic designers rather than sophisticated "bluems". You know it, it's got it—tomb, zombies, floating things, ladders, things about as old as your grand-dad's platform, goblins, and sword-wielding warriors... sound familiar? Well, as much as the program does, you play the last hero of a beleaguered village who has understandably become a bit tired after an evil demon has snatched your girlfriend. Now you're off to the old-timey kingdom to get it sorted.

Ghost Battle is a level-based action-battle and jump your way through the monster-infested land scape, pick up the extra weapons, and defeat the boss baddy at the end of it. Like *Goblins*, a clock ticks down to prevent you from dithering about, and life comes in the form of a gold bar deteriorated by alien contact. As you'd expect, there are ways to come to an untimely and somewhat faster—jumping into water or pools of molten lava for a start.

To defend yourself against the undead hordes, you have an unlimited supply of rocks, which can be thrown while standing, jumping and dashing to provide a greater target range. Unfortunately, these primitive projectiles don't go far and don't do much damage—unlike the bombs, which just do much annihilate anything near them when thrown. It's a shame you only get three to start off with really, because they're quite fun. Extra bombs and more powerful weapons are available, but you have to work hard to find them—they're normally rewarded when a particularly tough opponent is killed.

In the game's progression, it isn't even so slight a leech from the arcade hall of its genre name and more towards the adventure bit. Hero's open form level-invert, while special tools, if used

correctly, can help to get pieces of machinery to useful effect. And that's about par for the course. The problem seems not to be in the fact that *Ghost's* lookins has been so obviously copied right down to individual enemies at fact, such as the stone-splating plants, but that it's simply not been done very well. It's flat, sluggish and difficult for all the wrong reasons.

If you've got the patience of a saint and an absolute desire to see every platform game ever released, then by all means go out and buy it. But for anyone else, I got the feeling that after paying out £20 for this, ghosts won't be the only thing you'll be having nightmares about.

By Gary White

Ghost BATTLE

Spook! When things go bump in the night... it's probably THALION coming out with a new game.



Spook!
THALION's *Ghost Battle* has the same spirit as the classic action platform game *Ghost 'n' Goblins*.

PC

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RELEASE DETAILS

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MSRP	£19.99	OUT NOW



Spook! More goblins, more enemies, more enemies in the same region than any other platform game. It's not only *Ghost Battle*, it's also *Ghost 'n' Goblins*!

Spook! More goblins, more enemies, more enemies in the same region than any other platform game. It's not only *Ghost Battle*, it's also *Ghost 'n' Goblins*!





PC

As an action-oriented version of the classic Ninjabirds PC experience, Ninjabirds: The Game features a 3D environment with a 2D top-down view.

836

Includes the full Ninjabirds PC experience, plus a new 3D environment, a new 2D top-down view, and a new 3D environment.

RELEASE DETAILS

LYNX CD-ROM C&T HOME

Hopes were raised when this first appeared in the office. Misreading the title as Ninja Garden, we envisioned a frontal beat-'em-up set in the herbaceous borders of some odd oriental gardening salon, who plans to flood the US-tentative market with sub-standard pest. The hero's task would be to persevere the overlord's garden shed (noted while fighting off rampaging hordes of herbaceous weeding shears, hedge trimmers and secateurs. But no such luck.

Oh, it's a beat-'em-up all right, but - surprise, surprise - it takes place in an urban setting. Ninja Garden will probably be more familiar to readers under the title of Shadow Warriors (converted onto the home formats from the Toomey console by Ocean about a year ago). The catwalked hero must negotiate these mean streets, taking out the homicidal mooks who beset him from every direction, with the ultimate aim of finding and slaying a fellow Ninja pronounced by a Demon.

In the game's favour the Ninja has some novel moves at his disposal, extra weapons and power-ups can be found inside the wreckage of wrecked telephone booths and parking meters, and the Suzuki beach of foot-range from mangled thugs to top-weaving felines. But despite that, there's nothing here to shake you from the cramped-edged edginess of seeing yet another Ninja game.

© David Spink

NINJA G

HAI-YA! Can the World star



WARBIRDS

Checks away! WW1 flying sims take off on the Lynx

Staying in reality the only way to describe Warbirds. It uses the Lynx's unique monochrome hardware to create one of the most exciting (if not the most authentic - WW1) flight games yet seen. The player is hooked in the leather-lined cockpit of a notably air-minded WW1 craft with one simple aim - survive.

The action is depicted using rotating and skewing/interlocking scenes. It's a similar technique to that used in Origin's Wing

Commander... except you don't need a £1200 PC to run it. But Warbirds isn't all looks. It's highly playable and great fun.

The player can choose to fly any one of six missions, ranging from a head to head against a rookie to a three-death battle with three jets. Apart from the odd take-off or landing the action centres exclusively around dogfighting. It's a pity there are no trailing or banking scenarios to introduce a bit of variety, but you can't have

everything I guess. An options screen allows us to further customise the game's difficulty.

Control couldn't be simpler. The joystick reproduces the 16 additional functions of the controller's joystick, while a tap of one of the control buttons fires off a round. The other control button in conjunction with the joystick allows us to 'swivel your head' and get various views from the cockpit. Speed can only be adjusted by climbing or diving or, more radically, by turning off the engines with the Option button.

While air fans may be unimpressed by the lack of complete control over the craft and the limited scenario range, most will be more than pleased with this superbly playable advert for the Lynx's capabilities.

© David Spink

PC

As an action-oriented version of the classic Warbirds PC experience, Warbirds: The Game features a 3D environment with a 2D top-down view.

836

Includes the full Warbirds PC experience, plus a new 3D environment, a new 2D top-down view, and a new 3D environment.

RELEASE DETAILS

LYNX CD-ROM C&T HOME



Warbirds: The Game features a 3D environment with a 2D top-down view. Includes the full Warbirds PC experience, plus a new 3D environment, a new 2D top-down view, and a new 3D environment.

Warbirds: The Game features a 3D environment with a 2D top-down view. Includes the full Warbirds PC experience, plus a new 3D environment, a new 2D top-down view, and a new 3D environment.



GAIDEN

another Ninja game...?

It's a little more than a decade since the last time we saw a Gaiden game, and it's a little more than a decade since the last time we saw a Gaiden game. It's a little more than a decade since the last time we saw a Gaiden game. It's a little more than a decade since the last time we saw a Gaiden game.



PACLAND

The Little Blob with the Big Appetite is back!

But Pac Man's heyday was a long time ago, and Little's been based on the robot's revival recently. No doubt Pac Man's loyal fans are starting to get a little bored of his long absence. Is their love slumped in some backward bar, staring at the bottom of a glass through alcohol-soaked eyes and relating heart-rending stories of lost fame to anyone unfortunate enough to be within range of his starved view?

The happy answer is no. In the same way that many aging rock stars keep their face in public by touring endlessly with a grateful hit tour, Pac Man returns with a new incarnation of Pacland. Pacland was something of a new direction for Pac Man, and saw him moving away from his more familiar maze-like exploits.

His task here is to escort a tiny lady through a gleam-filled sideways-scrolling landscape - the Paerland of the title. A single touch from the virtual handle is enough to send Pac Man to Pac Heaven, though the occasional Power Pills littering the landscape give our hero the chance to turn the tables.

Pac Man's made the transition to the Lynx port well. The controls, though tiny, are full of fun, the parallel scrolling's fine, and all the tunes and angles you remember are there. The game play's a bit odder and perhaps a little too simple for modern tastes, but it's good to see everyone's favorite gutton back on the (very) small screen.

—David Spink



It's a little more than a decade since the last time we saw a Gaiden game, and it's a little more than a decade since the last time we saw a Gaiden game. It's a little more than a decade since the last time we saw a Gaiden game.



It's a little more than a decade since the last time we saw a Gaiden game, and it's a little more than a decade since the last time we saw a Gaiden game.



A.P.B.

Calling all cars! Coin-op conversion on the junction of Lynx and handheld

Officer Bob's job is not a happy one. The streets are packed with revolvers, the iron is undisciplined, and Bob's superiors are hell on wheels. If Bob fails to meet a daily quota of arrests, then he'll literally get a roasting hot to beyelatched target.

Each day's duty starts, in 1981 Street Blues, off at 6:00. As Officer Bob, you're told which spots to look out for and the numbers to be avoided. From there it's out on the streets in a jailhouse. The joystick is used to rotate the car, and the control button is used to arrest.

As you patrol the streets, weaving in and out of the traffic, you'll eventually come across an

offender, caught in the act of such heinous crimes as lifting. These wrong-doers are arrested by simply turning on the siren and ramming the offender's vehicle. But try to arrest an innocent citizen's car by mistake and you'll be punished with a demand. Collect too many demands or fail to meet the arrest quota and you'll lose a life.

A.P.B. is a classic example of a good conversion of a pretty uninteresting coin-op. The humorously-rendered scenarios and colorful graphics help to sustain interest, but patrolling the rammy-looking streets soon becomes pretty tiresome and not a little dull. If any of the coin-ops will be more than happy with this, but others could be advised to try before they buy.

—David Spink



It's a little more than a decade since the last time we saw a Gaiden game, and it's a little more than a decade since the last time we saw a Gaiden game.



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Keep ahead of the game with The One next issue on sale June 26th

MANCHESTER UNITED

EUROPE



Can KRISALIS claim the Kick Off crown?

It's a very brave effort that launches a footy game onto the market in these post-Kit Fox days. Very brave... or very confident. And there's probably more reason to be confident than most: the original Manchester United was launched early last year and sold over one hundred thousand copies. Will this sequel do as well?

Manchester United Europe lets you play for either the UEFA Cup, European Cup or the Cup Winner's Cup. Before each match, depending on your player manager bent, you can view each player's statistics and adjust your team's composition, formation and tactics accordingly. Even to most stats-savvy player should find this a fairly serious process due to the very user-friendly and highly polished presentation. However, you can skip all this and just get on with the game.

First impressions of the kick about itself are mixed. Graphically it's very good. The pitch is indeed in pseudo-3D, allowing for some decently-animated player action and graphic info (all in camera-view on the go)lines and lines running along the sidelines. The only drawback is it takes a little while to judge where the ball is going to land when it's in the air. Only one disadvantage of the pitch can be seen - the crowd scrolls to follow the ball. The action isn't going fast, and the scrolling isn't the smooth you've ever seen, but once you get going you don't really notice.

As a traditional of player control the ball is to be used under your control. All the moves you'd expect having played Kick Off 2 there's those same legends are here: tackling, sliding tackles, wide power shots, aftertouch. Total stop was



The guilty game through use of the many available tactical adjustments for an attempt to stop the ball.



A group of elements from the menu as shown. You can also adjust the pitch width for a particular stage factor. The enemy lineup from Manchester United is shown below by the number 15.



Just behind the main menu screen a host of more tactical options are available. You can make use of the various game settings.

avoided by the ability to chip the ball sideways while on the run and perform some one-touch moves, such as volleys, headers and sliding shots. All the shots are easily accessible from the keypad, and once mastered allow you to really show off with some slick moves.

It has to be said that anyone expecting some sort of Kick Off 3 is going to be disappointed -



Strong efforts to get across the end of the game need not be an excuse for expanding. Following an earlier development, the new strategy involves the ball about 1/2 the available pitch.



STRONG: THE BALL GOALS - After a long-range shot, you can play the ball across the length of the pitch with the (up) button. The strength of the shot depends on how long the button is held down.



At the bottom of the many management and well thought options provided for the player after playing.

Manchester United Europe is a completely different ball game though. That's not to say it won't be fun to play - it most definitely is, and the game has a real feeling of personality and character thanks to the superb graphics. There's also more opportunity for tactical play thanks to the greater control over the ball.

Even if you already have the original, Manchester United Europe offers enough improvements to make it worth buying, both aesthetically and playability-wise. Add the fact that up to four players can take part at the same time (provided you have a suitable setup) and that those who want to concentrate on the player manager side can switch off the action games, and you have a very satisfying all-round package that any footy fan really can't go wrong with.

David Dymally

TTC

855

855

MANCHESTER UNITED EUROPE

MANCHESTER UNITED EUROPE

MANCHESTER UNITED EUROPE

RELEASE DETAILS

AMIGA	SEP 85	OUT NOW
ATARI ST	SEP 85	OUT NOW
IBM PC	SEP 85	TBA

Is the Game Gear really the future in the palm of your hand? The software will decide, so here ACE has a shuffly at a quartet of the first titles to filter through from abroad...

CASTLE OF ILLUSION

Starring Mickey Mouse

It has to be said that in Castle of Illusion, things don't get off to a particularly good start. After reading the manuals, you somehow don't expect to find Documentation by Thomas Harris at the back of the manual. It goes like this: it's a lovely day in New City, and Mickey and Minnie are enjoying a lovely walk in the meadow when the evil Mombot, an evil which also is jealous of Minnie's beauty, reaches down from the sky and snatches her away. Now poor old Mickey must go and get her back.

Anyway, that's all just a rather long-winded excuse for what is basically an unadorned Mario clone - and not a bad one at that. Marale's domain consists of five levels, and Mickey must search each of them to find seven Rainbow Gems. It's not the more you think about it, the more Mario it is - jumping from platform to platform, picking up and throwing blocks, sliding slopes, ladders... you name it.

There are some original touches, such as the Toyland level, which awards four lights to left (obscurest but challenging) and gracefully it's all very pretty. The memo point is that Mickey Mouse is a bit and whichever way you look at him - maybe this is an effort to have his regain

some of the popularity that he's been losing to Mario over the years. Nevertheless, it comes with a wholehearted recommendation.

by Gary White



Screenshot of the classic game screen. Mickey is jumping in the green air above the level of the castle and the blue platform. The castle, Mickey, Minnie, and the Mombot are visible.


Before the great begin! Mickey must search each level for the Rainbow Gem. When it is completed, the door to the next level will be opened.

Game Gear

810

RELEASE DETAILS

GAME GEAR (SNES) OUT NOW! Import only!

Screenshot of the classic game screen. Mickey is jumping in the green air above the level of the castle and the blue platform. The castle, Mickey, Minnie, and the Mombot are visible.

Game Gear

830

RELEASE DETAILS

GAME GEAR (SNES) OUT NOW! Import only!

SUPER GOLF

You can't just check a bit of computer golf to while away the hours - and though this handheld visualization may not be able to boast the sophistication of something like PGA Tour Golf, it's still a right old laugh. The Sega boys have adapted the familiar birds-eye view that's been the favourite with coin-op golf games for years, and even though we've seen it all before, it actually works quite well. Simplicity is of the essence, and though there's a fair bit of messing about to do before you actually get to hit the ball each time, there's nothing too taxing - wind, for example, is very simple and not too attractive.

Shots are played thus - choose your club and where you want the ball to strike the ball for hook and slice shots, place the direction of the shot, select the power and you're off. What's so pleasing considering the comparatively small scale of the game is that there's still plenty to think about and a fair bit of skill required (putting requires particular concentration) - and the holes aren't like pinball numbers either. The fully preview of each one shows that they've got gam-

me rules to them, and some of the longer 180 are real socks. In addition, there are a few nice options to keep the gameplay varied - up to four players, choice of characters and caddies and types of game, drinks, multiple and precision. Good stuff, and not one to look to appeal after the first couple of rounds.

by Gary White



Before you'll get interesting this game to have a look at you'll find the game will be a real challenge. The game will be a real challenge. The game will be a real challenge.

THE GG SHINOBI

Considering that Sega's last rings outing (*Golden Axe*) featured the rather dubious genre-by-dog, this new *Shinobi* adventure was greeted with favor when the words "The GG" were discovered as part of the title. Could it be the first time out the famous shadow warrior has a former companion? Does he attack the enemies with his nunchaku and use high-pitched whirring to knock them into submission?

Thankfully, *The GG Shinobi* features no expansion antics and the GG bit must, for the moment, remain unexplained. So, what we have is a scrolling four-level beat-'em-up where old Shin must kick his way through four levels of mayhem—Highway, Valley, Woodland and Harbor—in order to rescue his kidnapped buddies. The action is divided into two distinct styles—kicking in buddies and jumping platforms across a horizontally-scrolling landscape, and kicking in



buddies and jumping platforms across an eight-way scrolling landscape. Suffice to say that the action isn't that varied—and it isn't that easy either, since Shinobi's rather limited powers make him a sitting duck for some of his more powerful enemies. Essential stuff, of course, for *Shinobi* fans and those with a very high tolerance level, but anyone else would be best advised to leave well alone.

—Guy West

GAME GEAR

750

RELEASE DETAILS

GAAR GAAR 02/97 02/97 (Import only)

It is somewhat of an oddity—a "braw" game set in a field. The RPG/exploration theme of *Dragon Crystal* may seem inappropriate for a machine like the Game Gear, but surely the designers have decided to play up the action part and keep the RPG stuff as simple as possible: if you sustain damage, you wear a head ring to get it back, and so on.

DRAGON CRYSTAL

The plot is about as basic as it gets. While out riding your bike one day, you ride down a mighty fire dragon you'll never meet before and when you come out, you're in a dangerous/hi-tech military world. You don't know how you got here, but you have to escape—and fast. The world is divided into areas and zones in four directions as you take your way through the maze/flavors trying to find the weapons



The dragon's head leads to the next level. Throughout the proceedings, a mysterious egg follows you about—reach a certain level and the egg hatches into a friendly dragon who helps you out in combat—a nice touch. Combat between hero and the various dragons is, as you'd expect, conducted on a hitpoint basis with armor slanders and skill points counting more than how you actually perform. Spells and objects abound, waiting to be collected and used—although many items don't reveal their properties until you actually use them to find out.



And that's about your lot. It's all very jolly stuff, but it's difficult to tell exactly who it appeals to. It's not *that* tough to get a real FRP'er interest-

GAME GEAR

750

RELEASE DETAILS

GAAR GAAR 02/97 02/97 (Import only)

ed, and the average Game Gear user is likely to get a nice miffed if he comes to his shop on the tube just as he is in the middle of his rap album tape. However, if you happen to fancy something a little different and are willing to set aside the time for some long playing sessions, you could be a winner here.

—Guy West

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BETTER
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how you get what it takes!

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You won't have time to get for your money!

OVERALL 101%

Highly recommended, you can't lose it!



LAW!

Hollywood has some funny ideas about sport. *Field Of Dreams* is to be believed, baseball is some sort of balm for the injured American psyche. Whether this computerized incarnation of the Great American Sport will make you want to go out into the garden and start building a baseball park in your dad's backyard is another matter.

One or two players can take part, each donning the colours of one of the thirteen different teams on offer. Before the game players can adjust the team make-up and change the playing order. If you want you can grab a 'dog and a coolbox and sit out and watch the computer play itself.

Most will be familiar with the principles of baseball from the very similar racquet. The action starts with a close-up view of the pitcher and the batter. Using the joystick, the pitching player can adjust where the ball is thrown. Likewise, the batting player has to try and match the ball's position and hitting for at the right time is critical to the ball.

Whooooooooo! What a hit! As the ball zooms into the air, the view cuts to a scrolling semi-3D view of the field. In the top-right corner there's a tiny play view of the whole park. Batters indicate



Strike zone! In the bottom screen at least the ball does move. Here for the most part the game will look like playing on the flat screen in colour. Of course with the 3D screen's appearance playing under the very heavy tape.

where the ball will land and the nearest catcher, who can be moved to try and intercept the ball. Once released, the ball can be thrown to either of the four bases by simply moving the joystick and pressing fire. Meanwhile, the batting player has to decide whether it's worth the risk of being 'slung out' by moving his players round the bases.

Super Professional Baseball disappoints in a lot of ways. The graphics can really only be



The baseball players from both before and after there's a hit. The idea of playing baseball has players hitting only over a backdrop of low-resolution, flat colour and seems trying to say about the system or of baseball?

described as adequate. The players look a lot 'chunky' and badly drawn, and the pathetic CGO graphics are laughable. Sure, Jaleco have used the machine's ability to rotate and blink the pitch-but here it really is just a gimmick, unless C-Zero where it's an integral part of the game. Sound, too, fails to impress. There are some digitized calls and all the crowd roars you'd expect, but nothing that really catches the Fanzone's sound clip.

Additionally, then, Baseball strikes out. But what's this, only over the base of the ball for the catcher to save the day? Well, it's the enjoyable gameplay. Even though the instructions on this imported cartridge are in Japanese it doesn't take long to figure out how to control everything. The cyclic nature of the pitch-batter run action couldn't be called pure racing, but it's still enjoyable - almost relaxing, in fact.

Although Baseball's simplicity means that it won't really stretch your gaming skills (with the associated risk that you may become bored after a while), you should find this an enjoyable slice of Saturday afternoon America on fun.

■ David Szymanski

SUPER PROFESSIONAL BASEBALL

Is JALECO's baseball sim a Field of Dreams or a Scaryard of Nightmares?



Yes, this can be considered. With the Super Professional, it can't generate enough spin to go to the moon! If you really want to see how real this game is, there's a right 'n' left button.



790

SUPER FAMICOM

THE SUPER FAMICOM IS A COMPLETELY NEW VIDEO GAME CONSOLE FROM JALECO. IT IS COMPATIBLE WITH ALL SUPER FAMICOM GAMES. THE SUPER FAMICOM IS THE ONLY VIDEO GAME CONSOLE THAT CAN PLAY SUPER FAMICOM GAMES.

RELEASE DETAILS

SUPER FAMICOM (C438) CUP NO. 10101

The computer player prepares to pitch. It's a real pity that you can't see the ball and the pitcher's head. That game is a real baseball game.

NBA ALL-STAR CHALLENGE

BASKET CASES

ACE goes One-On-One WITH Jaleco's IN YOUR FACE and LIN's NBA ALL-STAR CHALLENGE

Basketball has never really taken off in the UK, but it doesn't prevent the sport being turned into a great computer game. *Ballin' Four Face* and the all-star Challenge come around this time, a well-regarded classic version of basketball sport by two opponents in a full court. As sport reports, both games share a lot of similarities:

• You can choose between either playing to score more points in a given time limit or to reach a set number of points first. (The Windows limits can be adjusted.)

• You can select players of differing skills.

• Your on-court offense is controlled with the joystick.

• When out of possession, the player can try to steal the ball or touch shots with his hands.

• When in possession, the player can dribble and the ball will react in position to drops, the ball is moved by tapping "fire" once to jump the player to receive the ball, the higher the jump, the further the ball will travel; tapping "fire" in the basket is automatically taken care of.

• Two players can link up and play head-to-head.

While lacking IP's Two-On-Two option, Challenge makes up for it with four sub-games: Free Throw Competition, Accuracy Shoot-Out, and Tournament, although they're all based around the same idea (shoot accurately from various positions around the court they're good for and make a welcome change from the regular game).

The One-On-One game is played on a static court which, while not as flashy as IP's scoring court, at least makes it possible to see what's going on. There are more moves at the player's disposal than IP's, and while this makes Challenge harder to get into, it makes it a game you're more likely to come back to.

In addition there are three skill levels and 27 players to choose between, all based on real NBA players. Although on edge-of-the-seat action, Challenge is a satisfying game that rewards persistence.

■ **Deal Update!**

It takes a little while to learn how to play, but once you do, you'll have a lot of fun. Challenge is now available for DOS, IBM PC, and Windows. Call your computer store for more information.

700

GAMEPLAY

RELEASE DETAILS

GAMEPLAY 100% OUT NOW (Shipping)



The game's graphics are built at 640x480 pixels with 256 colors. The game also features a variety of sound effects and music.

SLAM-DUNK!

IN YOUR FACE

Free player link up!
Six skill levels!
Six players!
Games!

Yes!
3
4 (Shooting)
Basketball
Two-On-Two

ALL-STAR CHALLENGE

Yes!
3
37 (All based on real NBA stars)
One-On-One
Free Throw Competition
Accuracy Shoot-Out
Tournament

IN YOUR FACE

In Your Face boasts some superb presentation. For example, just after trying to "Slam-Dunk" the ball into the basket, the shot is replayed as a series of animated "close-up" (top shot), complete with the sound of a camera shutter.

IP's has just the one skill level, and only four players to choose between. The gameplay is also fairly simplistic: the ball can be stolen from your opponent by simply running into them. While this makes the game easy to get into, it also means that you'll soon tire of it.

IP's biggest "plus" point is the Two-On-Two option, where the game takes place between two teams of two. You control the player with the ball, and there's the ability to pass. While this adds some depth to the basic premise, it's still not enough to make IP an essential buy.

But probably IP's biggest problem is the display. The action takes place in a court much larger than the screen, with the view centring to

keep up with the action. This would be okay, but the scrolling speed is such that the blurring of the images is terrible (a notorious problem with the Gameboy). This would be acceptable if the blurring didn't obscure the action, which it does.

■ **Deal Update!**



through a 320x200 pixel view (you can view an image of the actual, wide-angle basketball arena and hoop system, leaving the basket).

Free player link up!
Six skill levels!
Six players!
Games!

700

GAMEPLAY

RELEASE DETAILS

GAMEPLAY 100% OUT NOW (Shipping)

Core Design obviously don't believe in sticking to a genre. They've pretty much covered the market in platform games with the nice *Banjo* series, *Conker* and the brilliant *Chuck Rock*, and they made an impressive entrance onto the RPG scene with *Corporation*. Now it seems their next intended area of domination is shoot-'em-ups. First came *Warzone*, which was arguably the best Run/Warrior clone on 32-bit, and built on its heels comes *Frenetic*.

Frenetic's gameplay roots stretch all the way back to hits of the early 80s like *Moon Cresta* and *Intellifluster*. The screen scrolls down vertically, while waves after wave of alien spaceships attack. These ships can be color-coded by shoot ing certain creatures or weapons causing prob- ably needless to say there's something very big and bad at the end of each of the eight levels.



The alien's mouth will eat up the screen, stopping the player. Fortunately, your ship has a way to deal with it: a new alien that can be shot to kill. This means you can destroy the alien causing the trouble from a long way off.



It's not just the alien ships that are new and shiny. The new alien is built at this console. It's great to see an alien from the same franchise appearing in a different game. You'll see quite a few more of the new alien.

It's a nice touch that even though it's a new alien, it's still a new alien.

FRENETIC

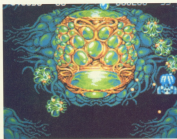
CORE DESIGN attempt the Ultimate Shoot-'Em-Up...

There's a lot to recommend *Frenetic*: the aliens are large, fast and mean, the action's non-stop (perhaps a little too non-stop), the power-ups are neat and the graphics are especially snazzy. But even having apparently drawn an every-bit-of shoot-'em-up ever written, Core still seem to have let one of the game's problems slip into the game: when you die you're stripped of all your power-ups. In a game as tough as this such a

feature is unfair - you're unlikely to survive long on the initial standard-issue level.

In the final analysis the best thing that can be said about *Frenetic* is that it's very competent. All it lacks is that certain spark of originality to lift it above the opposing hordes of *Remon 2* and the superlative *Streets* in particular. One for the shoot-'em-up junky looking for a new fix.

■ David Hopkins



The colorful background graphics are there to tempt the graphics fiends, but the game's real strength lies in its sound effects and your weapons.



A consistent and solid 60 frames per second is what you want to see in a game. This is what you get in *Frenetic*. The game's performance is excellent, but it's not the only thing that's great about it.

710

AMIGA



The game's performance is excellent, but it's not the only thing that's great about it. The game's performance is excellent, but it's not the only thing that's great about it.

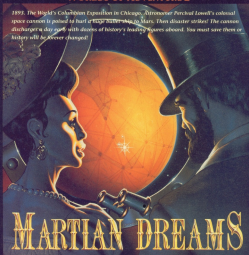
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With more flight simulations appearing more and more frequently, is computer

F-14 TOMCAT

airspace becoming a little too crowded for comfort? **ACTIVISION** is the latest to have its flighty effort cleared for take-off...

There's no shortage of flight sims for the PC—we reviewed one of the best, *US Gold's Jetfighter II*, in the July issue. This doesn't seem to discourage people from writing new ones, and so long as they do a decent job of it, why not? Activision's *F-14 Tomcat* allows you to jump right into the air combat action, taking on MiGs over the Strait of Hormuz, or to fly your way through an entire career before taking on the more exciting missions. I always enjoy getting a preview of the hottest action before starting from the basics, after all, if you're a hopeless pilot, you might never see the best parts of the game otherwise!

F-14 Tomcat uses Med polygonal graphics, which are animated with reasonable speed and smoothness on a fast machine, although available performance is not as good on slower ones. Fortunately you can improve performance by opting to reduce the background detail.

The game runs in VGA, MCGA, EGA and Tandy graphics modes, though for some reason VGA users cannot run both 5.25 and 3.5-inch. The game supports a huge range of sound boards including Roland/MPCL/MSX, Sound Blaster, AdLib, PL17 and so on, and depending on what you have installed the music and sound effects can add enjoyment to the game or be an irritating distraction which you will want to switch off.

Mouse, keyboard or joystick can be used as control devices, but in any case there's a series line of keys controlling functions such as radar range, weapons selection, thrust, external



Advanced interactive 3D graphics allow you... into one introducing you to your air unit... before you take to the air (Mighty)

fuel! Getting a considerable taste too of life as an instructor, or "boss" as an instructor's special game mode is, see your own future in the more realistic career mode! Also, career options are shown for the successful pilot or flight instructor. Getting used to... in a mission, you can be instructed to see at this distance...



IBM PC

854

RELEASE DETAILS

IBM PC TGA D371 6020

and external views, and eject - which incidentally you shouldn't be forced to use. The two-part *F-14* is flown only by the US, and ironically, later, your aim in this sim is to complete three combat missions: defending your home (pract) carrier, get transferred to the prestigious Naval Fighter Weapons School (or 'Gun'), and eventually reach the hallowed rank of Top Gun instructor. Top Gun Radar Intercept Officer, otherwise known as DR - Guy in the Black - will feed you information and suggested tactics, and as your performance improves, so does his.

After booting and watching the intro animation, selecting the Practice option lets you get into action without having to perform a carrier take-off: you can practice flying at Top Gun school against a range of opponents, or from a carrier

CAT



Default flight mode (high-G vector control) that takes care of steering throughout your primary mission unless manual flight control is a required mode (up to you).

Default view (no computers here, it's hard to see) to restore the mission and work your way to the cockpit. (Forward)

If you choose to start a new flying career, you begin as an Eagle on the G-35 (F-16) fighter, doing a few levels as you complete each mission; the threats become greater, and after every mission a career file shows your rank, call sign, losses and so on.

The F-14 is supposed to be remarkably easy to fly, though it has variable-geometry wings, the wings are automatically adjusted by computer and don't require the pilot's attention. The ease of control reflected in the game, in-flight controls such as throttle, afterburner, gear, altimeter and fuel display are perfectly straightforward, and weapons are selected and fired using mouse buttons.

To arm supplies with Phoenix long-range, Gamma medium-range and Sidewinder short-range missiles, plus Vulcan cannon for point-

blank work—quite enough, I found, to take out a slow-moving MIG. Chaff launchers help you to confuse enemy radar, while flares decoy heat-seeking missiles; these features tend to be disregarded if you engage in close-quarters combat, so take care if you don't want to lose all essential advantages.

Your ODD (Data Detail Display) indicates the orientation of the plane currently being tracked by the fire control radar; the stationary plane at the center of the display represents the Tomcat, and a bar graph marked R,T shows whether the other plane is above or below you. Remember the ID (ID Target Information Display) shows ground and air targets, long-range targets, or close-range planes, depending on mode. This may not be entirely realistic, but it gives you all the info you need to complete your mission.

To enhance your flying pleasure you can select an internal view from the cockpit, or an external view of your Tomcat which can be rotated clockwise or anticlockwise. You can also select views from your carrier or control tower, or even from your missiles—pretty thrilling as you approach impact!

The Heads-Up Display helps you to keep track of your target and weapon status, and a target reticle (cockpit) tells you when you're locked on target. You can change targets by pressing the alternate mouse button. There's a terrific explosion when you use a MIG, and you can even follow the wreckage as it spirals to earth.

The only reservation you could reasonably express about F-14 Tomcat is that it's a very forgiving game; if you aim your plane at the ocean sands and coast, your point-light detecting is quite likely to decide that your actions were justified and you should be returned to active duty ASAP.

Loads of details in the manual on Tomcat specifications, weapons, enemy planes and tactics give you lots of background to work with. It's a satisfying aim without too much excess baggage.

Champion of the Raj

Think that conquering India would be fun? Think again...

Good grief, I don't believe that I have ever seen a game as stodgy as this. Imagine a game, a game from your worst, dearest, most smug and selfish nightmare become being, breathing reality. A game which has a disk access routine so bad that at times it's almost impossible to select icons because the processor is constantly repositioning the pointer - which is always at least half a second behind the actual mouse movements. A game that spends an average time of nearly a minute before responding to the most simple decision.

This is *Champion of the Raj*.

Set in India at the beginning of the Nineteenth Century, *Champion of the Raj* casts you - or rather you cast yourself - as the leader of one of the six factions who are heading for control of the debilitated country. At first, your roots here are a little similar to that old favourite *Defender of the Crown* - i.e. you've got a territory made up of different territories, and the object is simply to beat out the opposing factions and expand your empire as widely throughout India as possible. How you go about this is entirely up to you - you can stick up on troops and take the usual approach, doing battle with opposing armies for territorial control, or do things a little more peacefully, staging festivals and welcoming into the right ears in order to per-

suade people to join your empire without bloodshed.

If you take the former option, some forward planning is required. The taxes you glean from the people under your imperial control must be used liberally, buying troops and equipping them with the right weapons. On the field of battle, you can choose to control the action yourself, or sit back as an observer and let the statistics decide. Even if you want to opt for peace and mercy and love, it's advisable to spend a moderate portion of your funds on the military, just in case one of the other five leaders fails to remain active throughout the game tries to capture your territory.

Again like *Defender of the Crown*, the decisions you make often lead to mini-arcade games. There's a Tiger Hunt, where you and your mate take tiger trophies at various wildlife. Excellent Racing isn't tight, swinging in, battles against Thug anarchists and a Capture-the-Flag after that you need to win in order to capture the capital state of an empire.

Apart from the creaking disk routines, the last thing that really hits you about *Champion of the Raj* is the amateurish look of the whole game. Forget about subtle use of colours or intricate graphics - the whole thing looks like a direct port from the not especially successful in the first place PC version. And sound? Don't talk to me about



Unfortunately, *Champion of the Raj* isn't particularly impressive on either platform. On the Amiga, the graphics are a little better than on the PC version, but the sound is still pretty poor.



PC

Only available on the Amiga and PC. *Champion of the Raj* is a strategy game set in India at the beginning of the Nineteenth Century. You play as the leader of one of the six factions who are heading for control of the debilitated country. At first, your roots here are a little similar to that old favourite *Defender of the Crown* - i.e. you've got a territory made up of different territories, and the object is simply to beat out the opposing factions and expand your empire as widely throughout India as possible. How you go about this is entirely up to you - you can stick up on troops and take the usual approach, doing battle with opposing armies for territorial control, or do things a little more peacefully, staging festivals and welcoming into the right ears in order to persuade people to join your empire without bloodshed.

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RELEASE DETAILS

AMIGA	£24.95	OUT NOW
ATARI ST	£24.95	OUT NOW
IBM PC	£24.95	OUT NOW



Original illustrations were prepared by the artist who also did the cover art for the Amiga version. The most complete one time, an effective cover publicity with the Amiga version.

sound. On the back of the box it reads it's got a "stunning atmospheric soundtrack" but what there is nothing even remotely Indian about the music, unless the Indians were playing Carni pocket keyboards at the time of the British occupation. You'll thank God your monitor's got an on/off switch.

The strategy itself may at times be pretty good, the success of a festival is determined by how many elephants are in it, but you can't help feeling that underneath all this tortoise-like action, there's a half-decent game lying in wait.

This, however, is no excuse for the stodgy, appalling presentation, and it's almost impossible that the combined forces of PGG and User 5 could come up with something as downright ham-fisted as this. But they have, and you may wonder what they're playing at. Oh, and just to add insult to injury, the game crashed on a number of occasions. Not recommended.

DEUROS

Actual 16 Bit Screens

THE NEXT MILLENIUM

It is the end of the 21st Century. Nearly one thousand years ago man colonized the moon, and from there created a range of human outposts which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.

Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilization, and forgotten about past adventures.

Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.

You must control the training, research, resources, production and stores of Earth City in a complex strategic game to maximize the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the vast new solar system. Operation Distance has begun.

Available in August on Amiga & Atari ST

ACTIVISION



TIPS

Tricks 'n' Tactics

Phew! Have we been hard at play! Here are the first instalments to playing guides for *Gods*, *Space Quest IV* and *Super Mario World*, and the concluding half of the *Supercars 2* tips. We're too good to you...

Gods

Because you demanded it—an intensive play-by-play guide to the latest magpie game from the *Wizard* team. This month ACE brings you some general playing tips and a guide to some of the first level's secrets. Next month get ready for the full guide to Levels 2, 3 & 4.

GENERAL TIPS

Monsters appear in waves, and teleport into the screen at the same point. When the last monster in a wave has been killed, it drops some sort of bonus. DON'T wander into the teleport area until you've seen you've killed the last monster in a wave—otherwise the monsters will teleport on top of you and rapidly drain your energy.

The bonuses don't disappear. Leave a resting place until after you've killed all the creatures in the vicinity. Even if a smart bomb or health bonus appears, be sure you can't reach it without getting hit otherwise it just isn't worth the risk.

Although there's no time limit on each World as a whole, doing things quickly will result in a speed bonus.

LEVEL 1

Switches play a major role in *Gods*, turning off traps, opening doors and—if you're lucky—reversing secret rooms. In the following guide, "throw a switch" means pull it down or up depending on its current position, whereas "toggle a switch" means pull it down and then push it back up again.

WORLD 1

This world is really quite simple. That said, there are a few things you may not have discovered. At the very start of the World, you'll have no doubt noticed the teleport gate teetering off its perch above your head. To get it, go right,

toggle the first switch you come to. Go up that lift. When you get to the next switch, toggle this too. Jump left and get the key. As you return right you should see the floor slide back beneath you—the new passageway should take you to

the gem which will teleport you towards the end of the World.

Next, at this lift, it's a bit of a coward's way out. The lazier player will find more rewards if they ignore this chest and continue. Eventually you should come to three switches in a row. Throw the middle one to turn off the spikes nearby. Go back right and throw the switch; a chest, key and some monsters should appear. Kill the bad guys and open the chest with the key for goodies and treasures. Now throw the right switch again, walk left and throw the middle switch, then throw the left switch. A gem should appear and fall down on your head.

Now comes the tricky part—speed is of the essence. Once you've got the gem, ignore the monsters that appear. Go left and climb the ladder. Kill the monster to your right, jump across the gap and throw the treasure room's door switch. Climb the ladder and throw the World's door switch. A platform should appear to your left. Jump onto it and press the pressure pad above your head. A bonus gem will fall down. Now go back, mop up any stragglers, collect the treasure and World key and exit through the World door.

WORLD 2

Climb up the ladder and go left. A single monster should appear on a platform. Kill it but don't collect the gem or press the pressure pad. Carry on going left. You should see a key, but the monsters that appear and collect the key. Quickly climb up to the platform with the gem on it, collect the gem and press the pad. If you were fast enough a jump potion should appear—take it.

Jump up to the left, then jump right. You should feel yourself on a long platform heavily sprinkled with jelly bonuses. Lay 'em up. Go right and jump into space. You should feel yourself on an invisible platform covered in yet more bonuses. Walk right and drop down. You'll land on a platform with a ball health potion and a mask on it. Fall! Drop down onto the floor below.

If you want you can now go left and kill some more monsters and press some pressure pads, but it's not really worth it. All the pressure pads in a given game's history take on in the treasure room, but you'll find the going easier if you don't bother activating them.

Go down the ladder and then right to find a pot and some extra fire power, then carry on going down. You should now be in a room with two switches and a teleport gate. Throw the switch on the far right first, then throw the one on the left. The trapdoor should open and the gem should drop. This will teleport you to a secret room containing a second pot. Pick it up and teleport back out.

Climb the ladder and jump into the hole with the right. Kill the two monsters that appear and collect the key they drop. Go down the ladder, go right and throw the switch—this closes the door at the bottom of the shaft to the right. Be fast, you a pretty vicious monster attack soon around here, so be careful! Go left to the gem. Be fast, then go back right and drop down the shaft.

You should now find yourself at the door to the treasure room. Enter it, and make sure you don't fall down the open trapdoor. There's a key in there, but you'll probably find you haven't any room in your inventory to pick it up. So, careful.



wedge yourself over the open trapdoor and drop in item - if you're in the right position it should drop down. Pick up the key and then drop through the trapdoor yourself.

Gain the clock, then enter the pottery via the air in your left. Inside you'll be rewarded with a key, by bringing the second pot, and given the Walk door - a monster appears just as you approach and it's very easy to blunder into it. Move the switch and leave the World.

IN THE SHOP

Buy lots of throwing stars and top up your energy. Walk east.

WORLD 3

Go up and left. Toggle the switch to turn off the lights on the platform above. Carry on climbing, then toggle the next switch you come to - this should close the trapdoors, and turn off the lights in the pit at the bottom of the chamber. Jump into the trapdoor to the right, then drop down into the pit. This should reward you with a jump shield which you can use to reach the top left of the chamber.

To go the ladder and then go right. All of the monsters that appear and pick up the key they drop. Now throw the switch and go down. Go right. You should come to a switch. Throwing it will open the trapdoors, leading to some known treasures, but don't do that yet. Quickly go right onto the air can, drop down and throw the switch. A secret treasure room should be revealed. Having obtained the loot, go back and collect the other treasure.

Eventually you should find your self above ground. Climb the long ladder. At the top go left across the platform - eventually you should come to a key. Collect it then go back right to find some more gamepieces. These gamepieces will get coming to life. Walk around and pick them off for a hefty treasure bonus.

Go right and go through the first door you come to. You will take you to a platform with a pit in it. Anyone knows how to get at those pits on the platform above your head here? Go onto the moving platform. Eventually you should jump your self back where those gamepieces are. Throw the switch to open the trapdoor, run right and grab the shield that appears. This will allow you to run down as you make the long jump to a secret door.

To bring the door to reach a high platform, climb the key and go through the door to enter the treasure room. Inside you'll find a lightning belt weapon - very handy against the Centurian. Use on. Leave and work your way down to exit the World.

THE CENTURIAN

Though the game Centurian looks pretty hard, it's pretty easy to kill. Just try and stay under the beams of its fireballs and keep blasting

any.

Space Quest IV

Have you had the first half of the solution to Sierra's hilarious, riddle-filled epic. But don't thank us - finish the game, stacking piles of Dave Davidson's Answers, Requests! The concluding half will appear next month. (And we mean it!)

PART ONE: SPACE QUEST 12 -

FORMAL'S REVENGE 2

Click the generally clicking on something requires the Walk cursor to be selected, unless otherwise stated.

After you've watched the intro (which you should see at least once), walk east and click on the rope at the bottom of the screen. Stand between the two red pillars at the upper right of the screen, select the rope from your inventory and click the rope cursor on the ground. After a while a pink bunny should descend by. Click on the rope to pull it in.

Walk west until you see a skimmer parked by the side of the road. Click on the skimmer, and then click on the glow compartment. It should pre-empt allowing you to get the laptop-computer inside. Walk north then go past twice. Click on all the power grates until you find one you can open. Go down, walk over to the table and click on the empty jar. If you like, click on the brown pot. Click on the door on the west wall to open it.

Inside the screen's head north, then east. Walk down the pipe leading south until a green blob comes out of the grate in the north wall, but don't walk off the screen. Select the empty jar from your inventory and then click on the blob to pick it up. Go south and then west at the crossing. Click on the ladder on the west wall, and after the animation sequence click on the ground between you and the ship. Walk east and click on the landing gear's hatch.

When you get to the computer, head east and east until the two cops start talking to each other. Click on the time pool the second cop arrives in. Get past the copy protection and make a note of the symbols on the display. On the keypad, hold down 'Control' and '3' to go time-traveling.

PART TWO: SPACE QUEST 10 - THE LARVA BARRAGE OF ENTRANCE

Walk off the left-hand side of the screen and keep going until you see a photorelay fly by. Head south and quickly click the eye cursor on the shadow. Go back to your time pool and head south. You should be caught by the photorelay and carried to its nest.

Wait for the Sequat Police to arrive and click on the dead guy. Switch to the walk cursor and go through the hole in the bottom of the nest. Spend a while admiring the scenery, then when the get starts talking to you, do what she asks and click the walk cursor on the submarine.

In the cave, watch the animation and after the sea slug starts talking your legs off, click on the button near your right hand to zap it. Having made a theatrical escape, click on the bottles of gas to your right. When the view cuts to a close-up of you and the slug, click the gas bottle cursor on the slug. Now let's go shopping.

When the girls leave, one of them drops a card

which you should pick up. Walk east and wait until you pass the Autodesk's Teller Machine next to the software shop and walk over to it. Get the card from your inventory and click on the machine. Get back on the conveyor belt. Stay as it until you pass the Big and Tall male clothing store and enter it.

Click the talk cursor on the 'friend and, when you have your pants back on, select the buttoned from your inventory and click on the 'friend. Walk south out of the store and go clockwise on the conveyor to get to the Moonshot Ranger bar.

Enter and apply for a job by clicking the talk icon on the manager a couple of times. Give around 25 bucks each. You get first by getting a load of burgers rejected. Follow the manager left to its end and pick up the sign your clothes tossed away. Carry on to the female clothing store.

Talk to the sales 'friend' and after you've finished changing go back to the Autodesk's machine. Insert the card again and close the machine out. You should now be 2001! Autodesk's notes. Go to the software shop and click on the Organigan. You should eventually uncover a copy of the Space Quest III Hint (Reveler). Use it to find the first three symbols for the calculator to please Miss Sater. The other three use on the menu of changing gas. Find them out by clicking the cursor on the items in your inventory.

Buy the book, then return to the female clothing store and get back into your normal clothes. Go one screen clockwise to reach the arcade and enter it on the left side. Leave, try and walk around the middle clockwise. The Sequat Police should turn up again. (This is a good time to save the game.)

After the first gas leaves the screen to the south, follow her and follow the conveyor belt clockwise until you reach the end. You arrive at the right-hand side of the screen. Get off the conveyor and leave using the conveyor to the east (i.e. the bottom one). This way, the gas should miss you. Follow the belt anti-clockwise and enter Madchick's.

The two guards have a conversation and then leave. In the bottom left corner of the screen are some stairs. Climb them and when you regain control of Roger head for the top of the screen PROMPT. On this screen, keep moving until you get some armed company. Now quickly go to the bottom of the screen and down the stairs. The guards should be gone. Follow the conveyor anticlockwise until you reach the arcade. Enter and click on the time pool. Turn in the codes from the first book and the gun.

Now you're ready for Part Three: Space Quest Part Three!



800 Supercars 2

A s the race progresses further, there are the more and greater to the freedom and hard levels of 6-wheeler super's smooth 'n' cracker...

MEDIUM

1 No problems. Handbrake turn the tight corners to save slowing down.

2 Just avoid collisions on the straights, even if it means driving slower. Collisions could slow you down and let other cars get away from you.

3 A choice of routes here! The route with the jump saves a bit of time. Practise! Look ahead to see if the gates are open - don't wait for them.

4 Looks difficult but if you need to remember it where the jump is and to take your time at cross overs. Herring missiles are handy here.

5 Do not get pushed off course or you will be punished a lap. Otherwise race around at full

speed making full use of the handbrake turns.

6 Again the jump choice is much faster but beware! If you take it too fast you'll jump over the second take off point. So ease off the accelerator for a moment or so as you approach.

7 Not much time to see the trains coming here. Since it's the last corner, spend lots of money on homing missiles and turbo jumps to help you jump over the train.

HARD

1 Use front missiles on the long straights if necessary, but mainly just for ease of cross overs.

2 Not much to say here, just make sure that - as usual - you have a clear run at the jumps.

3 Take the start/stop on spec if they're open go for it, otherwise go second - don't wait for them to open. With the train it's up to you - you can hang around to see if the train's coming or just try and go through and pray for luck!

4 Just master the art of doing tricky jumps here. Super missiles are very handy in the tunnel.

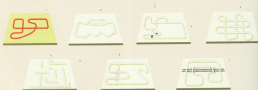
5 In this case it is usually worth waiting for the gates to open, but that's easier said than done. A large supply of turbo jumps are fairly essential to get over the train.

6 Get the right angle going around corner 8 and you should be able to jump skip. Not much you can do about the cross over.

7 Careful how you line up on the jumps - they're very deceptive. Missiles are very handy here, especially homing and front missiles. Guard them off as you jump to take out any cars thinking of catching you.



MEDIUM LEVEL



HARD LEVEL



Console
Corner

Super Mario World

After much hard playing, and much raving and paring, ACE is proud to bring you the full approximate map of *Mario World* and the clearest maps of the start and under the mountain, complete with notes on how to find some of the more elusive secret locations. Plus, we'll show you how to get through the woods, reveal the farm's inside the rock dragon's mouth, take a trip to star island and guide you to the secret levels...

Here's our ultimate Super Mario Bros. 35th Anniversary map. You'll have a little help in the night. Always keep an eye on the stars. You'll be needing a prudent steering if the sky. The clouds are blue and the ground is red. You can't see the stars from here and I know that.

A complete map. The blue is the ground, the red is the sky. The yellow is the water. The green is the trees. The brown is the mountains. The white is the clouds. The black is the stars. The blue is the sky. The green is the trees. The brown is the mountains. The white is the clouds. The black is the stars.

So at the great apex of the ceiling, there's a little help in the night. Always keep an eye on the stars. You'll be needing a prudent steering if the sky. The clouds are blue and the ground is red. You can't see the stars from here and I know that.

After the end of the last, just before the end. Always keep an eye on the stars. You'll be needing a prudent steering if the sky. The clouds are blue and the ground is red. You can't see the stars from here and I know that.



There's a little help in the night. Always keep an eye on the stars. You'll be needing a prudent steering if the sky. The clouds are blue and the ground is red. You can't see the stars from here and I know that.

There's a little help in the night. Always keep an eye on the stars. You'll be needing a prudent steering if the sky. The clouds are blue and the ground is red. You can't see the stars from here and I know that.

There's a little help in the night. Always keep an eye on the stars. You'll be needing a prudent steering if the sky. The clouds are blue and the ground is red. You can't see the stars from here and I know that.

UNDER THE MOUNTAIN...



There's a little help in the night. Always keep an eye on the stars. You'll be needing a prudent steering if the sky. The clouds are blue and the ground is red. You can't see the stars from here and I know that.

There's a little help in the night. Always keep an eye on the stars. You'll be needing a prudent steering if the sky. The clouds are blue and the ground is red. You can't see the stars from here and I know that.

IN THE BEGINNING...



GARGOYLE'S QUEST

Gargoyles Quest

A big thank to Mike Wallace for these access codes to Villages 1 to 5...

Village 1: P900 D5M4
Village 2: D649 7915
Village 3: F78 S2C3
Village 4: 8880 EE3V

Village 5: 8AC 958E
Village 6: D69C C78H

F70C 807E
A78E 876V

The following aren't level codes but they will take you to other mysterious locations throughout the game...

A76X 879Z
8284 7586
C778 8HDX
788C 8956

BUBBLE BOBBLE

More snoring work by Mike! This cutey platform equivalent may be fun to play but it's hardly hard to finish. So how about this for a cheat. Type in P820 to play the last level. The code also lets you play any level from 1 to 100 using left and right on the joystick.

IT'S SHOW

My, how time flies by. Just when it seemed as if the world had finally calmed down after the first rip-roaring, roasting-toasting, sea-a-bitten-on-that-European-Computer-Entertainment-Show last September, it's upon us again, bigger, badder and better!

Yes, it's time for the Second ECES. For three days in September, the eyes of the world will be firmly focused on Earl's Court 2 in London as every major player and hot product in the industry is brought together in an apocalyptic fusion of fun, thrills and curled-up sandwiches. EMAP Images (the publishers of ACE) are putting the whole shebang together with the backing of the Prince's Trust. We, of course, will be there, along with sister magazines Computer & Video Games, Mean Machines, CE Aside, Sinclair User, PC Leisure and the two The Ones.

Just about every major software and hardware producer will be there showing off their latest wares (some in very elaborate fashion), and there'll be no shortage of special events to keep the ball rocking. The top games players from Europe, USA and Japan will be clashing in the World Computer Games Championship. W Industries will be giving you the opportunity to sample the miracle of Virtual Reality for yourself and there'll be a Sponsored Gameshow where celebrities from the worlds of film, TV, sport, music and politics will be knocking up high scores in aid of the Prince's Trust. And top Radio 1 DJ's Jahki Brumby and Simon Mayo will be broadcasting LIVE to the nation from the show hall on Saturday morning.

Not enough for you? Alright. Match magazine will be there, fronting a VERY special Kick Off 2 event, CU Aside will be holding its second Public Domain Demo competition and the World Champion Skateboard and BMX team will be on hand all day every day, with a stunning halfpipe acrobatic display. The amazing Super X and R360 machines will be there, and of course ACE will be making an inconsiderable contribution with two very special events...

THE LIVING ROOM OF THE FUTURE II

The future's never looked brighter. We'll be giving you the chance to take a break from today's ham-drum existence and sample life in the years to come. In the living room this year will be High Definition Television, the digital audio medium of tomorrow, CDi, CDTV, Photo-CD, the Data Discman, DCC, DAT... and who knows, you may even get a chance to have your self dematerialised and reintegrated in the ACE Teleportation Chamber! (Oh yes).

PLUS! THE ACE CONFERENCES

Throughout the show, ACE will be presenting a series of action-packed conferences, in which some of the most knowledgeable and respected figures in the world of advanced computer entertainment will be exclusively flying in from the USA to lead their expert views on what YOU will be playing in the years ahead. Officially the conferences are only open to the industry's top movers and shakers, but next month we'll be giving YOU the chance to win a ticket to this amazing event, along with details of how you can save a few kais on the entrance fee. Stay tuned...

THE DATES

6th-8th September 1991

THE TIMES

9am - 5pm Friday, Saturday, 9am - 5pm Sunday

THE PLACE

The Earl's Court 2 Exhibition Centre, Earl's Court, London

THE PRICE

£7 per ticket on the door or in advance.

OWTIME!

And while we're talking about the future, what about...

NEXT MONTH

Even as you read this page, the white-hot molten mass of ideas and words, scorching with inclusion and originality known as the ACE September Issue is taking form.

It's being melted and formed by master craftsmen into an even finer example of computer entertainment reading, especially for you.

And even at this early stage, some definite shapes are forming in the seething mixture. So look, if you will, over the safety rail, down into the depths where ideas and criticisms so pure and strong run unobscured and unretarded.

What can you look forward to?

- **MORE** Reviews of the top games on your machine than ever before.
- **MORE** In The Works features on Lotus 3, Monstrum Horendrum and Megatwins
- **MORE** Tricks'n'Tactics featuring Mario, Secret of Monkey Island, Space Quest IV and Gods.
- **MORE** Exclusive software features and interviews, giving you an angle on the gaming world unavailable in any other magazine.
- **PLUS:** An in-depth analysis of Super R-Type on the Super Famicom, a game which promises to blow Mario out of the water.



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in the

U E E A



ACE has brought you over 60 issues, packed with info on games, tech, blitting. If you're looking for new ideas - read on this one. Behind game and software coverage of the first 1000 of games - then take games back into the world of the world and other things in mind to you.

ACE CHARTS

Every month the unique ACE Charts rate games NOT according to sales, but according to the review marks they got in ALL British games mags...

We give you TWO chart systems in ACE, so you can really sort out the trees from the turkeys. In this upper section we print the exclusive ACE charts - the only one's you can buy that rate games according to the review marks described in ALL available British games magazines. If a game makes it to the top here, it's HOT - though you should remember that all reviewers tend to disagree to some extent, so that just because a game gets top billing in the ACE charts doesn't necessarily mean we think it deserves it!

Below are the Gallup charts, based on sales. One anomaly to spot this month: Gold's subbling Lemmings on the ST, some people just don't read the reviews...

IBM PC

New North	Ocean	97.75
F29 Resistor	Ocean	97
Eye of the Beholder	US Gold	96.5
Supremacy	Vigor	96.5
Jet Fighter 2	US Gold	96.50

The PC gets hot some these days. With 95.5, Supremacy could have been number one in any other machine - here it's fourth!



AMIGA

SW	US Gold	95.5
Secret of Monkey Island	US Gold	95.5
1-11 (Siles) (Siles)	Mongoose	95.50
Cybertron 2	US Gold	95.5
Gold	Strong Brothers	95.50

Amiga budget software is clearly taken seriously: Market Ranger was number one two months ago - now it's fifth on the top...

ATARI ST

Lemmings	Pygmalion	95.57
Secret of Monkey Island	US Gold	95.5
3D Construction Kit	Bonsoft	95
Gold	Strong Brothers	95.03
Capital	Rainbow Arts	95.03

Not much around for the ST: Gold is here yet again and Lemmings, Monkey Island score almost identically to last month.

GALLUP CHARTS

...and here's how they sold! Use the Gallup sales charts below to compare review marks with sales performance

T

IBM PC

Lemmings	Pygmalion	£34.99
Colossal Chess 2	CGI	£24.99
Jet Fighter II	US Gold	£29.99
Defender of the Crown	Strong Images	£9.99
F29 Resistor	Ocean	£14.99



AMIGA

Eye of the Beholder	US Gold	£20.99
Monkey Island	Lucasfilm/US Gold	£29.99
Fantasy World Dizzy	Code Masters	£6.99
X, Off Warring Turkeys	Asco	£12.99
PGA Tour Golf	Electronic Arts	£25.99

ATARI ST

Gold	Ranegade	£25.99
Fantasy World Dizzy	Code Masters	£9.99
S Davis Wild Smoker	CGI	£9.99
Lemmings	Pygmalion	£25.99
Little Puff	Code Masters	£9.99

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HARDWARE

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HARD SELL

Once again, a rather truncated hard sell this month, but, if you'd hopefully provide an objective comparison between computer and console, IBM's wondering what to get for the great "Console or Computer?" debate? (1992). If you can afford one of each, our money's on the Amiga and MegaDrive. But if you only go for one, get an Amiga. It's an excellent all-around performer that gives the best FPS.

COMPUTERS

ATARI ST/E

Models: Atari 520ST, 1040STX

Price: \$250 and \$350 base keyboard with built-in disk drive; Mega models have separate keyboard. Mega prices quoted for current software bundle.

Memory: 520ST 512K, 1040STX 1MB; Mega 271, 2 or 4MB. All machines can be expanded internally to 6MB.

Processor: 64-bit Motorola 68000

Recommended Retail Price:

520ST \$250, 1040STX \$350

Contact: Atari/Amiga 8000 3344

IN BRIEF

Hard days for the machine that equitably started the amibots to 16-bit computers. The ST's users capabilities almost merge with its advanced Amiga, but the Commodore machine seems to be the one most people want these days. As stated, because it's still a great general purpose home machine for games, word processing and productivity, and thanks to its built-in 16-bit card, the number one choice for 16-bit machines.

GRAPHICS

Resolution: Low res 320 x 200, medium res 640 x 400, high res 640 x 400

Palette: 4096

Colors: Black and white in high res; 4 colors in medium res; 16 in low res.

TV: No

Monitor Output: RGB

Monitor Required: No

Monitor Options: Atari monitor \$120; high-res monitor \$244; most are colour.

Speakers: No

Input: Five 16-bit analogue sticks is only available on monochrome monitor and low res displays only available on colour monitors or TV.

SOUND

Speaker Quality: Depends on monitor.

Model: No

Screen Output: No

Performance: Three 16-bit PCM stereo sound channels.

HARDWARE

Disk Format: 5.25 inch - 720K

Disk Drive: Internal \$150

Disk Performance: Fast, reliable. Keyboards: 50 keys including 10 function keys. Has a cheap-but-worth-it can be replaced with rated party spring keys.

Joystick/Mouse: Two joystick ports and standard, two-button mouse is available with machine.

SOFTWARE

Editing Software Base: Excellent. The budget master provides a relatively cheap way of building up an impressive collection of software (1992).

Current Releases: None of the major software houses ignore the ST as it is still served with plenty of great software.

Hardware: Access the board. Graphics: Good with some excellent software to manipulate them.

Music: Excellent. Plenty of sound samples, editors and MIDI software make this the musician's choice.

Products: Very good, but the Amiga is currently the favourite with software houses in the UK and the chance of a sudden boom of interest in the ST's 16-bit side isn't very high.

Software Loading: No problems at all. The ST's ease is fast and friendly to the user. It's claimed that some companies still release games on tape or more single-sided discs (or using CD) than the old days when the ST had single-sided disks which are almost unnecessary and annoying due to the disc swapping.

BUYERS

Best Buy Price: At 1992

Second Hand Availability: Very common and quite cheap. Beware very old, single-sided TV machines.

Maintenance: One-year guarantee. Return to dealer if faulty.

COMMODORE AMIGA

Models: Amiga 500, AF500

Amiga 500

Package: Amiga keyboard and

built-in drive with separate PSU. AF500 and AF500 have separate keyboard with built-in disk controller. PSU. AF500 is a very powerful machine indeed.

Memory: 500K 512K, 1MB and 2MB. AF500 has 2MB RAM.

Processor: 68000 68000 7 or 8MHz. Motorola 68000, 68000 16 or 24MHz Motorola 68000.

Recommended Retail Price: Amiga 500, Screen Card, 128K RAM, Flight of Fantasy Pak \$399.95. One of The 16-bit PCs (1.75-1.95) parts for AF500. AF500 from 299, AF500 from 279.95 for 1MB+2MB hard disk.

AF500 from 379.95 for 2MB+4MB hard disk, 512 processor. VHS.

Contact: Commodore 5000 170000

IN BRIEF

A stunning specification with custom chips to rival almost everything around, the Amiga is the first choice for the most range of games players and video professionals. After an initially shaky start, the machine comes to fill extremely well and has overtaken the ST in the UK, though the latter machine still has a slightly larger installed base. The AF500 is now identical apart from the AF500, but cheaper. The AF500 is a typical workstation substitute includes Workbench 2.0 featuring enhanced icons, the handling, and security features plus Amiga View's multi-media programming tool. AF500 also comes in three configurations, ranging from a 1MB/4096K hard disk to a 2MB/4096K disk.

GRAPHICS

Resolution: From 320 x 200 to 640 x 400 (more possible in software)

Palette: 4096

Colors: 1, 2, 3, 16, 32, 64 or 4096 TV: RGB modulator

Monitor Output: SCART + composite video to monochrome.

Monitor Required: No

Monitor Options: C1094 £149.95

Speakers: 16 in hardware + optional 8000 from software/extra.

Speed: Very fast with good software.

SOUND

Speaker Quality: Depends on monitor.

Model: No, third party interfaces available.

Screen Output: 2 phone connections.

Performance: Among the best around. Custom hardware squares 9-processors of 16-bit digital sound into the four channels.

HARDWARE

Disk Format: 5.25 inch - 512K, AF500 20/3000K/16K hard disk formatted.

Disk Price: Around £7.95.

Disk Performance: Very and surprisingly. Third party software is available to improve matters.

Keyboard: 34 keys, 10 function keys and separate cursor button.

Joystick/Mouse: Two-button mouse supplied as standard.

Interfaces: Two hybrid/Amiga mono-audio external disk drive, RS232 serial, Commodore parallel printer, SCART RGB/Video, composite monochrome video, expansion bus (internal on AF500 & AF500), 12-bit on AF500; internal expansion on AF500 only; external PC expansion on AF500, AF500 and AF500.

SOFTWARE

Editing Software Base: Similar to the ST.

Current Releases: Everyone's doing their own.

Games: Something for everyone. Graphics: Quality and range is unsurpassed.

Music: Excellent support for MIDI. Internal sound software is well supported thanks to 16-bit standards.

Products: Excellent.

Software Loading: Slow but usually reliable. Paged by views.

BUYERS

Best Buy Price: Amiga 500 can be picked up cheaply enough but those behind the extra graphics modes of later models. Try to find a good value pack.

Second Hand Availability: Excellent. Common. Best buys are late Amiga 500s with keyboard & 1.1.

Maintenance: One-year guarantee. Return faulty machines to dealer.

IBM PC

Model: IBM PC, was the first PC to be accepted in large quantities, led the first PC and remains the standard by which all others are judged. There are hundreds of clones and variants including offerings from Apple, Atari and Commodore. In general, with PC you get for speed and better graphics standards. The extra money is worth it if you can afford it.

Package: Depends on the monitor; none although most are supplied with monitors. They can even be bought in full form at no extra saving.

Memory: Usually 512K or 640K. Can be anything from 64K to 16MB.

Storage: Just 5.25 inch model. Processor: Intel 8088/8086 in base machines; compatibles replace with the faster 80286/386. Most expert systems machines are based on Intel's much faster 286, 386, 486 and even the latest 486.

Recommended Retail Price: Can be picked up for as little as £299 for a "vanilla" machine. 1992 top-of-the-range 486 based clone - is the official IBM version - is the likely to be the best for a good deal or VGA model for between £750 and £1000.

IN BRIEF

Superb value if you want the ultimate all-rounders. The PC will betray its business origins. Almost every major software house now put their trust in the PC but there remain limited by the constraints of the base.

most common machines – which means they tend to be limited in sound and graphics. Definitely left for those if you aren't a gamer, or if you prefer to use a computer, or if you cannot afford the better VGA or VGA models (which are really essential for good games playing).

GRAPHICS

The best PC screen is fitted with graphics as standard, but most clones incorporate the necessary hardware and come with a monitor. There are three main standards: EGA – a early but all too common colour display; VGA about the lowest colour display worth considering; VGA – an amongst besting display, and Hercules monochrome. EGA or VGA which are usually only fitted on standard or more expensive machines (most of PC286 is one exception).

Resolution: EGA 320 x 200, VGA 640 x 480, Hercules 720 x 400, VGA 600 x 350.

Palette: EGA 6 (in two field sets), VGA 64, VGA 256.

Colours: EGA 4, EGA 16, VGA 64, Hercules 2.

Monitor Output: TTL, RGB/RGB (CGA), analogue RGB (EGA)

Monitor Options: lots. Many monitors are dedicated to just one or two modes – some have amber, green or white monochrome displays – check before buying.

Speakers: None.

Speed: From very slow – 600K – to very fast – 600K.

Sound:

Speaker Quality: Built in sound is very poor. Third-party add-on sound boards with Roland (CT280) and AdLib (CT120) – which is fast becoming a standard – provide significant quality in sound through an amplifier.

Music: Third-party interfaces available.

Game Output: With boards, yes.

Performance: Not the ideal machine for the music (640 – an AdLib offers more for 600), but Avega more for software sound boards.

SOFTWARE

File Formats: 1.2Kb – 1MB (600K) 1.2Mb, 1.2Mb (700K-480K)

Disk Prices: \$15 – \$2.95

Disk Performance: Average. Most PC programs are by hard disk. A large amount of PC applications software refuse to work unless you have a hard disk.

Keywords: Almost as many variations as there are clones. Prefer the AT or extended AT layout to the XT layout since it makes for use.

Expansion/Options: Machine supplied as standard. The better clones include a mouse or at least a mouse port, especially since IBM's 'mouse' system (introduced last year) more popular.

SOFTWARE

Existing Software Base: vast.

Current Software: All major software houses now produce something for the PC, with many now supporting the superior EGA/ VGA modes.

Games: Most of the best range of titles appear on the PC – especially graphics.

Graphics: Check the right graphics adapter, the PC has nice graphics and the software is usually excellent. On a standard VGA PC the graphics don't so matter how good the software is.

Music: Unsurpassed in authentic. However, add-on boards offer some of the best sound you'll hear on a home computer.

Speakers: The PC is the eternal champion – an option for the majority is limited on getting better and better of the price. This is aided by Intel constantly improving the machine's processor and the vast user base demanding better equipment.

Software Loading: Fast and reliable; very fast from hard disk.

Reliability:

Best Buy Price: Watch out for package deals from large chains and mail-order companies. If you don't know too much about PC go for a name you know.

Second Hand Availability: Common but be careful you do not get a chipped out motherboard.

Maintenance: Usually one year's guarantee – but competition has forced the price of maintenance contracts down to an affordable level. This often means they fix it for free.

Monitor Output:

Monitor Supported: Yes – 1.1" back in colour VGA

Monitor Options: none

Speakers: Special graphics hardware effectively breaks ALL screen adapters as printed.

Speed: Fast

Sound:

Speaker Quality: Very good

Music: No

Game Output: Yes

Performance: Four channel, five column stereo sound has to be heard to be believed.

HARDWARE

Keywords: Eight-way joystick.

Ports: Cartridge port, multi-player port, miniature stereo headphone jack.

SOFTWARE

Price: £20-25.

Cartridge Memory: 64K

Existing Software Base: Very small.

Current Software: California Games is a great 'bread'.

Speakers: Unavailable but several new titles in the pipeline.

SOFTWARE

Best Buy Price: As for

Second Hand Availability: Very fine

Maintenance: One year's guarantee.

STAR RATED

Graphics: 4+4+4

Sound: 4+4+4

Expansion: 4

Overall: 4+4+4

IN BRIEF

Best Buy Price: As for

Second Hand Availability: Very fine

Maintenance: One year's guarantee.

STAR RATED

Graphics: 4+4+4

Sound: 4+4+4

Expansion: 4

Overall: 4+4+4

STAR RATED

Graphics: 4+4+4

Sound: 4+4+4

Expansion: 4

Overall: 4+4+4

CONSOLES

ATARI LYNX

Package: Lynx. Play extra for peripherals and exclusive California Games.

Processor: 16-MHz 6502

Cartridge Memory: 64K

Recommended Retail Price: £29.95 (with peripherals, and game).

Contact: Atari UK (071-280 087)

Keywords: The Lynx is an amazing handheld. After a brief start, the Lynx is doing fine and – if the rumours are to be believed – is starting to take off in the States. Its most obvious competitor, the Gamegear, lacks the Lynx's flexibility, but makes up for it with smaller unit size and TV adapter.

GRAPHICS

Resolution: 160 x 60

Palette: 4096

Colours: 16

Price: 10

IN BRIEF

Best Buy Price: As for

Second Hand Availability: Very fine

Maintenance: One year's guarantee.

Expansion: 4

Overall: 4+4+4

NINTENDO SUPER FAMICOM

Package: Console unit, controller unit and Super Mario Bros.

Processor: 1.08 MHz 6502/65C81

Cartridge Memory: 64K (non-expandable)

Recommended Retail Price: £69 (Japan price = £200)

Contact: Local dealers

IN BRIEF

Keywords: With the weight of all potential Nintendo handled in the package can hardly fail. Although not hugely superior to the Sega Megadrive technically, it's the games that impress – notably the beautiful Mario World (which will no doubt help sales in small and F.R.G.). Then, there are some real buffers among the game (Big Man, anyone?), but it's still early days yet. The Super Nintendo's enormous game potential has barely been scratched.

GRAPHICS

Resolution: 252 x 224

Palette: 50,768

Colours: 256

Price: 10

Monitor Output: Yes

Monitor Supported: No

Monitor Options: RGB, S-CAET

Speakers: 1/8

Sound: Remarkable

Speaker Quality: Depends on Transistor

Music: No

Game Output: Yes

Performance: 8 channel custom 16-bit PCM digital.

HARDWARE

Keywords: Supported.

Ports: One big expansion port.

SOFTWARE

Price: £60.00

Cartridge Memory: 11-MB.
 Existing Software Base: Small.
 Current Releases: Lots, and plenty more planned.

Prospects: How can it fall back on its laurels in the millions before it was launched.

BUYLINES

Best Buy Price: Very important.
 Second Hand Availability: None as yet.

Maintenance: 1-800-000-0000
 Imports are rarely under warranty.

STAR RATINGS

Graphics: ★★★★★
 Sound: ★★★★★
 Expansion: ★★★★★
 Overall: ★★★★★

SEGA GAMEGEAR

Package: Computer unit.
 Processor: 1.5M 68010.
 Console Memory: 32, 64M 16K.
 6550-8400.

Recommended Retail Price:
 £70.00
 Contact: Sega (071 720) 8070

IN BRIEF

Consistently to be that the Gamegear was going to be the foundation-stone in the battle of

the video handhelds. But times - and here importantly prices - have changed. The line, a technically superior machine with some fine games available for it, has had its price slashed and - if it weren't for context - is enjoying a re-birth.

Support is supported from American consumers, in the Gamegear's favour are the clout of mighty Sega and the potential to turn the unit into a portable thanks to a cheap adapter (around £30) currently released. But at the moment, it's anybody's game.

GRAPHICS

Resolution: 160 x 140
 Palette: 4096
 Systems: 16
 70 Hz.
 Monitor Output: No.
 Monitor Supported: Yes. 5.27 inch 16 colour LCD.
 Monitor Options: None.
 Sprites: Not known.
 Speed: Okay.

SOUND

Speaker Quality: Good.
 MHz: No.
 Stereo Output: Yes.
 Performance: Three channel 160 sound channels + noise channel.

HARDWARE

Inputs: Eight two joystick.
 Ports: Cartridge port, multi player port, miniature stereo headphone jack, TV tuner port.

SOFTWARE

Price: Around £20.00

Cartridge Memory: Not known.
 Existing Software Base: Small.
 Current Releases: Few as yet, but lots in the pipeline.
 Prospects: Very good.

BUYLINES

Best Buy Price: As RRP.
 Second Hand Availability: None as yet.
 Maintenance: One year's guarantee.

STAR RATINGS

Graphics: ★★★★★
 Sound: ★★★★★
 Expansion: ★★★★★
 Overall: ★★★★★

SEGA MEGADRIVE

Package: Console unit, controller, and Mickey Mouse or Masterblaster game.
 Processor: 6.4M 68000 x 2800.
 Console Memory: 768 main, 64K ROM.

Recommended Retail Price:
 £149.99.
 Contact: Virgin Masterblaster (071 127) 8070

IN BRIEF

Excellent example of the new 16-bit console technologies. The best design 16-bit console to appear with old support in the UK.

Price: £100.00

Resolution: 100 x 100.
 Palette: 32.
 Colour: 50.
 TV: Yes.
 Monitor: No.
 Sprites: 80.
 Speed: Very fast.

BUYLINES

Best Buy Price: As RRP.
 Second Hand Availability: None as yet.
 Maintenance: One year's guarantee.

STAR RATINGS

Graphics: ★★★★★
 Sound: ★★★★★
 Expansion: ★★★★★
 Overall: ★★★★★

SOFTWARE

Price: £10.00 (Typically £10).
 Cartridge Memory: Not known.
 Existing Software Base: Small.
 Current Releases: Lots.
 Prospects: Very good.

BUYLINES

Best Buy Price: As RRP.
 Second Hand Avail: Some competition (e.g. Console Quest) on UK machines.
 Maintenance: One year on UK machines.

STAR RATINGS

Graphics: ★★★★★
 Sound: ★★★★★
 Expansion: ★★★★★
 Overall: ★★★★★

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PLAY TO WIN, 198 STRATHMORE AVENUE, LUTON, LU1 3DR

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WIN!
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SHOP WATCH

In the time of writing the CDTV has actually been on sale to independent computer shops for almost two months, yet only a few yfs to make an appearance in any of the multiples of five, perhaps a case of cold feet on the part of those who are not people reacting to it? Well, the order numbers really put on their "Calm look at the graphics on that" expressions and the "bicker" are as enthusiastic as we expected them to be, but the "this is the story" — where Commodore are definitely trying to interest in the machine — is taking a very cool approach. We have sold five machines so far, all to techies, who need no selling to. Recommendations to them got a little of them — they already knew as much about the machine as the people who designed it, but demonstrating the CDTV to the aforementioned "man in the street" can be a little disheartening, at least so far.

Typical comments include: "...it's something and nothing really", "...it's a lot of money for an easy computer", and, more commonly, "...and they got us hundred pounds worth to just to buy a TV! Well, I have to put it through my li-

Software seller Dirk Longhorn fires his lasers at CDTV and game licenses...

I and I have yet to buy the disk as they've still got cash!"

Commodore are certainly forcing us to emphasize the financial range of titles available for the CDTV, albeit by default, so for the disks include The Illustrated Works of Shakespeare, the New Britain Electronic Cookbook, Garden Aid — how to grow and care for over 200 varieties of house plants, some colouring pages, some music playing packages, two spelling lists called Psycho-Killer and Women in Motion, and a few games...

Ah, yes, the games. The initial releases have been somewhat underwhelming. Classic Board Games, Defender of the Crown (with a difference being the soundtrack — the game is as simple as it is good, Battle Zone is a shame as up from "flaw", and a revamped — I hesitate to say

enhanced, the screen layout is somewhat confusing — reason of the CDTV. I feel that Commodore should be pulling more emphasis on the game element of the machine and encouraging publishers to produce titles that will cause jaws to drop in the same way that Defender of the Crown did on the Amiga back in 1986. Perhaps they should get in touch with Microprose, whose simulations would be perfect for the enhanced graphics and audio track. Most virgin also possess some serious titles that would benefit through the more in CDTVs, such as Scribble, Diplomacy Risk, and Monopoly.

I realize that at present it's very much a "see it in the water" period for Commodore and that their big game will probably be released out there what is quality-oriented in as the season from September onwards. But please god, don't leave it too late, as the potential market for CDTV is huge, but people need to be convinced that it will enhance their lives in the way the Commodore claim — and the only way to do that is to produce software that people have "got got to have".

As a footnote, one chap I speak

time with demonstrating the CDTV to said at the end: "It's not nice and all that, but why didn't they just get this a better computer?"

NEWS CALL

It's around this time of year when a relative starts getting advance production information for the forthcoming Christmas releases. As usual what we have seen so far tends to be a mixture of film, the old, video and character licenses. Such as The Simpsons — Christmas number 1, by name.

Wouldn't it be a pleasant surprise if, this year, as much thought went into the game design as the design on the box for these film and character licenses? Games in particular are guilty of this with respect, the Unlabeled, Asterix 2, Navy Seal, Total Recall, and now Gardner having game play so similar that if the games were changed the plays would have difficulty knowing which game they were playing.

GAME GEAR

The Game Gear should hit the shelves any day now — combining the enhanced features of the Lynx with the size of the Game Boy must surely make this the most popular game to go for. With the promise of a TV front available by Christmas, there must be some excited people at Nintendo and Atari. Effective hardware, handsome look like making a very large size of this Game play

BACK ISSUES



200 issues are available for all issues from ACE 4 (except ACE 1) at the giveaway price of £1.99 each in the UK and £1.99 each for overseas. These prices include post and packaging (unless you wish). Overseas, read our exciting annual delivery sheet! (which is free to you at the address below, listing the issues required).

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazine, to: **ACE Back Issues, PO Box 1066, Leicester LE19 5AA.**

- **AGAT (ADVANCED GRAPHICAL ANIMATION TECHNIQUE)** combat flight simulator for the US Air Force by Perceptics, uses Falcon software by Spectrum Multimedia/Interdoc. Features incredible multi-player action, battle feedback and 3D stereo graphics. (ACE 10)
- **BATMAN DIGITAL BUNDED** is the world's first interactive programme by Page Studios. "Digital is the art medium of the future." (ACE 10)
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plete checklist of topics covered in some of our older issues — for a complete list of available issues, telephone 0858 410510 for more information...

puter simulation for play", featuring multi-player combat equipped with 800k, 14 million colour graphics processor, stereo spatial sound and 3D-life sounds as you command 19th century battle. (ACE 1)

- **CDTV (Compact Disc Interactive)** is destined to become the international standard medium of the 90s. (ACE 10, ACE 11, ACE 12, ACE 13)
- **Check out Issue 10** for multi-media graphics (Hypermedia in particular) and Issue 14 for a preview of the Philips CD-i system.

- **CDTV**, Commodore's attempt to bring multimedia to the mass-market, an Amiga with built-in CD-ROM drive and CD audio capability. Renowned to look like a VCR. (ACE 1)

- **COMARC COME**, the world's first hypergame courtesy of Cap'n Software/Interdoc. Check out Issue 11 for the first review, Issue 14 for a feature on hypergames, and Issue 16 for general hyper-

media coverage. New Demo CD-ROM version featured in Issue 16.

- **FLARE TECHNOLOGY**, trio of talented Cambridge based game hardware engineers, their custom designed Flare One chips formed the basis of the Flare console. (ACE 11)

- **FURTEK FM TOWERS**, a 10- to 14-million colour computer with built-in CD-ROM drive, if you bought ACE 11 you could have one now! (ACE 1)

- **HYPERGAMES** like Commodore and Interdoc Digital Justice are paving the way for CD-i preparation. (ACE 10)

- **INTERACTIVE VIDEO TAP**, an alternative to CD-i. (ACE 1)

- **MIAMI CIRCLES**, a powerful format circle with revolutionary built-in joystick controller which could change into a steering wheel, water-balance or aerodynamic yoke. (Initially built due to a lack of marketing money, Samsung say you'll have to buy it.) (ACE 10)

- **ROBERTO GRIFFIN**, three new members from Cambridge Mellon University USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 99% of the speed of light. (ACE 14)

- **NEOLA LAB**, Boston based research institute with one single chief — invent the future. People at the Massachusetts Institute of Technology (MIT) facility are working on computer generated holograms, interactive computer newspapers and virtual reality user-machine interfaces. (ACE 1)

- **NEO-ONE**, the arcade based games console from Sega in Japan, with storage capacity for 4000 game cartridges and 16 card capability. (ACE 10/14)

- **NEOSCREEN**, the unique 3D graphics system by Flux which creates 3D images with photorealism. (ACE 10)

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SEGA MEGADRIVE



While it's hardly going to "crash" like the Megadrive is the latest machine to hit shelves the hype of CD-ROM entertainment. Whether made for the software-driving or non-driving games that live up to the promise of compact disc entertainment, Megadrives are simply driving out old software on a new format. Sure, the speed is far superior and some absolutely fancy new programs had never been possible for more than five to about a dozen megadrives (CD-ROMs).

The next generation of gaming seems to be plagued by other, technical difficulties and confusion over CD-ROM standards and the issue of software protection. CD, for instance, has been taken apart for use for years and there still isn't standard use on the shelves.

Today, possibly the only true megadrive CD-ROM software available are the multimedia encyclopedias and other forms of educational releases on the PC and Mac. Players need neither good mathematics, expensive FPS, nor stellar resolutions. Perhaps Sega has the beta up its sleeve?

Meanwhile, CD of Super Nintendo, says the games in its MegaCD will give thousands of hours of more interesting gameplay. In the CD-ROM advanced CD-ROM accessory will lower charges for why video games are played.

IBM PC



The city produces some of the best PC games currently around, but the people at Origin are a design bunch. With the likes of Ultima VI, King's Quest and Bard's Tale Computer, we can forgive these like interpretations. At the end of the day it's the games that count, right? Nevertheless, these creators habits and hobbies do make interesting games.

Take Richard Garriott, co-founder of Origin and one of the Ultima guys, as an example. The guy is a talkative one (and really grown up yet). So you think thinking, and I must never doubt have their own personal disciplines built into the rest of their lives.

Garriott has one with a better telescope which he used to compare over 15 miles away. Not many people spend \$60,000 buying their homes into "Spook House" or "Halloween" to scare the local residents. Garriott does when he's not busy thinking on Ultima game. Garriott also has fencing and collects antique antiques and magic artifacts. For it, he calls himself "Lord British" (the name of the only wizard working for Origin, either).

Bill Johnson, the "Guardian" in the soon-to-be-released Ultima VI, is a local Austin area who enjoys a

trip has returned very little technical detail about either the MegaCD hardware or software under development. Johnson says that the MegaCD includes a range of other "features" that are currently offered to anyone else.

Could you be involved yet, though? Sega's MegaCD has been used since you can a year to create collection discs, create the games, all make up for any frustrating delay.

Japanese game designers are on a roll at the moment. After the triumph of Space Invaders (based on Super 32), Sega was looking for the next Megadrive release. At Comdex/Amiga World CD-ROM exhibition last month, the company took for Jim D'Arco, co-founder of Sega's more famous video video games.

Like Sega the designers are taking Mega and the limits of Super. The Jim & Earl has better graphics and sound, larger graphics, with more challenging levels, and faster speed than previous Megadrive carts.

The Jim & Earl will be "Top Secret" (which says) after from the "Secret Function". These computers of procedure and the best of Jim & Earl are intended on the strategic plan of a video system... Later!

The idea of the game is to test parts of Jim & Earl's own best/nightmare (theater) that they are working/that they, otherwise that/there are the/working/that. To test your abilities along you can get/working/that, secret status and make any state to find those/working/that. As the name suggests, there is also a split-screen function option for double the fun.

Sega describes the Jim & Earl as a "challenging" action game with lots of fun, funny and other great qualities. The "Secret of the video game" will be released in a matter of months. How you get what I have to become a Super Star! Let!

© Richard Garriott

call for following for the role as "Guardian" in the Texas Chainsaw Massacre 2. He also teaches writing and video in Austin and can frequently be seen there on the stage.

When it happens, David Johnson, producer and sound effect for Origin games. Additionally, he's performance artist on keyboards and programs performance and composition for such bands.

Each of our best has gone "quadruple" while working for Origin. Chris Roberts, the central character behind King's Quest, Bard's Tale and King's Quest, has acquired an expensive habit for last year. Roberts is to the game, for example, importing the King for the "Bard's Tale" from Germany. These American adventures, just don't have the grip needed for his fast speed/journey around the hills of Austin.

Next, you'll want a lot on the early side and a dare good 80000/programmer. Origin would like to hear from you. Contact AOL if you're interested.

Let me know if a bunch of people's work at your development company or software house and I'll post the site on. Because if only a lot of fun/that/that I will be bringing you the art on Digital Image Design. Be sure responsible for Origin's maintenance. 4/20/94/that, the old network and an interesting story after ending New York.

Designers of fantasy video adventure games have finally caught onto the fact that games can have great art graphics and audio without sacrificing the gameplay.

New World Computing has notably improved the sights and sounds of its Night II (also) with the release of the third game in the series. Lots of "Texas" has thousands of illustrated habitats, places and things created by some top illustrators, while speech

DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the seven most popular machines, written from a personal viewpoint by other users...

and screens add yet another element to playing the game.

In Night II (also), you lead a party of hand-picked adventurers in a mind-boggling and legendary wizard. Carol is a user to feel the personal schemes of your individual Domain. From dark dungeons, through corridors of stone and timber, and onward to the final peaks of "Texas" you will meet many bizarre creatures and uncover the mysteries that surround the magic islands in the final test. New World Computing says the game is a "twinkling" adventure of tension and mystery" that will keep you hooked for hours and hours. Its superb help is available to show you the way when you're stuck and experience with previous Night II (also) is not required.

Lots of Texas requires a hard drive and is compatible with all the major graphics and sound cards. Call European distributor BS Code 021-425-0960 for further details.

TAKE THE GAME

Do you wish to increase your Night II (also) Economy (also) and Personal (also) status in the CD-ROM?

For best results, keep your rate between 75% and 75%. Any higher, and growth will slow or stop. Any lower and you won't have enough to reproduce to maintain the rate. The only way to end traffic congestion is to replace all roads with major roads. When the people are for more roads, ignore them. They just want to create their own "Texas" in their talking monster machines. They're a very slow society, but don't have enough sales to damage your popularity as a major. Building structures prevents flooding, but lowers absolute property values. The one you, you, you.

© BS Code

AMIGA



Acorn's Freelance game design system, as used in classic titles *Darkside* and *Castle Master*, is the latest we've got used to 'virtual reality' in home computer games. Using 3D polygons as the basis of simple 3-D characters, Freelance games allow you to move around, though not apparently solid objects, around them from any direction and while occasionally interacting with them, opening doors, shooting targets and so on.

Now the programming principles behind Freelance have been transferred to the 3DO Construction Kit, one of the most impressive programs ever for the Amiga.

While the Kit is also available for the Atari ST, MS-DOS compatibles and even right-hand machines, it's on the Amiga that it achieves its most impressive performance. Costing £49.99, it comes complete with a 200-episode-man containing a single disk, 3000 manual, and an instructional 3DO videotape featuring incentive discs for Andrew demonstrating the basics of the program.

The difference between Freelance and the 3D

Construction Kit, which features Freelance II, is that here you construct your own world before creating a game, design routine in any other kind of interactive environment around it - though the main purpose of the program is to create game worlds, the Kit also has applications in CAD, education, art and video.

The program uses both a software mouse and a series of control buttons which offer shortcuts to various functions. Library files include several backgrounds and objects including a house complete with garden path, fence, and a fully furnished interior, a workbench, a table, car, and a garage and detailed space shuttle. Loading and playing the demo game gives you some idea of the potential of the Kit, not only can you move around, through and into the animated buildings, objects and vehicles around, you can also interact with them, moving, shooting or climbing over them. Dragging your own world in a more obvious process, but once you've got the hang of it, you can build up libraries of objects which make it quicker to follow.

The principle is a combination simple preset objects - cubes, spheres, rectangles and so on - which are selected from the Create Object page of the on-screen menu. Shapes can then be edited - stretched, squashed, rotated, copied and combined - to create related objects such as buildings, vehicles, fences and even trees. Controls on the main game allow you to view objects from any angle, and to rotate them from the background.

You can choose any colours you need for your objects, including special codes to give an illusion of different light sources, place them anywhere within the confines of the game world, choose your own colours for the background sky and earth, and add borders and control panels created using other 3D file-compatible

graphics packages.

The complex package is adding attributes to these objects, animated actions, opening doors, expanding objects and so on. Creating these conditions, which control what game area you move to when you press through a door, whether objects explode when you shoot them, other sound effects appear and so on, requires the use of a special programming language. Fortunately it's a logical BASIC-style language controlled using a full text editor function, and is so straightforward present much difficulty to anyone with a grounding of programming knowledge.

Sets of conditions such as the starting point, the player's ability to climb objects, the distance you are allowed to fall without harming yourself, jumping controls, score displays and so on, can be saved as part of the game file, and if you like you can imported your own 'loaded' party graphics to complete the game, then define the control points on the screen which allow objects not to pass your viewpoint to move around.

Games can be saved in a file format which can run as a freestanding program (so Amiga owners who don't have 3DO Construction Kit can still play the game) or saved, if you don't want to be long before Animated games appear on the open market.

Registered users can save a lifetime licence, but if you want to join the User Group and get helpfully knowledgeable staff you'll cost £12.

The potential of the 3DO Construction Kit for game-makers and players is terrific, but don't expect quick and easy results; a really absorbing game requires as much inspiration as preparation.

• **Disk review**

ATARI ST



How do you get a spare £200 to spend? If the answer is yes, Atari is keeping you like interested in a new edition CD-ROM disc for you.

The disc is due to be officially unveiled next month at the Atari Show Show in Düsseldorf, Germany. Details concerning the technical specifications of this programme are strictly at present, but will start talking about this and the impending CD software release the basics. Speaking to the trade press, Atari's North American President Steve Thomas, in typical fashion, has compared the CD to a 'Super Home'.

Initially, I took the whole concept of a CD disc for the ST a bit like 'no later, I got with that would get it's all together - also announcing oddball products like the Panther video game console and start announcing the video money ST as the best 3048 computer for playing games. The Amiga may have slightly better capabilities, but most games fail to take proper advantage of it's opportunity. In fact, many programmes are far to code on the ST because of the slower main-board operating system. Do you like playing flight simulators in any other games using 3D graphics? The type of

software article now feature on the web that feature. Enough said!

Better known for producing Public Domain software and introducing the concept of Loaders, Budge UK is soon to introduce its first software game - *Football Challenge 2001-95* is a multiple-choice trivia quiz game with over 2000 questions evenly divided between football-related and general knowledge topics. Update titles, costing £9.95 apiece, are already in production. These databases will each contain another 2000 questions on a number of different subjects. It's compensation for Budge (it introduced the education-value of *Football Challenge* doesn't affect the fun of playing the game. For more information contact Budge UK at 5 Manor Close, Highgate, Essex.

Club 6, a new user group for non-Home ST users, is looking for new blood. Organisers say 'dedication, enthusiasm and a sense of humour' are the only requirements and a sense of humour is the only mandatory. In addition, the new is featuring a small, but well expanding, FT 80ary which may include a few Macintosh games. Write to: Club 6, 79 Maple House, Stone Street, London SE8.

TRAIN THE GAMES

Special thanks to Castle Myster in Salisbury, Wiltshire for the handy playing guide to Level One of *Metropolis*.

Screen 1 - There is a rock-ledge called an *Outpost*. Use the tank and fire a torpedo to splash it.

Screen 2 - Jump.

Screen 3 - Pick up on-cycling's lighting (switch power-up).

Screens 4/5 - Use disc and the launch weapon a couple of times to kill interlocking tanks.

Screen 6 - Kill the flying tanks with on-cycling's (switch).

Screen 7 - Switch between on-cycling's to kill tanks.

Screen 8 - In the regeneration unit. Use on-cycling and select the bottom corner (switch) position (switch) to the direction you're facing. Regeneration is automatic.

Screen 9 - Walk across, pick up an old on-cycling in about head light. Use jump to reach the other side.

Screens 10/11 - Use disc, and the flame thrower to kill the enemies and tank to destroy the wall.

Screen 12 - There is a *Lighter Alpha* lighting power-up hidden amongst the rocks. Use tank to fire and increase it.

Screen 13 - Just a wreck of an imperial camp.

Screen 14 - Contains a magnetic grade power-up. Use on-cycling and switch to kill it with about six shots.

Screens 15/16 - Use on-cycling to walk to the edge of the obstacle and then jump over the gap.

Screen 17 - Walk to the edge of the island without entering the *outpost* and jump. Use wall to start to kill.

Use the magnetic grade to reach yourself out.

Screens 18/19 - Switch between on-cycling's to light the islands. If you have time, use the lighting weapon.

Screen 20 - Use disc to kill the third tank.

Screen 21 - Another regeneration unit. Use the same procedure as you did before.

Screens 22/23 - Use on-cycling and time your jump to get you back on Atari's bank. On **Screen 23**, time the jump so you land on the obstacle before it runs.

Screen 24 - Use tank with bullets to destroy the entity.

Screen 25 - Gain access to the upper *outpost* by using on-cycling with the *grapple*. Next, use tank to shoot the entity with bullets and torpedoes.

Screen 26 - Use on-cycling to jump the gap.

Screen 27 - Quickly kill the entity with torpedoes. Next from tank, take torpedoes (switch power-up). Go back to **Screen 26**.

Screen 28 - Use disc and move into the next screen. Use torpedoes to blast the disc open. Enter.

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SUPER FAMICOM



S if the redesigned Super NES has been unveiled in North America and (photo)friends are working together to COORDINATE hardware and software for the system. Surely the real star is a soon-as-possible European launch of the Super Famicom?

Many credits behind British games will have to wait until early 1990 before they can enjoy the joys of Super Mario World and F-Zero. Sega will continue working with the Megadrive if Nintendo does take the long to make such a move. Sega's latest is a sparkling sports genre game—say like Super Ice Hockey. Coming in March and February. Additionally, the few reviewers of COORDINATE have seen pages for more details probably making the Megadrive as even more attractive to

them. Nintendo should act now before it's just too late. Don't you agree?

With Nintendo of America expecting to sell two million Super NES consoles this year — over 1.5 million units have already been sold in Japan — leading publisher Nintendo is striving to catch up on the records with Colonnade's Alien Games like Galactic Battle, Castles-Around The Legend of the Mystical Ninja.

"Super NES opens another market for experienced players who demand the highest quality graphics, sound and gameplay," says End-Headlines, Senior Vice-President of Nintendo in the USA. "We're ready with exciting games to catch large fish skills."

Castles-A, an all-time adventure in the megadrive series, is split into three exciting stages as Dracula returns to torment the Belmont family. The Legend of Mystical Ninja features five new characters created by Kenji. Players battle with dragons, complete in amusement park carnival games and ride psychotropic figures through the jungle. Like most coin slot video games developed in Japan, you have to collect a beautiful princess. Just for once I'd like to see the princess look like some Ninja girl. Know what I mean?

After playing an early version of Capcom's Super-Ocean's Y-Goody it's a

recent trade show in Tokyo, I was, at, afterly gut-checked as you like to see over them. For once, the reality appears to be a catalog conversion every bit as good as the original. Especially since orders in Osaka have replaced the graphics and sound quality, and are also attempting to improve the gameplay and add extra elements and features. Sadly, they've succeeded in getting until the game has been released. (Sorry to say, Super O'Goody is definitely one to watch out for.)

Smart TV is another very costly (but very fun-making) way into the Super NES. The Williams arcade game was voted The Best Innovative Game of 1989 by the Amusement and Music Operators Association in the USA, and Acclaim is confident that they won't be disappointed when they play the famed Nintendo translation. (Inspired by a video artist from Williams' Baby/Melody and he's certainly very impressed with Acclaim's efforts so far.)

Can you have played Smart TV, here's a whole new dimension of what you have to do in the game. Armed with grenades, lasers, smart bombs and force fields, players battle dragons, mutants and other bizarre enemies through a seemingly endless number of competition rooms. Action takes place before a live studio

audience whose Roars (cheers and shouts) heighten the drama. This is a game show where the ultimate prize is your life.

One of the executive features in Smart TV is the Super NES, the two Megadrive options which allow one player to use both joysticks simultaneously — one moves the character while the other controls the direction of the

At least Acclaim is willing to take a few risks with its Super NES games, unlike many other software publishers who were showing their wares at the Consumer Electronics Show in Chicago last month. Many of their games were just plain crap, as I'm sure you'll see in the coming months. These companies must learn they can't produce good stuff by product — it's a matter of quality. If you're thinking of producing Super NES games, please take the time and stop the crime.

TIME THE GAME

Have you got any cheats or hacks for the megadrive with you? Remember the Super Famicom in my stock of the megadrive? I'm looking for unpublished tips in Super Mario World, F-Zero, Flat Wings, Double Island Golf Fight. Send your stuff into us at the normal address and claim your share seconds of fame.

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HOT OFF THE SHELF

That's just typical - you decide to allow console games into the Hot Off The Shelf elite selection and all of a sudden all the good console games dry up! Thank goodness for Sonic - it'll be nice to see a new console face in these lists.

As usual, the selection has been fully updated to cover all the top games from the last three months plus a smattering of classical!

BATTLE CHESS 3

Electronic Arts ■ Amiga £24.99 ■ Atari ST £28.99 ■ PC £29.99

Repeat its spread from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which hasn't done some new moves, but a new looking the board (which some players won't mind) and links the King's movement to an

'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'baking' each other in a variety of amusing and well-animated ways. With a lot slow and irritating running from floppies, due to it on the disc swapping, a hard disc shows the game to be far faster and more fluid than normal Chess. A game that should keep even the most jaded Chess fan happy, and provide a pleasant change for the more casual Chess player.

■ ACE RATING 800 ON IBM PC

BOULDERDASH

Victor Musical Industries ■ Amiga £18.00 (Import) ■ Atari ST £18.00 (Import) ■ PC £18.00 (Import) Yet another classic from the aging CDi's catalogue of great games. Hey kids, remember that? Guide cute and cuddly Boulder around mazes that's jargon-speak for more than can be counted on one hand! Masses of boulders and obstacles 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 Nintendo's B&W handheld wonder.

■ ACE RATING 888 ON GAMBAGE

BROT

Impressions ■ Amiga £24.99 ■ Atari ST £24.99 ■ IBM PC £24.99 Where Lomings lead the city,

others now follow - and why not as long as the games are as good as that? Little Nathan, the World's misaligned nappy-wearing nipper, wanders around various vertically-scrolling 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 icons in his path. Those who are deft with the mouse can guide Nathan into the coins and traps, filtering the language for bonus points. A magic mix of cunning and craftiness, that will have you playing into the small hours.

■ ACE RATING 800 ON AMIGA

GRAND PRIX

Core Design ■ Atari ST £24.99 ■ Amiga £24.99

Wing-kong! Poor Chuck Road's space has been kidnapped by the French Gary Gitter and is now held prisoner at the end of five massive levels of platform-pouncing, rock-throwing, belly-buttin' pandemonium.

Graphically, Grand is a real treat, with some hilariously animated dinosaurs and very slick 32-colour arcade quality pixel-art scrolling. Although, when all is said and done, a fairly basic platform game, the varied backgrounds, rapid pace, novel attack modes and humorous setting ensures that boredom won't set in.

■ ACE RATING 888 ON AMIGA

COHERENT

Impressions ■ Amiga £29.99 ■ Atari ST £29.99 ■ PC £29.99

Wargames tend to fall between two stools, being too simple to satisfy the ardent fan and too tough to attract the uninitiated. Coherent, happily, manages to be all things to all people. The strategic and tactical sides of the game are rigorously realistic, yet the lean driven mode of interaction make it instantly accessible. Add some superb visuals and atmospheric sound FX (thundering heavens, clashing swords, screams of the dying, etc) and you have a fine game that will keep any would-be Caesar happy for months.

■ ACE RATING 800 ON AMIGA

FLAMES OF FREEDOM

MOBILWARR 2

Microzone ■ Atari ST £24.99 ■

Amiga £24.99 ■ IBM PC £24.99

Now this is a challenge, how do

you turn up a huge game like FOF? The big brass has set in, and Mobilwarr is now Agents, the Island HQ of the Atlantic Federation. You play one of their crack agents with the task of supporting an impending attack by the evil Saharan Empire. The majority of the game takes place in a massive 300x30 world, with your job able to use any mode of transport, before you can move, everything from on-foot to helicopter. But this is no shoot-'em-up. There's more than enough strategy and subterfuge to keep any non-arcade fan happy. A major contender for game of the year - already!

■ ACE RATING 800 ON AMIGA ST

40 SPORTS BOXING

Microzone ■ Amiga £24.99 ■

Atari ST £24.99 ■ PC £24.99

This violent clash between two 3D-polygon generated pugilists is the best realisation 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 system allows you to watch that decisive upper-cut again and again. Highly realistic, some great polygonated expressions of anguish on the fighter's face, a huge range of moves and a lot of work to be put in if you're to become 'World Champ'!

■ ACE RATING 800 ON IBM PC

each dial. The aim is to explode all the dials on the board by firing off four dial shots with enemies of the same colour. It all starts off really enough, but later levels feature complications and restrictions for too long to go into in the small space available here. As the firing dials go, infuriatingly addictive.

• **AGE RATING 000 ON Atari 10**

PIPE DREAM

Atari 1040ST • Gameboy 120 (Import)

Most readers will probably be more familiar with this game under its original title of Pipemania. All the action takes place on a 10 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 leak before it has passed through a number of pipe sections then it's game over. Later levels introduce directional pipes (the flow MUST flow a certain way) and obstacles. Infiltratingly addictive - it's the sort of game the Gameboy was designed for.

• **AGE RATING 010 ON GAMEBOY**

POWERMONKEY

Electronic Arts • Amiga £29.99

• Atari ST £29.99

A new computer classic, with the highest ACE rating ever. You play a warlord, exiled from your homeland along with twenty followers, who has just landed on the shores of 200 islands, ripe for conquering. Unfortunately the current residents are not quite so keen on your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to Popout, the landscape is here polygon-based and thus can be manipulated in just about any way you require. The excellent visuals are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

• **AGE RATING 070 ON Amiga**

PRINCE OF PERSIA

Broderbund/Softdisk • Amiga

£24.99 • Atari ST £24.99 • IBM PC £24.99

A game that could so easily go untraced and unloved by the shaft scouring hordes looking for the latest fashions. The graphics, when static, are fairly

unimpressive (although they do get better on the later levels), but when they move... The animation as you guide a young Prince through various levels of platforms, pits, spikes and swordmen is quite excellent and life-like. And the gameplay, although it may sound unimpressive, is as good as the graphics. None of the action has a real 'inky-style' off-hungry aspect to it. Also this and you'll be using for weeks!

• **AGE RATING 000 ON Amiga**

R-TYPE

BMJ • Gameboy £24.99

(Import)

In one fell swoop, this conversion of the classic coin-op matches the crown of Top Gameboy Shoot 'Em Up from Nemesis. All your old favourites are here: The Force, beam weapon power-up, Giger-esque end-of-level alien, frantic action, sweaty palm excitement. How do the programmers manage to pack so much into such a small package? Only IBM have the answer! If there's one nagging fault it's the wailing soundtrack, which cuts out annoyingly everytime a

sound effect is played.

• **AGE RATING 000 ON GAMEBOY**

ORIGI-MONDOUPE

Origin/Mindscape • PC £24.99

• Amiga £24.99

Using the Ultima IV interface, Origin have taken a side-step from the medieval world of their previous games, and now plunge you into a nightmare world where you control a party of characters mysteriously transported to a dimension infested with evil. A good yarn will hold and - hard to believe I know - actually better than Ultima IV.

• **AGE RATING 000 ON IBM PC**

THE SECRET OF MONKEY ISLAND

LucasArts/US Gold • Amiga

£25.99 • Atari ST £25.99 • IBM PC £25.99

Monkey Island is the latest in the series of animated graphic adventures pioneered by Sierra but now proving a nice little earner for LucasArts. You play Guybrush Threepwood whose ambition is to become a fully-fledged pirate. This entails a lengthy 100 hours in LucasArts'

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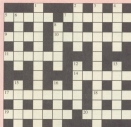
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CLUES ACROSS

- 5 **We** played at US Gold game (5)
7 **Gave Roy** version of Ocean game (7)
9 **Handy** striker from Finland (4)
10 **They're** driven to suicide by Pogs game (8)
11 **Movement** of moon holding it back (6)
14 **Looking** embarrassed, went ahead with Starlight game (3,3)
17 **Where** one might be held captive by Infogrames (8)
18 **Therefore** game gets split (4)
19 **Remain** puzzled about Virgin's first software house (7)
20 **Film** director Oliver seen in Little Red (5)

CLUES DOWN

- 1 **Apt** act in plane crash game (7,6)
2 **Storming** Norman's girl (5)
3 **Electronic** Arts game ad L, Martin, tore in pieces (3,6)
4 **Join** six summer get together (5)
6 **Game** from software house in London or Helsinki, initially (8)
8 **Identical** copy of lap-top in geometric solid form (5)
12 **It's** mad to cry about first and last letters (5)
13 **Figure** gent has not time for software house (6)
15 **All** gets nothing back and is exhausted (3,2)
16 **Verdi** performance needed for disk! (5)



HOW TO ENTER

Every month we offer a first prize worth up to £20 for your solution. If you're the reader of the first correct completed solution sent off the net, the editors will send your solution by air. ACE is owned by G. Greenwood, Green Court, Farmington Lane, London. © 1994 ACE. The deadline for entries is always the 15th of the previous month. Prizes are not cashed - Thursday August for 1994.

JUNE 91 RESULT

Prize of the April crossword was shared between 41 readers who had solved it on the same date. July's puzzle will be sent next month.





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FREEBIES

Fat Wirstanley checks out public domain play power including an apparently unauthorized version of PacMan...

After scraping the barrel for review software last month, a good number of PC libraries have come up fronted over the past few weeks. For too much has arrived for everything to get a mention at once so over the next few months I'll be bringing you the best of the bunch - and telling you what to avoid too.

Having now installed a CD-ROM burner in my Amiga I can review PC disks in addition to coming to grips with MS-DOS. If you are thinking of adding an emulator, everything reviewed here for the PC runs on a very basic C64 set up (see the issue if there's anything you'd like me to check out for you). And libraries, send me your latest and best for PC, Amiga and PC - the publicly mally works when you have a mention in *AD*.

TOUCHSTONES

**Amiga - £3.00 - LSP/MSI
Amiga PC Library - £10.00**

I was told this game is based on a table (whatever that is) and approached it with extreme caution. Not *ADRENALIN* considering it's not hard to see and so, it is one of those mind-boggling games where you spend five minutes to learn and 100 years to master.

You are presented with a 10 by 8 grid and a pile of stones each bearing various colored patterns. The idea of the game is to place stones in the grid so that a match of either colour or design is made with the adjacent horizontal or vertical neighbour. For each match made a point is scored on, as with *Scrabble*, it makes sense to fill in gaps both to frustrate your opponent and secure multiple scores.

It sounds easy but believe me it's not. Various options are available such as auto play, one against the computer, several players and so on, and the whole playing is mouse driven and extremely user friendly. If the type of game appeals to you then buy it now.

AD FREEBIE WORTH!

AD knows this column actually results in more sales for participating libraries - at least one has had to be removed from under the design of extra mail. So why not mention the new books just so you can affect into looking suitable software? If you're running a library and want to boost your business, please Steve Cooke on 011 261 4000 for information about editorial coverage in this column.

CLEAR

**Amiga - PD
Amiga/MS-DOS - £24.95/£27.95**

Set on the puzzle theme I've become totally addicted to this game which again presents a grid, but this time all the tiles are in place and the idea is to get rid of them.

Each row or column can be eliminated vertically or horizontally, the idea being to make rows of identical symbols. What you have a row of four or more they can be removed from the board. Only a limited number of moves are allowed and there is a time limit too. In addition the board contains the drawing a hand. If two of those hand-up next to each other, movement of the rows and columns they occupy is disallowed.

So far I'm totally flummoxed on level 5 but I'm sure there's an obvious solution... If only I could find it! I couldn't find out the price either - contacting the company for that may, but the game's good enough to warrant the effort.

DARK WARS

**ST - £2.00 - Budget Gamecentre
ST Adventures PD Library**

For those of you who enjoyed *Dungeons* master and would like more of the same, this game is a bit wobbly but still a very good RPG.

It has a *Dungeons* like type screen with full mouse control. All possible actions such as get, drop, examine, place etc. are listed in a box, simply click on the one you want. Objects are restricted to a 4"x4" box in the top left of the screen and are a little vague but perfectly adequate. Physical combat, magic spells, potions, food and drink are all included and the game promises to be varied and enjoyable.

My only grip is that the impressive mouse control. Moving around is accomplished by clicking on a direction arrow while for commands the wheel must be clicked. This is where the wobble comes in as my precise pointer control is offset for unfortunately there doesn't seem to be any keyboard alternative which is a great shame. Programmers please note - send people find the mouse problem in this type of game particularly seasoned team adventures.

CRYPTOGRAMS

**PC - £5.00 - alternative
Fantasia Shareware - £24.95/£27.95**

If you have ever fooled yourself as a secret agent you'll know how important coded messages are in the espionage game. Here is a program which will give you plenty of training in the art.

The task entails working out letter substitution in order to translate a scrambled sentence. Initially you need to have a look at letter distribution - for instance the most common letter in the

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English language is 'e'. Then it's a matter of guessing fairly randomly for one, two and three letter words.

Several puzzles are included on the disk, some already partially completed to give you a start. Again, this is a disk I will be going back to in future issues as a present change from crossword.

PACMAN ST

**ST - £2.00 - Budget Gamecentre
Goodman PD - £20.00**

If you like (and become hooked on) Pacman on arcade machines, about 20 years ago that you can't remember, then you'll love this offering from Budget. Race around the maze gobble power pills and avoid the monsters. *AD* states this is a rarely found view in the shops so if Pacman is missing from your collection this version is well worth acquiring.

It's not too sure about copyright implications since the game appears to be a faithful recreation of the original commercial title. Several libraries have had problems in this respect resulting in most notably one version of *Unstable*.

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ACE DIARY

JUNE 1991

T-12 July SOFTWARE RELEASES

- **Dark Shadows** (Micro-press) **Command 60** (PC IBM). All-embracing wargame/strategy. Take on World Wars I, II or Russia war, either against the computer or using the two-player option. Balanced and solid combat/strategy compatible.
- **Greenline: New Quest expansion pack** (PC, Amiga) **\$15.95.**
- **Demarc: Thunderstorm** (3A, Amiga) **\$24.95, PC \$19.95.** Underwater suspense with mutant sharks and the like in teenage sci-fi convention.
- **Spectrum: Polytech: Flight of the Intruder** (3A, Amiga) **\$9.95.**
- **Image Works: Mindways** (PC) **\$15.95.** Visually exciting as a puzzle edict. Finally arrives on PC.
- **Electronic Arts: Battlechase J** (Amiga) **\$19.95.** Strategically-led chess game where the pieces actively manoeuvre and fight one another for possession of the squares.

Sunday 7
Tennis: final day at the Wimbledon Championships.

Monday 8

Tuesday 9

Wednesday 10

Thursday 11

Anniversary of the Mongolian People's Revolution. Football: the Swiss take 3-0-0 today for the first round matches in next season's European-cup competitors.

Friday 12

Bank holiday in Northern Ireland Anniversary of the Battle of the Boyne (1690): A Delco, Charles Stephens, died going over Niagara Falls in a barrel. International Music Show, Olympia, London (formerly the British Music Fair). Exhibition for computers and music open to the public today and tomorrow. Contact number: 071-730 7923. 4th International (1628) Computer show opens at the Royal in

Hamptonville, London, and continues until Sunday. Contact number for organisers: 081-549 3444.

Saturday 13

Cricket: Benson & Hedges Cup final, Lord's

14-20 July SOFTWARE RELEASES

- **Electronic Arts: Cavalry** (3A, Amiga) **\$19.95.** Sports competition comprising Sector 3 Super Soccer, World Class Super Soccer, Pro Soccer Star and Comets/Star Soccer.
- **Micropress: King Commander** (PC) **\$19.95.** Science fiction-style battles in space, with cinematic feel to gameplay and high quality graphics and sound. Balanced or AAA-in-compatibility. Star Base (3A) **\$19.95.** Submarine war based on German U-boat in World War II.
- **Micropress: Redwood Spruce** (3A) **\$19.95.** The game that made integrating Macintosh (3A) into the absorbing rail-building simulation.
- **Orion: David Alan** (3A, Amiga, PC) **\$19.95.** Game of the film.
- **Electronic Arts: Cavalry** (PC) **\$19.95.** Strategy, complex, building game set in medieval times. **Powermancer: New Quest** (3A) **\$19.95.** Herbs, tips and tactics for Powermancer edict.

Sunday 14
National Day, France (anniversary of the storming of the Bastille). Republic Day, Iraq. Major Kuning British Formula One Grand Prix takes place at Silverstone.

Monday 15

St Basil's Day: according to the rhyme, the weather today will hold good or bad for the next forty days. The original St Basil was Bishop of Nicea in 652; how he became associated with determining the weather isn't known.

Tuesday 16

Wednesday 17
Thursday 18
Golf: British Open Championship

begins, at Royal Birkdale Golf Club. Anniversary of the coming of Disneyland, near Los Angeles, on this day in 1955.

Friday 19

Saturday 20
Independence Day, Colombia

21-27 July SOFTWARE RELEASES

- **Image Works: Black Warrior** (Amiga) **\$19.95.** Hack and slay in fantasy setting.
- **Demarc: Virtual Worlds** (3A, Amiga, PC) **\$19.95.** Compilation of Isomir's three sci-fi strategy games, includes **Castle Manay Grills**, **Star Empire** and the previously unreviewed **Secret 19: Space Station, Oxygen**.
- **Micro: Soccer '91 Sports Football** (3A, Amiga, PC) **\$9.95.** Welcome return for Computer's treatment of American Football. **Star Chess** (3A, Amiga, PC) **\$9.95.** Early Image Works air combat simulation, developed by the City team itself.
- **US Gold: Storm** (3A, Amiga) **\$19.95.** Scrolling shoot 'em up converted from Capcom source.
- **Micropress: P1E Herbs** (3A) **\$19.95.** Latest episode of parallax scrolling, improved graphics.
- **Micropress: 3D Sports Bowling** (3A, Amiga) **\$19.95.** High speed sports race.
- **Orion: David Alan** (3A, Amiga, PC) **\$19.95.** Microvised tennis game in two halves.
- **Electronic Arts: Battlechase J** (3A) **\$19.95.**

Sunday 21
National Day, Belgium. Tolu (1740): Invalued Neil Armstrong became the first man on the moon. It was Kennedy's assassination, most people alive at the time claim to remember where they were at the time.

Monday 22

National Day, Poland.

Tuesday 23

National Day, Ethiopia.

Wednesday 24

Thursday 25
Fourth Test Match, England vs West Indies at Colchester.

Friday 26

Independence Day, Liberia.
Saturday 27

28 July - 2nd August SOFTWARE RELEASES

- **Micropress: Blue Max** (3A) **\$19.95.** Air combat in WWI.
- **Image: Formula** (PC) **\$19.95.**
- **Image: Formula: Galaxey** - the Ray (3A) (3A, Amiga) **\$19.95.** Four new levels for Galaxey afterwards - needs original Galaxey disk.
- **Micropress: Gumbie 2000** (3A, Amiga, PC) **\$19.95.** Multi-chopper combat sim.
- **Wonders/Edwards: Arts: Magic Canada 2** (3A) **\$19.95.** **MMO** - explore the deserted domain of Cortex (sounds like a railroad manufacturer).

Sunday 28
National Independence Day, Peru. Motor Racing: German Formula One Grand Prix takes place at Hockenheim.

Monday 29

Tuesday 30

Geoff Ham's ballfish helped England beat West Germany 4-2 to win the World Cup on this day in 1966.

Wednesday 31

AUGUST

Thursday 1
National Day, Switzerland.

Friday 2

Saturday 3

4 - 10 August SOFTWARE RELEASES

- **US Gold: Night and Magic** (PC) **\$19.95.** **Storm 2** (3A, Amiga) **\$19.95.** Latest episode with parallax scrolling, improved graphics.
- **Micropress: 3D Sports Bowling** (3A, Amiga) **\$19.95.** High speed sports race.
- **Orion: David Alan** (3A, Amiga, PC) **\$19.95.** Microvised tennis game in two halves.
- **Electronic Arts: Battlechase J** (3A) **\$19.95.**

Sunday 4
Monday 5
Bank Holiday in Scotland. Anniversary of the death of Martin Luther, 1545.

Tuesday 6

Wednesday 7
1833: German inflation rampant, with 15 million Deutschmarks in the pound, from 9 million the day before. No DM in those days!

Thursday 8

Fifth Test Match, England vs West Indies, at The Oval.

Friday 9

Saturday 10

THE W I L D E R N E N D

TECHNOSEX OK

He used to play at night with MC H&H, actors, fanzine games... you name it. Now he says his New Geo gives him more...

That outrageous pitch is delivered by a scantly clad blonde with her personal laser in the background in the latest New Geo ad. The headline reads: I remember when he couldn't keep his hands off me! Said laserboy is playing a New Geo in the same way that Herbie used to grip his guitar, while the monitor features what appears to be a hideously mutated ogre.

You probably won't get as far as reaching the test, because of course you'll be rushing off to buy a New Geo, but that's a pity because it has even more to offer the discerning reader. I mean, let's be honest here me about 15 channels of pure pulsating stereo sound with 7 dedicated to real-time speech. Other systems, apparently don't even come close...and baby neither does it.

Apparently some other company (Nintendo, I think is attempting to clean up in the console market by appealing to the family environment). How naive.



Where can you meet Chris 'Balance of Power' Crawford, Brian 'Beyond Zork' Moriarty, Greg 'Mr CEO' Baker and a host of other awesome interactive entertainment personalities? Answer: at the ACE Special Conference, being held at the ECTS Show at Earls Court in September. ACE is gathering together eight of the hottest colossus from the flat console of the games world to address a featured line at the show. Prizes will cost \$55 for two days - eight (nooooo) or you can get a £15 ticket for attendance to a single session, which sounds rather snobby until you remember that most professional conferences of this type cost at least \$4750 a go. If you're one of the people who organize such conferences and are wondering how we can possibly make money at this price, the answer is that we're not. ACE readers, however, will have an exclusive chance to get it even cheaper - for nothing, in fact, because we'll be running a special competition next month to give away 5 free passes. Since there will only be room for 100 attendees, the subscribers will stand certainly to benefit by their subscription, so for the more serious ACE reader we're also offering a priority booking service at the same time - so even if you can't get a free, you'll still have a chance of entry.

Meanwhile, the Earls Court Show is sounding like a must be their occasion, with coverage by Radio One just announced and a host of video performers making an appearance. Not again, surely!



Following the news that Sega are thinking of buying Virgin Mastertronic, a host of rumours have been going round the industry. There's, however, no truth at all in the allegations that Ocean are trying to buy the Department of Transport (I mean Darwin), or that Psygnosis are sponsoring the Beatles Boys and doing a sports car featuring the

Beatlesians. Electronic Arts have dropped their bid for Deluxe Paint. Finally, Nintendo are making a desperate attempt to woo shareholders during the hostile takeover of a chain of Italian restaurants - they've now made an offer for Italy.



Following my loss of the BT number last month that allows you to make contact with the department which will sell you a CD phone directory for £2200, the company have kindly furnished this information. You should dial 0800 700 200.



And now, last news department. Like thousands of others, you may have been thinking how nice it would be to get one of those Game Gear things (because, come this Christmas, you'll be able to pop a TV tuner onto it and watch the Queen's Speech while sitting in the small girl room 'tilt, the bad news is that you'll need a TV licence. If you're already got a TV licence, you'll need another one if you plan to use the unit anywhere outside your home (other than at a holiday home) - or as a spokesperson for the TV licensing centre informed us. Apparently you need a licence for any receiving device that can pick up TV signals - and of course you can plug one of those power adapter things into the Game Gear. A TV licence will set you back a whopping £70 - we're talking colour, remember! Watch out for specially equipped detector vans pouncing on hapless high street juves in the near future.

END

IN NEXT MONTH'S ISSUE

We've only got room here to hint at what you'll be rewarded with in the next issue of ACE, out on August 6th. Just make sure you're first in the queue!

- In depth analysis of Super 8-type on the Famicom - can this sophisticated little outplay Mario and get the title 'World's Bestest Game'?
- Tricks and tactics featuring Monkey Island, Space Quest III, Gears, and Miami
- ...And a host of surprises. Don't miss it!

PICTURE THE SCENARIOS

Old wilderness raffles recently mentioned that the only drawing for the scenario AFTER we've written the games... Which ends up into the month's mini-compo. It not more than 500 words (count from that inclusive length is appropriate, not a penalty of a typical game scenario - it can be either ten, 500, 1000 words, or space only). We know the sort of thing - only too well, we suspect. Send it to 'Bobby' at the ACE address to arrive before August 20th. A red hat game to be one that makes us laugh the most.

Dear Newsgate,

We may not have met before, but I would like to introduce myself as a discerning game-player. Please reserve me a copy ACE magazine - the most authoritative coverage of the past, present and future of games technology. PS ACE is out on the 6th of every month.

Name _____

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PHOTOGRAPH BY GUY AARON

"A BEAUTIFUL PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"

"A good reveals adventure is a joy to play...and there's no shortage of gameplay here.
If exploring and solving's your thing, then there's enough here to
keep you happy 'til the cows come home!"

THE GEM



GEM



The strangest things happen in fairy tales - but nothing so strange as the experiences you will encounter on your travels as Cornelius the Elf. Your magic ring can cast many spells, increasing in power as you travel deeper into the mystical lands of gnomes and goblins. Even the castle guards, low-life beings with the IQ of a collimated rivet, are on a get-out campaign. They may seem a little backward to start with, but these rickety-headed, hoven-ladles will soon become cantankerous, tricky-dickies if you let them. Many sword, villainous creatures and devious puzzles test your game-play technique and your gonadic powers. You can even control some of the background game features, allowing you to get to where you think you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest. Just beware...

YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

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