

# ACE

- AMIGA ●
- PC ● ST ●
- MEGADRIVE ●
- GAMEBOY ●
- LYNX ●
- SUPER ●
- FAMICOM ●

ADVANCED COMPUTER ENTERTAINMENT

## EXCLUSIVE!

# F-117a

Purge the Skies with Microprose



## ALIEN APOCALYPSE!

Wing Commander II EXCLUSIVE!

## YOU'RE GOING TO DIE!

Top Gaming Gross-Outs...in colour!



### MAFIA WARS!

4-Page Amiga Godfather Special.

### CRASH AND BURN!

Geoff Crammond's Grand Prix.

### FIST FIGHT!

Electronic Arts' Ice Hockey packs a punch.

### MAGIC POCKETS

Have the Bitmaps gone soft?



ALL THE HOT GAMES REVIEWED & PREVIEWED: GODFATHER, GRAND PRIX, MEGA LO MAFIA, F117A, MAGIC POCKETS, GOLD, ROBIN HOOD, HUDSON HAWK, ICE HOCKEY, WING COMMANDER II, SIMPSONS, AFTER BURNER 2...AND MANY, MANY MORE



# IT'S NOTHING...

## YOU ARE T-800

IN THE ACTION  
PACKED GAME-PLAY  
OF TERMINATOR 2,  
THE YEAR'S HIT MOVIE,  
AS IT EXPLODES  
ON TO YOUR  
COMPUTER SCREEN,  
SPECTACULAR  
GRAPHICS AND

FIERCE ANIMATION  
THROW YOU  
HEADLONG INTO  
THE FURIOUS  
STORYLINE OF THE  
BOX OFFICE SMASH...  
AND A GAME YOU  
WILL NEVER FORGET.

IBM AMIGA  
ATARI ST  
COMMODORE 64  
AMSTRAD  
SPECTRUM



# TERMINATOR 2 JUDGMENT DAY™



# ...PERSONAL

JUDGEMENT DAYS™



 MATURE  
ESRB Rating: M (Mature)  
ESRB Rating: M (Mature)

**Acclaim**  
entertainment, inc.

**ocean**®

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS  
TELEPHONE: 061 832-6633 · FAX: 061 834 0600

'Only the spirit of attack born in a brave heart will bring success in any fight; aircraft, no matter how highly developed it may be.'

Luftwaffe General Adolf Galland



The Division is probably one of the most under-the-radar action games you can find in the program store on PS4. Page 38



Rage breaks from the strategy that is very much a main direction for the majority of the best game releases. How does game work? Page 36



The Division 2 from Microsoft. Are you in to the challenge? Page 38

# reviews

The latest software releases rated  
ON COMPUTER AND CONSOLE page 37-47

- 11 **BURN DOUTER BLOOD** Microsoft
- 12 **EA HOCKEY** Electronic Arts
- 13 **EVOLVE** Microsoft
- 14 **GRID: SPORTS** Microsoft
- 15 **GRID: RACING** Microsoft
- 16 **GRID: RACING** Microsoft
- 17 **GRID: RACING** Microsoft
- 18 **GRID: RACING** Microsoft
- 19 **GRID: RACING** Microsoft
- 20 **GRID: RACING** Microsoft

**ADAM ANTONI**  
Priny Court  
20-18 Parkington Lane  
London SE10 3AU  
Tel: 071 431 5222  
Fax: 071 431 1054

**ANDREW DODD**  
**ANDREW DODD** David Lockwood  
**ANDREW DODD** Ian Price  
**ANDREW DODD** Young Albert  
**ANDREW DODD** Gary Wilson  
**ANDREW DODD** Mike James, Christine Brinkley, Chris Jenkins, Susan Parsons, Mark Smith  
**ANDREW DODD** Edward Park  
**ANDREW DODD** Jo Jones  
**ANDREW DODD** Andy Smith  
**ANDREW DODD** Michael Smith  
**ANDREW DODD** Gary Williams  
**ANDREW DODD**  
Apple House, Garden Lane  
Newborough, PE1 1NP  
01328 858100  
**ANDREW DODD**  
100, Gwynn, 100, Gwynn, 100, Gwynn  
**ANDREW DODD** Fox Free Ltd  
**ANDREW DODD** 100, Gwynn, 100, Gwynn, 100, Gwynn  
**ANDREW DODD** 100, Gwynn, 100, Gwynn, 100, Gwynn  
**ANDREW DODD** 100, Gwynn, 100, Gwynn, 100, Gwynn

© ADAM ANTONI  
No part of this publication may be  
reproduced in any form without  
permission from the publisher.

## AAAARGH!

No place for weak-minded little cry babies, the tough and tough game world. With every bit of your mind and every drop of your sweat, it's hard to have a good time and it's down before going anywhere near some of the more enthusiastically noisy titles.

But let's face it, you can't beat a lot of options for healthy entertainment, and so it's with this in mind that we thought it would be fun to see our annual list of some of the most interesting and successful titles. Where's the fun in that?



Turn to page 28



Warning! Watch out for the Skull and Crossbones! It's certainly one of the most titles to appear for this machine, and read more on page 21. It's similar to EA's legendary interactive title, *Nine a Gender* on page 41.

## GAMES BLITZ!

You would not believe the software we've seen this month. Well, you wouldn't unless we'd filled the whole issue with it. Just taking a gander through the breakdown of games features this month is enough to get your head spinning. For a start there's a round up of gamey games, and then a swift look at a new Kick Off beater from Sensible Software. Then there's a report for all you lucky console people on Kick Off on your machine. Fervent fans can dread ever Greenin's *Demonstrate* and *Mega In Mania* from Microsoft, there's enough weirdness in *Benagade's Magic Pokeys* to keep anyone happy and along with the Simpsons, *Wing Commander 2*, *Robin Hood*, *Ed Hokey* and *The Godfather*, even the most cheapsy gamer will find plenty of interest. So get going!

# features

THE CHANGING FACE OF ACE  
You will, as the saying goes, be surprised. And so will you. So come with us. We'll take you through ACE's new look and what you can expect from page 20.

### 20 GORE BLIMEY!

ACE bravely examines the scariest, more (and less) side of software to remind those gamers with a penchant for splatter of the very finest moments in computer game attack. *Yuck*, says, if you find "bloody".

### 22 MIND MACHINE

What is it about IT systems? Are they uncannily lame or something? I think too much caffeine? Whatever the reason, the people behind the latest piece of skull-scourting technology want you to strap some flashing lights to your head.

### 24 SPACESHIP WARLOCK

Microsoft owners have never had it so good. Full colour digitised and hand-drawn graphics telling an intergalactic roller-coaster ride through the space lanes from the author of *Matrim*.

### 28 SENSIBLE SOCCER

Refracted from their recent world domination with *Mega In Mania* (see page 16) Sensible Software are prepared to embark on a far tougher challenge, producing a real Kick Off beater.

### 30 KONSOLE KICK-OFF!!!

YES! YES! YES! You lucky people! Performing a lightning middle-white-right-ender-of-the-schedule raid on Amco HQ, we scoop the WORLD to bring you this totally exclusive report.

### 35 IN THE WORKS

There's a million development stories in the big software city. And there are just four of them. # *Demonstrate* # *Godfather* # *Grand Prix* # *Hudson Hawk*

## REGULARS

### 7 ACE GAMES NEWS

Latest news on the games scene from Programmer meeting, exclusive dealer's, no cheats', no ballshit-eatin', news from'n', up front'n' straight up like Haynes!

### 11 ACE TECH NEWS

Techniques of the highest order from around the globe.

### 14 LETTERS

Yours and how do you do's from your good selves.

### 64 TRICKS'n'TACTICS

Snack, stranded, stumped or stuffed? Help is at hand.

► *Demonstrate* is from Microsoft. All other game titles are from their respective publishers. Read the report on page 35.

# ACE

OCTOBER 1991



## COVER STORY

*FEELs* is probably going to clean the floor with the competition when it's released in October. Microsoft are undoubtedly proud of their latest creation, but does it really offer the player anything new or just a lot of nice graphic improvements over what is a reworking of the original title?

Take a slightly closer look under the canopy with our three page special on page 22.

# WIN!

## AFTERBURNER

- IT'S MASSIVE!
- IT'S INCREDIBLE!
- IT MOVES!
- IT'S AWESOME!
- IT'S YOUR OWN FLIGHT SIMULATOR!



CALL 0839 550036  
NOW!



WIN  
THIS AMAZING  
PETROL-ENGINE  
OFF-ROAD GO KART

CALL 0839 550037

IT HAS A POWERFUL PETROL ENGINE.  
IT'S EASY TO RIDE! IT'S FAST!  
IT COULD BE ALL YOURS!

# WIN!

THIS RAPID  
RADIO  
CONTROLLED  
TRUCK!



CALL 0839 550038  
IT'S INCREDIBLE

STRAIGHT FROM  
THE USA!



DEFY  
THE  
WORLD

# WIN

0839 550039

A PAIR OF  
SUPER FAST  
SUPER TRENDY

## ROLLERBLADES

# MOUNTAIN MADNESS!

PEDAL  
PUSHING

PRIZE ONE

A MUDDY FOX  
GENT'S BIKE  
PLUS A LADIES  
BIKE!

PRIZE TWO

A KID'S MUDDY  
FOX, MOUNTAIN  
BIKE!



CALL 0839 550040      CALL 0839 550041

# WIN

THIS  
STUNNING  
CAMCORDER

- MAKE YOUR OWN VIDEOS
- YOU COULD BE A MOVIE STAR!!!



CALL 0839 550042

# NEWS GAMES NEWS GAMES

Rik Haynes gets to grip with the latest releases from Europe, Japan and the USA...

## The Simpsons

Suggested by name as the hottest game in the arcade at the moment, Konami is currently converting *The Simpsons* into software to major video formats. Based around the well-known TV series, *The Simpsons* is a dedicated two-player upright game offering a great sense of humour and offbeat action.

Players acting as both of Homer, Marge, Lisa and Bart must rescue baby Maggie, who has been kidnapped by thieves in pursuit of a stolen diamond. The family fend off the crooks by using ordinary household items like Marge's vacuum cleaner and Lisa's jump-rope. *The Simpsons'* frantic fun eventually leads the heroes to Homer's unfortunately-untidy place of work - the local nuclear power plant - where they tackle a right hard gig.

"Bart Simpson has quickly become an entertaining character of rebellion and cultural iconism for both children and adults," remarks Brian Dinkus at Konami's Computer Software Division.

"In bring the characters and their personalities to life, Konami created the game with the assistance of *Simpsons* creator Matt Groening.

The *Simpsons* are hugely popular in the USA. Over 17 million viewers tune into their show on the Fox Channel every week. And here Bart Simpson even became a top star earlier this year when his catchy "Do the Bartman" single stormed up the charts.

Everybody is trying to muscle in on the marketing opportunities. Universal Studios is about to open a *Simpsons* attraction at their theme park in Florida and Burger King recently ran a hugely successful *Simpsons* gift promotion in America and over here, Bart baby will have his own float in a Thanksgiving Bay Parade in a couple of months. About the only thing to hear's done is run for President, Ted.

As for the arcade game, several European software publishers are believed to be bidding for what could be the licence of the year after *Demolition 2*. A deal and release date are likely to be announced soon.



## Castlevania IV

Konami, one of the leading third-party suppliers of video games for Nintendo systems, is set to introduce a "blood-sucking cartridge" to support the new Super NES.

Taking advantage of the superior graphics and sound capabilities of the Super NES, *Castlevania IV* is a continuation of the major hit series.

This intense arcade-adventure game, in the classic Japanese style, offers the player more than 20 haunting stages to explore. *Castlevania* has returned to terrorise the Belmont family and players must tackle many deadly dangers before they can cross from the vicious vampire.

As Simon Belmont, players will travel through tortuous chambers, forests, underground caves and a myriad of other settings.

Fighting enemies, pre-empting traps and attacking phantoms are among the many skill activities to be encountered in *Castlevania IV*. A password feature allows you to take a break if things get too tough.

Would you be willing to accept an invitation to a ghastly ghost party?



Konami has already announced contracts with the old and new video game manufacturers over its introduction of the new NES.

## Super Tetris

A direct successor to the smash-winning arcade puzzle game is both appealing and the progeny of Spectris' *Tetris* style are promising this sequel will take advantage of the latest technology and create new challenges for *Tetris* fans.

"Although more difficult," says spokesperson Sir Rich, "Super Tetris will retain the original's ease to learn and hard to put down status."

All the mind races in the "Tetris" series can software titles with simplicity that below solving challenge. Basic software and rapid thinking in the realm of play as you drop, flip and drop blocks down (ahem) columns at the bottom of the screen. No wonder Nintendo chose the original Tetris as the perfect game to accompany the Commodore hardware console.

Like its predecessor, *Super Tetris* is being designed by the Spectris game-developer Alexey Pajitnov. Graphic artists of Spectris' *Field* and *Field* will create the game with newly-developed scenes from Russian culture and history. *Super Tetris* must mark such level.



Alexey Pajitnov, the programming genius behind Tetris, has just announced the new style game to American fans.



Editorial and John Marston  
 The new version starts a page of  
 Bioscience News, which will  
 work to make an appropriate  
 article. And we don't  
 mention it's 2000.

## The Killing Cloud

Looking up at the polluted red skies hanging over the streets of San Francisco, you begin to wonder whether you can master the 60 missions that come with the newly finished PC adaptation of *The Killing Cloud* from Vector Works and Imageworks.

As a cop in the year 2000, your tough assignment is to bring in the Black Angels gang. After sifting out the details of your next mission and the files currently under investigation, it's time to place your red fringed sombrero in the metropolis and shift the armory to equip your personal vehicle with a few rounds of explosive tipped ammunition and a reserve fuel tank.

Following complaints from human rights organization Amnesty International, all harvesting intelligence files across have been found done but the programmers still push out an impressive display of 3D polygon graphics legions. This version of *The Killing Cloud* supports the major graphics and sound cards for the PC. How do you get what it takes to be a cop of the future?

Visit [www.vectorworks.com](http://www.vectorworks.com) to see the front of your assignment *The Killing Cloud* for the Amiga, or visit page 10.



## Crisis In The Kremlin

Following the recent headline grabbing turmoil in the Soviet Union, Spectrum Holdings couldn't have asked for a better backdrop to its forthcoming simulation of the Russian economic, political and social culture. Perhaps the top brass in Moscow should buy a copy!

Complete with 'multimedia animation', this geopolitical game challenges players to face one of the most debated topics of our time - how to pull the Soviet Union out of crisis and into the 21st century.

Vladimir Savitsky, who joined Spectrum Holdings shortly from the Soviet Union, is the lead programmer of the project. Savitsky has incorporated animated "TV broadcasts" which continually update the player on events occurring throughout the USSR, while inter-office memos report information from the GSB, Academy of Sciences and other top officials. Some require immediate attention and action, others could even be in the form of a joke.

With an accurate economic model of the Soviet Union, players are given the opportunity to initiate realistic policies, budgets and reforms. They can choose to be a hard-line Socialist and impose laws restricting civil rights and freedom of the press. What about amnesty? How would the Soviet society and economy react to ultimate free-



Players control the Mercenary. Background from *Mercenary III* shows a 3D environment.

## Mercenary III

Ever shy of publicity and self-promotion, programmer Paul Winkler of *Mercenary* and *Demolition* fame, has suddenly unveiled a sequel to his first space epic.

*Mercenary III* from Novograde Software is a logical extension of *Winkler's* game style, with the added thrill of air combat to help the challenge level. The 3D "virtual world" of the *Demolition* series are populated with new characters to befriend or blast.

## Double Dragon II



Double Dragon's phenomenal popularity has made it a hit in the arcade community and now, it's available on PC. Visit [www.nintendo.com](http://www.nintendo.com) for more information, and please purchase a copy of the Nintendo Entertainment System game.

More punch than martial arts mayhem is due to be injected into the *Demolition* in *Demolition*'s adventures which features new names, gameplay and graphics. Who would have thought the original low-budget boot-top-up arcade video-game could speak so many words?

Named by a jealous member of the Scorpion's martial arts club, the game's hero Billy Lee is accused of eliminating a close friend. Defeated but not defeated, Billy and his brother Jimmy journey across the urban "rough jungle" to prove his innocence.

Through 15 levels of non-stop combat, Billy and Jimmy utilize their unique expertise of punches, kicks and lunging high jumps to defeat the street-bugs and Midway warriors.

## Planet's Edge

A diverse group of scientists, engineers, doctors, pilots and technicians are on a mission to rescue an Earth rocket into an intergalactic void. Then aliens suffering from an unknown source of radiation poisoning suddenly arrive on the scene. Will they give information from the alien lab before another ally appears in the fabric of the universe?

You must lead this group of space survivors to the hopes of someone bringing the lost mother planet back into the physical universe. Nobody said it was going to be easy!

New World Computing and US Gold reveal that Planet's Edge combines over 40 uniquely designed worlds to discover and explore, story puzzles with more than one solution, and strategy-based space and ground combat. "A real-time option is included for those who prefer an arcade flavor of play," a spokesperson notes.

After suffering your party of characters with all the necessary suits, weapons and scientific devices, you can have a go at building your first interstellar bit car. From here you're able to explore design and construct dozens of spacecraft, starting with a bare hull and adding navigation, weapons and other needs. Some like to go faster space vehicles.



Will you be uniquely designed puzzle to discover, explore, and strategize your way through the void of the universe?



## Guardian Angles

Some crazy computers will loose anything that moves in the quest for a video-game breakthrough! Mention Entertainment has looked towards the Guardian Angles vigilante force finding it one really sideways system for its own integrative game.

Players lead the crime fighter's real war-torn in a battle for right against overwhelming forces in the next system. They use their detective device and martial arts moves to round up criminals and clean up the streets.

"PSSST-PASS IT AROUND...  
...THE **Final Fight** IS COMING!"



OR FOR FURTHER INFORMATION  
please call 0833 654124

© 1992 CAPCOM USA, INC. All rights reserved.



# Shoe People

What's broadly fun-and-educational? The answer, according to Creative, is a new early learning computer software label called First Class. *The People* is the first release and is targeted at four to six year-olds. Based around the award-winning TV cartoon series, characters lead children through many important concepts as they can practice essential early learning skills at their own pace.

Following initial parental assistance, the games are designed so that children can play and learn on their own. *Two Bears In A Hat* could thus become a cheap alternative to renting those kiddie videos beloved by our insatiable little bears.

There are six activities in all. *Trump Vain His Friends* allows the alien student to match colours, objects, shapes, letters and words while *Charlie's Big Day* is a game of event and sequence prediction. *The Great Alphabet Railway* is an entertaining way to recognize letters and words, *Widdling Gans to the Park* is concerned with simple addition and number recognition, and the re-examined *Sgt Major Soto's Cat* teaches the classification of shapes, colours, size and patterns.

Margie's Magic Colouring Book is perhaps the longest lasting activity included with *The Shoe People*. This simple paint program lets the child have fun playing with colours, creating lines and shapes.

Each activity features colourful animation and exciting sound effects which reward the child for correct choices. It certainly makes a refreshing change from the dot-matrix, fun school.

# Might And Magic III

Explore the lands of Terra and recover the 'treasures of powerfully illustrated inhabitants created by the industry's top animators' in the latest installment of the popular role-playing series from New World Computing and US Gold.

"It's not out to make *Might and Magic III* easier to use, more fun to play and as visually and audibly compelling as possible," indicates writer Jon Van Catinches.

Players lead a party of hand-picked adventurers through dark, dangerous lands fully aware of monster peaks as they seek to rediscover with the legendary wizard Corak, a central character in the *M&M* saga. However, a spokesperson adds that former experience with previous games from New World Computing is not needed.

In case you are new to this intense genre of software, the built-in automatic help facility shows you the way when you're stuck. That's not all. Creators estimate when danger or opportunity is near and an adventure's progress to keep track of your progress is included in the packaging.

*Might and Magic III* for the PC, requires a hard drive and is compatible with VGA and VGA/MCGA graphics cards. Consistent with its *M&M*, *Spellweaver*, *Beland* or *Tandy* *Three-Wise* counterparts can hear music, sound FX, speech and streams during play. Other options are under consideration.

King can open portals for the party. Terra is a dark, threatening world where every step you take counts.

# Super Space Invaders

These little green monsters are back with a vengeance with this Kosmos conversion of the Taito cult-hit for Domark. Things have moved on since the alien first landed this-teen years ago so don't expect this to be an easy return of past triumphs.

*Super Space Invaders* combines a host of features from arcade classics like *Phoenix*, *Defeat* and *Distortions*. Waves of alien swarms in their set angles, big boss sprites make a grand appearance at the end of each stage, and there are a multitude of multi-way scrolling playfields to keep your eyes directed. Oh, nearly forgot that enemy levels become level and secret screens.

The basic idea remains intact. Your job is to simply blow holes in the ranks of advancing alien invaders. Irresistible power-ups can be obtained by shooting the occasional megalomaniac that makes a move across the top of the screen. These include a powerful Super Laser to attack the opposition and a facility which breaks the invader's return fee for a short amount of time.



# Super Fulcrum

Introducing the world's most advanced fighter aircraft has been the daunting task for Micra, the simulation programming specialists behind Domark's previous *M&M*-inspired game.

Luckily, the guys were able to glean top secret information on the design and specifications of the Super Fulcrum from their contacts in the trade. Before writing games, they set to code fully-fledged simulators for the likes of British Aerospace.

Fueled by private money, the Super Fulcrum has supposedly been redesigned to include many futuristic features to create a better fighting machine. There's a new wingtip layout, enhanced head-up display and the aircraft now has the ability to carry a new range of missiles.

The follow-up *M&M III* flight sim centres around a large scale war campaign instead of flying a set number of missions. As a result level's pilot, you're drafted in as part of a multi-national peace keeping force to ensure the stability of your allies. Desktop pilots now have to consider *MIRAGE* sup jets, anti-aircraft tanks, SAM sites and helicopter gunships.

All the buildings, bridges, trains and tanks are produced in 3D polygons form and a clever key-shooting of the horizon creates a feeling of space and distance.

Domark reckons *Super Fulcrum* will test every nerve and reflex the co-pilot before.

Small software house CCS is working on an extraordinary simulation based around the latest South

American parents leader *Clay Gorman*. Gorman is *Blade* is a striking magazine inspired by the 1947 *Baldwin* cell war conducted by Ernesto 'Che' Guevara. Programmer Paolo Pizzarello apparently used *Severus* shares for reference.





What the heck is stochastic modelling?

Rik Haynes doesn't know either....

## Groove is in the Mouth

For all those radical young rappers out there on the mean streets of Europe, here comes the MC. Released by Mike from Butler's Productions in the States.

The groovy gadget comes as either a wireless microphone or a wireless loud speaker. The latter model incorporates a digital rap beat, scratch buttons and flashing LED lights to turn you into an instant rapper.

The top staff on ACE are in full effect and hoping for a similar dance-music deuce from the F...



It can't speak like MC Hammer but Mike from Butler's Productions

# Stop Press! Amstrad Release 'All-in-one' PC

And about time too. Many gamers have been attracted to the PC's capabilities but bewildered range of add-ons and configurations available. Now Amstrad look set to revolutionise the PC games scene with the launch of the PC5286 Games Pack.

For £279 plus VAT, the tower gets a 10MHz 286-based PC compatible with 1MB of on-board memory, 1.44MB 3.5" floppy and a 40MB fast-access hard drive. The machine also features enhanced VGA graphics. Also included are a 1.4" monitor, a keyboard, a PS/2-type mouse, DOS 3.3, an easy-to-use graphical interface, software for disks, a 100% AdLib™ compatible soundcard with joystick port and two external speakers and three games (links, P-16 Strike Eagle II and Prince of Persia).

Expanding the news, Michael Miles, Amstrad's sales and marketing director, states "For many years now Amstrad has been in both the home games computer scene and of course the IBM-compatible business PC market. We now see a massive opportunity in bringing these two worlds together."

Amstrad sees the computer bringing several markets: student, gamer/player and business - with no compromise. "For homes where only one computer is a possibility," continues Miles, "the PC5286 Games Pack should be the only computer needed by the family."

It's an exciting, and potentially highly lucrative - move by Amstrad. More news next issue.

**WIN** a **MUDDY FOX**

**0898 55 55 45**

**WIN** a stupendous  
**Nintendo**  
**SUPER FAMICOM**  
worth over **£300**  
Just 3 questions to answer.

**0898 55 55 38**

**WIN** a **STONKING**  
**SEGA**  
**MEGADRIVE**

**DON'T** miss out  
**Dial**

**0898 55 55 39**

**GET IN GEAR**  
For your chance to **WIN** a  
**SEGA GAMEGEAR**  
**DIAL**

**0898 55 55 37**



# Japanese Software House in Games Designer Shortage Shocker!

## AN ACE EXCLUSIVE FROM DOWNTOWN TOKYO

Leading Japanese game companies such as Nintendo, Sega and Konami are apparently suffering from a shortage of top quality programming talent to take care of new software for the Super Nintendo, Megadrive and other popular arcade video game systems.

Without imaginative and well-trained people these software houses will no longer be able to publish the likes of Super Mario Bros., Sonic the Hedgehog and Castlevania!

To prevent the foreign competition from producing the best shoot 'em-ups and platform adventures, several schools and technical colleges have emerged in Japan over the past few months.

The Human Computer School (HCS) was one of the first of these enterprises to be established. It currently runs a two-year course on the art of game design and production.

Apart from attending lectures and handling coursework, students are expected to produce at least one marketable software product during their stay at the HCS. Only the best candidates are counted by the organizers as competition is very fierce for the limit of places available.

HCS' game creating curriculum will be joined by courses in New Media and Computer Graphics early next year.

Moskoff, Nintendo and the Creative Group recently started a special school on the outskirts of Tokyo to teach the tricks of the trade to a select number of budding game programmers.

The way things are going, Japanese education experts could be promoting a degree course in video games within the next three years.

### VR AND FRIES

One advantage of using video game systems for flight simulators seems to be the lack of an instructor at the controls. Simply sitting in the Pilot's Chair instead of London's old Queen's Gate station was obviously better and the video game controls seemed to be the first course-of-action.

What advantage was that? It didn't require any special training or special skills. It was just a matter of sitting in the Pilot's Chair and pushing the buttons. It was that simple. It was that easy. It was that fun.

What about the cost? It was probably less than you'd expect. It was probably more than you'd expect. It was probably just what you needed.

Japan's leading video game designer, Shigeru Miyamoto, is a pioneer in the field of 3D graphics. He has created some of the most popular video game characters in the world, including Mario, Link, and Zelda.

Miyamoto's work has inspired a generation of game designers around the world. His creative vision has shaped the way we play video games today.



## Sharp Shooter

What do you do if you require special effects footage for your feature film but can't afford the talents of Industrial Light & Magic? Motioncam is the cost-effective location answer to this tricky problem.

A 30mm camera suitable for aerial, ground and underwater shooting, Motioncam is probably the smallest and lightest video controlled action camera available.

Additionally, this super shooter contains a new device which provides innovative camera movement in all directions. The carbon fibre camera housing has been shaped in the form of a tube, in which the camera body can be rotated 360° within the optical axis.

Further information on Motioncam can be obtained from its makers at Hestrange Ltd, 149, 8-11th Floor, Vienna, Austria.

## Slave to the Rhythm

Music synthesizers have come along with the electronic decade of the '70s. With the descending trends and samples of the average dance track, keyboard artists are playing around with some sophisticated ideas these days.

Toshiba's 2000 synth is typical of the hard-wire heavy music machines currently on offer. Inside the familiar 76-key piano keyboard lurks an eight megabyte ROM with 267 preset sound waves, 3123 GYM (Grand Yarn Machine) for these melodies that lets you download your own melodies via MIDI to create stunning new voices, two high-performance digital signal processing systems providing a range of 63 effects with real-time control capability, and a built-in 1.5-inch floppy disk drive for storing riffs, wave and sequence data.

If this is the sort of equipment you need to create that drum-beat, call Toshiba-Toshiba Music on (801) 417-3419 for a free brochure pack.



Light cameras is probably the smallest video controlled action camera in the world.



## Real Cool Camera

The key exploits of the first tandem parachute jump at the North Pole and a solo climb up Mount Everest have been filmed by JVC's latest super VHS compact video camera.

After a successful demonstration on a warm sunny day in Moscow, the American designer of the Tandem Parachute System (which allows two people, one of which may have never jumped before, to safely descend under

one parachute) was challenged by a skeptical Soviet General on whether this would work on the North Pole. Expert parachutist Steve Kent and a Japanese journalist took the challenge.

JVC's BC-P500 super VHS still was chosen because of its small size, reliable durability and tremendous versatility.

"The system proved it could withstand the harshest weather elements and enabled the team to capture the excitement of the jump," admits Nancy Fleming at JVC Company of America. "No other video system has matched the reliability of the BC-P500 for such challenging and adventuresome industrial moments."

# JIMMY WHITE'S 'WHIRLWIND' SNOOKER

by ARCHER MACLEAN



ATARI 800



THE ONE - 1015



ZINC - 1015



C AND S - 1015



AMIGA POWER - 1015



JIMMY WHITE'S 'WHIRLWIND' SNOOKER  
IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED.

The only snooker game to achieve a maximum 147 break.

View the table from any angle.

Rotate and zoom in on any ball • Use maces or tips, but chalk that curl  
4 skill levels • 1 or 2 players.

Practice, high shot and drama modes • Every break off is unique.  
Save games and highest breaks • Digital applause and sound effects.

© Virgin Games 1991 • Virgin Games Ltd 1991

# Letters

## NOW STEADY ON!

I am writing in response to the letter in issue 40 from Marvin Nefelsohn. There must be hundreds of people in the same boat, myself included. However, this letter is being written from the other side of the counter.

Before I go on, I must state that I myself have encountered the kind of fiasco that Mr. Nefelsohn and others have met. This letter is not meant to cast doubt on the reality of the shop's shop assistant.

This letter is more of a plea. I work in a certain high profile, High Street, games centre which, along with RPG, board games etc. sells computer and console hardware and software. This letter is about the kind of fiasco I encounter.

It has always seemed to me that a large proportion of customers walk off their heels before entering a shop. I wish they wouldn't. In the case of some shops, this leaves them vulnerable to counter-thiefters. In the case of the store I work at, it leaves us open to silly questions of one kind or the other, open abuse of the other.

People have to realize that a shop, to be successful, cuts off its stock out on the shelves; we don't have staff under the counter for our own gratification. This means that when we say:

"Sorry, we are out of that item at the moment", no amount of pleading or verbal insults will receive a copy of the game you seek into existence. All that will do is irritate the counter staff to your cause. Believe it or not, we need to help you. If you ask, we might be able to order it, or keep a copy for you when the game comes around again.

However, if the counter staff say that they can not do something, it will be for a good reason, not because we have decided we don't like you. Often what we can and cannot do is defined by our bosses. Again, no amount of whining will change this.

A good example of the kind of inconsiderate customer I encounter is the "So a shot of the Ninja game, mister" type. This type usually wait until the shop is stuffed with people before they ask for or in some cases demand a shot. We are not actually supposed to let folk have a go, but if the shop is quiet and you want to see a particular game up and running because you may buy it or are having trouble deciding between two games, then ask, don't demand.

I could go on for hours. My workmates and I have been abused verbally both in person and over the phone by customers who, 98.9% of the time, do not have a leg to stand on. The funny

thing is, the ones who have a genuine grievance are usually polite. We help them.

As a general guide, get the person behind the counter to check the contents of the disc/console box before you leave the shop. Flick through the manual to make sure that there are no blank pages.

Unless the shop is quiet, don't ask to test the game. If it turns out to be faulty, we will change the game; but it's your right. Don't get offended if we try to make sure it is faulty, we have to ensure that we are not being conned.

If you get two of the same game-one birthday and want to change them, take in both copies. And please PLEASE keep your receipt for claims do anything without it. A receipt is your guarantee and proof of purchase.

If you have no instructions with a second hand or illegal copy of a game, don't come to us with no game or receipt and demand the instructions. We don't keep spares. We don't open home computer games and remove the instructions, ever. Console games, yes, but we always put the game and the instructions in the box when you buy the game.

If you remember that counter staff are human, if you are polite and have a genuine request or grievance, then we will help you. If you abuse us, then don't be surprised if we are in a hurry to help someone else. Of course, I can only speak for myself and my colleagues.

### Name and address supplied

It's true that there are inconsiderate customers as well as steady shop staff, although the latter we have to be vicarious as this subject would indicate that the majority of trouble is caused by lazy, entitled or just uninterested retailers. Of course they're not all bad, but looking for certain readers' tales of woe, the situation isn't exactly perfect either. Perhaps some kind of watchdog service is needed? Or how about a Michelin guide to good games shops, with marks for stock, atmosphere, service and so on? Anything that keeps the cowboys into shape can't be all bad.

## IT'S NOTHING PERSONAL

After reading your excellent feature on Terminator 2: Judgment Day in August issue, I felt I had to write to thank you for your help in making the film such a success in the UK. I must admit, I am very much looking forward to playing

the computer game on my Amiga. Can you tell me if the game needs a flag to run, as it looks very graphically intensive. I hope it doesn't, as I have only an unexpanded 486, and am a bit strapped for cash at the moment. Hopefully when my T2 royalties come through I will be able to upgrade to a 1500. To much rather have that than the ridiculous job given that Cinema have to let us sit off with that bloody one is that? All it's done so far is sit on my lawn making marks in the grass.

By the way, I'm thinking of upgrading to a Super Famicom soon, and want to get some good games to go with it, but for a bit behind on the console scene, so could you tell me what the best games are? Also, how do you get past the locked trial in The Secret of Monkey Island? I've tried everything, and Maria is starting to get a bit fed up with me punching the keyboard and shouting all the time.

By the way, I wholeheartedly agree with Marvin Nefelsohn's comments about shoddy retailers last month. I remember too the long ago I bought a game, but it wouldn't load, so I took it back to the shop, but just because I didn't have my receipt I lost it when I threw the carrier bag away. They wouldn't replace it. I was so pissed I bought the shop and closed it down. I tell you, retailers give me a real deal.

Anyway, keep up the good work - ADC is really great! So until next time, Hasta La Vista, Baby.

A. Schwarzenegger  
Los Angeles  
California USA

We've checked with Ocean and Terminator 2, and you'll be pleased to know, even on an unexpanded Amiga. You'll need to examine our back issues for the Monkey Island clues; we began a complete solution a couple of issues ago and it concludes this month. As for quality titles for your new Famicom, SuperFamicom's a recommended without hesitation, as is Final Fight and SF Squadron.

## DAAAAAAAA!

Congratulations on another excellent issue - by no means, I just could not find the terrible screwballs and badly written reviews which Mr. Stern complained about so much in December's Letter's page.

I am not denying that the PC and Amiga have glowing futures ahead of them; with the advent of multimedia, their role will probably be greater

# 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, a whole host of different viewing angles and an armoury hot enough to rule the skies make F-14 Tomcat a flight sim as deadly as the plane itself.

F-14  
★  
TOMCAT

ACTIVISION

ACTIVISION

Available  
in August  
on PC &  
Comptore  
Format.



ACTIVISION

## REVIEWS - ARE WE JOKING OR WHAT?

Are you taking the piss? What am I taking about? Your reviewing system. But what, it's a bloody joke. I've only recently started buying ACE and I've already decided that yours is the worst and most inaccurate reviewing system on the planet.

For a start, scoring everything out of 1,000 instead of 100 doesn't make your reviews any 'higher' or 'authoritative', it just makes it harder to work out. And it's no good saying 'it's 11, not, because you just knock off the last figure to get a percentage', because that would rather defeat the whole point, wouldn't it?

And as for the PC curve! They all look the same! They all start quite high, tapers out for a bit and then tucks off. Unless, who cares? Don't you think people know that's the way all games look? The attention, it's hardly a revolutionary insight is it?

My other gripes with your reviewing system is that you score games in a really erratic manner, scoring virtually everything really highly (except for indie foreign console companies who can't sell their adverts who get a really 'hopping' but then, whenever the mood takes, you, select a top game which everyone knows is good and give it an especially rough rate just for the sake of it.

For example look at Operation B, Blast and Megathunder, three games which every other magazine rates about 4 and you damn well score them. What's up, can't you stand to give credit where credit is due or are you here to get some sort of Time Out attitude and think it's funny to make people's games & programmes?

I read most of the mags in the market (E.G. DARG and Amiga Action) and even CBWS which I think is a bit laddy seems to give a more enthusiastic reception to games. You lot just never seem to be satisfied. You seem to be on the quest for some holy grail of game design. Some ideal title which we all know will never be produced. So why don't you stop being so bloody (or funny) about everything and enjoy games for what they are, and leave the intellectual posturing to those better equipped!

Mark Whitright  
Edinburgh

Good Lord! Get out of bed this analog 'side, Marky-boy! Yes, here at Pegasus Towers we always like to be very loud about games and always amuse ourselves by marking down good titles. Sometimes we even go so far as deciding whether we award a Trabant or a Jag off a game.

Seriously, we're only too happy if we don't coincide with other mags some of the time, simply because we like to think we do a better job of determining the quality of any given game.

And we make absolutely no apologies for encouraging further thought and greater attention to game design. You're right, nothing ever will be perfect, but it's that very reason to bring 'shoppers' and expect whatever you're given at the best that can be achieved! Thank you.

So far as the scoring and the PC curve business goes, we're always open to new ideas, and if anyone would like to suggest improvements to our scores system, we'd be happy to consider them.

than ever before. However, it seems slightly odd to have to discuss the entire console world as 'all that matters', as Mr Sims did in his letter. With the arrival of games machines of ever increasing complexity and power - Technoguns II, Megathunder and now the Super FamCom - at relatively affordable prices the console industry has never looked more vibrant.

And not all the games available for these consoles are shoot 'em-ups or platform games (although that, it indeed what these consoles excel at, witness the superlative playability of Masterblaster II). As a proud owner of one of Segun's 16 bit beauties I have found no trouble in finding long lasting, rags of other games - Centurion, John Madden, Tennis and Fantasy Star II to name but a few. I'm afraid that discuss-

ing the entire console world (which is, after all, the fastest growing sector of the computer industry) out of hand seems infantile at best.

With a bit of luck we won't have to go through the 'my computer is better than yours' routine all over again - it was boring enough the first time round. Computers and computers have been peacefully coexisting for years now; it's bound to stay that way. Perhaps it's time for certain members of the public to first better things to do with their bucks than writing delusively confrontational letters to computer magazines. Cheers! Hooring.

Andrew Austin  
Gulfport  
Birmingham

## AND YET ANOTHER THING!

Having just read the letter entitled "Yet Another Thing" in issue 48 I felt I should voice my opinion on the matter. Mr Sims states that consoles are not the way forward, but the PC and Amiga. I feel he is right, but at the same time, wrong. Computers may be the way forward for games and not consoles, why? Because they have a KEY BOARD. I am not saying that this means games playing, but it means more sales. Parents whose child is longing for something to play when games will rarely buy a games console is the hope that if a computer is bought it will be used for educational use too. This is very naive (seeing as the computer will be used 99% of the time for games anyway, wasting a lot of its potential).

I own an Amiga and am extremely happy that I chose it over the Megathunder, but only because I need to use it for jet, with the superb Deluxe Paint 2 and for writing various things back as this. Basically what I am trying to say is that just because it has the Megathunder and Super FamCom because they are consoles. This is a great pity. Hopefully one day parents will realize the mistake they are making.

Robert Dilling  
Lightham  
Kent

Don't underestimate the power of parents. The idea of being able to fool them and get into buying not the cash for that Amiga because "it will help me with my homework" are long gone - they went out with the BBC Mon. Anyway, a lot of parents are quite happy just to buy their kids a games machine, and I still believe what a Megathunder, which's going to argue when it costs half the price of an Amiga! Anyway, consoles are becoming a cheap view that many kids can afford to buy them out of their own pockets - keyboards in view.

## WHO THE HELL DO WE THINK WE ARE?

Oh, come on then, you know what I'm talking about. Over the last six months your computer magazines have been busting your guts trying to copy the style of grown up magazines like G, Empire and Panorama. Not only are the magazines starting to emulate the design style of these magazines, it's as if they've lost their mind, and, even the writing is starting to get all fancy and clever-clever!

It's all kinds who the editors are: ACE is of course guilty of this Pegasus crime, as anyone who has read Empire or Panorama recently will know only too well. But by far the worst and most blatant offender is Future's own Amiga Power publication, the so-called 'Magazine with attitude' (well, which since its launch has steered just about every idea going) The way that they



## THREE INTO ONE WILL GO!

### THE MAGNETIC SCROLLS COLLECTION (VOL. 1)



From Fitzgerald's *Gatsby* to a new pastiche — you are invited to see how! (MS-DOS/PC/AT) *Magnum* (two-disk game)

Yes! The Great Gatsby has an award-winning group of characters, set in the late 1920s (GATBCT has been redesigned... now you can enjoy it even for the day!) It's a tale of what you least expect, featuring all that's unusual and unusual of all great novels.

**COMBAT/204** — Obviously, you're on the line back in America in the City that never sleeps. Like *Magnum*, you get to choose the gaming format!

**COMBAT/204** is a very subtle, subtle, but only person you can trust is *Magnum*.

The **GATBCT** of *Magnum* — How many can you get? The answer is *Magnum* to read or study of *Magnum* to see how the *Magnum* of *Magnum* of *Magnum*.

In the **GATBCT** of *Magnum* — How many can you get? The answer is *Magnum* to read or study of *Magnum* to see how the *Magnum* of *Magnum* of *Magnum*.

#### Available on:

IBM PC (MS-DOS, Windows, Novell) **\$24.95**  
Amiga (1.3 megabyte only) **\$28.95**  
Atari (1.3 megabyte only) **\$28.95**

© Magnum, Inc. 1995. All rights reserved. See <http://www.magnum.com>



ponder and kiss up to the software houses and development teams to liberally be lauding. [Speaking as an ex-journalist, I know that it is important to look at good terms with the people you deal with, but Pizer is stretching the point a bit.]

Do they really think that the kids are interested in reading articles about how good-looking his Jimmy is in his head, or having Coe Design's Jeremy Smith (another actual pundit on the cover?)

And what about those ripped-off articles? The so-called Ultimate Autumn Preview is just a carbon copy of the Summer Music Preview that Premiere does. It was written in a shockingly similar fashion, and even some of the categories were the same! And that "Peter Molyneux what have you started" thing was just a combination of kiss-up material and a spoof of the Q "Who the hell does he want and what the hell he do" design style. What's wrong with you people, can't you have original ideas of your own?

Personally, I don't think this whole "experiences as you start" thing holds any water at all. In fact the whole thing really stinks in my eyes. It's not like the music industry, where you hear the performer on the record, or the movies, where the stars are up there on the screen. With games all you see is the end product, so who the hell cares what flavor jelly fish Matthews likes best? Games! It is also a cardinal offense, making the ridiculous assumption that lets want to put posters of successful programmers up on their wall! What education are they going to?

So come on, ACE, and everyone else. Get your act together, all! After all, you don't see Q and Premiere doing fan for Geeks, do you?

#### Derek Evans Newborough

Erno, bit of a fair cop, we suppose. Yes, we do use similar ideas from time to time, but only if they can be relatively applied to the reality (such as the Power Call review chart or the monthly Gary Games feature). And while we agree that readers could probably do alright without having to listen to software CEOs spending their company's ad, information on the people who actually do the games - the developers - is relevant. Anyway, what do other readers think about this? Your opinions would be appreciated.

## SHOWDOWN

So, what's the deal? One week I buy a copy of ACE magazine with a two-page color feature going on and another few great the CDCC show is going to be, and the next week I buy a copy of your sister magazine CU Amiga, carrying the very same pages but with a big "cancelled" notice stamped across it. In the same issue of one or what? Now, I came to the show last year and despite having to queue up for nearly two hours, once I actually got into the hall I found the show to be an enjoyable and actually rather epic affair.

And for once I felt as if I could be proud to be a gameplayer, and could hold my head up high as I walked home carrying my plastic "Gears" bags instead of being made to feel like a social leper.

Why? Because for once the games industry seemed to have a bit of visibility. Frank Bruno, Exter beat, yes, okay the Turles, Mario. All of these people were perfectly acceptable to the public and were associating themselves with the show.

Surely the industry must have received a huge boost in terms of the coverage that these celebrities attracted.

But now if you're going to "tepper" what about all the TV and Radio coverage we were promised? What about all the press blenders who bought advanced tickets? And what about the industry itself. Aren't the software companies angry about not being able to deal with their audience the public, or are they happy to simply shut out the paying customers so they can sit in their expensive luxurious suites?

Please tell us what's going on and, more importantly, why?

#### Darren Howard Highgate

Okay here's the deal. The consumer side of the show has been cancelled, which basically means no public admissions. And the reason for this is that Game Exhibitions in division of the publishers of ACE were unable to get enough signatures of exhibitors in time to continue with the show. While lots of software companies were saying "oh, well" few were actually signing.

Well, depending on how you view this, you could either decide that what with this being a recession, it is important for software to save their neck (going to shows and building stands etc. is very expensive) or that it was a stupid and blinkered and short term attitude denying themselves access to the very people that keep them in jobs: ie, the customers, and therefore stopping themselves for one year and throwing away all the good that was done image-building last year.

Exhibitors could have continued with the show and sold their public tickets, but it would have been unfair to take the public's money and then deliver a disappointing event with only a few exhibitors.

So all we can do is say what is sorry as you and on hope people get their brains together by next year.

## GOOD LOOKING BUT SUPERFICIAL

Why do so many people rate games by what the graphics are like? What about the game play? For example, look at *Mega on the Nintendo*. The graphics aren't brilliant but the game play is fantastic. This also happens with computers, the Spectrum has the worst graphics of all the main computers but the the game play makes up for it.

I think people should stop rating the games & computers by what's on the outside and look on the inside.

#### Peter Haines Derbyshire

After words, Peter: Games, like people, are so very very often not what they appear, and've're pleased to say that we believe mostly in your attitude, and we're continually trying to put across those very points in our reviews. And if you needed any more confirmation of the fact, why not take a look at our First Month feature on page 22. You may be in for a pleasant surprise.

## AGE CONCERN

I'm worried. As a parent and keen gamer, I've always opposed sharing the fun of computer games with my young son. There's nothing I enjoy more of at evening than sitting down and playing a good old fashioned adventure game, you know, applying warts of the little grey cells in pursuit of wit and education. But recently I've grown increasingly worried by the spread of console and, more importantly, arcade games.

Can't get me wrong, I'm not one of the chaps who wails into the meg trying to tell you fellows your own business, but I just wonder if all this coverage of console games isn't encouraging too soon of the thought processes which God gave us and more needless button mashing.

So you, wanting to adopt a far more green approach to gaming than certain mags I could mention, are my first port of call before I give up all the gaming altogether and take up a hobby more neatly aligned with my life - gardening.

With cheaper and cheaper games machines coming into the shops, surely computers like the Amiga, ST and PC are going to find their market there eroded very quickly. The real worrying aspect is that since the cheaper machines are being bought by - and software support seems to cater for - much younger people, this age bracket will become the norm and people like me who aren't that interested in betting the Mighty Sword of Games in Super Smooth Scrolling Paradise will get left behind. I suppose all I want to do is remind the software producers that there's a market for us not-so-old grown-ups too!

#### Michael West London

## WIDE BOYS!

Following the recent re-release of several classic film titles (such as the Star Wars trilogy, *Star Wars* and *The Force*) on video in the new widescreen format, I got to thinking: when are we going to see wide-screen computer games?

As I recall, this technique has already been used several times in the arcade, with games like *Demis*, the *Prince Persion* and *Buggy Boy*, which used multiple screens to provide a panoramic game area. In the home, the widescreen "letterbox" format could create the same effect. So how about it, software companies?

#### Gavin Gairns Gwent

Sounds like a good idea to us! If anybody has suggestions for game types which would be appropriate for wide-screens, write and let us know!



# DEUTEROS

1 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 mutations which were left to develop other planets. At the same time, life on earth was destroyed by a catastrophic climate 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 battle 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 war-torn solar system. Operation Deuteros has begun.

Available in August on Amiga & Atari ST

ACTIVISION

# GORE

*During the history of the rich and varied spectrum of creativity that is more familiarly labelled 'game design' there have been certain moments of quite spectacular gain. While any game that you may care to shake a stick at could claim to include a reasonable level of conflict, there are certain titles, particularly those listed below, that do lead and stand out above the competition in the 'Gore' stakes.*

*These are the games that are talked about in the pub. These are the games that get more sensitive folk's heads faced and on their sceptic's faces. These are the games that, no matter how shaky their playability or longevity, have a special place in the hearts of the ACT staff.*

*So, dear reader, if you will close in your favourite club, prepare those drinks and get ready for a fun-filled trip into virtual nostalgia.*

# BLIMEY

GAME	FORWARD
<b>PERMANENT GOLF (INTERAGE) (1988)</b>	Realistic scenarios have replaced an oldie in the Putter-puff, taking advantage of laser-lightage and an 'impossible' floor-top like whole universe with an electric device unless their demands are met. (Only you who must take on the monster machine in this platform-based shoot-'em-up can create adventures.
<b>LEMMING (BYGONIC) (1990)</b>	Fluffy animal-leded average member's similarity around under the user's limited command, the plan is to lead a specified percentage of lemmings around their dangerous environment and through the exit.
<b>BOYS FT. (THORN) (1988)</b>	Little more implemented on a selection of headlessly accurate alien worlds must be created by the player or who pilots an futuristic style ship with conventional controls, weapons, smart bombs, and get themselves. (Having the personal label on the pack) (Noted the main)
<b>BARBAROSA PALANO (1987)</b>	Beautiful but slightly tricky Western Movie illustration (due to) is what has been followed by the music-including internal lines, and only you (in a busy that makes Conan look like the Poor Man's Hercules, can save him. And your sword and slash your way into a bit of time through level's baroque features.
<b>TECHNOLOGI-GARDIAN (1988)</b>	It's a race from the future. Great idea and you're starting. You play 'Technoman' here (and endeavor to take a time-travel 21st century. An array of programmed situations (most on 16th are causing all sorts of trouble over the city, and you have to create them (in a chase this type scenario), then those that fall out of the game is automatically scrolling about-up all. Low quality illustration with a few interesting features.
<b>INDIANAPOLIS 500 Electronic Arts (1988)</b>	Really, racing 500 cars in 10 laps around the famous Indianapolis circuit, entertaining and fun events for you, if you've got the usual level turned down) in a life-and-death quest to satisfy their need, if you 'must', for speed.
<b>NARC Williams (Amaze) (1988)</b>	Special Drug Enforcement Administration Random Walkers and Blue Devils must fight their way through the streets in being them. He Big and his work-drawing around action. Along the way they utilize every high-power killing tool they can lay their hands on.
<b>BARZON Core Design (1988)</b>	Fun give the idea of life in the Renaissance style about 'em-up. Pump up the crazy fellow (especially to live, a shooting and wrapping all and ending with the huge variety of power-ups on offer.

## HOW DOES IT

## THE MOMENT

## THE WEAPON

## DO IT AT HOME

## GAME FACTOR

The remote control is used to control the ship's movement through your handy mouse.

Whether you shoot a terrorist, the action in *Terminator 2* unfolds in a cinematic fashion. But it's not the hero's exploits that are spread across the screen; it's the close-up behind-the-scenes look at the hero's backdoor by the enemy.

Some automatic pistol is a good weapon to use for close-quarters combat.

It's among the easiest to use, just point to the right direction and fire. Reloading is automatic, although in a loaded battle the time it takes to chamber another round could cost you your life.

**GAME FACTOR: 2**  
The remote control in *Terminator 2* is a handy tool, as they make an enemy that cannot again when their bullets are introduced to the target. But it's not the gun, it's the effect. Excellent strategy, good fun.

## The hero's mission



Many of the exciting moments, but by far the most jaw-dropping is the multiple attempts to take down a white steam of steamers with an apparently dead crew through to the east entrance of a series of passages by multiple attacking officers, resulting in 100% of hero's.

Big, sprawling, fast like the others at the moment.

Simply try and complete the level the first time you get to it.

**GAME FACTOR: 2**  
Reasonably high on the strength level it is actually very strong. Finding the volume of hero's and by such a high percentage is pretty amazing, though.

## The little boat



Carve up an individual's weakness of the hero can be the little one. Lightly, light the little boat and control them to run around for a few times while slowly learning from the boat.

Simple and easy to use, and it's the most that does the most damage.

Show up one of the prison and after all the time to work along towards your perfect moment. Move away from the player's surface and then drift along the line, following the little boat to see you go. Great!

**GAME FACTOR: 2**  
Having a boat in the little boat that control with their hands on the little boat, but it's not the boat, it's the control. It's not the boat, it's the control.

The hero's mission is actually a very simple one, but it's the light that is the key to the success of the mission.



The flying boat ship, when one of the hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

Generally, everything from the hero's mission is the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

There are no other ways about when to be in the hero's mission. It's not the hero's mission, it's the hero's mission. It's not the hero's mission, it's the hero's mission.

**GAME FACTOR: 2**  
The hero's mission is the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

## The little boat



As the hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

It's not the hero's mission, it's the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

It's not the hero's mission, it's the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

**GAME FACTOR: 2**  
The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

All the hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.



Knowing about the hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

It's not the hero's mission, it's the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

It's not the hero's mission, it's the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

**GAME FACTOR: 2**  
The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.



It's not the hero's mission, it's the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

It's not the hero's mission, it's the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

It's not the hero's mission, it's the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

**GAME FACTOR: 2**  
The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.



It's not the hero's mission, it's the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

It's not the hero's mission, it's the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

It's not the hero's mission, it's the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

**GAME FACTOR: 2**  
The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission. The hero's mission is to the hero's mission.

# YO!

## GET READY!

BIGGER  
AND  
BETTER  
THAN

THE CONSUMER SHOW IS  
THE BEST  
BEFORE

# CANCELLED!

## THE INTERNATIONAL COMPUTER GAMESHOW IS BACK!

LATEST INFORMATION

Don't forget you can avoid disappointment and queues by calling our Information Hotline.



FRIDAY 12th SEPTEMBER 10.00am - 10.00pm  
SATURDAY 13th SEPTEMBER 10.00am - 10.00pm  
SUNDAY 14th SEPTEMBER 10.00am - 10.00pm  
Book your tickets to advance to avoid disappointment and queues - please call Information Hotline now on 0839 500820  
All tickets subject to City and County Council approval  
For details call 0839 500820

INFO HOTLINE 0839 500820



WI

FAMILY  
L.A.

## WHAT'S GOIN' DOWN!

- Shows and exhibits by leading names in computer games
- Live music acts
- Personality appearances
- TV and radio broadcasts
- International computer game championships featuring teams from Europe, Japan and America
- Disability computer challenges
- Spix prizes and medals
- Living rooms of the future

THE COMP... SHOW YOU'LL NEVER BEAT!

MORE GAMES TO PLAY... EQUIPMENT TO CHECK OUT...  
MORE LIVE ENTERTAINMENT... MORE THINGS TO MEET.

IT'S TOTALLY RADICAL!

SPONSORED BY

THE CONSUMER

THE EUROPEAN  
COMPUTER  
ENTERTAINMENT  
SHOW

1997

PRESENTED BY 100%

PLAYABILITY 100%  
Great fun and fast

EXPERIENCE 100%  
Play all your favourite titles all the latest  
games and equipment. Enter the  
international and challenge - yours  
and in the heat.

LASTABILITY 100%  
Hold out for your - don't allow it to slip away.

VALUE 100%  
Even get to see for 3 days, you'll find  
difficult to combine with other shows -  
how long you get what a value!

OVERALL 101%  
The show's more than just the price money!  
Highly recommended. You can't beat it!

LAW!



# S P A C E S H I P

**Blade Runner or in the comfort of your own home, thanks to the friendly Macintosh and some compact discs...**

**T**he Macintosh has always been sold as a "traveler" computer that the IBM PC had by some strange means always lacked an abundance of interesting game software.

*SpaceShip* (Apple by Mike Sany - the creator of the first computer-generated comic book "StarStar" - goes some way to redress this inferior status balance in a uniquely Macintosh fashion. Sold as an interactive movie on CD-ROM, that's what it is - that is Cinemascope for less. A trick which is used to get more images on the disk.

The basic story line is strictly that of a 2050's science fiction B - film. You end up perched on an alien world trying to survive on the cold streets and ultimately get off the default to meet favourable climates. Once you're successful you

promptly get captured by The SpaceShip Mariner to be taken on a quest of plundering the galaxy and battling the evil empire.

The levels of interactivity are very simple, key words can be used, and guns aimed and shot. But this is a line after all and using the term "game" would put some pretty hefty requirements on it which it would fail miserably in meeting.

The film is set in the distant past when humans had conquered space and established the Terra Empire which ruled throughout the known galaxy. Unfortunately the humans weren't the only ones out there and they soon lost their grip when the great war ships of Kool Empire "darkened suns and destroyed worlds". A long feared war ensued and mankind fled to the Kool empire. They also lost the Earth which was taken as hostage and moved to a secret solar system within Koolian space.

While the masses of humankind loved to send the evil empire a group of Space Pirates defied the Imperium to strike back at their valued mate ships. Led by the legendary rebel commander Hammer, they challenged the empire and searched for their lost home world of Terra.

With all this history in mind you start in the early depths of space with only one planet visible in the distance. The ambient music (used in the background) as you get closer will reach back of the mouse button. Planetary scenes appear before





# WARLOCK

the wide-angle screen. The city you arrive in must have been inspired by Blade Runner, since it's "rain-ful" is identical, even the taxi cabs have antiquated wigs in place for wheels.

Probers on the alleyway walls warn of a dangerous criminal in the vicinity with large reward on its head if you manage to survive the encounter. At each intersection are large video screens with a robotic host animatedly telling you to pay your taxes and stay in line. On the same panel is a Donkiki, from there you can place cell calls, order information and purchase tax tickets if you have the credits.

The entire area you have arrived in has been conquered off by trigger happy alien police in pursuit of the criminal. Finding a bar you try to order a drink, but being creditless, you are rebuffed not before the photographic coprocessor views starts.

Your luck changes for the worse and you meet the wanted alien criminal who wants all your money. Fortunately aliens are a pushover to Macintosh owning humans and you make him unconscious by repeatedly clicking the mouse on his face. Stealing his credit card you also collect the reward for his capture. And so the adventure begins.

While SpaceShip Warlock allows movement and interaction with the various characters, total freedom of movement is not allowed as in adventure games. Following the narrative of the film is important otherwise you end up in a dead end

and have to start again from your last saved position. There are some side route detours but the level of problem solving is minimal. Your mainy along for the ride.

The design of the CD-ROM is amazing, well conceived and meticulous in its design. It has superb Macintosh II full colour graphics, atmospheric soundtrack, used sequences that can compare favorably with Star Wars or Blade Runner. The program is however limited by its level of interactivity as well as being slowed down by the hardware it runs. It needs a CD-ROM drive with 380 milliseconds access time or faster is suggested and software running it Macro Mind Interactive.

Given a year as software and hardware catches up with the demands of Miller Science's company reactor, we should start seeing some brilliant games for the Mac at long last - if you have fast enough hardware to run them.



# HUNTER

## ADAPT TO SURVIVE

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

His only accomplices are the weapons, vast 3D dimensional universe; his objectives: to assassinate.



MISSION  
394-KST-9S  
CODENAME  
H-U-N-T-E-R

ACTIO



# HURTER

## WITNESS TO DESTROY.

... versatility to make best use of a wide range of  
... your missions, the Hurter is a breed apart.

... vital structures found in his amazing three-  
... interactive. The Hurter has the will to win. Do you?



CTISION

Available in September on Amiga & Atari ST

**EXCLUSIVE!**



Sensi Soccer's unique twist is that the pitch is what controls the game. In other 8-bit computer games, you're usually limited to the game area from the screen line. Sensi Soccer is unique in that it gives you control of the entire pitch. Things that look to be cleared away a fast like dust also show the movement on the football pitch. You can't see any player when in the game is stopped. The manager is used to substitute players, while the tactics are managed via menu. "Using the screen is what sets a game's pace," says Jen. "It's a unique feature to make the whole player who might be able to come on. But it's not such a technical feat and we're happy to have such an easy feature."

lack a movement in advance, so that when the player gets the ball, he automatically carries it out. Of course players can still dribble, but because less effort has to be expended on just keeping the ball at your feet, more complex skills are allowed for. "You'll be able to shoot, in any one joystick movement, to kick the ball in eight directions, at any height, and at any power," says Jen. While passes will be accurate, they won't work as in Kick Off, automatically losing their way to the nearest friendly player. There's no need to, because the nearest friendly player will always be on it. As a further attempt to enhance control, Sensi Soccer will be joystick compatible, as Jen is adamant that it allows for sniffer and more efficient ball control than the conventional joystick. Extra design aspects include the ability to give your player an extra burst of speed when

# A SENSIBLE APPROACH TO SOCCER

**W**ell, if you're going to attempt the impossible, you might as well do it sensibly. The truth is, such is the funfactor following behind Acorn's awesome Kick Off 2, that even to suggest that a better football game might be possible could well have you fanned at the stake over a basket of hot rats. People have tried, sure, but to date of the so-called Kick Offers, including Soccer II and the fine Manchester United Campus, have been played right off the park by KOO's incredible playability. There's just nothing to touch it.

Or is there?

Back in 1988, the big-haired duo of Jon Gould (you'll know him as Sensible Software), collectively known as Sensible Software, took a break from their usual annual shoot-'em-ups including Wildcat, Predator and the Great Emily Construction Kit and produced what was, quite simply, the best 8-bit football game ever. MicroPose Soccer went up against the big, including the classic international Soccer and Match Day, and won hands down. Unfortunately, the out-of-house 16-bit version that followed were poor (beyond belief, but even the boys have got their thumbs stuck into the 16 bit pit with international 3D Tennis, this month's Mega to Many two page 500 and the forthcoming Wildcat, they're hoping to do it again what they did three years ago, with another soccer stunner.

"We just finished playing Kick Off 2," says Jen, "and I've decided that there's a awful lot of stuff wrong with it. When you play the game you keep thinking that it would be so much better if certain things didn't happen and other things did. That,

**The duo that revolutionised the 8-bit footy scene in 1988 is now preparing to challenge Kick Off 2 for the 16-bit trophy. And they just might do it, too...**

combined with the fact that we just like football games in general, is why we're doing Sensi Soccer. We looked at Kick Off 2 and Sensi 2, and I think Sensi Soccer will be sort of a combination of the two."

Sensi Soccer's radical approach consists basically of giving the computer much more control over the players. Because the program will handle most of the instinctive movements, the player will have more enhanced control over skills like shooting and passing. "Our way of thinking is that, because any decent football player knows how to run to the ball automatically, that's how it should be in a computer game," explains Jen. "It's really annoying in Kick Off, when you run to the ball and miss it, and then have to go back for it, by which time something else has got it. Being able to get to the ball is such an obvious thing that it's not something you should have to worry about. So in Sensi Soccer, the nearest player to the ball will run to it under computer control, and hand over to the player when he's got it."

An added aspect to this technique is that players will be able to control what to do with the ball before they even get it. It will be possible to

shoot, and a special new statistic called Form. It's effectively the reverse to all other statistics, as instead of the statistic affecting the player's ability, the player's ability affects the statistic. "It's just like in real life, when a player's form increases, depending on how well he's been playing," Jen explains. "The computer judges how well he's performed on the pitch, and adjusts to form rating accordingly. This will allow you to lose a cheap player on the transfer market, plus some good games with him to get his form up and sell him back at a profit. Just like in real foot ball, see?"

Jen is hoping to give Sensi Soccer a "recent management game". As teams boss, you'll get offers from other teams, and move from club-to-club, maybe even to manage foreign national teams with National Data Dials that are already being planned. Also, it's hoped that the teams and player names will be based on the genuine articles, with the facility to edit the data so soccer enthusiasts can keep their teams up-to-date. Data Dials will interact with you another to the manager of a national team will get to take his squad to the European and World Cups and so on. All this is to be combined with 70-strap presentation and elaborate sound effects, including a library of sampled speech and laughter like cheers and boo's that erupt when you play abroad.

While work on Sensi Soccer is still in embryonic stages, it's already shaping up as the most likely contender to the Kick Off crown to date. If Jen and David can really put that idea into action in time for its proposed release around Spring next year, maybe beating Acorn's classic soft such an impossible mission after all.

Malcolm White

# The Ultimate War Machine

MEGAFORTRESS is ready when you are . . .

It's the enemy's worst nightmare; a nearly invincible heavy bomber, carrying enough firepower to destroy the most heavily defended installation in the world.

Megafortress is in a class by itself: a radically modified B52H Stratofortress, with radar-absorbing fiberoptic skin and enough state-of-the-art sensory and weapons systems to jam and blast its way into any target on earth.

Flying Megafortress isn't easy; you're a Pilot, Navigator, Electronic Warfare Officer and Gunner all rolled into one!

Megafortress' multi-position bomber features complete electronic countermeasures technology, terrain guidance radar, multiple missions, and a massive arsenal at your disposal. Full colour VGA graphics and Sound Blaster/Ardub sound boards support brings the reality of long-range strategic air assaults into your home.

Available for Commodore Amiga, Atari ST, IBM PC and compatibles.

## MEGAFORTRESS



Radar Countermeasures



Offboard Weapons Station



Navigator's Station Display



Pilot's Station

Based on *Village of the Damned*, Dale Brown's best-selling novel.



MINDCAPE

Mindcape International Ltd  
1 Fox Court Road  
Bucklands Estate, Tipton Rd  
West Sussex BN1 7JG

Tel: (0444) 832701  
Fax: (0444) 832700

For information on all Mindcape products please phone  
(0800) 234314 (Phone calls, calls charged at 15p per minute  
during cheap rates and at 45p per minute at other times)

# WORLD EXCLUSIVE!

# BIG MATCH

At last! Sega and Nintendo owners are set to experience the software experience of the century as *Kick Off* blasts onto the consoles. ACE, as always, is the first with the full story...



**K**ick Off has been the band of console owners' lives the world over ever since it first appeared in 1989. You can have all the Maris and Santos in the world, but it don't amount to a hill of beans if you can't play the Most Excellent Game Ever on your machine. Of course ST and Amiga owners have been having a right old laugh at this state of affairs for our last years now - but now, for those narrow minded computer owners who are into...uh...uh...uh... the party's over - while for console gamers, it's only just beginning. After a wait that seems altogether too long, Ace has finally done the decent thing and put Kick Off on cartridge.

First of all, there is one rather sad piece of bad news. There isn't a MegaDrive version - at least not yet. Plans do exist for a 32-bit Sega conversion at a later time, but for now the lucky formats are the Nintendo Super Famicom, the SNES NES and Sega Master System and, on the handheld front, the GameBoy and GameGear.

As you'd expect it's the Famicom version that's looking most impressive. Top Japanese developers Imagines Inc. were responsible for bringing Populous to the Famicom; have handled the job, and have been sensible enough not to turn the game into a ball-and-wickets extravaganza at the expense of the gameplay. As a result it's probably the best graphically-impressive Famicom game to date, with the traditional miniature players and scenic pitch. Aesthetically things have been spruced up a bit to make use of the GC's awesome capabilities, but the original classic's gameplay and fun remains intact - so much so that a seasoned computer Kick Off player could move straight into the version with as little as a bit of the inevitable differences thrown up by playing with a joystick.

The game has been written primarily for the Japanese market, and has had to be retitled Pro Soccer - because, of all reasons, the name Kick Off already exists in Japan as the name of a big fastener company! Due to the fact that the Japs like their games to play a bit more heavily, the game has been slowed down a tad, so it's more like playing at National

AMIGA AND PC SCREENSHOTS TAKEN FROM THE SEGA CD ROM VERSION. Screenshot courtesy of ACE. The screenshot on the right shows the amount of extra time game needs to be played. Screenshot courtesy of ACE. The screenshot on the right shows the amount of extra time game needs to be played.



## THE 8-BITS

Not every version of Kick Off was available in every country. The Kick Off phenomenon - as first they got fans of the best computer game ever, Kick Off will appear on MSX and Master System at the beginning of 1992, and both versions look incredibly similar to the things, though the graphics are just a bit different. In fact, of course, resembles the game and so each there are no problems on the graphics front. The Master System version is being done by UK studio business eight top computer game studio (except of the regular team) and former East Man's (as Award, formerly) will it look similar to the original game. The version got a special treat, with a special (and comprehensive) feature made by Gary Litch, all the final Nintendo features including a whole lot of European top computer and a new feature never before seen - the ability to mark players!



SCREENSHOT TAKEN FROM THE SEGA CD ROM VERSION. Screenshot courtesy of ACE. The screenshot on the right shows the amount of extra time game needs to be played. Screenshot courtesy of ACE. The screenshot on the right shows the amount of extra time game needs to be played.



The pitch is still full-size, scrolling in all eight directions, at Amiga speed. Due to the small size of the Gameboy screen and the scale of the game, the amount of pitch you actually see on screen is slightly smaller - about a quarter has been lost - but the definition of the players and pitch detail remains the same. In fact it's a little like playing the BT version with the colour turned down, so shaded tones similar to the Amiga version's colours have been implemented to allow pitch movement, rather than using a complicated and CPU-massive gamma design. It's quite remarkable, given the constraints of the machine, just how authentic Gameboy Kick Off is. Everything is there - the releases, pitch types, stats, tactics, wind, aftertouch... It certainly feels the same to play, and the only problems to arise seem to be some difficulty in executing complex moves with the controller.

Super Kick Off will be multiplayer, although at this stage Amiga is unsure exactly what form this option will take. Information is filtering through about the ability to link as many as eight Gameboys together using a special adaptor, but to date it's still all in the air, so the most likely option at the moment is a regular two-player option using the standard link cable. But whatever changes are yet to be made, the release date for Super Kick Off remains firm - the early part of next year. As for the Gameboy, that's expected to be almost identical to the Master System version (see THE BEST 10 - barely surprising considering both machines are almost identical technology).

Okay, it's all exciting stuff. But One Thing's for sure - Kick Off is going to do a BOMB when it arrives over here. At a time when the console software scene could do with a boost up the backside, this could be just the anomaly it's been waiting for. In fact we're so sure of it, we're on the pitch! We think it's all over!

It is now

by Gary White

level now, rather than the ultra-frantic International level that real Kick Offers prefer. The rest of the game remains much the same - it's effectively the original Kick Off with a modified version of the above disk Extra Time built in. The formations, aftertouch, setpieces and the rest are all in evidence - along with a kick! in game tone that, while very pleasant, unfortunately can't be turned off. The only other problem seems to be the slight jerkiness of the scroll which is apparently due to the Funcom's inbuilt difficulty in handling the balls' routines with drive the game. These problems, however, are set to be rectified when another version of the game is written for Kick Off's original author Steve Osler to release when the Funcom is officially launched in Europe. That may be a while though, so for those who just can't wait, Pro Soccer is launched in Japan on September 25th and should be filtering through here as import shortly after that.

Close to home, the much-misunderstood and long-awaited Gameboy version is being produced right here in the UK - and contrary to popular rumour no compromises are being made on the gameplay front. No wonder it's now called Super Kick Off!

Below: Fun Com's Kick Off will be available on the Super Nintendo as well. Middle: The multi-player capability in Super Kick Off is an exciting prospect. Right: Kick Off is set to be re-written for the Amiga. This time though, the after touch computer screen will be turned off to give the Amiga a superior experience.



Funcom may make an update to the Amiga version of Super Kick Off but the Gameboy version is a special development. The Amiga version will be turned off to give the Amiga a superior experience.



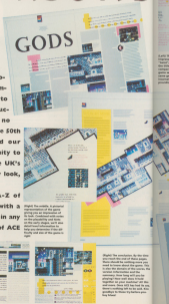
Below and left: Kick Off will be available on the Super Nintendo as well. Middle: The multi-player capability in Super Kick Off is an exciting prospect. Right: Kick Off is set to be re-written for the Amiga. This time though, the after touch computer screen will be turned off to give the Amiga a superior experience.

# NEW Horizons

## ACE Magazine is changing.

We've always endeavoured to provide the finest window on the computer entertainment scene, and to our minds have had no small success. However, time waits for no magazine, and to coincide with the 50th issue of ACE, we've selected our November issue as an opportunity to consolidate our position as the UK's top games magazine with a new look, new content and new size.

Our aim is to become the A-Z of Games, providing our readers with a depth of information unavailable in any other magazine. Buying a copy of ACE each month will keep you so thoroughly informed and entertained that you'll wonder what you ever saw in any other publication.



Right: The ability to personalise your PC is the game giving you an experience of its own. Combined with some of the advertising and tools on the website, you can't miss out on anything. It's all about helping you discover what you really want out of the game in the first place.

Right: The publisher, in the first place, is the one who should be the one to provide you with the information you need to know about the game. It's not the developer's job to do this. The publisher is the one who should be the one to provide you with the information you need to know about the game. It's not the developer's job to do this. The publisher is the one who should be the one to provide you with the information you need to know about the game. It's not the developer's job to do this.

# So what's new?

Yes, yes, so you've heard it all before. The last word in games. The definitive guide to your computer. The ultimate magazine for the ultimate computer. A magazine with an attitude (oh, please). The computer press seems most proficient at making wild claims, but less capable of fulfilling them. At ACE we prefer to let our product, not our slogans do the talking.

Main ACE reviews will be SIX pages long. Each month, between eight and ten of the most important games releases will receive a grilling unlike anything you've ever seen. A complete playtest guaranteed to take even the most polished games to their breaking point, and beyond. Take a look at the sample review shown on this very page and note some of the factors ensuring ACE's reviews bring you closer to the feel of a game than ever before!

Each screenshot will also feature a special pictorial treatment of the game on the third and fourth page, with criticism on design and hints on play.



Left: Photographing the initial screens of the game and the "ACE" about computer to make the site special. ACE's computerized content the ACE game with a double click in the new game. To complete operation, the software is used including the software when

# Every game reviewed!

As well as our major reviews, we'll be examining every title released in the month in a digest section. And there'll be a section detailing the quality or otherwise of games still on the shelves. ACE will provide all the information necessary to decide whether or not to purchase.

# More! More More!

And of course, on top of the deepest, fastest, toughest, smartest, hardest, deapest reviews, each issue will contain more news and previews, in development features and tips than ever before.

## FREE SUPPLEMENT!

And just in case that doesn't sound appealing enough for you, we'll be giving away a free supplement every month providing even more information on the games scene.

Oh, yes, and we'll be breaking the biggest games story for the last SIX years with a report on the sequel to the most revolutionary space game ever!!



November Issue.  
Released  
October 23rd.

# ACE

- PC • AMIGA • ST •
- MEGADrive • GAMBODY • LYNX •
- GAME GEAR • SUPER FAMICOM •

## WIN A DJ SYSTEM!



THIS BRILLIANT SYSTEM INCLUDES 2 TECHNICS DECKS, MIXER, CD PLAYER, CASSETTE DECK, MICROPHONE AND EVEN MORE! SO CALL NOW!

**0898 404636**

## WIN THIS INDY HEAT ARCADE MACHINE!



INDY HEAT IS THE MOST RADICAL DRIVING GAME AROUND AS 3 PEOPLE CAN PLAY AT THE SAME TIME! PLUS, WITH 14 DIFFERENT CIRCUITS TO CHOOSE FROM, THERE'S ALWAYS A NEW CHALLENGE! BUT THE BEST THING ABOUT THIS MACHINE IS THAT WE ARE GIVING IT AWAY! SO PUT YOURSELF IN THE DRIVING SEAT AND CALL NOW!

**0898 404633**

## WIN A GAME GEAR!



**0898 404635**

## WIN AN AMIGA 500 SYSTEM!



**0898 404637**

## WIN A RADIO CONTROL HONDA BIKE!

**0898 404639**



## POCKET THIS 6 FOOT POOL TABLE!



## WIN A HONDA MOPED!



**0898 404638**

**0898 404634**

Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. For winners that send SAC to: Populare, PO Box 35, London, W12 6JH. Average call length is 5.5 minutes. Calls are more expensive than normal so ask permission before you pho





## THE SOFTWARE HOUSE COOKERY COURSE

**Chef's assistant:** Hmmm, these look good. What are they?

**Head chef:** They're called 'sprites' and they're for a game I'm making called *Lozer Deathkickers 3*.

**Sounds good. Need any help?**

**Yes, please.** Dice this parallax-scrolling routine I prepared earlier and put the pieces in the big mixing bowl.

**Ouch! It's still a bit hot!**

**Careful you don't cut your hand on those background graphics - they're a bit sharp!**

**Okay, I've done that, what next?**

**Now add those sprites you saw and fold them in.**

**Right. This is good fun, isn't it?**

**Yes, it is. Now, while you're doing that, I'll prepare some gameplay. This is made from a sprinkling of *Xenos 2*, a pinch of *Mario* and a dash of *War Warriors*. Blend thoroughly then add the mixture to the sprites and the scrolling.**

**Yum, it's looking good already. Mind if I have a quick taste?**

**Oh, all right. But wash your hands first...**

## 36 DEMONSGATE

**M**agic lands. Fallen empires. Stupid names and ONE HUNDRED AND SEVENTY ONE THOUSAND TWO HUNDRED screens of play area. All these and more can be found in the years in the making epic from Gears. Jim Douglas rubs his chin and has a look.



## 40 GODFATHER

**C**reative Materials - the folks behind *Line of Play* and *ESQAT* - are nearing completion of their all-around conversion of the Coppola tapes. ACE's Luca Brasi, Gary White, talked to the team about source material, period setting, and guns.



## 44 GRAND PRIX

**I**n July 1999 issued the legendary Geoff Brammond, creator of such software classics as *The Sentinel* and *Stunt Car Race*, is programming what could well be the ultimate polygraphical car racing game. Jim Douglas takes a peak under the black tarpaulin.



## 46 HUDSON HAWK

**D**o you want to play a good game? Or would you rather play a pig? Thankfully, Special FX looks set to give those with a preference for the former the chance to do so with their Mario-esque game-of-the-year. Gary White dons shades, a very thin and a bad patch and takes a look...





# DAEMONS

**W**hen it comes to promoting Daemongate, Gremlin certainly isn't sparing the hyperbole: "the cutting edge of computer RPG technology" and "the largest and most in-depth game of its genre yet" are just a couple of the choice buzz-building phrases being bandied about by the booming Sheffield-based software house.

The vast project is being handled by Imagitec, a 40-strong development team situated in the heart of Fife, Fife. The company have been responsible for a huge number of top software titles - for too many to list here - across all formats, including the 15-bit consoles and the handhelds.

But without a doubt Daemongate is Imagitec's most complex project: for the past two years a small army of designers, programmers and graphic and sound artists have been working on it. Martin Hooley, Imagitec's MD, explains Daemongate's ambition: "In the past we've done work for Sega - converting Saturn V and M and Times of Lore into various formats, and these give us ideas for an RPG of our own. We wanted to write a game with a truly atmospheric and realistic game world.

"We spent six months researching and creating a complex and believable game world, complete with a fully-detailed mythos, a social hierarchy, a realistic ecology and a topographically accurate geography. The documentation for the game world alone is over 50 volumes thick! In fact it's the most detailed fantasy environment ever created for a computer game."

## DAEMONIC PLOT

Put very simply, the plot centres around the adventures of the noble Captain Gasterus (yes, of course, who travels around the continents of Daemore in search of the ancient mystic who holds the knowledge that will save Gasterus' home city of Lorne from a mysterious and ever-looming powerful Daemonic army. Along the way Gasterus meets all manner of friends and foes, some of whom can be recruited to join his quest.

The most immediately impressive thing about Daemongate is its size. It's big. Very big. The land of Daemore measures 500 km x 1000 km, which translates to over three-thousand screens of play area. Says Martin: "The game is being developed primarily on the PC, with the ST and Amiga versions lagging slightly behind it. At the moment it looks like the PC game will come on line first, paired with compressed data in two versions, one for VGA users and one for VGA users. Unfortunately the Amiga game, which is looking very slick, is likely to be 1MB only."

**Come in Ultima, your time is up! ACE takes an early look at what GREMLIN hopes will be its Christmas cracker.**



**Imagitec:** "The player can descend from the central city square through the streets and into the dungeons. The player can explore the world, talk to other characters, and use the various items and skills that they can acquire. The player can also use the various items and skills that they can acquire. The player can also use the various items and skills that they can acquire."

**Imagitec:** "The player can descend from the central city square through the streets and into the dungeons. The player can explore the world, talk to other characters, and use the various items and skills that they can acquire. The player can also use the various items and skills that they can acquire."

Unlike a certain RPG series one could name, the map will scroll smoothly as the Gasterus party, represented by an icon, trek across it. As other groups of characters approach they appear on the map as featureless icons. The player can send a scout or spy to find out if the groups are friendly or hostile and then whether to attack or avoid them as appropriate. The groups are not random - each is related to the political and geographical nature of the area being passed through.

Weather and terrain all affect how fast a character can get from A to B. Explains Martin: "Although the game's playing speed remains constant, the game-time elapsed varies according to



the speed you're currently moving at. Say you're travelling across a bog. Although it'll take the same time to cross as any other map area in real time, the in-game clock will have registered that it takes longer to cross a bog than normal ground. We were going to have the character's on-screen movement actually slow down, but although this looks good it eventually just becomes annoying for the player."

# S GATE

In *Genosaul*'s travels, left come across many computer-controlled characters, up to eight of whom can be recruited into his merry band. Martin is keen to stress that these computer characters are not just creatures that only come to life when the player is nearby. "These characters are not merely a collection of statistics. They're intelligent inhabitants of the world who, when not controlled by the player, go about their own business, completely independent of the player's actions. We've spent a lot of time perfecting the character behaviors, so that the player feels they're 'living' in a real world."

Controlling one of the seven major cities in *Elspira*, the view switches to a close-up plan layout of the streets and buildings. Each city has its own individual street map measuring over ten thousand screens in size, separated into five

levels: the basement/basew and the ground, first, second and third floors. Some of the landscape features, such as towers and fireplaces, are animated for increased atmosphere, and a mousing routine allows characters to peek under certain objects.

Apart from the cities there are five other maps detailing various villages, fortresses and dungeons. In total, there are over one-hundred thousand screens of forest maps and over four thousand inhabitants, which Martin claims is "the largest map size and the most non-player characters yet seen in an RPG."

Diopisa is a pretty rough place and it's unlikely to be too long before Genosaul and the boys get involved in a fight. The player acts as the commander of the group, sending orders to the members of the party. The computer then interprets the player's orders depending on the character's personality (ie. brags, cowardly, naïve, etc.). The complex combat familiar can take account of all manner of variables, such as the use of poison and magic.

**Skills** This screen displays a character's statistics, such as his name, hitpoints, magic level and magic resistance. The character's abilities are represented by icons. Some items, if you've been successfully used you can't use a magic item unless you've been successful in your fight. But if you've been successful in your fight you can use the magic item again.

**Items** In the bottom screen you can see your party of up to eight members and their status. You can see the status of each member and their inventory. You can also see the items in your inventory and their status.



level. Martin stresses the fact that on the ground level, the view can be rotated into ten more bands. Martin is keen to stress that these computer characters are not just creatures that only come to life when the player is nearby. "These characters are not merely a collection of statistics. They're intelligent inhabitants of the world who, when not controlled by the player, go about their own business, completely independent of the player's actions. We've spent a lot of time perfecting the character behaviors, so that the player feels they're 'living' in a real world."

## REALITIES

In the game's full title (*Genosaulgate 1 - Sorcerer's Real*), Martin suggests, this is just the first in a series of adventures. "Was this always intended?" "Yes, from day one," explains Martin. "The core system was designed to be modular so that it's easy to expand and enhance any aspect of it for future games. In addition, we've spent months testing development utilities to make game creation easier, so the next in the series should take between six and nine months to develop."

"But what we don't want to do with *Genosaulgate II: Remains* and *Genosaulgate III: Remembrance*," emphasizes Martin, "is just to produce *Genosaulgate I* with a different storyline and new graphics. We want the player to feel they're getting into features that he didn't get in previous games. We're not in the game of ripping people off. One of the things I'd like in *Genosaulgate II* is to have causes that that adventure have effect in *Genosaulgate III*. Therefore, if you killed Bob Smith in it then it'll be relevant to get out for revenge."

In conclusion, what does Martin have to say about *Genosaulgate* in comparison to Engle's much-lauded *Ultima series*? "Oh, I'm not very good at making these sorts of statements," he laughs. "In... *Genosaulgate* is an 'Ultima booster.' And the nice thing is he may well be right."

© David Upshur



# PLAY THE GAME MAN



*hello*

Follow Bart Simpson, Bart Simpson, with a very important message

**SPACE MUTANTS ARE INVADING SPRINGFIELD**

That's right mate! A horrid alien, burrowing, fire-groing and stoned machine, are taking over the bodies of the people who live here and they want to build a machine that'll gonna take over the entire planet!

**Phew! Cool, huh?**

Anyway, there's only one who can save 'em! I've gotta operate things, get involved in my adventures, save my friends, and in general behave like a machine, mate.

Plus, with my skills like Nelson the Bull and Silindro's hot pants in my way, it's a good thing I've got the rest of the Simpsons to help me out!

To it you're a decent person a machine, but somebody who'll save them! But really please, you'll do the right thing.

*Save the Game*

With This Game Thanks mate.



IBM AMIGA  
AGARI ST  
SPECTRUM  
Commodore  
Amstrad



**AKkaim**  
PUBLISHERS

**ocean**  
SOFTWARE

AKKAIM AND OCEAN ARE THE REGISTERED TRADEMARKS OF AKKAIM AND OCEAN SOFTWARE LTD. THE SIMPSONS AND BART ARE TRADEMARKS OF 20TH CENTURY FOX FILMS CORPORATION.

OCEAN SOFTWARE LTD  
1 CENTRAL STREET, MANCHESTER, M2 1BB  
TELEPHONE: 061 833 8423 FAX: 061 833 8424



Can you really squeeze eighty years of history and one of the greatest cinema epics of all time into 16 bits? US Gold and Creative Materials think so, and they're not taking the Michael.

# THE GODFATHER



Offered one of three laptop's screenshots from the Godfather. The rest of each screenshot is the same.



Same location. Different screen. The same. The same. The same. The same.

"I believe in America. America has made my fortune..."

And with that immortal line begins the Godfather, Francis Ford Coppola and Mario Puzo's epic three-volume tale of violence, corruption and crime over eighty years in the life of the Corleone mafia family. Since the first film was released in 1972, the trilogy has spawned 19 years, won 12 Oscars - and now inspired a computer game.

It's a lot of an-old science. Granted, it fulfills most of the criteria required of a film license ideally - the film made a bomb, is a household name more or less everywhere and is packed to the brim with characters and other salient episodes. However, unlike the Total Recall and Terminator 2, The Godfather's rather serious theme and

corridor mood isn't exactly called for translation into the fan-orientated world of computer gaming. Or is it? Degree Software in France (authors of Future Wars, Operation Stealth and Cause For A Cause) are currently working on an adventure-orientated interpretation for release next year, but in the meantime UK-based Creative Materials is putting the finishing touches to its effort, an arcade shooter that takes elements from all three movies and packs them all into one leveraged pot that encompasses the entire trilogy.

"We were offered the chance to do a game design for The Godfather in December last year," says Creative Materials' key-man and Godfather project leader Nick Vincent, "and the first thing we thought of was doing some kind of adventure game. Then we were told that that side of things



was already being taken care of by DePalma, so that just left us with doing an action game. At the time I'd seen the first two Godfather films, and after we got the project I saw the first in Aronson's in January."

"There was no way we could ever reproduce all the story of the Godfather in one game, so we chose an episodic approach to the action."

Wozniak explains, "The game's made up of a series of levels that starts in 1940s New York and advances a decade at a time to the final level, which is set in Middle America in the present day. Originally what we wanted from the game was to have something that had more to it than just shooting and killing people. We experimented with elements like that, but the game became too abstract and the mix of styles just didn't work. Another consideration for us was, because we're doing the Sega console version of the game as well, we had to do something that could be similar across all the platforms."

It's often the norm that when a film license is signed, the movie studio wants little to do with the development of the game itself and is ready to offer much in the way of help. Paramount Pictures, however, from whom the Godfather was signed, has a reputation some that most, in all Paramount licenses, a strict set of guidelines have to be strictly adhered to on penalty of something very nasty indeed.

Previous Paramount licenses such as The Untouchables and Days of Thunder have all had to conform, and things don't get much better with The Godfather, as Wozniak explains. "With a Paramount film, you're not allowed to copy the storyline of the film directly, or have pictures of characters that resemble the real actors, or use digital images from the film or reproduce the film's theme music. The film people wanted to



That's the look of the Sega Saturn 3D-style action game. The character's movement, in which the feet gear, cannot exceed on the screen or you game falling. They're left here for a light blue character and right there when demonstrating how they work. The game's movement is controlled by a single joystick. But on many console versions, it'll feature a D-pad to reproduce the console effect.



Al Pacino (bottom) as Sonny Wortzik (top) in the original Godfather Part II. The original Godfather Part II was the last of the series. It's the closest to the film.

have things in a random basis, but because they don't have computers, we had to supply them with videos, which meant that they had no idea of what the gameplay was all about. When they saw early versions of the game, they said it was too violent. He argued that it has to be like that to reflect the film, and then they started saying that The Godfather Part II wasn't a violent film in the end, though, so we managed to talk them down and we didn't have to compromise on the violence."

The game itself casts the player as an anonymous hood who must work his way up through the ranks of the Corleone family by constantly completing missions for the Don. The action starts in the slums of New York, 1945 and progresses through 50s Las Vegas, Cuba during the revolution in the 60s, Miami in the 1970s and finally the present day. Due to Paramount's lawsuit restrictions, none of the levels are based on specific movie scenes—instead they're intended to capture the overall mood and setting of certain parts of the trilogy, hence the progression through the decades.





Behind their own original bar stool design, and the first graphic building to fit with spaces in the game, the duo use all single letters to create the words that make up the game's visual language.



Each level is essentially a horizontally-scrolling shoot-'em-up with a bullet tank that, when completed, will give you access to the next decade.

The tanks range from killing somebody to collecting an object, but they all basically entail getting through the army of hoods and assassins that are all-out to get you and make it to the end of the level. As you beat down the street, hitmen appear from windows, fire escapes and handholes, and open fire, cars drive by, guns blazing, and smelly processors appear and take potshots without warning. *Crime* is a dangerous business, after all. For a while we experimented with an ultra-realistic version of the game, where bullets travelled at their real speed, so you couldn't even see them, and one shot was enough to kill you," Hick explains. "But that didn't work out so we changed it back to the more traditional *Koolhaas* style."

Furthermore, levels are split into smaller sub-sections that need to be completed if you're to achieve the task set by the Don. The sub-levels are accessed by entering buildings, whereupon the action switches over to an Operator who



Illustration: Peter Dinklage  
Title: "for the future" by





style shoot-out. Again with on-familiar gameplay ground, with gun-toting bad guys appearing from every hiding place imaginable (including behind curtains) and in swiveling barbers' chairs and having to be shot down before they can open fire. In these sections, your on-screen persona appears as a transparent silhouette, similar to the technique seen in *Protonic 21*.

Nevozi admits that creating something like *The Godfather* is a far cry from handling the usual film-licensing fodder, such as *Total Recall* and *Dan Brown*. "It's a less conventional license than most," he says. "When we started working on the game, the first thing we compared it to was *The Intouchables*. We've tried to capture the film's overall imagery and style."

That was the job of veteran graphic artist Pete Lora, who over the years has produced the visual arts for more games than most people would care to remember - it's a good bet that you've got at least one of his games in your collection. *The Godfather* is already being hailed as his best work to date - it certainly represents a radical change in style to the more realistic "period visuals" than the futuristic and fantastical variety he's produced in the past for at number of specialized client "leaves." One of the things that Pete said during the project was that he's enjoyed doing this game more than anything to date, because it makes such a nice change from the stupid ideas he's had to do before," says Nick.

While Pete was in America earlier in the year, he used the opportunity to research his *Godfather* graphics, taking snapshots and making sketches as he wandered around New York and Las Vegas. "Yes, in combination with the skills provided by Paramount, enabled him to knock at some very impressive and moody backgrounds. To graphically enhance is the game. In fact, that it looks like the final product is going to be appearing no less than a staggering 30 cities - a number previously only obtained by *Rocky*'s conversions of the Don Bluth legends, co-trainees. Don't get too worried about the prospect of all that site, assuming however - October is hoping to use the same "best as you play" system that it implemented in its last project, the *Midnight* cancer scene of *CapCom's Final Fight*.

With the majority of work on *The Godfather* completed, it's now just a question of taking things up and submitting the whole thing to a strenuous playtesting ordeal to make sure every thing is fine before US Gold puts it on the shelves in November. Until then, lock up your horses and don't stop at any toll booths...



From the games of *Protonic* from the *Godfather Part II*'s period-accurate classic cars in the game to a side view... it's the only licensed film image creation ever... the car is shown without the license plate of the original car. The original illustration is used for the illustration game in which every game title, from *Protonic* and *Protonic* graphics to *Protonic* the game, is made to appear that way.





# Taran has the edge

NEW! 386/33 with 4MB RAM and 100 MB Super Disk Drive Only £2,299

Taran Technology's range of IBM compatible PC computers has been honed to perfection to give you the power you need at a price you can afford. Our PCs offer a full range of processors from a 386/17 to a 486/33 with quality hard disks from 40Mb to well over a Gigabyte. Ram up to 64Mb is fitted as standard, and can be increased 32K further as required. Choose all this with your choice from our range of colour and monochrome and you have a unique product - a Taran PC.

Most importantly, we've cut costs without cutting corners. Metal casings provide a robust product, and careful selection of internal components builds a machine for the 90s. Once assembled, every single unit undergoes extensive quality control tests before leaving the factory.

Taran PCs come with 102 enhanced keyboard, either click or tactile, and Microsoft Docs, a helpful technical team of friendly, qualified engineers provides comprehensive back-up support. Upgrades, accessories and networking products we also available.

We are convinced we have the edge. To find out why, call us now on (0962) 768888, or fill in the coupon below.



## THE NEW TARAN PC RANGE

IBM Service Agency (UK) (Not an IBM product)	MO	RAM	HD	PRICE	PRICE	PRICE
				17	33	100 MB
286/33MB	40Mb 18mb	386	929.00	959.00	1099.00	
286/33MB	40Mb 18mb	386	1039.00	1059.00	1199.00	
386/33-14	40Mb 18mb	386	1299.00	1299.00	1399.00	
386/33	40Mb 18mb	386	1439.00	1459.00	1599.00	
386/33-CACHE	40Mb 18mb	386	1729.00	1759.00	1899.00	
386/33-CACHE	40Mb 18mb	386	1929.00	1959.00	2099.00	
486/33-CACHE	40Mb 18mb	486	2629.00	2659.00	2799.00	

# Taran

Sent to: Taran Technology Limited, Unit 3, Ribbit Business Centre, Main Road, Bitcham Wood, Winchester, Hampshire, SO21 1PQ.

Name \_\_\_\_\_

Position \_\_\_\_\_

Company \_\_\_\_\_

Address \_\_\_\_\_

Telephone \_\_\_\_\_



# GRAND PRIX

For programmers can claim to have as clear a rap sheet as Geoff Crammond. One of the most respected authors of today's top-flight games, have a cuddly old croquet game or a football management disaster or an air traffic control simulator lurking in their back catalogue captured. Not to be Crammond. For although his titles are relatively few and far between, some being only six games in ten years, each has been heralded to a greater or lesser extent as a landmark. And so it is understandable that although so loose, press type or celebrity has been attached to the product, there's still a greater than normal degree of interest in the U.S. news.

#### GOLD BLEND

Crammond has been working on Grand Prix since March '90. A big racing fan, he wanted to produce a game that would appeal to both a racing enthusiast who gets off on the whole grand prix scene and a more straightforward games player.

The title is pitched right in the middle between *Days and Stunt Car Racer* in the *Crash* or *Entertainment* stakes. As well as having the choice of four different skill levels, the player can choose how close he wishes to be to the feeling of driving a real car thanks to options for automatic gears, automatic braking & changeover etc. "I wanted to draw in non-racing fans but at the same time hold the interest of those who know a bit about the sport."

When questioned as to the potential popularity of the race game, Crammond is sure of a few facts. "The profile of racing games on television increased recently, especially with the local camera facility. The viewer gets a real buzz from seeing the driver's point of view and let's face it, you want to get into the car and have a go, don't



Following his crashing  
smash *Stunt Car Racer*  
and his voyage into  
weirdness with the  
*Sentinel*, Geoff  
Crammond goes back to  
his formula one roots.  
ACE has some questions.

you? I think one of the things that motivated me on this project was the fact that I could put all the elements that I like into the game."

#### PRACTICE LAP

Proving how before attempting *Grand Prix* highlighted lots of problems with 3D race games but also provided the author with plenty of ideas. "There's lots of stuff that I couldn't fit into *Days* which I have managed to work in here. Real cut stops, more realistic graphics, better scenery, more intelligent opposition, trackside marshals," says Crammond. "I got some good experience with *Days*, and have been able to build on it. I also noted out the computational car behaviour in *Days* the cars tended to behave rather simply, but now they work in a completely different way. They skid and spin in a completely different way. They also tend to spin and even take the best lines!"

With *Days* on the BBC, memory was a constant strain. The Amiga and ST obviously have the facility to store more code, perform more multiplications and therefore produce a better game."

However, even with the luxury of such compute able resources, pages of available memory afforded by the Amiga and ST, space is still a problem. It's still not clear whether all the features planned will be incorporated.

#### THE INDY FACTOR

An understandable concern for both Geoff and Microprose was that Indianapolis 500 from Electronic Arts is still regarded as the finest race game around, and its plentiful supply of features, camera angles, crashes and obstacles, would make it very hard to beat for sheer spectacle. Although the game appeared well over a year ago, it's worth remembering that it came out immediately after Crammond began work on *Grand Prix*. "I was totally impressed when I saw



Left: In the first Gran Turismo's main camera view, a virtualized cockpit from a sports car is prominently featured. Above: (Below) The behavior of the car, as well as the fact that the driver actually maintains control and direction. Right: The driver's view in the most exciting moment of the race game's conclusion.



it," he says, "and I think that my game had to be better."

Indeed, if the less-than-fascinating oval bowl of Indianapolis failed to grip the imagination, Grand Prix's 18 international race tracks, all accurately modeled on the real thing, allow the player to race a whole season under the crowd's by comparison.

#### ON THE GRID

Although at this stage the whole game can be safely described as seriously classy, there are a couple of elements which Geoff is especially pleased with. "I had to pull out one thing that was both the most tricky and I'm most pleased with, it's got to be the artificial intelligence and tactics of the other drivers.

"The speed and detail of the cars is also quite an achievement. The problem was that there is always a potential, when going around corners and at the start of the grid, to have a huge number of cars on screen at all once. It was important that the whole game didn't slow down at these points.

"The pit stops and pitlane cycle are equally pleased with. I know the effect I was after and spent a long time working out how to achieve it. They were planned in from day one, but I can't tell you how they work. It's a trade secret.

While the speed of the game's impressive to say the least, some players may prefer to even faster frame updates. To facilitate this, the detail level can be determined by the player, using background effects like the grandstands etc. While it was decided to give the option to the real speed freaks, Geoff still thinks optics like these are important. They add a bit of atmosphere.

The race tracks, performance of other drivers and their lap times have all been based on F1's 2008 season data. And the information is continually being updated to incorporate new results. Even the new track at Barcelona which won't be used until September will be included into the game. The team managed to obtain blueprints for the circuit and reckon that once it's all together, they'll have two days before the title has to be completed to include the best lap times for that circuit.

It's this sort of detail which made games like Sims and Halo an instant legend, except this time it seems as if the detail is going hand in hand with the playability, rather than reaching (10).

#### The First Games of Geoff Gran Turismo

Although it can hardly be called the most profitable software either of the two Gran Turismo titles, sales of the international version (GTR) to the "No Track" series, but it's been through the whole lot and the best, just like the other series, it's been a super success. (Gran Turismo) series.

Colorful leaders work their way down the screen following the main object. The game involves along the lines of the screen to bring out from space. Simple rules make it easy to play. The game involves and pretty good sound effects. Super Gran Turismo was a real hit for the 1990s car racing catalogue.

After Gran Turismo 2007 when Gran Turismo 2008 was released, the game's popularity didn't really drop. It was a real success. The game's popularity didn't really drop. It was a real success. The game's popularity didn't really drop. It was a real success.

After Gran Turismo 2007 when Gran Turismo 2008 was released, the game's popularity didn't really drop. It was a real success. The game's popularity didn't really drop. It was a real success.

After Gran Turismo 2007 when Gran Turismo 2008 was released, the game's popularity didn't really drop. It was a real success. The game's popularity didn't really drop. It was a real success.

After Gran Turismo 2007 when Gran Turismo 2008 was released, the game's popularity didn't really drop. It was a real success. The game's popularity didn't really drop. It was a real success.



The right side of the Gran Turismo 2008 game's interface that Gran Turismo 2008 has a more advanced version. Gran Turismo 2008 features like the Gran Turismo 2008 game. Gran Turismo 2008 features like the Gran Turismo 2008 game. Gran Turismo 2008 features like the Gran Turismo 2008 game.

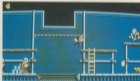


Panned by the critics, slaughtered at the box office, Bruce Willis' beleaguered personal opus may have one saving grace courtesy of OCEAN and Special FX. ACE finds out more...

# HUDSON HAWK

Should this, would you like the catnip in a bite? Bruce Willis may like this game in the basement of the Williams Bar along with some adults who like to watch the sports. ACE, BOB WIG (above) and other staff.

Special FX's Bruce Willis' personal opus may have one saving grace courtesy of OCEAN and Special FX. ACE finds out more...



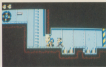
Poor old Bruce. Dating of his time as a brawling actor, and later as a cinematic exponent, the thinning action man fought to get his shot. Unlabeled for years precisely, made into a movie. He whined and' dealed and' riled and' died by way around timelapse to get it made, then finally it came true, with 20th Century Fox launching 240 million on the project in the hope that it would be the big summer blockbuster. And what happens? It turns into the biggest fall-over-and-die flop since Howard The Duck. None of the critics had a good word to say about Hudson Hawk, and you could hear the sounds of critics clapping in the cinemas it played in. Poor old Bruce, of course, got stuck with a bit of a turkey at a time as a result, but now it looks as though the game itself may still come up trumps - and on its own merit for once.

Ungrated-based development team Special FX, who are putting Hudson Hawk together, have been responsible for the majority of Ocean's more successful licenses in the past, including The Untouchables, Batman and, most recently, RebelCop 2. Hudson Hawk, however, represents something of a departure for them. Gone are the large, intricately detailed characters and sprawling backdrops in favor of a more simplistic, cartoony approach. All the characters, including Bruce himself, are cutout paper-doll style upfiles in the Mario vein. "The main game design came from the script, which we saw in January," says Special FX's Ian Davis. "We envisioned the film as sort of a James Bond spoof, so we went for this cartoony approach to the game."

Another reason for Hudson Hawk's undoubtedly comical feel is the fact that Special FX is also



It's no question after you've seen *Gold Rush! Strike! Strike!* that the game's level design is one of the most polished and fun in the genre. The game's level design is one of the most polished and fun in the genre. The game's level design is one of the most polished and fun in the genre.



Gold Rush! Strike! Strike! is a game that's designed to be fun and challenging. It's a game that's designed to be fun and challenging. It's a game that's designed to be fun and challenging.



Gold Rush! Strike! Strike! is a game that's designed to be fun and challenging. It's a game that's designed to be fun and challenging. It's a game that's designed to be fun and challenging.

Gold Rush! Strike! Strike! is a game that's designed to be fun and challenging. It's a game that's designed to be fun and challenging. It's a game that's designed to be fun and challenging.

Gold Rush! Strike! Strike! is a game that's designed to be fun and challenging. It's a game that's designed to be fun and challenging. It's a game that's designed to be fun and challenging.

making the PS3 and Gamecube versions, and the game is more or less the same across all the formats. It's a platformer game that's more than a passing resemblance to the Japan-based *Gold Rush! Strike! Strike!*. The player is cast as reluctant cat burglar Eddie Hawkins - if you didn't see the film (and there are probably quite a lot of you, the story revolves around cat burglar Hawkins) then the *Gold Rush! Strike! Strike!* which have been brought out of retirement to show three parts of Leonardo Da Vinci's state-of-the-art alchemy machine for a pair of cat owners who plan to make billions out of creating their own gold. Obviously it's the robots themselves, which provide the music with the bulk of its action, that form the basis of the game. The player has to sneak his way through twelve levels in order to seize the three precious objects - a fortune teller, a crystal ball and the code, the film's famous treasure.

As is typical for a 'cute' game of this type, the characters are all fairly stereotypical - Hawk always looks cool in his black burglar leotards and sunglasses (and his bald patch has been thoughtfully covered up), and the main threat comes in the form of fat bumbling security guards and various tough villain types, who are mixed into the game via an adorably cartoonish subplot. Here though, it all helps add to the charm-factor that *Special FX* have been aiming for.

Anyway *Gold Rush! Strike! Strike!* is probably the best translation of a movie for capture, while the spirit of the film has been captured through various gameplay elements - for example, the player must often crawl or be otherwise acrobatic in order to avoid laser alarms that could 'rip



you up, and then from building to building or highways. There are also plenty of diverse puzzle elements, such as the use of looseballs (which Hawk is, for some inexplicable reason, armed with) to set off pressure pads that open doors, those switches and so on. There's also the obligatory puzzle sub-section, which takes the form of a simple reaction test - a safe lock rotates at speed, and the trick is to stop the dial at each number of the four-figure combination. The correct figure has to be hit four times consecutively in order to crack the safe. One slip-up and it's back to square one.

The boss of *Special FX* (that's the movie's lack of critical or financial success has put them off - in fact, only a couple of teams have to date seen the film, in numerous attempts to go and see it as a group-well-erasing. But when you've got licensed games as good as this looks to be shaping up, who needs the film?

By Guy West



# Virtual Destruct

This month - Virtual Reality strikes again, this time in London's trendy Rock Garden and TV's *Crystal Maze* goes all computer controlled in Blackpool.



Check for three-mapping games enjoy the astonishing VR experience.  
 (Image) The Machine.  
 Images from the book back available in this for only a few pence.



**W**hen the Media gets its mitts into something it considers to be sexy, my goodness, don't they hold on to it. A PR BLU on...  
 aren't they? Ever since Virtual Reality hit the glossy mags late last year, the press, TV and even Radio has gone potty trying to work out exactly what is going on with this thing where, supposedly, you put on a fancy headset in order to get something like an acid trip.

To add fuel to the fire, there are a whole heap of (mostly academic) leavings raised on the fringe of the VR scene, giving a nice bang opportunity for a quick killing. Thus, there are people that have got grants from scientific authorities for studying things like the Anthropology of Virtual Reality. "Virtual Reality as Shamanism" - was the title of a paper I read recently. Sixties guru Timothy Leary has been resurrected to curdle low cost and greasy VR in game bits. Cognitive Psychology everywhere with a word dreamily overlaid. Thinking that VR will herald some kind of New Age of Cosmos Awareness.

Well, who knows where the Age of Aquarius really will consist of people wandering around in headsets, but for the moment the fact is that there is only one VR application that concerned public domain support - and therefore make money - and that is Games!

And what is the only company in the world that has VR games out there in the market right now? Good old 3DOs, Inc., in Berkeley - recently in another flurry of activity with the launch of two new products.

First of all, there's the new 1000CS, the so-called CyberSpace machine, which has the Player wearing the familiar headset, standing in a raised pivot type of thing, using a Space Shuttle's control. Space Shuttle? Well, this is a joystick with two fire buttons that is hooked by the system. So put it up in front of your helmet and you see - well, whatever the program wants you to see - in this case a really looking gun.

The first game, or Experience as they like to call it, is called Nightmare and has you shooting it out with another human player in "a surreal mosaic of graphics and sound." Survival is certainly the word, so it looks as if you are in the middle of a Star Trek chess board floating in Space - only you are in the present!  
 How many around this environment by pointing

# struction



COM-UP!

Who said the Commodore program had to be boring? Total Destruction is the most exciting board game ever.

With Total Destruction you can play on an edge in the slightly enhanced field of strategy and tactics. You can play on a board that's more colorful than any board game ever!



Each, controlled by either a clever computer system.

The Crystal Maze is a computer moderated board game of three of the four zones found in the TV program, Action, Future and Medieval, where the game is a combination of physical tasks and computer game skills. Inexplicably, industry veterans Level 9 - better known for straightforward adventure games - were behind the game programming side of things.

After paying your debts - minimum of two needed to get a team, you're given a credit card thing which will control the rest of your game. You log onto the system by the control center - and once you're done, the clock is running!

The system directs by one of the games in the complex with a crystal (on and off you and your team must go to search for it. Having located the relevant number, you must be displaying a welcome screen, you insert your card in a reader and get on with playing the game. Some of these are variations of old computer favorites, other are more imaginative - like the one where one of you is at the top of a ladder controlling a robot to the instructions of the other, who's looking at a monitor down at the bottom.

You have to finish the game within a time limit or you lose a crystal, just like in the real thing. Finish the game and you get a crystal, which allows you more time in the Game at the conclusion of the proceedings.

So, you suit from game to game - through the exquisitely themed set - and end up with a number of crystals. You then go to the store, which has a myriad of tokens on the inside. They light up from time to time - some are crystals which you must pick to solve some puzzles, which earns you more. You go home trying to hit as many crystals as possible and if you get more than 40, you win a prize...and you're free to drink in MacDonald's down the road.

Cyberzone, the company that run the place, call it fun for all the family - and it's certainly something different and makes a refreshing change from playing slots. If you're around Blackpool, by it!

in the desired direction of travel and pressing one of the fire buttons. The other fires your gun, not rather than being a laser sort of thing, it now fires a grenade launcher, with the projectile having a slightly pathologic trajectory.

The screen is filled with enemies and aerial support and you make your way through the playfield, alert for the presence of the other player. You both have the same aim - to try and shoot the other player as often as possible in the time allowed (about 1.5 minutes). When you do zap another player, they explode into millions of bits and return in another part of the playfield.

Extra space is added up in the form of a hidden-upon-games (Panic!) who takes it upon himself to attack you from time to time. When he's being periodic, a deep resonant voice speaks out, "Bride's hungry!" When you hear, "Bride's Coming!" it's time to panic and look wild - in an attempt to shoot him out of the sky before he picks you up, crushes you bones and drops you back into the playfield from a great height.

Great sound effects, topped off with spooky CD music plus lightning in the "Blust' Play" category for an expert of Microsoft Computer Entertainment. One of the best two player games you can get here to the Rock Garden, in Covent Garden Park, London, England, ASAP - although at £3 a throw, beating your friends over the head with a blunt instrument does have the attraction of being not cheaper.

Meanwhile in another part of the Nation's Capital, more things are about with the coming of what is claimed to be the World's First Virtual Reality Simulation Centre. Situated in the basement of Pinnacled Corp's main-boarded trap, The Tronaders, the Simulation Centre consists of four modified 100000 units - in instances at four units.

Come on the two joystick either side of you, the game - now there is a bigger cockpit that will go over the front of the whole unit, with a steering wheel on top, two pedals are on the floor and there's a gear shift on the left. It's as if you're sitting in a driving game, or what?

Actually we are talking about Total Destruction, which is a driving game where you beat around a simple figure eight circuit complete with flying ramps leap along with up to three other human players and four other Computer Controlled cars.

Soon lots of body panel litter the track, but if you get a bit too fixed it with the panel beating you find yourself transported into a view outside of your car and watching it obliterated into its component atoms and then reconstructed before your very eyes. You are then planted back into the driving seat, and puts you get Control of the car is good, realistic without being too sensitive - and all the while that the race is on, there's a running commentary to keep you informed of the action, plus the usual heady brew of effects and CD music.

Although Total Destruction is primarily a race game - the race thing about it is that it still gives you, the player, complete freedom while the race is on. So if you are leaning, along in last position, with no hope of winning - but you hear via the commentary that your best friend is in first - what do you do? Honour insists that you make your way across the track on the grass, to find the sucker and blow him to bits!

Alternatively, there's nothing like coming into the closing straight and seeing another player driving in the opposite direction, straight at you, to concentrate the mind.

The Centre itself is going great business and while you're waiting to get on, not only do you get to watch monitors that show you the viewpoint of each player, but also two screens that show the best of the action from around the racetrack.

Best played with a few friends, Total Destruction is another milestone for Advanced Computer Gaming. And while you're visiting The Tron, don't forget there's what is probably the UK's best arcade up on the top floor as well. But take along a lot of cash!

## CRYSTAL MAZE

Ever seen the quiz program Crystal Maze on Channel 4. Hosted by professional words Richard O'Brien, it has teams of yuppies running around a set doing silly games - not just cup-of-chilled-walkie, but up to a million here in top hat at the antics on a regular basis.

Now you can expect to doing very much the same thing, if you're willing to travel to the Sand Garden on the South Shore of Blackpool Pleasure



A globe, and a Crystal Maze game, with a team waiting for their turn to play.



Travel to the Crystal Maze and look through the first window of the Tron.

Sid Meier's  
**CIVILIZATION**

Build An Empire To Stand The Test Of Time



Coming Soon for your IBM PC  
and Compatibles.

**MICRO PROSE**<sup>™</sup>  
SIMULATION • SOFTWARE



# SCREEN TEST



11 The Sims 2: Open for Business (PC) offers better business ideas and, well, it's worth saying it again: you'll get to play it in a flash.



10 Sims 2: Open for Business (PC) has you doing things like the Sims 2: Open for Business that you can't do in any other Sims 2 game.

## THE BEST IS YET TO BE

As you will have no doubt read by now, ACE reviews are changing, metamorphosing into THE definitive guide to modern advanced computer entertainment. But, you say, they already ARE! And indeed, dearest reader, you are correct. But regular readers should know by now that ACE is never a magazine to rest on its laurels. The best is yet to be. The ACE Scepterist is dead, long live the ACE Scepterist!



The PC - Predicted Interest Curve

- is the most sophisticated reviewing tool around.

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

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



4 Lots of exciting characters

4 Exciting 3D graphics

4 The free game set up option is right in



4 Nothing like to expect

4 No online or extra players

4 No game or music control

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

## ACE AWARDS

ACE always awards prizes of approval for outstanding software performance. It's a great way to thank the people who make great games, or simply to let the community know how much you love the game. There's always one prize to go for the ACE Award of Excellence. However, you may have several:



ACE only awards this one to games of outstanding quality. A 50% game is a 50% ACE. Recommended without hesitation.



Outstanding quality for a lot more than just one game. That's how it's awarded a special mention. The ACE Award is awarded specifically for these two games.



One of the first things to look for in a game is its graphics. Games that make the most of the art get this sort of approval from ACE.



Sound is the forgotten aspect of games. It can make or break them. ACE only awards this one to the best sound used in a game.

## THE LINE UP

Computer and Console pages 52-78

- 12 FLYING STRAIGHT FIGHTER 2 (Windows)
- 18 MEGA LO MANIA (Windows)
- 30 MARIO KICKERS (Nintendo)
- 32 MACHOPRO GOLF (Nintendo)
- 34 BOBBI BOBBY (Nintendo)
- 34 EA BROTHER (Electronic Arts)
- 36 THE EXECUTIONER (PC)
- 37 JAMES 'BUSTER' DOUGLAS BOGIE (Sega)
- 37 STORMLOD (Sega)
- 38 WING COMMANDER 6 (Sega/Interplay)
- 38 THE SIMS 2: OPEN (PC)
- 39 APTONOMAS 4 (Sega)
- 40 RINGS OF PANDORA (BAMBOO) (Nintendo)
- 41 GLEEFERMAN 2 (Nintendo)
- 42 URBAN (Nintendo)



It's not an easy time to be a workable flight sim purchaser. The last few months have seen a wealth of top-notch sims, such as USI's *Gold's Jetfighter II* and EA's *Cloud Tragger's Air Combat*, appear on the PC software shelves. And MicroProse's *F-117A* is not going to make an already tough purchasing decision any easier, because it's a little cracker.

**IN THE COCKPIT**

Even if *F-117A* came in a black featureless box, you'd be able to tell it was a MicroProse product. Open the box and out tumbles a weighty slab of



manual, a selection of handy keyboard overlays and enough back-up material to fill about fifty ring binders. Some may find it a little over-the-top, but it certainly helps nullify the impression you always get from MicroProse games: that you're getting the best and most accurate simulation technically possible for your computer.

Once past the familiar plane-identification-copy protection you're into the game proper. The intro sequence and main screens are all drawn in a clean, polished style befitting *F-117A*'s high-tech milieu. Choosing an artistic style appropriate to the game is fast is vital if the correct

atmosphere is to be generated. *Concave F-117A*'s graphics use the grittier style found in MicroProse's *Starship 2000* and its battlemate *Warrior*.

Anyone who has played *F-19* will be familiar with *F-117A*'s wealth of menu options. The player can take the reigns of one of the great pilots a fig or under a new name and build up their own flight history. Various difficulty parameters can be adjusted, including opponent quality, how the ace (and honor-ifficial) rankings are and even whether the program will let you crash or not to the perfect option for learners.

As in the previous there are three 'War' settings: *Coastal*, *Limited War*, and *Conventional War*. These subtly affect the manner in which the game is played: in a *Coastal War* setting the aim is to fly to and complete your mission without losing enemy airfully, while the *Conventional War* setting permits more graphic shoot-them-out-of-garancey.

Perhaps the most controversial option (at least as far as its parents are concerned) is the one that allows you to choose between flying a *MicroProse F-117A* and the official Lockheed *Stealth Fighter*. The difference is in the payload,

# F-117A STEALTH FIGHTER 2

The F-117A Stealth Fighter may be able to sneak past radar, but nothing evades our highly-powered review scanners. ACE locks onto MICROPROSE's sequel to its '89 top hit.



Compared to some other flight sims, it's not as technically sophisticated in its own aircraft data department. There's no real sense of training courses that honor the honorifics. (There's more than 100 hours of flight time available.) By flying the fighter about it's possible to get an ace award, but it's not really the best reward.



Being a fourth-flight game, most of the missions below play in eight- and ten-air-fight configurations. How many you see will depend on the hardware you're up to.



As a new character in the flight sim, the player can rotate his or her seat around the cockpit and see the world.



The F-117A's "stealth" feature gives F-117A missions an already-faded-on-screen background color that is also visible on the radar. It's a little bit of a "stealth" feature.



With its performance, the IBM PC is the only system that can handle the most demanding missions in the game. The IBM PC is the only system that can handle the most demanding missions in the game. The IBM PC is the only system that can handle the most demanding missions in the game.



#### IBM PC

The IBM PC is the only system that can handle the most demanding missions in the game. The IBM PC is the only system that can handle the most demanding missions in the game. The IBM PC is the only system that can handle the most demanding missions in the game.

#### RELEASE DATE

IBM PC	Under Consideration
AT&T 286	Under Consideration
MS-DOS	Expected Early October



Other competing systems, especially the Amiga, offer Mission Commander, give you the ability to rotate your seat around the cockpit and see the world. It's a little bit of a "stealth" feature.

The "real" F-117A has just two engine legs, but Microsoft's has four, allowing for more in-between play.

#### FIELD DRESSING

The number of combat arenas has been radically increased. Now the player can select missions from any one of nine battlefields, including all those from the original F-117 and F-117D plus a couple of new ones. The missions are pseudo-randomly generated, so the total number possible is practically infinite. Even followers of the Gulf War may be interested to know that some of the Persian Gulf scenarios are closely based on those flown by Stealth Fighters in Operation Desert Storm.

The player can enter any Theater of War and choose to decline to go on any of the missions on offer at all. To help in making the decision the player can review all the mission data, study the placement and range of the various units and enemy units in the area. Having chosen a mission the player enters the airway.

The player will find the plane already loaded with an arsenal suitable to the mission as laid out chosen by the computer. Generally the computer knows best, but you can drop and change the preset payload with any of the ten fly-by weapons on offer.

#### ARMY BARRY

At last, it's into the air, and this is where players with VGA boards will really begin to notice the difference between F-117 and F-117D. Taking advantage of the latest in top-speed 3D hardware, F-117D's incredible graphics are a far cry from the basic polygons of the original F-117.

The full 256-colour VGA palette has been used to stunning effect, with graduated horizons and landscapes. The object complexity is remarkable - just by panning an aircraft carrier (complete with planes on the deck) and see what I mean.

Naturally there are some drawbacks; even on a 20MHz 386-based PC the update is a tad infrequent. Fortunately there are four detail levels, and naturally the lower the detail, the smoother the ride. PC the latest detail setting (which is still pretty damn impressive) the game does along at a blistering speed.

The F-117A controls are now identical to the original, even the keyboard mappings are interchangeable! The missions are generally just in, destroy the objective and get out safely, with dogfighting ideally kept to a minimum.

The F-117A was not designed to face off against a horde of Mig-23s (nearly because it

107



Follow the lead by your friend's flight instructor and the Stealth Fighters. You can also play a solo mission in the mode of "Stealth Fighters" (the "Real" and "Real" mode of playing before the mission).

lacks the payoff to make long, and F-117A missions are more a test of the pilot's landscape-hugging flying skills than an exercise in slaying things. Before some may find the gameplay a little too quiet for their tastes - certainly flighty (but not from F-117A) and likely to be more than a little disappointed by F-117A's relative lack of action. However, there's no denying the thrill you get from successfully completing a mission with all of the difficulty settings at the max.

Following each mission (successful or otherwise), the player is given a debriefing consisting, detailing every bit and piece of the mission. The player's performance is logged in bits or few words, and repeated success is rewarded by promotion. As with most Microsoft games there's no real "ending" as such, satisfaction comes from successfully completing missions and working up the ranks.

**THE GAME'S THE GAMER**

It's only after the player's flown a couple of missions and the built from the sea graphics has worn off that a small problem arises: F-117A is very similar to F-18. Sure, the graphics are much better (at least, if you have VGA), and there are more control areas, and the accuracy of the [plane's performance has been tweaked], but



The player can choose between several F-117A, use real (but fictional) jet fuel, National (Microsoft's), the difference between the two is simply the Microsoft F-117A is much a bigger game than in the other two games, as opposed to the Lockheed's two, the more the player can find through simply looking up a jet and choosing a mission from the huge list.



Intended to show after you start and the starting a debriefing for a given mission once before completing a mission, and the briefing screen the player can really see more than all of the mission briefing, and you a flight with recordings.

Should there be one of the first mission briefing. By starting the mission, you can see the mission briefing and you can see the mission briefing, and you can see the mission briefing, and you can see the mission briefing.



the majority of players will be hard put to find substantial differences in the gameplay. In a way, this similarity is a testament to the skills of Microsoft's game designers. At the time F-117A was being written, technical details about how the plane looked and performed were shrouded in Top Secrecy. Indeed, such was the hushhush surrounding the project that Microsoft even had to make an educated guess at the plane's eventual classification. Because Lockheed's precision fighter had been called the F-117 it seemed obvious that the real (the Stealth fighter) would be called the F-117. However, the reasons had nothing to do with Lockheed decided upon F-117A.

Then, in the absence of full technical specifications from the game's designers had to piece together the scattered pieces of information and use educated extrapolation to fill in any blanks. And they were pretty close to the mark. Apparently when the game appeared, USAF officials were more than a little concerned by the close correlation in performance between the sim and the real thing.

In terms of graphics, sound and playability F-117A is Microsoft's finest sim yet, and given the company's track record that's the strongest recommendation I can give. But F-117A users may find that the differences between this game and this are substantial but maybe not enough to make F-117A a completely essential purchase.

© David Szymanski



# PLAYER Manager 2

by Dino Dini

**PLAYER MANAGER 2 IS EXPECTED TO BE RELEASED AT THE END OF THE YEAR OR EARLY NEXT YEAR.**

Many thanks for the support and constructive criticism that so many of you extended to our products. Player Manager remains to date perhaps the only real time soccer management game. Now Dino is busy writing Player Manager 2 and the draft specifications are detailed below. If you have any suggestions that would enhance the depth or playability of the Player Manager 2, please write to us.

- One MB, byte minimum memory. An additional 1MB drive may also be required.
- Full implementation of RICE OFF (and TPAH, PASTEL) wherever possible. A double tactics editor will also be included.
- Three division leagues with 14 teams. Two Domestic and two European Cup Competitions.
- A young player must be named to the first team place otherwise he may be lost out quickly.
- Numerous factors can cause player stress which will play a very important part in his individual match performance.
- Captain appointment. Win of the match. Manager of the month and the year awards.
- Manager performance to be put under tighter scrutiny. A failure to get promotion after while or maintain the position at the top may lead to being sacked.
- Introduction of some really astute and high spending computer managers. A Player Manager may also get an offer to manage another team in the league.
- Facility to see the stats of every player in the league and on the transfer market. Daily transfer based players will have price indications.
- Option to bid for a player not transfer based and overseas players. Introduction of Scouts.
- Much improved match report with information on scoring attempts, keeper saves & possession in each half of the match.
- International caps awarded and also compulsory retirement of players reaching maturity.
- Improved financial structure. Multi-player option.
- Improved coaching with facility to concentrate on an individual player.
- Invaluable management stats, influenced by individual player and team performance.
- Referees, pitches and wind may be implemented. 16-Season transfer.

#### SUGGESTIONS THAT CANNOT BE IMPLEMENTED

- Enhanced graphics or facility to edit player names. Both of these take up too much memory.

Each letter received until 15th July 1991 will go into a draw. First 10 letters drawn will receive an autographed copy of Player Manager 2 and next 10 letters drawn will receive CD8 record tokens.

Now is your chance to help us create a game you want. Take it and you may also win a prize.

Please address the envelope to the address below:

# ANCO

PLAYER MANAGER 2, ANCO SOFTWARE LTD.,  
UNIT 7 HILLSIDE IND. ESTATE, LAWSON ROAD, BARTFORD, KENT, DA1 5BH

# MEGA 10 MANIA



**Power Extremes Can  
Sensible Software's first  
foray into the theatre of  
strategy gaming conquer  
the world? More  
importantly, can you?**



**For some unfortunate planets there is a final twist to this embryonic evolution.**

Overlappers are the most important resource in the game. MEGA 10 also features a new way to play your own strategy expansion that will give you the flexibility and variety that you need to win. The game is designed to be a strategic expansion that will give you the flexibility and variety that you need to win. The game is designed to be a strategic expansion that will give you the flexibility and variety that you need to win.

Overlappers are the most important resource in the game. MEGA 10 also features a new way to play your own strategy expansion that will give you the flexibility and variety that you need to win. The game is designed to be a strategic expansion that will give you the flexibility and variety that you need to win.



**PIC**

**AMIB**

**930**

**RELEASE DETAILS**

AMIB	COM	DUT
AMIB	COM	DUT

**T**he quest for ultimate power is eternal. Everybody craves it, but only a few ever truly obtain it. The processes that decide the lucky ones are often brutal and thoroughly bloody. But for those who survive to collect the spoils, the rewards are worth it. Power, control, domination... and to mention some serious looking...

If the pursuit of such positions of power is the way you see a bit daunting, at least there are plenty of opportunities to stalk the corridors of power from their own up on computers. Bullfrog has already produced two sterling efforts in the form of Populous and Populous2, while SimCity is promising big for the near future (see last issue). Meriwolf's offering, however, comes as a bit of a surprise only because of its unexpected origin.

How wild "it" may vary at Sensible Software, able to claim of whackiness runs through all of their games, from the 800 classics World and Phylax to their sports and MegaPace Soccer and International 30 Tennis - and now Mega 10 Mania, the boys' first attempt at Populous-style strategy.



A contest that takes place in the form of an ancient heavenly game.

Right here's your own civilization as you build the land itself. When islands and water bodies are available, you get an idea about the city you can build there. You can use the same strategy with a minimum of planning to construct buildings. These buildings also have the advantage of not being destroyed when you are not yet ready to build a city. It is, therefore, a very safe and effective way to get started. In fact, you can build a city in the same way as you would build a city in the real world.

With *Mega Mania*'s basic gameplay is without doubt a serious affair, plenty of effort has gone into ensuring that the actual game itself is as fun and comedic as possible. After all, if you can't laugh when hundreds of your troops are being slaughtered as a fireball batters them before your very eyes, what can you?

*Mega Mania*'s storyline, such as it is, is set in an alternate universe where, when new worlds are formed and intelligent life placed upon them, rivalellar leaders descend upon them to seize the reins of power. However, when time for one to decide to stake a claim as the planet's ruler, problems can arise—as far as this case, when a group of probability, four such megacivilizations happen to have arrived at exactly the same planet at exactly the same time. Naturally, something's got to give, so a planet can only have one overall ruler. So begins an extended campaign of expansion as you take on three computer opponents with ever-changing personalities for control of the planet. Of course here's no room for compromise, so only one may remain member of all the opposing armies has been totally obliterated can victory be proclaimed.



The world consists of nine groups of three islands, each of which exists within its own epoch, or time zone. Things begin in prehistoric times and progress through all the major historical periods until the final level, played in the year 2391.

The conquest is taken in steps, one island at a time. At the outset of each epoch, you're given a hundred men to do with as you will. One man cannot be moved from one island to another epoch or epoch to epoch, even when conquered, it's vital that you divide your resources carefully. It may be tempting to send in every man in order to ensure quick and easy victory on the first island, but since this only leaves two with which to take on the other two, it's not an advised course of action.

Islands consist of a number of independent square sectors, which you together in varying fashions, to produce different shaped land masses. They differ in size and complexity, from simple low-lander countries at the outset to giant megalopolises and islands broken into smaller municipalities. Each side (you'll always be on against at least one opponent), and as many as three—claims a sector at the outset and builds a town filled with houses many times have been allocated. From then on it's no help (except on each side faces to get that technological and strategic edge that will allow them to wipe the floor with the opposition).

Your men can be ordered to perform a wide range of tasks, from designing weapons and building factories to harpooning around looking for something to kill. However, if left to their own devices, they get down to... ahem, business of their own. That the number of your followers multiplies and continues to multiply until you give them something else to do.

Basically, *Mega Mania* is about war and killing, and in every sub task that can be performed is a means to that end. In the design department, your men design weapons, both for the defense of your own land and the takeover of foreign parts.

Factories and laboratories exist to build and research more elaborate weapons, and mines are built in order to extract raw materials, with which to build yet more weapons. All of these operations take time and manpower however, and since they're all dispersed on one another, your resources must be juggled correctly if you're to have any success. It's vital that weapons are built, since sending an army out ill-equipped is tantamount to failure. An army armed with crossbows and catapults could easily wipe out an assumed force three times its size.

As weapons increase in complexity and destructive potential, so does the time and labour it takes to build them. The more basic weapon, a rock, catapults of you see element comes, strangely enough, which doesn't need to



Many different weapons exist, from the basic crossbows and catapults, to the most advanced weapons. The player can build a city in the same way as you would build a city in the real world. In fact, you can build a city in the same way as you would build a city in the real world. In fact, you can build a city in the same way as you would build a city in the real world.

477

be mined, and it built automatically as soon as the design and materials are available. More advanced weapons like plasma and laser require combinations of different minerals, some of which must be mined specially, and take time to design.

As you advance further through time, weapons like machine guns, bazookas and even nuclear warheads appear which, while devastating in effect, require complex combinations of materials and masses of time and labor to research and construct. Without purpose-built labs and factory facilities, these more advanced weapons can't be built at all.

As your research and build more levels of destruction, the "Tech level" of your people increases accordingly, allowing you to move onto a new set of more advanced weapons.



## The competition for Mega in Mania

Effectively, civilization evolves into another stage. Its citizens become robot-like characters, who become medieval men, who become knights, who become dinosaurs, who become mutants, who become... well, you know. Tech levels increase at varying speeds depending on how quickly a race is advancing, so it's not uncommon to see two armies from different time periods clashing it out. Obviously, the more advanced race has the technological, and thus strategic advantage in these encounters.

Much effort has gone into making Mega in Mania as simple and as instructive to play as possible. While the icon system seems a little daunting at first, automatic help boxes that appear to explain the purpose of everything you point to make things clearer, while a comprehensive library of sampled speech serves not only to add humor to the proceedings, but also to give vital and clear... the way your design chief pronounces the completion of a weapon design, for instance, gives some indications as to how well that weapon has been constructed. Various other characters pop up as the game progresses, such as the Captain Mainwringing Jinglepig, who exclaims "Three units of A and it's all over" when the battle is going particularly badly. Under out lies the little man in a lab and Pader, the cheap railway factory supervisor.

Mega in Mania's an excellent strategy game for many of the same reasons why Populous was so good. It's simple to play, yet the strategy runs deep and is cleverly constructed. There are gen-



erally, you must use techniques more of weapons, which include varying through the air. As the game goes on, however, it's to be used by others. Some weapons are more expensive than others, and some are more difficult to build at all conditions. Mega in Mania is the most strategic you can see with more and more weapons, and weapons increasing from. Winning back to game strategic, getting you and... (The text is partially obscured and difficult to read.)



Others are the key to progress through. Mega in Mania is a different version of the strategy that can be constructed in the same level of play. The only materials available are those that are gathered from the ground, namely, the only choice of weapons. Mega in Mania has a unique system that allows you to build structures that are placed, while other units can be constructed. However, for use in such advanced weapons, require a special time to be built and require resources that are not available. However, the amount of supply will not be limited, and when the time has been set for the battle, you may have to move the structures to be built to get the materials you need.



When you play, you'll have to make a decision as to how you would like to play. You'll have to make a decision as to how you would like to play. You'll have to make a decision as to how you would like to play. (The text is partially obscured and difficult to read.)

A little bit of... and the... (The text is partially obscured and difficult to read.)



... (The text is partially obscured and difficult to read.)

rate tactics to learn and develop, and with these opponents that really are cunning and devious. There are some very tense moments. Allocating your men to the vital tasks for research, manufacture, mining and battle forms the main part of the game, and every department functions not as a whole, but part of a larger, more complex industrial machine. If one part fails (ahem), the whole thing can grind to a halt. And while each language may only be a fraction of the size of a Populous or PowerFlinger unit, it's amazing how complex and sophisticated the armed campaigns can get.

While the warner epochs can be cleared quickly, towards the middle and end of the game, battles can be fought over for hours with little after battle and hundreds of casualties on each side, before one side emerges victorious. Because things can be so much grinding, labor and blood, winning is all the more satisfying... and brutal at the more painful. Fortunately the humor is there, in the form of the camp speech and text, to take the edge off things and provide some light relief.

If there is one major criticism of Mega in Mania, it's with its longevity. It's questionable as to how long it will take to conquer all one thousand enemies, and since that's done, there's a real possibility that that much war will return. The more a problem with Populous and PowerFlinger, simply because of the volume of levels and options offered. Some kind of random spot generator or level designer would not have just smiled, it only to give the player an incentive to carry on once he's completed the main game.

There's very little faulting about this, however, and given the difficulty of the later levels, you're not likely to get bored in a hurry. There's plenty to reap you in, as far as the desire to play with the ever-growing destructive power offered by the weapons in the later level is strategic terms, it's every bit as strong as Populous, while managing to offer new and generally innovative aspects more before and in particular the technical progression through the ages, which works brilliantly. It's a matter of the best and most playable game of its type since Populous.

© Gary Witt





with three  
 (London,  
 Microsoft  
 20,  
 the main  
 next  
 a large  
 can get  
 a ball  
 a character  
 er world,  
 the

end of the  
 or for four L,  
 of  
 can be no  
 king in all  
 to more  
 ay, in the  
 take the  
 ronald.  
 up to  
 ronald as  
 like these  
 Davis  
 returns. The  
 and

volume of  
 siders speak  
 have gone  
 continue to  
 an game,  
 in.

city of the  
 and it is a  
 at par to other  
 2000 will be  
 later heavily  
 ring, so  
 ay and  
 they soon,  
 through  
 market, 20  
 to type

# MY COME TOGETHER AGAIN



OCEAN SOFTWARE LIMITED, 6 CHRYSLER STREET, BANGOR, N. IRELAND  
 TELEPHONE: 061 852 6699 - FAX: 061 854 9665

# MAGIC Pockets

Following hard on the heels of the excellent *Kids' Magic Worlds*, *Magic Pockets* has a lot to live up to. To be quite candid, around the pocket-sized antics of the first "new mascot," the Bitmap Kid, *Worlds* is a leisure kind of Physics, his pockets are far larger on the inside than on the outside. Big enough, indeed, to contain four huge and varied Worlds. Stacks, the Kid has lost four of his very favorite toys, one in each World. So the Kid dives into his own pockets to retrieve them. (Keep reading, it gets weirder...)

Now this wouldn't be too difficult, but unfortunately the Kid has a monster in his pocket. Or, to be more precise, several monsters. The Worlds are populated by a freaky menagerie of monsters, all with a deep grudge against the Kid. (Well, wouldn't you for a little mischief, having to spend your life in close proximity to someone else's groin?)

Well, the Kid may be a little careless, but he's certainly not stupid. He knows he'll need something to protect him from the murderous attentions of the local wildlife (and are they ever wild). From his pockets he can produce a weapon, each based on some sort of natural phenomena, such as whirlwinds or comets, and varying according to the World he's in.

The weapons, though they differ in some respects, all act in fundamentally the same way. The Kid dips his hand into his pocket and has a good rummage round. The longer he rummages, the more powerful his weapon becomes. (Stop giggling at the back.)

At maximum power the weapon can be used to trap monsters. The Kid can then run into the drugging nasty and turn it into a bonus (either a score or power-up). Alternatively, the Kid can jump into a just-frozen maximum power weapon and use it to whiz him about the screen, destroying anything in his path.

Each of the Worlds is huge, and it'd be very easy to get lost, but fortunately every time the Kid finishes a weapon, a tiny arrow flies out of his pocket indicating where the Kid can find his lost toy. It's not vital that you retrieve the toy to finish a level - if you wander across the End you can leave it if you want - but they help in killing the bosses and are worth a whole bundle of points.

At the end of a World the Kid has to face a super challenge. And for once it's not the usual boring five-minute slugfests against some

Meet the Bitmap Kid. He's got the whole world in his... pockets? Just what is **RENEGADE** on?



Released through courtesy of the Bitmap Kid. This is actually *Worlds* (although you'll see *Worlds* and *Worlds* a couple of times) showing in the title bar and *Worlds* (not *Worlds*) in the bottom right.

mega-boss. Instead, it's a trial involving the bit the Kid's just been looking for. For example, in the Cave World it's a take-nine against loads of other monsters, while in the Jungle World it's a losing match between the Kid and the giant gorilla.

In addition, there are rooms of secret rooms to find and hidden passageways to explore, special bonuses to collect and magical power-ups to experiment with, and enough surprises to keep you playing until The Chaos Engine appears.

#### THE MAGIC IS BACK!

From the description, *Magic Pockets* seems to have all the ingredients you'd want in a top platform game. But as any good gamer having the correct ingredients is only half the story. So to say, for *Magic Pockets* has several faults that mar its playability and the player's enjoyment.

The graphics, for example. There's no denying that they're well done, but the intricate detail and overdone shading and illumination effects makes them too dense and hard on the eye. They just don't reflect the light and breezy subject matter. And the Bitmap Kid isn't just plain ugly, with not one iota of cuteness about him.

Technically, the game doesn't abound. The writing is clunky and infelicitous, and betraying the game's ST origins. The action is fast enough





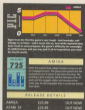
### POCKET PANDEMONIUM

**THE CAVE** - The first world's made up of five huge levels and finds the things that hunting down to follow. The Kilt takes slowly adventures to see the hidden off.

**THE JUNGLE** - Its sub-tropical levels of when to the kid can't be looking gloves. Would you believe that rainforest was the monster museum? No, I thought not.

**THE LAKE** - Along The Kid's search for the diving helmet takes him through some underwater levels. Look for the bright a treasure peak of monster-splatter for the last thing.

**THE MOUNTAINS** - The final and greatest challenge. Armed with snowballs, the Kid has to negotiate eight levels of grumpy, low-pitched in search of the Snow Monster. (Shouldn't he be in the Snow Monster? That's going back to 1987.)



the bonuses increase THREE times before they come to rest, and you just have to stand around waiting for them like an idiot.)

Not only does the control system take a bit of getting used to, but the game is tough, too, and initially these factors combine to make the game very off-putting and fairly no fun at all.

However, persistence and things do improve substantially, with some clever original ideas on display. But sadly things never improve enough to bring Magic Pockets into the same league as Mario Bros or Sonic the Hedgehog.

David Spink



Along the action takes us to the mountains, leads to the Snow Monster, and the end.

Along the sub-tropical levels of when to the kid can't be looking gloves. Would you believe that rainforest was the monster museum? No, I thought not.

what there's not too much on-screen, but does what bits of means appear - not a good deal but enough to distract from the player's ineptness.

Control over the Kid is also problematic. In a good platform game the control method should slowly become invisible, and the player find that he or she is responding to the on-screen action reflexively. This never happens in Pockets - you often feel that the control method is working against you, in part due to the sluggish game speed, control over the Kid feels coarse, and look the freeze you get controlling the likes of Mario or Sid in Platform lands.

The game's pacing is too slow to be totally satisfying, and when you manage to build up some momentum and the action's heating up, you find you have to stop and wait for, say, your weapon to build up to maximum power, or the bonus to stop bouncing so that they can be picked up. This latter is particularly annoying.



**O**A bloody hell. It's not as if we haven't already got enough golf games in it? Well, a new addition to the crowded genre is more or less inevitable around this time of year, when the sun's out and all the big tournaments are in full swing. In this case, however, at least we're getting something that we've really not seen in a while, and that's a genuine attempt at a proper golf simulation, as opposed to the more arcade orientated approach that has, to date, produced all the best golf games. Laserboard, Links and PGA Tour Golf have all simplified the great game to some extent and come up smelling of roses for their efforts, while the more intricate 'serious' efforts, such as Greg Norman's Ultimate Golf and World Four Golf have ended up just - as they say - swinging.

MicroProse Golf's intention, seemingly, is to show a happy medium between the two styles, combining all the aspects and factors present in real golf, while keeping things intuitive and fun to play. The new twist is the use of fixed 3D graphics of the kind that Prose puts to such good use in its fight simulators, being utilized here to provide an accurate contoured landscape.

a fairly nice view map, where you can decide roughly where you want your shot to go in terms of distance and position. The computer caddy equips you with the club it seems best for the shot you wish to play (although experienced players may want to do their own choosing) and you're ready to go. Unless of course you're really fancy and want to adjust the positioning of your feet (which ultimately affects the probability of playing a back or slice shot) and, for tee shots, fiddle with the position of the ball on the tee, determining whether the ball will roll or stop when it lands.

When you're finally happy and limbered up, it's over to the familiar behind-the-player view to play. It's all done via an oval control panel that consists of two bars - the first, which operates during the backswing (handles club power), while the second, made for clubs with shot direction and the doublet heads and vice. The direction bar consists of a central white area and two yellow blue bars, and for hook and slice for slice. The more powerful the shot, the thinner the 'safe' white area becomes and the easier it is to mistake your second click and fall into misadventure.



Play a little bit like real golf, and you'll love it. Another to add to the shopping lists, is the highly detailed Links: Ultimate Golf by Greg Norman for the Amiga, £19.95.

# MICROPROSE GOLF

It's getting mighty crowded in the club house. Can MICROPROSE offer anything new?

Six courses are ready and waiting to be played around on, in any of a vast number of game variations - tournament, singles, three and four-somes, 'skins' and medal play and various others. Apart from that, most of the one game preparation is pretty much as standard - select a bagful of appropriate clubs from the available array, punch in your player data (which includes the ability to handicap players) and, less useful but just as welcome, select your jersey colour and your ball.

The clubs themselves are played in a fashion that, while its effect is made for some as most previous golf efforts, is at least approached in a slightly different way. Shots are set up by way of

When the ball is in the air, a variable view TV-camera (thanks to the best of its ability, swivelling angles and panning) to give the best viewpoint at all times. When it comes to putting, things are equally as simple - the power bar is decorated with only one mark, which indicates the power required to get the ball to the hole on a normal, flat green. However, gradients and speed must be taken into account if the ball is to go anywhere near its target - some greens are like miniature ranges.

There's plenty of bells to complement the bells - shot replay, player stats and a very nice driving range and putting green where you can hone your skills. It's a very good golf game indeed.



Links Ultimate Golf by Greg Norman for the Amiga, £19.95. The game is highly detailed and offers a realistic simulation of the game.

**PRICE** £800

**ATARI ST**

MicroProse software is available on all major microcomputers and consoles. Features include: 3D graphics, realistic sound effects, and a highly detailed simulation of the game.

**RELEASE DETAILS**

AMIGA	£899	October
ATARI ST	£899	October
IBM PC	£895	January

and most of the ideas in evidence are both original and relevant. The power bar, for instance, doesn't have detailed number increments, enhancing the idea of playing by feel, rather the just slopping at the right number. There are problems, such as the map display which gets very cumbersome when trying to play close-range shots because the scale doesn't change, and the 3D display can get on the nerves after a time, but for those willing to invest the time, effort and practice, golf fans should find this equally as rewarding as the current pack leader, PGA Tour Golf - if not quite so instantly gratifying.

That last shot...  
...isn't it?  
...the ball...  
...isn't it?  
...the ball...  
...isn't it?



That last shot...  
...isn't it?  
...the ball...  
...isn't it?  
...the ball...  
...isn't it?



# TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

**A SIMULATION WHICH IS  
GREAT FUN TO PLAY**

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

- Multi directional scrolling screen
- Five skill levels. Skill level of both teams can be set independently.
- 1 to 4 players option. Option to play against the computer or another player to team up with another player against the computer or another player or two players.
- Facility to practice skills and tactics.
- Facility to create a team at all skill levels and design tactics.
- Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Raising Jump shot and Slam Dunk).
- Each player on the court is an individual with a unique mixture of attributes (Age, Height, Hair, Pace, Stamina and Compassion) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- Two types of leagues. Action Replay at 3 speeds.
- Extra moves are available using two independent button joysticks using the EXCELLENCE System.



AMIGA ATARI ST -  
IBM PC & COMPATIBLES  
PRICE - £35.99



Amiga Department ©1989

© 1991 Amiga Games

**EASY TO PLAY - HARD TO MASTER**

Published by

**ANCO** Software Ltd



# ROBIN HOOD

**MILLENNIUM** jumps on the Sherwood bandwagon - *Populous* style.

**W**ell, there can't have been a better time to release a Robin Hood game. Sherwood lives in currently sweeping the UK, what with Bryan Cranston strutting his armoire-plated stuff on the big screen in *Prince of Thieves*, while the Bryan Adams theme music tops the charts. Yes, everyone's gone Hood crazy - and here he is on your monitor screen. What a joy.

So far as strategy is concerned, *Millennium* has gone for the classic approach, rather than the slightly altered feeling that both of the recent alternatives effectively offer. The opening sequence sets the scene: while Robin of Locksley and his servants enjoy a sunny day in Sherwood Forest, it comes the misanthropic-holding Sheriff of Nottingham and his Norman men to break up the party, strip Robin of his title and assume control of his castle and the surrounding lands. Of course, Robin is none too pleased about this, especially when his people desert him, and so he embarks on a one-man quest to get back what is rightfully his, and restore freedom to the beleaguered land.

At first glance, and certainly from these screen shots, Robin Hood looks suspiciously like a rather cynical *Populous* spoof. Further inspection, however, reveals the not to be the case, and it is in fact a very enjoyable and innovative arcade adventure game strategy game (RPG). So far as the graphics representation is concerned though, there can be little doubt that *Populous* was a source of inspiration somewhere along the line.



Sherwood Forest is a big place, consisting of the Sheriff's (or Locksley's) castle and the surrounding city, the forest itself, a monastery, a couple of villages, farms and a scattering of isolated hamlets. Robin starts out with nothing but his bow and his sword and must complete two tasks to win - killing the Sheriff is easy enough, but a much harder task is prevented by growing to the point of Sherwood that you're a hero out to right wrongs, not like the Sheriff does his best to have everyone believe an outlaw and a thief. This is achieved by embarking on the classic Hood campaign of robbing from the rich to give to the poor. There are plenty of fat merchant types to take gold from, and so start supply of poor peasant folk to give it to. By doing so, along with other acts like killing Normans and rescuing people from the tower, you increase your popularity - the most vital factor in the game. Without it your acts will be frowned on by the people, and the job of the Sheriff is made that much easier.



*Millennium*'s Assassin class is a special one (not only on the front file) is a full-on warrior you're firing, shooting, attacking, using a long range rifle and only kill a target slowly in the same fashion. He also does his best when moving up to any capability of bringing a Norman guard. If you're caught out the groups take to the forest and that can be the game's most exciting sight.

*Millennium*'s resource changes in the game strategy game, however, makes sense to some extent. The graphics change represents what's particularly difficult to see (though the occasional

While  
Coutin  
extra:  
a sum  
best  
colours  
and the  
have b  
paying  
that is  
John,  
where  
you ca  
right a  
you'd  
There  
you w  
map o  
on pro  
You  
oper



Point the crystal ball (shown to you by the left mouse pointer) at the landscape. Below (white) icons show the current position of everybody in the town.



Point (white) crystals on the ground (shown to you by the left mouse pointer) to see what you can do. Below (white) icons show the current position of everybody in the town.

Below (white) crystals (shown to you by the left mouse pointer) to see what you can do. Below (white) icons show the current position of everybody in the town.

**PIC**

Indicates current and a display to right the amount of money and experience that you can earn. The amount of money and experience that you can earn is determined by the amount of money and experience that you have earned. The amount of money and experience that you have earned is determined by the amount of money and experience that you have earned.

**NEW PC**

830

RELIGIOUS DETAILS

NEW PC	NEW PC	NEW PC
NEW PC	NEW PC	NEW PC
NEW PC	NEW PC	NEW PC
NEW PC	NEW PC	NEW PC



view are naturally funny and so on.

Furthermore, the whole thing has a very cinematic feel at times - such as when an under-cover mission into the Sheriff's castle goes wrong, and you're chased by the Marquis through the town square. There's a strong sense of drama that serves to hold everything together, and this is strengthened by the 'cute' character graphics and an element of humour that comes through in the dialogue.

Probably one of its nicest features though, is that you can play the game however you like - if you don't fancy fighting dragons and want to be a bit of a magus instead, there's nothing to stop you from just minding around, putting arrows in the backs of peasant women and hacking farmhands down with your sword. (But don't expect the people to love you for it.)

The game's not without its shortcomings though - it would have been nice to have more control over the flow and errors for dragons, and a broader rate, there are times when you get the impression that more could have been done with the game, that it could have been bigger, with more to do and more interaction. The central game idea certainly had more potential than has been realised here.

There's, however, only minor objections, and what we have here is a very nice game indeed - primarily because it's simply a lot of fun to play, and very absorbing at such. Get this and you'll be a very lucky man.

With the majority of people in the game system, presents and so on are effectively able with little scope for interaction, there are a number of supporting roles that play an important part in the proceedings. Mad Marquis of course is relevant (he's the Sheriff's daughter and there's a neat sub-plot in operation as you face to face her - which basically consists of you saying her through attention for the few of you to follow her, but the trio of Merry Men - Little Jig, Sir Scalet and Fear Tank - can all be asked to help you in your campaign, providing you've had them. As long as your capability is high enough, they can be ordered to risk and kill in you, and, if summoned properly, will save you to your side if you find yourself in peril. There's also a cunning old wizard who presents you with a crystal ball (essentially an overhead map of the forest which allows you to keep tabs on people and offers cryptic advice).

One of the game's most important aspects, naturally if you want to get anywhere, is the

acquisition of special objects. As you interact with the characters and participate in more battles, you're given useful items, among them a magical ring that allows you to see what any character is thinking and, one of the most useful, a monk's holy diploma - especially handy when you've been outwitted and the Sheriff's men are out looking for you.

It's becoming increasingly rare these days that we see something that's both original and fun to play, and *Robin Hood*'s surely one that Category. It's easy to get into thanks to the interactive map control, and because much effort has gone into creating a rich vocal structure in Sherwood Forest, there's a real sense of a world going on around you. The peasants hunt animals and chop wood for fire, women bathe in the river and monks collect and give proper materials to the dead.

While character interaction is minimal, personalities are vivid - the fat merchants are cowardly and bag for their life when robbed, the merry

**CU**

# AMIGA

SEPTEMBER 1991 £2.95  
ISSN 0954 779 13 000  
AD GROUP REG. 00708

THE COMPLETE GUIDE TO THE AMIGA

## WHO YA GONNA CALL?

ALL MOD COMMS -

Amiga  
Modems  
explained

GREMLIN'S UP  
THE PERFECT G

OUT  
NOW

DELUXE PAIR  
SPECIAL TUTO

MAGIC POE  
THE BITMAPS' G

NO DISK  
ATTACHED?

ASK YOUR NEWSAGENT

contains  
**VIRUS  
KILLER**

WIN A VIDEO WALK  
HOW TO CHEAT AT AMIGA  
• RUDLAND • ALIEN STE  
HEAD OVER HEELS • B  
HOOD • THE SIMPSONS  
FUTURE OF RPG • GEN  
• MEGALOMANIA • LOT  
• THE GODFATHER • P  
FIGHT • 6-PAGE PG SEC  
AMOS COMPILER • W  
WORTH • WHIRL  
SHOOKER • GAUNTL



# EA HOCKEY

There's nothing quite like an ice hockey match to get the rawest of human emotions on display. ELECTRONIC ARTS unveil their latest winner.

As far as starting the console world with the inimitable John Madden's Football series goes, Park Place Productions have diverted their attention to a different medium more vibrant than the sports world. The result is EA Hockey... and it's another scorching.

The title screen sports a series of options that let you change the length of the game, choose what sort of game you want to play (either a one-off or a head-to-head playoff), select a team from the list of eleven (Great Britain and USA are the first), choose whether it's a one or two-player game (either head-to-head or two players on the same board and turn off penalties and line rules i.e. play the game properly or turn it into a notorious orgy of blatant unfairness).

Once the options have been set, it's time to pick off. Controlling the players is very simple; just and shoot when you're on the puck and combine and bangsticks when you're not and... voila! the game is very easy to get into. It's beautifully designed and gives expert players the scope to really develop their skills. It moves can skate around, pass the puck and even score goals... but a real aim can bring together (and passing plays), multiply on against the barrier, shoulder barge them to the ground and even shoot the puck at an

opponent and knock him flying! Once you start roughing up opponents, it's only a matter of time before a fight breaks out.

When one does, both players involved throw their gloves to the ground and lean off, ready to bear down shades out of one another. Three moves are available with which to beat the opponent - head, face punch and stomach punch - and the object is to floor the opponent before the referee intervenes. After that, if the penalty option is off, play continues with a face off. If penalties are set in the 5x5 to suit off for a five minutes!

Scoring is a tricky affair because, like in Kick Off 2, the computer-controlled goalies are no slammers. However, when you do get one in the net, you can access the REPLAY option and watch your glorious effort in slow motion - and then rewatch it and watch it again to really cheer off your opponent!

There are few sports simulations that can be called truly classic games. John Madden's Football and Kick Off are two of the very best, but we think that Ice Hockey should join them. Not just because it perfectly captures the blistering pace, the atmosphere and sheer bone-crunching action of the sport, but not just because it's incredibly enjoyable, packs a tough challenge, and has massive potential for players to really



Right-clicking to hit a stick has particularly exciting moments, both the penalties and the three different shot buttons are top-notch too.

Player mobility in the rumbles is an important element of EA Hockey's success.

develop their on-screen ice hockey skills. And not just because it features brilliant graphics and sound.

No, the reason it deserves classic status is simply because it's such a supremely playable game. It has that timeless quality that'll keep you going back to it months - even years - after you first played the game. If you're a big-game-loving sports fan, this is an essential purchase.

— John Riggs



EA GAMES

949

EA GAMES

RELEASE DATE

RELEASING

EA GAMES



Usually, games of the Thrust genre are pretty low and far between. Apart from *Gladius*, the most recent effort was *Zarathustra*, which possessed better graphics, but lacked some of the playability that made the former a classic.



The Executioner's interface of multi-screen and buttons are mirrored by the retro-style play controls.

The Executioner is Hawk's attempt to improve on the idea. As in most inertia-driven games, horizontal joystick movements control rotation, while forward activates thrust and in this case pulling back activates a "Thrust" buff which allows you to collect objects on the planet's surface.

As a relatively basic retro sequencer you are informed by the Emperor himself "that you must 'recycle' the evil leader of the Sargenites. Unfortunately your link is hampered by the fact that his current location within the galaxy is unknown. To find him you must find four fragments of an electronic key.

The galaxy is split into twelve sectors and in each lies a space station, a shop and about ten planets. The planets of landscapes include all the usual metals, organic, stone, etc. Dotted around the landscapes are pods which float at you and sometimes launch rays. These take a form suitable to the current environment. Also to be found are fuel pods, stranded pilots (who can be rescued), and, if your lucky, a key segment.

Searching every planet for the pieces would take you a lifetime so to make things easier you can question any captives (these 'the pilots you rescued') when at a space station. If they are proving a bit stubborn, then there are numerous methods available to you with which to loosen their tongues. Bribery is one option but unfortunately for the captured money is pretty scarce and can only be obtained by selling your prisoners. For those who don't mind a touch of sadism 'Torture' is both more effective and cheaper. This takes three forms: beating,

striking and electrocution. Each when picked lowers the Lifeline bar of the captive. The less it gets the less money you get when they're lost should it fail to save before he takes. In dies taking his secrets to the grave.

Amazing cash is useful as it allows you to repair your ship with a wide variety of equipment. These include Shields, Energy, Fuel, Scanner, Laser Cannon, Fuel and Power shot. Amazingly these are lost when your current ship is destroyed, which due to the lack of shields, damage bar or any other protective device takes only one shot.

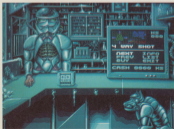
I must admit that the scenery graphics are a bit better than expected, being colorful and well shaded, and they convey the atmosphere effectively. However, as we all know, graphics alone do not a great game make, and it is in the other departments that the game falls short. Sound is very poor with a few beeps and bangs, the Torture sequence has no effects whatsoever and could have been a lot better had a few really sounds been included, such as screams and sounds appropriate to the method.

Playability suffers due to the fact that most of the planets are tiny (i.e. two screen wide) and they really aren't controlled enough, with just one vial to take. It's also too easy to die. In one case I had found a segment in one of the most difficult worlds and was destroyed just on the way out, and had to do it again (harder to say couldn't be bothered).

© David Butler

# THE EXECUTIONER

HAWK's *Gladius* clone bears a rock-hard title. But will you lose your head over the gameplay?



734

RELEASE DETAILS

WIPAC IFA OUTRIN

# KICK OFF 2



## Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

- 1 to 4 players option (Amiga & ST)
- Kit Design (Amiga, Atari ST & IBM)
- Facility to load Player Manager teams and designed tactics
- Inertial joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
- Two players teams mode against the computer.
- Adept touch controls to head or dip the ball.
- Set piece Free Kicks, Corner Kicks, Throw ins, Injury Time, Action Replay, red & yellow cards indeed host of features to create the atmosphere of a soccer game which is itself fun to play.
- League and Cup Competition with sudden deaths penalty shoot out.

**THE ONE** - Ultimate soccer simulation. 96%.

**THE ACE** - Brilliant. Buy, Boy, Buy. 93%.

**AMIGA FORMAT** - Best footy game to have appeared on any machine. 94%.

**ST FORMAT** - What a game! Gem to play. Magic. 90%.

**C & VG** - Championship winning material. 95%.

**GAMES MACHINE** - Probably the best sports game ever. 92%.

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

**AMIGA ACTION** - Surpasses all other football games. 93%.

**POPULAR COMPUTING WEEKLY** - Nothing short of brilliant.

**NEW COMPUTER EXPRESS** - Computer football event of the year.

AMIGA & ATARI ST	£19.99
IBM	TBA
IBM 64, SPECTRUM & AMSTRAD	£29.99 Cass.
IBM 64, SPECTRUM & AMSTRAD	£14.99 Disc
KICK OFF 2 & WORLD CUP AMIGA & ATARI ST	£24.99
KICK OFF 2 (Expanded, Amiga)	£24.99

# ANCO



**PC****Leisure**

The... to PC entertainment

**LARRY'S  
BACK**Full frontal  
review  
of Leisure  
Suit Larry V**OUT  
NOW****Plus**

- ★ Upgrading to VGA graphics
- ★ Indy 4: the full story
- ★ Secrets from IBM's closet
- ★ Latest PC shareware

**Missing disk?  
Ask the newsagent!**



**GODFATHER**  
Keeping it in  
the family  
Mafia-style



**APOCALYPSE NOW**  
**GUNSHIP**  
**2000**  
Extensive flight

**TIMELESS  
CLASSIC**

You vote for the  
PC All-Stars cho



# JAMES 'BUSTER' DOUGLAS KNOCKOUT BOXING

More a featherweight amateur than a heavyweight champ, 'Buster' is on the ropes.

If you've taken a look at the screenshots and have noticed that James 'Buster' Douglas Knockout Boxing bears a remarkable resemblance to the Final Blow arcade game, then award yourself a pat on the back. The game was originally released as Final Blow in Japan. By the time it reached the American shores, Sega decided that they needed a famous sportsman to endorse the game so that it would fit nicely alongside the other products of their sports mega Universal Pattern's Club, Tommy Lasorda's Baseball and Joe Montana's Football, so James 'Buster' Douglas was picked, and it's his story that leads that greets you when you boot up.

The game itself is a very simple one, no fancy moves, no fancy weapons. No fancy anything, really. Just a top-down view of two ugly boxers starting toe to toe ready to slug it out. The controls are very simple - push the cycled up and Buster does a high-appeal or face punch, push it down and it's the same, only to the other side.

Playing the game is merely a case of hammering the buttons as fast as you can. There's very little skill involved, and I got to the very last fight in the eighth on my first go without losing any



PLAYERS SELECT FROM ONLINE

NAME	HP
FERNANDO GOMEZ	47/67
BUSTER DOUGLAS	55/78

HP RECOVERY TIME 4:00

HEALTH	LEVEL	EXP	STRENGTH	DEFENSE	AGILITY
100%	1	0	1	1	1

of them! Fernando Gomez and Kim Nang were selected in the first round of the "Daily" Best Double Draw to show enough to feel confident of victory, and they would go on to drop the other two, on their path to get enough votes to be the winner.

It will never give away, does your opponent. One is the other from comparing to the game itself, after practicing several really unrealistic combinations. It's all wonder of how, really.



injuries, and without really concentrating on what I was doing. It's very easy - just mashing the buttons and occasionally moving your boxer towards the opponent and you're on the way to a knockout control.

This tactic works fine for the first seven opponents and gives you easy first round

victories. Then, all of a sudden, the eighth boxer gets very difficult, and you actually need to adopt a few simple tactics. But it doesn't take long to suss him out, and once you've beaten him you've mastered the game.

James 'Buster' Douglas Knockout Boxing doesn't even have any saving graces in the form of graphics or sounds. The boxers are big, but they're horrible ugly with muscles growing out of every orifice. They're also badly animated, and move their legs in a very strange, twitching way, almost as if they're just had a lithium overdose and are shuffling to the toilet to let it slip out. Sound too, is poor, with laughable punching sounds and the usual terrible of tunes.

So it's a sad day for Megadrive pugilists. James 'Buster' Douglas is a very poor game which offers little in the way of enjoyable boxing action, and simply hasn't got the playability or challenge to go the distance.

PTC

At a glance of your stats, you can see that your opponent has a higher PTC than you. This means that your opponent has a higher chance of winning the match. You can see that your opponent's PTC is 5, while yours is 1. This means that your opponent has a higher chance of winning the match.

410

MEGADRIVE

RELEASE DATE

MEGADRIVE £24.99 OUT NOW



**Stormlord**  
The graphics are, of course, extremely attractive, illustrating a real treat in this new high-resolution format. The Texas Instrument has developed a beautician.

**Sound**

Although the graphics will amaze us, it's hard to believe the sound is in a different stage of the game. A real treat is a lovely, subtle sound effect after a couple of tiles.

**Controls**

Stormlord has kept the design of the original but with different operation.

For example, if you are stopped from reaching an enchanted princess by a swarm of killer bees, simply find a pot of honey and exchange it for another object in the bee's vicinity. As soon as you do, the bees will go for the pot, leaving you to go for the princess. Problem solved. I said exchange the honey because you can't just drop anything you're carrying, you have to keep it in something else first. It may sound a bit strange but it works, quite well. A small indicator at the bottom of the screen alerts you to one-hour many princesses you have freed, along with a time limit, bees remaining, an object inventory window and your score.

After completing a level, you will be presented with a bonus stage, in which you may gain extra

# STORMLORD

A visual treat on 16-bit formats, Stormlord is equally attractive on the Megadrive, but has the gameplay improved?

**S**tormlord was first introduced into the 8-bit computer format by Hewson, followed by the 16-bit incarnation. It was widely acclaimed as a very good game indeed, and now Ravensoft have taken the opportunity of producing a Megadrive version, improving graphically on its forebear, while maintaining the familiar gameplay.

An evil doctress has rounded up all the fair princesses in the valley of the Enchanted Realm. Her plans for the princesses are unclear, but are certainly best stopped. Anyhow, for whatever reason, the old crane scattered the fair maidens throughout the land, imprisoned in little bubbles. The player's mission, of course, is to free them.

This, however, is no mere little quest through the Enchanted Realm - in fact there's nothing enchanted about this realm at all. It's filled with vicious killer bees, evil wizards, undead skeletons and other creatures all intent on giving you a hard time. If you do succumb to your mission, you will be rewarded by being talked about by everyone in an admiring way and, if you're really lucky, a snag with one of the princesses. Hallel!

Those brave enough to venture into the Realm should prepare themselves for an eight-way scrolling, thumping, bumping arcade adventure.

As you cruise purposefully through the unimaginable number of levels, a wondrous and a-boghtening as you go, you will be forced to solve puzzles in order to proceed. These lessons can range from the easy to the downright frustrating, but normally you will figure them out because they're all very logical.



points and even lives. This stage is played by intercepting princesses, who, still imprisoned in their bubbles, are falling slowly to their doom. There are no monsters bothering you, so you cannot shoot or jump. You must simply walk around rescuing princesses. Heeemmm... very exiting. So that's it, Stormlord.

Having only briefly played the original game, this is no position to compare and contrast the two, but I honestly hope they're better. The main problem with Stormlord's that it is 50% too boring, and we're not talking MIBing-the-table-quiet-but-not-sitting, but throwing-the-popcorn-the-screen-thrashing-sing. It's not the problems for you are controlled with, they're easy, but the simple mistakes - even bugs - that are present.

One time, PC successfully removed the bees from an area surrounding an object I needed to complete the first level by eating them with a pot of honey, but they STILL got in my way, so I managed to kill one before. And this is not just games-playing by me, I can assure you. The graphics and sound seem their purpose, but both could have been much better. Most of all, however, was the discovery that the holes in the game are now wearing that the blunder was.

I could only recommend this game to the most ardent of arcade adventurers, or those who go into the game for something better than just a game, and I doubt it will enjoy the.

# InterActivate!



Alexander & Associates, Inc.  
13 West 44th Street  
Suite 1109  
New York, NY 10036  
(212) 382-3929.

The 4<sup>th</sup> Annual Conference

ON

"The Future of Fun"

October 7-9, 1991

Century Plaza Hotel

Los Angeles, CA

INTERACTIVITY '91

# WING COMMANDER

• REVENGE OF THE KILRATHI •

**ORIGIN** boldly goes where it's already gone before

**T**HE STORY GOES: The interstellar war between the humans and the evil-cold Kilrathi continues. As the winner-takes-all mega-bionetics try to expand their empire throughout the free galaxy, the brave young pilots of the Taran Confederation Navy fight to keep them back, and in particular from getting their claws on Earth.

Unfortunately, the war has not been going well, the most devastating blow coming from the dereliction of the TCM flagship *Tiger's Claw* by a squadron of state-of-the-art Kilrathi death fighters. Worse still, since nobody but you, a TCB fighter jet, saw the Kilrathi slips prior to the attack, you've been held responsible for the *Tiger's Claw* incident - and nobody wants to listen to your stories about invisible slips. However, due to a lack of evidence, your punishment remains light - demotion in rank and transfer to the least desirable ship. But you're still an active flight duty, and with the Kilrathi getting closer all the time, action is just around the corner...

*Wing Commander II's* sequel is the first dose made tradition, carrying on the story directly from where it left off at the end of the second *Wing Commander* mission disk. But while the story is allowed, the game itself remains basically the same, albeit with a number of twists and enhancements. Also, the basic structure of the story remains - there are around 30 space combat missions to fly, and in between, each a new episode of the unfolding story presents itself in the form of an extended cinematic vignette.

Your performance in some missions can alter certain aspects of the story, although the central plot remains inflexible, so basically it's just a question of surviving all the missions until the pre-ordained happy ending.

*Wing Commander II's* story is even more twisty than the original, although the basic gist is that, armed with their new death fighters, the Kilrathi have devised their most diabolical plan yet to seize control of Earth. And in true action-movie style, there's a flashback feature interspersed that deals with you trying to clear your name over the *Tiger's Claw* disaster and deal with the pissed-off flag officers who want you booted out of the service. The story also allows for a more progressive style of gamemaking because you've been demoted, you've got to work your way back up the ranks if you want to get your hands on the bigger, more powerful



Observe a Kilrathi ship. How cool your cockpit and flight skills are during a particularly hard mission. The auto-rotate feature allows you to fly in any direction for more extensive computer-aided navigation support. At the bottom right, you'll find a target lock. Your wing jets, also called a Kilrathi target, will give you the basic highlights for the Kilrathi unit number in Kilrathi code, helping track the attack your target is engaged.

**WING P.C.**

REQUIREMENTS

For best performance, you'll need a 386 or 486 processor with 1 MB of memory. You'll also need a VGA-compatible video card (1 MB of video memory recommended) and a mouse. A CD-ROM drive is required to play the game. The game is available on 3.5-inch floppy disks.

000200000

000200000

craft that only senior officers get to fly. The one you fly your initial missions with, called the *Avatar*, is armed only with mostly lasers, while bigger craft such as the *Broadsword* and *Sabre* have multi-purpose barrels that can fire lasers, missiles, torpedoes and protective shells.

The missions themselves are wide-ranging, and change in style in accordance with the development of the plot. At the outset, when things are pretty quiet, your orders are simply to patrol, and these patrols lead to comical encounters with Kilrathi craft. As the war heats up, missions include escorting valuable freighter craft, protecting your own cruisers and attacking Kilrathi flagships. One of the major gameplay changes since the original *Wing Commander* is also supplied by the cooling discipline. Instead of flying missions from just one base, you can go to different areas from various Taran ship or base around the galaxy. The *Corvus* is the new TCB fighter, but missions can also be for





Altered (more dangerous) modes! One new concept just introduced is an energy gauge (shown in the picture), showing your energy status.

The right side of the cockpit shows the HUD, which is controlled by the same commands as the rest of the cockpit.



## CAST OF CHARACTERS (BUT NOT ALL OF THEM!)



**YOU**  
Heroic, handsome, excellent pilot, strongly committed to saving the destruction of the Tiger's Claw. Also, the Kibitzki's current favored and wanted commander. Also: How to win it with these five letters:



**ADMIRAL TOLMYN**  
The genius of the latest developments in battle tactics your ego, will be able to be responsible for the Tiger's Claw. Will be willing to help you of your wishes.

### LIZ SHADOW WINGWOOD

First wingwoman. Cool pilot, though somewhat easy to dislike.



**ANGEL**  
First wingman. Cool pilot, though somewhat easy to dislike.

**ANGEL**  
First wingman. Cool pilot, though somewhat easy to dislike.



**ANGEL**  
First wingman. Cool pilot, though somewhat easy to dislike.



**THE EMPEROR**  
The evil Kibitzki's supreme commander, intent on taking over the Earth.



**BOOMBOOM**  
The youngest member of the Tiger's Claw.



**BOOMBOOM**  
The youngest member of the Tiger's Claw.



**BOOMBOOM**  
The youngest member of the Tiger's Claw.

### PERDUE THERRAIAITH

The emperor's grandson. Also known as the Emperor of Time, responsible for the release of the Kibitzki fighting force.



**PERDUE THERRAIAITH**  
The emperor's grandson. Also known as the Emperor of Time, responsible for the release of the Kibitzki fighting force.



**PERDUE THERRAIAITH**  
The emperor's grandson. Also known as the Emperor of Time, responsible for the release of the Kibitzki fighting force.



**PERDUE THERRAIAITH**  
The emperor's grandson. Also known as the Emperor of Time, responsible for the release of the Kibitzki fighting force.



**PERDUE THERRAIAITH**  
The emperor's grandson. Also known as the Emperor of Time, responsible for the release of the Kibitzki fighting force.

For the giant Carrier space station. Combat itself is fairly simple and not entirely different from that in the original, though certain things have been tweaked up—the reason targeting system, for instance, is now a whole lot more effective, coming complete with color-coded lock-on indicators and target priority. As opposed to the original Wing Commander, when targets were lost as well as they flew off screen, the new ITS (Improved Target Tracking System) keeps its lock even when targets are beyond visual range, highlighting its radar signal to make finding easier.

Once an enemy is in your sights however, it's more of a matter of pounding away on the joystick than applying much in the way of strategy or tactics. The whole thing is much more of a 3D mode: ten up that flight simulator, and the idea tends to be a bit of the easy side when flying missions with Shadow, your computer-con-

trolled female wingwoman, because she's so adept that nine times out of ten she'll wised out most of the Kibitzki ships before you even get a look!

There can be little doubt that on a technical level, Wing Commander II is very boss indeed. It's lovely to look at and listen to, and the equal to a storyline that threads it all together with well, sparing you in to complete the mission in hand so you can see what happens next. However, as complete as it may be, it suffers from the same problem as the medium it's trying to emulate—once you've seen it, you've seen it, and it doesn't bear repeated viewing. Things would have been considerably improved if your actions in space affected the way the story unfolded, so as to be a proper 'interactive novel', but instead the combat has very little bearing on the big picture, for a few limited references to the number of kills you made in the just flight dialogue. So the last you're left with is basically just to be a good boy

and survive until the end, where it's assumed the Kibitzki will be sent packing for another day.

A proper strategy element where your performance in combat would have changed the face of the war for better or worse, and the changes were reflected in the characters' responses would have given a long way towards realizing the potential that, for the most part, has been missed here.

These subtiles aside, Wing Commander II is still an enjoyable experience, and those who got their rocks off on the first adventure will lap this up—it's effectively just a very big mission disk with a smattering of extra features. For those who look for a longer lasting experience than the short-term bells-and-whistles extravaganza that this basically amounts to, would probably do best just to let the Kibitzki overrun the universe and wait for the more thoughtfully-developed Strike Commander. Watch this space.

— Guy White

Right in the Springfield neighbourhood, Bart controls a number of air operations over green hills that help him to win a money-making game. Many of the features have been borrowed on this level from high-class day and currently to feature in Bart's universe.

There are already various other titles available with the game world on the same system. Each of them is available on the developer's website, and only for a limited time. (Only now)

Has OCEAN's long-awaited licence done justice to TV's favourite family - or does it come straight from the planet cornball?

# the SIMPSONS

## BART VS. THE SPACE MUTANTS

**D**on't take opinion on the future of 'The Simpsons' television antics may be shared, there can be little doubt about their phenomenal success. Let's face it, Homer, Marge, Bart, Lisa and Maggie must be doing something right if they can keep Bill Cosby from the top of the US TV ratings and get five faces on just about every T-shirt, magazine cover, coffee mug and pair of socks in the Republic world.

Sadly, 'The Simpsons' billing franchise is just one of the show's many plus points that isn't apparent in this computer interpretation. It comes to us courtesy of Arc Developments, who have ported over Nickel's popular MGS game. The result is not an out-and-out failure, but definitely a case of wasted potential.

Because Bart has proved himself to be by far the most popular and identifiable member of 'The

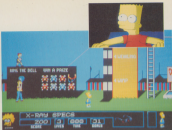
Simpsons', it's he who fronts this arcade-platform romp set in the family's home town of Springfield. The basic premise is that space mutants have landed in the doozy American suburbs, and are planning to build a weapon that will take over the entire planet. Actually, it's not as nefarious as it might sound, as space monsters have popped up in the TV show on a number of occasions - albeit never with a plan as diabolical as this.

Seemingly, Bart is the only person in Springfield who knows what is going on, and so he takes to the streets in an attempt to make people up to the problem and defeat the mutants before it's too late. Doing so entails making your way through five left-to-right scrolling levels, each a well-known place in Springfield.

As Bart goes, he must generally get in the mutants' way by gaining as air-battle-cruiser objects that the aliens are using to build the super-weapon.

On the first level (streets of Springfield), anything that's pink must be sprayed red - in level two, all hats must be eradicated from the shopping mall, and level three calls for the destruction of all balloons in the Springfield Amusement Park. And so it goes - there's a heavy arcade-orientated puzzle element in the first Simpsons vein, as not all objects are easily accessible, and Bart must use a combination of lateral thinking and dexterity to reach them.

To make things more difficult, there are always plenty of misadventures and other incidental creatures bouncing about that Bart must be careful to avoid. An additional nice touch is that many of the Springfield residents have already been taken over by the mutants' mind-bending ray and can only be seen in their true form when Bart wears his special X-ray sunglasses. By bouncing on a mutant's head, Bart can obtain alien tokens which, if enough are collected, will summon a Simpson family member to help the



Good control is vital in this level over air-battle-cruiser vehicles. Use Bart and your pals' heads 'to get on position' for them, and you'll see what an advantage it is to do this.

fatigued robot battle the unyielded adventures. Accidents, and subsequently Cosgrove's attempt to create something a lot more sophisticated than the average arcade game is commendable, but the result is nevertheless frustrating because of doozy game design that makes the whole thing too difficult to play. It's too easy to die through no real fault of your own, and the control is reflexive - to game the game, you have to access the object menu and select the option from there. Why couldn't we just press 'P' to be as adapting the TV show is concerned, the most is the most authentic aspect - but then it's not difficult just to copy a tone. Bart is too small and 'fuzzy', as are the other characters. The Simpsons are a very definable look, and it's not been captured here. The Simpsons comic plot has a much better idea of how the whole thing should have been approached. Hopefully the conversion of that, if it ever appears, will be a more successful venture.

By Mike

**ARC DEVELOPMENTS**

**640**

**RELEASE DATES**

JANNA	£29.99	CD-ROM
ALAN 1	£29.99	CD-ROM

AMIGA MEGADRIVE GAME BOY C64 GAME GEAR NINTENDO  
SUPER FAMICOM SEGA ST PC ENGINE SPECTRUM PC

SEPTEMBER '91  
ISSUE 118

£1.35

10.00 Dm 4500L  
380 Ptas \$8.10



0 000000 118000

# COMPUTER + VIDEO GAMES

OUT  
NOW

BIG FIGHT  
EXCLUSIVE!



**SUPER R-TYPE!**  
SUPER ON FAMICOM!



**WRESTLEMANIA!**  
ULTIMATE  
POSTER PREVIEW!

LISTS FULL OF FUN IN BRITAIN'S NUMBER ONE GAMES MAG!

# AFTERBURNER 2



It's not as fast as the original, but it's the best-looking the series has ever had, and it's got a lot more to offer than that.

SEGA offers you a second chance to earn your wings



Early this part of the mission is a little more of a challenge than the original, but it's a lot more fun.

Afterburner 2 is the original, but it's a lot more fun than the original. It's a lot more fun than the original.



They're flying on a mission, and it's just as well that they would. The mission is a lot more fun than the original, but it's a lot more fun than the original.

At these heady days down at Seafield, playing Afterburner to an audience of local resident pilots who always seem to crowd around to peep in at your game playing, that's fun. And now Sega has seen fit to throw the Megadrive conversion out my. Great. Now everyone can do that at it in their own homes.

General Zerkia has taken it upon himself to invade your poor little living country, the island. He is armed with a large army, and is also receiving support from some of his old-fashioned, the allied forces. You would be forgiven for thinking that things couldn't get much worse - but you're wrong.

To stop this nasty doctor type, your intelligence forces came across information indicating the whereabouts of two microwave

stations, which the enemy is using to control the present invasion. If these are destroyed, the enemy will be at your mercy, unable to call for help to their allied forces. Here's a plan.

First, remember that I said things would get worse, now they do. Your government, being the bright sparks they are, have decided to send ONE airplane to accomplish the difficult mission of destroying the microwave stations.

Well, you are flying a super "Stealth" jet, apparently an F-1400, a really groovy piece of kit. With it, claim your masters, you should be able to fly through 20 stages of about war with unarmy enemy fighters shooting large missiles at you. Oh dear, it doesn't look too good, does it?

For those who haven't a clue as to what Afterburner II is all about, here it is: you fly an F-14 into the screen, rather like any racing game you'd care to mention, except there's no cars and no road. You fly over land, sea and clouds through 20 stages, shooting enemy fighters out of the sky with your limited missiles. Interestingly you are re-fueled and re-equipped by a large computer controlled plane.

As featured by the arcade machine, you possess several "Vulcan" bullets and two differently sized missiles with which you may take on to the enemy fighters and (hopeful) shoot them down.

The enemy has a couple of dirty tricks up their sleeves which they produce throughout the game. In the midst of a particularly ferocious fire fight, for example, an American voice screams "Enemy" and along comes a fighter, who flies right at your nose. And after that, along comes a missile heading the same way! There's one way to get rid of it: though the good old 360 degree turn. When you inevitably run out of missiles, you are forced to fight off the remaining wave with

your bullets. It's a tough life in the air force...

Right, that's got the plot and enemy manoeuvres out of the way, what's the game actually like? Well... it's fast - very fast - as fast as the arcade machine in planes. Performing a 360 degree roll by banking hard and then turning the other way is an exhilarating experience. And, on the whole, the entire game is very exhilarating due to its speed. And, as such, is a very unusual conversion, considering everything that the coin-op had to offer.

But, after this conversion that the speed of the game is truly exhilarating, let us assure you that the gameplay doesn't come out smelling of roses. Don't get me wrong, it is the definitive Afterburner Experience, and as a result carries the doggy gameplay from the coin-op. The at-down version was a really good play, but lacking back and forth is a chore while playing. Let's compare up similar excitement.

David Phipps

**PIC**

£695

**RELEASE DETAILS**

MEGADRIVE 3/8/89 OUT NOW

THE

ISSUE 36 • SEPTEMBER 1991

£2.50

PLEASE REPLY TO  
 "GAMES" DEPARTMENT  
 1000, BRISTOL, AVON, BS1 1PH

# One for AMIGA GAMES



Britain's  
 Biggest-Selling  
 Amiga Games Mag  
 - And That's  
 Official!

## POCKET POWER!

The Bitmaps Delve  
 Deep For A Dose  
 Of Arcade Action

## TWO MORE FULLY-PLAYABLE GAME DEMOS!

Gremlin's Pegasus and Infiltrator  
 from Psygnosis



NO DISK? SEE YOUR NEWSAGENT

On a wing and  
 a prayer with  
 Gremlin's  
**PEGASUS**



Boat 2 meets the  
 Killing Game Show  
 in Psygnosis'  
**INFILTRATOR**



OUT  
 NOW



## HEIMDALL

Your First Chance To See  
 Core's Horse Adventure  
**IT'S VIKING GOOD!**

## THE ULTIMATE GAMES MACHINE!

What the stars would  
 like to see - page 39

**WIN!**

A Trip To The  
 Lucaniffm Ranch  
 In California!

## BRAVE NEW WORLD

Gremlin's Utopia Takes On  
 Populous and Sim City



## INSIDE THIS ISSUE:

- **STUNNING** - Eye Of The Storm by Empire
- **THUNDERHAWK** - Core Has Lift-Off
- **ROD-LAND** - So Cute It'll Make You Puke
- **PEDAL TO THE METAL** - With Lotus 2



Imagine walking along a secluded Caribbean beach with deep blue skies, clear seas and golden sands. What about a stroll through a field of growing wheat? Or perhaps a fresh swim in a Alpine lake! People's version of SimCity, the perfect place to live, differs of course. Graham Ing and Robert Clark, the creators of 803 Jane Seymour, would like us to believe a 3D space colony is the only way to create perfection. At least that's the task ahead of you in this hybrid game from Gremlin.

Utopia is strategy software. Take the urban construction and administration elements of SimCity, place them over a hot Populous-style isometric 3D view of the landscape, and there is a pinch of war-torn strategy space invaders for added flavour. That's meant to be the recipe for Utopia. Does the combination turn sweet or sour?

It's not difficult to grasp the aims and controls of the game. Your task as colony commander is to create a Utopian society on some far away planet. Spend all your money on hospitals, food production and non-fighting sports festivals and your populace will be content, but without any credible defence the inevitable computer-controlled alien attack will wipe you out before you've had chance to construct your first missile launcher.

Controlling the social, economic and military development of the colony is a balancing act on a grand scale. There is no finite size or end to Utopia, although you're supposed to try for a 'Quality of Life' rating of 80% or above.

You start the game at a considerably lower level with a few key buildings already in place. From there on in, it's up to you. Most of your



time is spent hovering over a magnified isometric 3D view of the planet surface. A selection of command symbols situated along the right hand side of the screen allow you to generally play around with the administrative affairs, see the whole of the world and search for tax deposits, choose a particular type of building to construct, handle the finances, and so forth.

The game is full of little touches which aid your split-second decision making. For instance, you can tell which buildings are still under construction because they're surrounded by scaffolding. Simple yet effective.

Each construction has a function crucial to the colony. A hospital, for example, can be used to increase the number of colonists by improving their birth rate and health. In addition, you should increase your medical budget when you build one, otherwise you'll get the equivalent of a nursing strike. Taking of strikes, you must remember to prepare for an alien invasion. This can come at any time, but you can take sensible precautions by building a fairly large army and adequate defence network. Programmer Graham Ing recommends you build a small expeditionary force, wait for the aliens to wipe these outers-

# UTOPIA

Is GREMLIN'S latest a vision of perfection?



might. From the camera the player can choose from the menu of buildings or other war devices, which can be used to build defenses or the strategic bomber "A" units (see below).

Right behind this set of strategic-view screens, showing your Commando in all its glory, is another screen.

out, find out the weaknesses of your opponents in the process. Now build a big battle-billy billy and "war" the day. But what does he know, anyway?

If things are going badly, flashing indicators light-up to warn of insufficient air, food and power supplies, ignore these warnings and you could end up facing terrorist attacks or even assassination attempts! A team of experts can provide advice if it all seems too much.

You're able to choose into any of the other nine planet scenarios, once you get bored looking at the brown mountain ranges with purple patches of space-moss in the first one. Here the designers of the game colour "land" or what? Each new stellar landscape has unique terrain features and a different race of alien to control with. Some



## MASTER AND SERVANT

Do you want to become a military dictator, sir? Here are a few ACE tips on how to achieve your terrestrial ambitions.

First, find a large war deposit and build a couple of mines. Then get to work building a hospital, arm pits and the first few tank and ship construction yards. Next, increase income tax to max levels, get rid of useless goods like guns, and keep up your military research and security grants. If you cut on getting money into logging in the early game money after that. All you need to know is that the money is coming in like a hot date.

Like Peter Pan, once you're out of shape, every rebellion will eventually become something useful like a better defence capability or tank transport. Keep the birth-rate high and make sure you have enough living quarters and storage facilities. The tank and plane factories need to be constantly fed with people and supplies. Nothing should stop you from the final objective: total alien extermination.

Once the scenario ends you don't get a line about how you'd better there is a security HQ and secret base nearby constructed. After all, you don't need to be bumped off before the big show, do you? So for a thin defence line of missile launchers and laser towers guard the suburbs of the colony. Don't forget your 11 most advanced of radar coverage to areas of interest: alien attacks and a secondary standby Commando units could prove useful during the heat of battle. Good luck, Commander.

if these horrid alien stuff down your streets in Star Wars-style Walker robots going "kill kill kill".

Have you got what it takes to build a Utopian society or are you a fascist military dictator in disguise? There's only one fair way to find out...

— Tony Martins

Well, there are the other leaders you have to face off against... and what an ugly bunch they are too!

David and Goliath's a pretty accurate title, and really surprising considering, it's all very well saying your enemies bleed with stress, but it's not that you get all more with other stress than you're being pushed up to your neck.



**PIC**

5  
0

1980 1981 1982 1983 1984 1985

Have a little something extra? You'll need about 20 minutes to get used to the way the PIC works. It's a little different from the way you might expect it to work. The PIC is a little different from the way you might expect it to work. The PIC is a little different from the way you might expect it to work.

**9.20**

**AMICA**

AMICA is a computer program that provides a graphical display of the data in your files. You can use it to create reports and charts. It's a little different from the way you might expect it to work. The PIC is a little different from the way you might expect it to work.

**RELATE DETAILS**

AMICA	1.25.00	Out of stock
AMICA 2.0	1.25.00	Out of stock
AMICA 3.0	1.25.00	1.00



More top imported games for NINTENDO's handheld, including the Gameboy incarnation of David Crane's NES hit *A Boy and his Blob*



# THE RESCUE OF PRINCESS BLOBETTE

Flash from their knock-out success on the NES, David Crane (he of *Phel*, *Uke Computer People* and *Questbusters* fame) brings *A Boy and his Blob* to the small screen in an all-new adventure.

On the planet Blobtonia all is not well. The Princess Blobette has been kidnapped by the vile Antagonistic Antagonist and locked away, high up in a tower in the Royal Castle of Blobtonia. It's up to you, in the role of Blob, to rescue her. Fortunately you are not alone. The Blob, a cute bouncing ball

of rubber, is always with you and ever keen to help.

But *A Boy and his Blob* is far more than just a faithful companion. If the kid feeds it a jelly bean, the Blob is capable of shape changing. Depending on the flavor of the bean, the Blob can be anything from a trampoline to a rocket. Thus, armed with a bag of multi-flavored beans, the intrepid hero can enter the perilous Castle and begin their quest.

The Blob is one of those rare things in comput-

This screenshot shows the Gameboy version of 'A Boy and his Blob' with a P.M.P. (Player's Motion Picture) chart. The chart shows a pink line representing a score or performance metric over a series of levels. The score is 740. Below the chart, there is a 'RELEASE DETAILS' section with buttons for 'GAMEBOY', 'GAME', and 'OUT NOW'.

er games - a truly original gaming concept. The concept of exploring the Castle and using the Blob's shape-shifting shenanigans to solve a variety of problems. It's completely unique, and while not everyone's bag of jelly beans, most should find it pretty good fun.

That's not to say the game doesn't have problems. It can be annoying when you get into a situation where you think you can't progress because some sort of creative help facility would've been nice, but a lot of lateral thinking should see you right.

However, the biggest fault is the incredible small game map. Once you get a handle on how the problems work you'll probably find the game's over practically before it's begun. Come on, David, I know small is beautiful, but this is ridiculous. All well, never mind. For its novelty value alone, *The Rescue of The Princess Blobette* is a worthy addition to your Gameboy collection.

**B** David Shepherd

The Nintendo Gameboy version of this game differs with a slightly different, more challenging, and more complex maze to make it more of a puzzle.



This screenshot shows the Gameboy version of 'A Boy and his Blob' with a P.M.P. chart. The score is 650. Below the chart, there is a 'RELEASE DETAILS' section with buttons for 'GAMEBOY', 'GAME', and 'OUT NOW'.

# SNEAKY SNAKES

**G** anglios and Akks are sneaky snakes. And they're stunning too. 'cos the flashy *Snake* has kidnapped their favourite female snakey-female. The snakes must slither their way through surreal action packed levels before attempting to rescue Sonia from a death worse than fate, or something.

Enough of the high concept and on with the action, thank you very much. The goal of each level is for the particular snake you are controlling to become heavy enough to successfully "slip" a fat-ground ball, thus opening a big door through to the next stage. The weight of each snake is governed by the number of segments comprising it. Luring a scurrying object (based on the level) will add an extra segment to the snake's tail.

The problems begin when you've got an extremely big snake and it becomes difficult to move around without damaging it on the scenery board. Hurdle items are out to get you all the time, and the very scarce of food - little marble covers in the ground and plants which spit out balloons - can just as easily produce make-rounding bombs.

So for the first couple of levels we have a rather straightforward exploration and eating affair, made exciting only by the time limit. Later on, life becomes marginally more exciting as bombs appear with greater regularity and the landscapes require some real exploration if enough food is to be found to meet the weight requirement for the completion of the stage.

Added interest is provided by the multiple firing stages where balloons can be laid for players (most enough to spend valuable time looking.

By far the best thing about *Sneaky Snakes* is the super smooth control over the snake itself, which is a whole lot more satisfying than the rest of the game. *Slims*.

**B** David Shepherd



That straight-ahead slithering thing is the right of the time, and the controls are so smooth and easy to use that it's a pretty cool game to play. The snake moves so fast and makes so many turns that it's a real challenge to control.



# CASTLEVANIA 2 BELMONT'S REVENGE

Although yet another in the long line of *Mighty Warrior* (or *Mighty Quest*) games, this has the proud distinction of being not at all bad, unlike 99.99% of the others in the genre.

In the original *Castlevania*, the proud, German-extended warrior Christopher Belmont slayed the sound beast! Finally put an end to Dracula's blood-sucking rage of terror (R.I.P., The Night of the Long Teeth). The released hangers of *Castlevania* hoped that this would be the last they would ever see of the undead fiend. But no. Fifteen years later and he's back, his black influ-

ence emanating from four mighty forebears. In Christopher's absence, it's up to his son Soma, obviously the family's penchant for sensibility if both names stopped with Christ to enter the castle and slay the evil guardians in each.

Gameplay, to be honest, holds few surprises. It's basically an enhanced *Agger*, with Soma marching through screens after swifling screens of moving platforms and ledgers, banking monsters out of the way with his yo-yo-like weapon. Sure enough, there are special casts which, once cracked open, reveal a variety of power-ups.

At first, it all seems deceptively sane-the-mill. Oh, fun and very playable at night, but still run-of-the-mill. But then come very nice features appear, like crawling walls where the player has to time his run from entrance to exit so as to avoid getting crushed, or invisible spikes shooting out of the walls which not only have to be avoided but also used as platforms to climb up to new areas of the level, or shifting conveyors which will either dash you on spikes or mangle you in their belt drives if you aren't careful.

In short, *Castlevania 2* crosses quality gameplay with a host of surprises and a never-ending stream of challenges that lift the game well out of the mire of the obscure and into "head boy" territory. Action games this good are rare enough, but on the *Gameboy* they're practically nonexistent. Drive to the software shop...

■ Best Update



**SCORE**  
880

**RELEASE DETAILS**  
GAMEBOY \$24.99 OCT 1992



# TAIL GATOR

offers the player some low concept icon collection and some hilariously rubbishy combat.

Featured in his quest to reach the end of the level by an assorted bunch of remarkably unimpressive creatures, Charly must flip his tail and send the fat guys spinning off the screen. Or when he gets really cross, he can activate an occasionally found "smart bomb," clearing the current stage of all enemies for a brief period.

Chars which litter each screen contain either power-ups, bombs or keys which will open the doors to new levels. Some levels contain quantity floors through which Charly sinks or waterfalls up which Charly swims. But no far as it could care, there are very few levels with things in which would have the slightest entertainment value for Charly or anyone else for that matter.

We've really moved on from games where the entire objective is to get off the current screen by collecting a key, or at least everyone's except

Nature have. For the mereed instant of a second of a moment, Tail Gator looks as if it could be one of those simple-to-add-to-the-games which looks rubbish-but plays like a dream. But it isn't. So don't be fooled.

■ An Insight

The peaceful Kingdom of Mobary is under attack! A powerful dragon has teleported his castle and armies into an animal realm that never saw war. The creatures want to their greatest hero to save them... Charly, the lightest alligator. Help Charly strike a blow for freedom in his tail-spinning adventure for the Game Boy!

Oh, my mistake. And there I was thinking this was just a sad little Mobary blown up off with a stupid central character which would be serving the populace far better as a lamp and a pair of shiny shoes.

Presented in color-on fashion with graphics not on the right side of acceptability, Tail Gator

**SCORE**  
370

**RELEASE DETAILS**  
GAMEBOY \$24.99 OCT 1992

# Tricks 'n' Tactics

The final secrets of Monkey Island are revealed, and there's a goodly sprinkling of short 'n' sweet tips. Lap it up, punters!

## The Secret Of Monkey Island

**P**ut on your goggles and shove your thumbs in, as we set sail for Monkey Island a second and final time, courtesy of John Roth's playing guide. By the look of it, things don't start well...

### DISASTER

Listen to the Cook-Du's tale of woe, then head over to Star's in the hope of finding a boat. Try to buy a couple of boats with your meager fortune, then return to the store in the hope of gaining a rate of credit. When the storekeeper takes the note from the safe, makes a note of the combination used, so he is unlikely to be satisfied enough with your "profession" to give you any credit. If he does not, then head back to speak with the Squire/Blasphemer for you, while the storekeeper's jaws, open the safe and retrieve the note he's left.

Return to Star's, and try to buy the cheapest boat you can get. Haggle over the price for a while, then pretend to leave, agreeing to come back when he asks. Offer or repeat your offer of five thousand pieces of eight, and he should eventually relent. However, you still have to find a crew.

The first and easiest member to recruit to your cause is theeward Madson. Simply go to his house and tell her of the Governor's salubrious plans without delay. Next, travel to the shore to the North-East, and use the rubber chicken to get to the house. Speak with Weatherhead, and try not to insult him (in other words, don't call him "weatherhead" too often). When he claims that you are not captain material and presents you with the freshwater brand that sustained him, try smothering it. He will be convinced by your courage and readily agree to join your crew.

Finally, you need to find this is your third crew member. To do so, collect some maps from the Scourmire, and tell one with you, from the cannon in the kitchen. As the group begins to waltz through the map, decant it into another, repeating the process until you reach the jail.

Then pour the grig into the lock, and Grib is freed. Don't be put off by his initial reaction - turn to back, now, simply head back to the dock area, and you will be ready to leave for Monkey Island.

### PART 2: THE JOURNEY

To start with, collect the ink and leather pen from your desk, before opening the left-hand drawer and removing the book - be sure to read it now. Next, collect the jelly flagee from the lookout post, then go down into the hold. Collect the rope, some parmesan from the bins, and the fine wire from the chest in the bottom right-hand corner. Now proceed to the kitchen and get the pat and some cereal from the cupboard. Light the book in the fire. Open the cabinet door, and examine the pipe revealed. Unlock the cabinet in your room with the key and pick up the chest. Return to the kitchen with your new possessions from the chest and begin to prepare the rope.

### FINDING SUBSTITUTES FOR THE INGREDIENTS

- |                    |   |
|--------------------|---|
| 1 Cinnamon Stick   | Believe it or not, a cinnamon stick will suffice. |
| 4 Loaves of Mad    | Substitute bread crumbs.                          |
| 1 Hammer Skull     | The jelly flagee will do.                         |
| 1 Spout Spout Ink  | Parmesan also has the same effect.                |
| 3 pts Monkey Blood | Who's red, it's close enough.                     |
| 1 Live Chicken     | Another use for the rubber chicken.               |
| 3 oz Breadstene    | There's enough rubber in parmesan to work here.   |
| Various scotters   | All found in your warty dog cereal.               |

Once the final ingredient has been added, the spell takes effect. When you wake up later, try to grab another handful of parmesan, then go to the desk. To get onto Monkey Island, simply use a piece of rope as a line for the Cannon, stick



some parmesan in the nozzle, then wear the pat and get it. You will be down to...

### PART 3: UNDER MONKEY ISLAND

Once you regain your senses, grab the bananas from beneath the nearby tree. Go to the clearing and give the monkey your offering. Next travel to the clear lake and climb the handholds. By studying the primitive work of art and the pile of nails above you should be able to accurately hit the banana tree on the recently visited beach. Once you have done so, return and pick up the new bananas, stopping off once more to give them to the ravenous monkey.

It will want to reach Teestooth's Port. Pick up the goggles and rope, then push the Cannon. After you have got rid of Herman again, pick up the cannonball and gunpowder, and return to the rear dock. Once there, use the parmesan with the salt, and either use the flat flound on the menu in this location with the cannonball, or open the goggles and use the ions with the salt to detonate the charge tunnel to the pond. Formed and collect the rope from the Giffentamer. Go to the dock and use a rope first to go on the string branch, then on the sandy stump on the next level down. Climb down to the bottom and collect the oars. Return to the beach, use the oars with the boat and set sail.

Set Harth and leave your boat on the beach at the opposite part of the island. Walk to the cannibal's village. Once there, walk to the left and collect the bananas from the bowl of fruit. Then walk right to be apprehended by the cannibals. Once locked in the hat, collect the skull (if you're into that) and then search the floor for the loose floorboard. Lift it and leave at the

hole don't try and take the banana picker yet, so it can only be removed via the door.

Load with bananas, return to the monkey and give him all of them. He should now follow you around the main map. Go to the clearing with the giant monkey head, and examine the right-facing rock on the token-pole behind you, just inside the fence. Pull it, and the fence will open. The monkey will now helpfully swing on the nose and hold the gate open while you enter.

Once inside the sacred area, pick up the small idol and return to the cannibals. Persuade them to let you offer them a gift in exchange for your life, and then give them the idol. Once they leave, enter the hut you had previously been locked in and remove the banana picker. Give this to Harman, who will give you the monkey head key in return.

Go back to the clearing, and open the head by using the key in the beach area. Explore the cat accounts for a while, and if you are unable to find your way through very likely, return to the cannibals. When asked about a favor, try and get them to help you through the catacombs, then try and persuade them to give you their navigator's head. When they refuse, offer them your keelut or "How To Get Ahead In Navigating" and, thanks to their joyous/ironic skills, they will gladly give you their head. Return to the catacombs and use the head to guide you to the ship.

Once you have arrived at the ship, talk with the head to persuade it to give you it's medicine of invulnerability against ghosts. It may be slightly unwilling to part with it's possession, but finalizing to dropkick it into the lava often brings results. Near the necklace and board the ship.

Once on the ship, travel first to the hatch, and collect the ghost bather from nearby or of the ghost chickens, and use it on the sleeping ghosts first to collect his ghost gog. Return to the deck, and walk left to enter LaChico's room. Walk as close to the key on the wall as you are able, then use your magnetic compass to attract it.

Go back below deck to the room with the phantom livestock, then unlock the hatch and descend. Use the gog in the rat's dish to put it out of action, then collect some grass and return to the square door above. Use grass on the floor, then open it and go through to collect the ghost book. Return once more to the animals, and use the book on the glowing grate to open it and retrieve the machine without, necessary for the cannibals' plans. Then leave the ship.

Once you return, talk to the ghost, and find out where the ship has gone. Once Toothpick arrives, and they both start to leave, stop them and force them to take you with them.

#### PART 4: GUNBRUSH KICKS BUTT

When you arrive back at Mirror Island, let any ghosts you meet give a taste of wooden root beer, and hurry to the church. Stop the wedding taking place, and advance at the wall captain.

After you have been soundly walkoped across the island to Star's, wait until Star gets his from LaChico, and once you have been attracted from the gog machine, grab the Root Beer and let LaChico have it. Watch the end sequence, and walk through the living credits as there is a fairly good piece of advice right at the end.

## Supercars 2

**F**ancy a big surprise? Oh, I bet you do. Colin McRae from Paris is sunny France says if you type in 1 BAW 946 HELL where Player 1's name goes and "MEMBER" where Player 2's name goes for a surprise effect.

## Horror Zombies From The Crypt

**M**ore scary work by Colin McRae. If you're partial to zombie fans, type in "MORNING" as the password. If this doesn't work, try "BOOY BATTY" or "CASTROES".

## Pang

**A**round the World in a day, thanks again to Colin McRae. On the map screen type "WHAT A NICE CREAT" to be able to select any location you want.



## Toki

**S**top, Cole, stop! It's a tip overload. Fancy being able to select a level? Simply press 'F' while playing. The screen should become active. Now press F1 to F8 to choose a level, and press 'N' to return to the screen's back to normal.



## Predator 2

**T**his is the one without 'big' holes in it. For a never-ending supply of ammo and the ability to kill the innocents, with not penalty, PRESS the game and type (with spaces) "YOU'RE ONE EGGH MURFA".



## Stormball

**I**f you type "LET ME WIN" during play you will, er, win. What imaginative types these programmers! And thanks again to Colin McRae.

## Navy Seals

**D**ownload game, (Mission) level files. If you find the need for infinite credits, just type in "PIRATES" on the HiScore table.



THE  
**One**  
*for*

THE DEFINITIVE GAMES GUIDE FOR YOUR COMPUTER

ISSUE 36 • SEPTEMBER 1991

£2.50

# ST

# GAMES



**POCKET  
POWER!**

Can The  
Bitmaps  
Really  
Play The  
Cutie  
Game?  
Page 58



## HEIMDALL

Core's Norse  
Adventure – A Cut  
Above The Rest?

WHAT WOULD MAKE  
THE ULTIMATE  
GAMES MACHINE?  
Hear what the stars  
would like to see –  
turn to page 39

**OUT  
NOW**



**BRAVE NEW WORLD**  
Gremlin's Utopia Takes On  
Populous and Sim City

## INSIDE THIS ISSUE:

- **STUNNING** – Eye Of The Storm by Empire
- **THUNDERHAWK** – Core Has Lift-Off
- **ROD-LAND** – So Cute It'll Make You Puke
- **PEDAL TO THE METAL** – With Lotus 2

**WIN!**

A Trip To The Los Angeles  
Beach  
In California



0 950064 010010

**TWO MORE  
FULLY-PLAYABLE  
GAME DEMOS!**

Gremlin's Pegasus and Infiltrator  
from Psygnosis



NO DISK? SEE YOUR NEWSAGENT

A walk in the  
woods with  
Psygnosis'  
**OBITUS**



Pulsating pots and  
pixel-perfect  
parades in Empire's  
**DEATHBRINGER**

## Spirit Of Excalibur

**S**pirit Storms from Belgium has written in with a fab top-10 floccorner on the PC version of this Arthurian-based title. It's fair to reckon you will be able to change the statistics of your players, it's all entered from DOS and be careful with the typing or you may get very cross...

Debug name: Unavailable  
 a code: code  
 08 08 32 64 84 84 - enter -  
 a: enter -  
 a: enter -

Name/ is the name of your saved game, and 'code' is the number corresponding to the name that you want to change, as listed below.)

145	Constantine
146	Belshazzar
148	Ector
204	Oliver
205	Raymond
274	Bellegard
284	Rory
286	Belamour
325	Beoborn
350	Loren
395	Gahvide
397	Melan
405	Palamedes
430	Wesley
475	Lancel
481	Lancelot
484	Baylain
510	Mervin
575	Eubric
580	Constance
575	William
590	Sacco
635	Selwyn
660	Clarence
661	Frederic
660	King/Queen
715	Reiner

## Logical

**J**acob Gensow, who hails from Denmark, has written in with all the low hundred level puzzles of this marble-crawling puzzle

game, and one being the most puzzle in the office, he's been tinkered with typing them all out. Well!

1	WELCOME
2	THE OTHER SIDE
3	GLASSY QUEEN
4	STONE ROAD
5	WIDE COLORS
6	MORE COLORS
7	REAL FUN
8	PKK AND PKK
9	GREEN PATH
10	NO DIRECTION
11	SOME PINK
12	COLORAMA
13	REFRESHMENT
14	FULL MOON
15	BURNING BALLS
16	GREEN RIVER
17	TWO ISLANDS
18	MIXED ISLANDS
19	TIMES CHANGED
20	OTHER THINGS
21	BE HOME BY
22	BLUE IN NOSE
23	THREE PATHS
24	DAZEBLOUS
25	THE WARDEN
26	SECRET CHAMBER
27	FLOODING FIGHT
28	BLUE ANGEL
29	FWP THUNDER
30	A SIMPLE ONE
31	BLUE VELVET
32	PARADISE I
33	CLASSIC ART
34	NEW MIXED
35	ME LIKE IT
36	FOREVER HERE
37	WANDERLAND
38	THE SHARD
39	CURE IT
40	SUN IS SHINING
41	A SHADOW
42	ARRIVE ROAD
43	TURNING WHEELS
44	ACCELERATION
45	THE PRESIDENT
46	HE IS MISSING
47	PROMISE TIME
48	WHO IS CALLING
49	ACCIDENT ART
50	SHE IS SCENE
51	LOGICIC
52	TURNING COLORS
53	PANORAMA
54	THE LADDER
55	BACK IN FRED
56	TREASURE ROOM
57	DOIT WANT THAT
58	FRED FALL
59	COGNARD BEACH
60	MORE POP CORN
61	BUILD IT HEAVY
62	THE DARK SIDE
63	DELIGHTS
64	THE PRIZES
65	PICTURE OF HER
66	COGNARD FROST
67	HIGH SPEED
68	ALCOHOL
69	PUMPING TUBS
70	HER SHADOW
71	WALK IN DREAM
72	TOLCH ROO
73	SHOCKLAND
74	BACK IN BAG
75	WITMAN C
76	STUFFY HALL
77	IMPROVEDLAND
78	ACE QUEST
79	OGA BOB OGA
80	GA GA GA
81	HAUNTED HOUSE
82	THE SECRETS
83	SMILING JOKE
84	CHILDREN GO
85	IT IS A LAMBS
86	ON THE ROAD
87	BLUE IS FIRST
88	WOLF'S MOON
89	WILD ORBIT
90	IT'S LOGICAL
91	SHE COMPARED
92	BIG MOUNTAINS
93	TORROWAY
94	TELEPORTER JAM
95	LEVER BURNOUT
96	NEW EXODUS
97	THE PLACEPIPE
98	FINAL SURPRISE
99	WHITE MAMM
100	THE FINAL CUT

## Console Corner

### GAMERBY Operation C

**T**hree happy cheers for Alan Thain of Bucks for these helpful hints for Operation C. He writes to tell us that to finish the levels you'll need the homing gun.

When you reach Level 4, make your way past the fourth bridge until you see a mound on the left - shoot it and it will supply you with a homing gun.

On Level 5, on the top left of the first flight of stairs there's a scorpion in a cylinder. Watch the time rise and again you will be supplied with a homing gun.

## Wizards & Warriors

**A**lan also has some helpful tips for this cracking arcade adventure. But who's not going to print them? Ha, ha, Sultan Of, ummm!

Level 2-3: Jump into the ledge at the end of the level before the gate to collect the gems.

Level 2-1: Do the same as above to save using one of your lives on the gate.

Level 2-4a: Enter the skull by simply waiting for the jet to drop twice slowly and then jumping in.

Level 3-1: Turn left and wait for the lift to collect an extra life and a key. When you see the spider it again, go through the door in the wall to complete the level.

Level 3-1: Collect the key, open the chest, grab the jumping boots and go through the door at the end after the ever-revolving Fountain of Bats.

**ACE** is the most authoritative and creative magazine covering the Amiga, ST, PC, Megadrive, Lynx, Super Famicom and Game Gear. Only ACE gives you the hottest computer entertainment news of today and the games technology of tomorrow.

For a mere £20.00, you can subscribe to ACE for 12 issues and ensure you catch all the very latest

games reviews, the window-on-the-industry features, exclusive news stories from around the globe and the Pink Page hardware and software digest section unavailable in any other magazine.

Your subscription will also entitle you to a FREE SOFTWARE GIFT, courtesy of our wonderful friends at UBI SOFT.

# SUBSCRIBE TO **ACE** AND GET FREE SOFTWARE



- Get 12 issues of ACE, the best computer entertainment magazine in the world delivered direct to your door and we'll pay the postage! This means never having to trudge down to your local newsagents for your copy again.
- Ensure you never miss out on all the vital information which only ACE gives you and impress your friends with it.
- Choose from some RED HOT UBI SOFT games - which can be yours absolutely FREE!

If you take out a subscription for 12 issues (only £20.00) or 24 issues (only £40.00) you can choose one of the following UBI SOFT games FREE!

MORTVILLE MANOR	( ST, Amiga )
FULL BLAST	( ST, Amiga, PC )
IRON LORD	( ST, Amiga )
PRO TENNIS TOUR 1	( ST, Amiga, PC )
PRO TENNIS TOUR 2	( ST, Amiga )
JUPITER'S MASTERDRIVE	( ST, Amiga )
UNREAL	( Amiga )
BAT	( Amiga )



All the free software offers available to our readers will only be available while stocks last. Your software choice will be mailed separately to you through regular mail, please allow 28 days for delivery.



## SUBS RATES SUMMARY

12 Issues (UK residents ONLY)	£21.00
12 Issues (Air Europe)	£30.00
12 Issues (Rest of the World)	£53.00
24 Issues (UK residents ONLY)	£43.00
24 Issues (Air Europe)	£70.00
24 Issues (Rest of the World)	£100.00

We regard the above rates as inclusive of postage.

Please pay orders by completing the coupon, or send your details on a postcard, or ring our special 24-hour Customer Service on 0800 470 800

Subscription: You can't unsubscribe until you've received your first issue. If you do not wish to receive a second issue, let us know now.



### TO ACE SUBSCRIPTIONS DEPARTMENT, PO BOX 500, LEICESTER LE99 0AA

NAME : .....

ADDRESS : .....

POSTCODE : .....

I would like a subscription to ACE for **12 ISSUES**  please tick box

I would like a subscription to ACE for **24 ISSUES**  please tick box

Please start my subscription from the  (last issue) issue of ACE

I would like the following **FREE** game please tick box - only one, maximum

Monte Carlo Manor (ST)   Pro Tennis Four 1 (Amiga)

Monte Carlo Manor (Amiga)   Pro Tennis Four 1 (PC)

Full Blast (ST)   Pro Tennis Four 2 (ST)

Full Blast (Amiga)   Pro Tennis Four 2 (Amiga)

Full Blast (PC)   Jupiter's Masterdrive (ST)

Iron Lord (ST)   Jupiter's Masterdrive (Amiga)

Iron Lord (Amiga)   Unreal (Amiga)

Pro Tennis Four 1 (ST)   BAF (Amiga)

I enclose a cheque/postal order made payable to EMAP IMAGES for : £.....

Please charge £..... to my Access/VISA/Discover Club/AMEX (please date on appropriate)

Card number : .....

Expiry date : .....

Signature : .....

Money and payment: ALL ORDERS INTERNATIONAL, RESIDENTIAL VALUE, CASH ON DELIVERY, CREDIT CARD, CREDIT FACILITY MAY BE AVAILABLE

# ACE MERCHANDISE OFFER



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



**T**here is no better way of storing your copies of this, the world's finest computer entertainment magazine, than in an ACE binder. The binders are available in two designs - so as to satisfy even the most stalwart supporter of style and quality - and can be yours for the embarrassingly inexpensive price of £5.99

Order without delay, to avoid gross disappointment. Simply complete the form below (enclosing your postal order or cheque, made payable to **EMAP IMAGES MERCHANDISE**) and send it to the following address:



£ ACE Binder A

£ ACE Binder B

Please remember, these top quality items must be handled with the utmost care by our distributors - therefore do show (through your order) your full care. Rest assured you have chosen well.

PC WISE, UNIT 3, MERTHYR INDUSTRIAL PARK, PENTREBACH, MERTHYR TYDFIL, MID GLAMORGAN, WALES CF47

I want to be an ACE Admin, so please send me:-

ACE T-shirt £5.99    SMALL     MEDIUM     EXTRA LARGE

# ACE

ACE Binder A £5.99

ACE Binder B £5.99

# ACE

I enclose a cheque/postal order for £....., made payable to **EMAP IMAGES**

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

POSTCODE: \_\_\_\_\_

(Prices include postage, packing and VAT)

Please send your orders to:

**ACE MERCHANDISE OFFER**  
**PC WISE UNIT 3, MERTHYR INDUSTRIAL PARK**  
**PENTREBACH, MERTHYR TYDFIL, MID GLAMORGAN CF47 4BB**





More of these Great News/Don't Worry articles are found elsewhere in this issue. For more information on any of the items mentioned here, please see the end of each month's issue. We would like to hear from you on our cover story suggestions. Just let us know your e-mail address. Use paper 100 for more details.

# CONTENTS

## 92 ACE Charts

The definitive software charts, compiled not just from data on what's selling, but also from reviews culled from *AL*, the *IB* games magazines. You simply can't get a more authoritative collection of chart data. PLUS! The ACE Stockmarket, where you get the chance to walk off with free games by predicting next month's software success stories.

## 94 Hardware Buyer's Guide

Thinking of upgrading, modifying, changing or adding to your computer system? The ACE Hardware Buyer's Guide is the place to be, offering the most up-to-date and easy-to-use guide to all the computers and accessories currently available. Don't be fooled by that sneaky shop assistant's sales pitch - let ACE give it to you straight!

## 101 Books

Look here to find the perfect bedtime companion.

## 103 Direct Line

More machine-specific fun for Amiga, PC, ST, Megadrive, Game Boy, Lynx, and Super Famicom owners, including news, views, previews, reviews, interviews and how-to-you-do-it.

## 111 Hat off the Shelf

ACE's cerebral team of experts give you the low-down on the best software currently available, as well as a round-up of the classic titles that are as important to a computer owner as sleeping and breathing.

## 117 Shopwatch

The mighty Dirk Loughran gives his views on last month's letter from Mark Nicholson regarding your customer service.

## 117 ACE Back Issues

All the major landmarks in the last four years of computer entertainment were covered first by ACE - here's where to find them.

## 119 Public Domain

Pat Minkley spots up for PC files and casts his ever-critical eye over the fast-moving world of free software.

## 121 The ACE Diary

The next 30 days in the game biz, squeezed into a single page.

## 122 The Bitter End

Parting is such a sweet sorrow...

# in the



ACE has brought you over 40 issues, and now added to the three other titles that make up the ACE family. You're getting only four issues - each an absolute, unmissable production. So get it the moment it's out there. You'll be able to subscribe to ACE at 50% off the cover price. Don't miss this opportunity to get the best of the best.

# 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...

Each month, we collect all the available UK games magazines, and check out the review marks for each game. Then we simply work out the average mark that every game receives - the figure in the right hand column (out of 100). The higher the mark, the better the review. AND you can win a prize every month - see the "opposite page."

## IBM PC

Heart of China	Dynamic	84.8
Wings Android	Electronic Arts	82
Warfare Dreams	Origin	80.27
Castles	Westwood/Ami	79.44
Puzzle	Ocean	75

Not too unexpectedly, Heart of China comes up from last month in a disappointingly shallow PC top five. Once again, it's American games that are dominating the PC's high scores. Come on, British software! Success! Here are we going to see some home-grown software hitting the heights of the chart?



## AMIGA

Jimmy White's Snooker	Virgin	83.65
Thunderhawk	Cave Design	83.5
Warrior	Activision	81.25
Belshazz 2	1st Century	81
Manchester United Europe	Emulac	80.85

Budget titles are closed continuously out of the way by three late summer standouts, with Jimmy White way ahead of the pack.

## ATARI ST

Jimmy White's Snooker	Virgin	84.75
Meltdown 2	Softdisk	84.5
Warrior	Activision	83.25
Amiga-Softball	Progress	82.25
Edin	Avalogistic	80

Snooker games have had mixed fortunes in the past. Another Meltdown seems to have hit the difficult wall firmly on the head.

# GALLUP CHARTS

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

This is the official Gallup chart - the one that reveals which games you, the public, are buying. Only one correlation this month - Castles on the IBM PC appears in both sets of charts. This disparity is mainly because magazine's often get review copies a while before the games hit the streets.

Our tip for the top? Well, let's put it this way - don't be surprised to see Virgin's superb Jimmy White's "Whirlwind" Snooker roaring up the charts next month.

## IBM PC

Lemmings	Progress	£34.99
Daily Double	CSI	£10.99
Spies of Excalibur	Virgin	£29.99
Links	US/US Gold	£10.99
Castles	Interplay/EA	£34.99



## AMIGA

Manchester United Europe	Krisalis	£25.99
PGA Tour Golf	Electronic Arts	£25.99
F-16 Strike Eagle II	MicroProse	£29.99
Monkey Island	US Gold	£28.99
Eye of the Beholder	US Gold	£30.99

## ATARI ST

Lemmings	Progress	£25.99
Manchester United Europe	Krisalis	£25.99
Flight of the Intruder	Miramirsoft	£34.99
Rainbow Collection	Ocean	£19.99
Planes of Freedom	Rainbird	£29.99

## THE STOCKMARKET

In addition to the classic charts, we also have a list of top-selling figures each month when we produce the ACE Stockwatch. This is the list of the computer software games we getting the highest number of orders. Starting in April of this year, we'll be moving to the latest issue of computer magazines, we calculate the average rank that each publisher received for every one of its games on each month. We'll also add the top 10 computer rank month, in fact, we'll keep tabs on all of them, but you don't need to read through a list of over 100 names in every issue. Occasionally a new company will enter the listing, but that will be noted with an asterisk. The month we indicate whenever a new introduction, after January introduction, to the ACE Stockwatch. The issue for that month will be the feature's statistics of course, which is not to be used by ACE. In addition, Atlantic will track games' annual sales in circulation.

Finally, we take care that the software that there is generally useful. To that end, we don't record computer publications only received a single software review.

## New high sales last month's games

After last month's exceptionally low index, this month saw a slight \$2.02 improvement, but nothing that really inspires hope for a resurgence in consistent quality software. Despite some top quality titles, the index has once again dropped the index into the teens.

Software Index: 19.87

PUBLISHER	SCORE	GAME	PRICE
Mover Image	95	Artists	77.92
Baldwin	92.5	Miniscape	77.17
Sierra	89.5	Artisland	77.08
Microprose	87.5	"Lunkin"	75.29
"21st Century	87	Autologic	73.78
Genies	86.58	Blade	73.5
Playtex	85.31	Core Design	71.88
US Gold	83.9	Demark	71.4
Cadence Masters	82.87	Electronic Art	71.27
Image Works	81.34	"Atlantis	71
Virgin	81.25	Orion	70.9
Action 25	78	Infogrames	70.82

GAME	PRICE
1. GOLF	\$19.95
2. GOLF	\$19.95
3. GOLF	\$19.95
4. GOLF	\$19.95
5. GOLF	\$19.95
6. GOLF	\$19.95
7. GOLF	\$19.95
8. GOLF	\$19.95
9. GOLF	\$19.95
10. GOLF	\$19.95
11. GOLF	\$19.95
12. GOLF	\$19.95
13. GOLF	\$19.95
14. GOLF	\$19.95
15. GOLF	\$19.95
16. GOLF	\$19.95
17. GOLF	\$19.95
18. GOLF	\$19.95
19. GOLF	\$19.95
20. GOLF	\$19.95
21. GOLF	\$19.95
22. GOLF	\$19.95
23. GOLF	\$19.95
24. GOLF	\$19.95
25. GOLF	\$19.95
26. GOLF	\$19.95
27. GOLF	\$19.95
28. GOLF	\$19.95
29. GOLF	\$19.95
30. GOLF	\$19.95
31. GOLF	\$19.95
32. GOLF	\$19.95
33. GOLF	\$19.95
34. GOLF	\$19.95
35. GOLF	\$19.95
36. GOLF	\$19.95
37. GOLF	\$19.95
38. GOLF	\$19.95
39. GOLF	\$19.95
40. GOLF	\$19.95
41. GOLF	\$19.95
42. GOLF	\$19.95
43. GOLF	\$19.95
44. GOLF	\$19.95
45. GOLF	\$19.95
46. GOLF	\$19.95
47. GOLF	\$19.95
48. GOLF	\$19.95
49. GOLF	\$19.95
50. GOLF	\$19.95
51. GOLF	\$19.95
52. GOLF	\$19.95
53. GOLF	\$19.95
54. GOLF	\$19.95
55. GOLF	\$19.95
56. GOLF	\$19.95
57. GOLF	\$19.95
58. GOLF	\$19.95
59. GOLF	\$19.95
60. GOLF	\$19.95
61. GOLF	\$19.95
62. GOLF	\$19.95
63. GOLF	\$19.95
64. GOLF	\$19.95
65. GOLF	\$19.95
66. GOLF	\$19.95
67. GOLF	\$19.95
68. GOLF	\$19.95
69. GOLF	\$19.95
70. GOLF	\$19.95
71. GOLF	\$19.95
72. GOLF	\$19.95
73. GOLF	\$19.95
74. GOLF	\$19.95
75. GOLF	\$19.95
76. GOLF	\$19.95
77. GOLF	\$19.95
78. GOLF	\$19.95
79. GOLF	\$19.95
80. GOLF	\$19.95
81. GOLF	\$19.95
82. GOLF	\$19.95
83. GOLF	\$19.95
84. GOLF	\$19.95
85. GOLF	\$19.95
86. GOLF	\$19.95
87. GOLF	\$19.95
88. GOLF	\$19.95
89. GOLF	\$19.95
90. GOLF	\$19.95
91. GOLF	\$19.95
92. GOLF	\$19.95
93. GOLF	\$19.95
94. GOLF	\$19.95
95. GOLF	\$19.95
96. GOLF	\$19.95
97. GOLF	\$19.95
98. GOLF	\$19.95
99. GOLF	\$19.95
100. GOLF	\$19.95

## MEMORABLE TOP 10

1. GOLF	\$19.95
2. GOLF	\$19.95
3. GOLF	\$19.95
4. GOLF	\$19.95
5. GOLF	\$19.95
6. GOLF	\$19.95
7. GOLF	\$19.95
8. GOLF	\$19.95
9. GOLF	\$19.95
10. GOLF	\$19.95

## GAME BOY GAMES

1. GOLF	\$19.95
2. GOLF	\$19.95
3. GOLF	\$19.95
4. GOLF	\$19.95
5. GOLF	\$19.95
6. GOLF	\$19.95
7. GOLF	\$19.95
8. GOLF	\$19.95
9. GOLF	\$19.95
10. GOLF	\$19.95

## PC ENGINE

1. GOLF	\$19.95
2. GOLF	\$19.95
3. GOLF	\$19.95
4. GOLF	\$19.95
5. GOLF	\$19.95
6. GOLF	\$19.95
7. GOLF	\$19.95
8. GOLF	\$19.95
9. GOLF	\$19.95
10. GOLF	\$19.95

## NEO GEO

1. GOLF	\$19.95
2. GOLF	\$19.95
3. GOLF	\$19.95
4. GOLF	\$19.95
5. GOLF	\$19.95
6. GOLF	\$19.95
7. GOLF	\$19.95
8. GOLF	\$19.95
9. GOLF	\$19.95
10. GOLF	\$19.95

## WIN A PRIZE!

If you can predict the winner in each month's ACE Stockwatch, you can win a free game for your publisher. Month by month.

**STEP ONE**  
Pick a publisher, or write your entry on the back of an envelope. List your name and address, a daytime telephone number (optional), and the machine you own (optional) and the distributor you'd like to buy from.

**STEP TWO**  
Enter the month's winner. Then, using your knowledge of the game sales, try to predict which game will win next month. ACE always uses month, rank, and sales to win each year.

**STEP THREE**  
The publisher is picked who company will win in the top 10 each month. Publishers are given the right to pick the winner. The top 10 publisher will be announced.

**STEP FOUR**  
Pick the available computer to win in each month. The winner is picked by the ACE Stockwatch.

**WIN A PRIZE!**  
Each month we'll pick a winner. You get more than one entry each month, and you'll be entered in future months each month. The winning publisher will receive a free game for their publisher. The ACE Stockwatch will be the first to know.

**THE RULES**  
1. All entries must be received by the deadline date.  
2. All entries must be received by the deadline date.  
3. All entries must be received by the deadline date.  
4. All entries must be received by the deadline date.  
5. All entries must be received by the deadline date.

**THIS IS ROUND 23**  
Now! It's time for the results this month. Next month we'll print all of outstanding the winners names.



PC BOX 24 HAVYWOOD CALIF 94544  
TEL: (916) 241-1111 FAX: (916) 241-1112  
WWW: WWW.DREAMMACHINES.COM

## FIREBIRD

1. GOLF \$19.95  
2. GOLF \$19.95  
3. GOLF \$19.95  
4. GOLF \$19.95  
5. GOLF \$19.95  
6. GOLF \$19.95  
7. GOLF \$19.95  
8. GOLF \$19.95  
9. GOLF \$19.95  
10. GOLF \$19.95

1. GOLF \$19.95  
2. GOLF \$19.95  
3. GOLF \$19.95  
4. GOLF \$19.95  
5. GOLF \$19.95  
6. GOLF \$19.95  
7. GOLF \$19.95  
8. GOLF \$19.95  
9. GOLF \$19.95  
10. GOLF \$19.95

ONE DAY AT A FRIEND'S HOUSE...



HI JOHN!  
COME AND LOOK AT THIS...  
I'VE JUST GOT HOLD OF  
3 GREAT GAMES.



HOLD ON!  
THESE ARE COPIED  
DISCS!!

DON'T YOU KNOW  
IT'S AGAINST THE LAW  
TO HAVE THESE?



WELL, I SAW THE  
F.A.S.T. ADS, BUT I  
DIDN'T REALLY THINK...

IT'S UP TO  
PEOPLE LIKE YOU AND ME  
TO STOP THE PIRATES.



- AND F.A.S.T.  
ARE OFFERING £1000  
IF WE HELP.



LET'S TRY THE TABOOS  
ON THESE CROOKS.  
I'VE GOT THE NUMBER FOR  
F.A.S.T. HERE



HELLO F.A.S.T.  
GET HOLD OF A PER.  
I'VE GOT AN  
ADDRESS FOR YOU.

# £1000 REWARD

FOR INFORMATION  
LEADING TO A  
PROSECUTION  
& CONVICTION



THIS CAMPAIGN IS ORGANISED BY  
**ELSPA**  
ELSPA  
ELSPA  
ELSPA  
ELSPA

ANY INFORMATION ON PIRACY SHOULD  
BE PASSED TO F.A.S.T. (THE FEDERATION  
AGAINST SOFTWARE THEFT)

TELEPHONE 071-497 8973

PIRACY  
IS THEFT

# WIZ

## TRADE

### COMPANY LIMITED

Priority House, Elmley Ave,  
Malden Park, Burgess Hill,  
West Sussex BN15 9PD

Office Telephone:  
0444 245920

NB. Release dates for some items may still be changed in publication dates - we apologise in advance. All prices are subject to change without notice. All products are offered subject to availability. If a product is unavailable VHS is available. If you wish to add an item to your job, please call for prices, 0444 245920.

#### FLIGHT SIMULATOR VHS

Flight Simulator 4	£24.99
Aircraft & Scenario Designer	£22.99
Airline Transport Pilot	£28.99
Upper Scenario Disk	£12.99
Navigation Database	£12.99
Scenario Disk 1 (Washington)	£12.99
Scenario Disk 2 (Chicago)	£12.99
Scenario Disk 3 (Dubai)	£12.99
Western Europe Scenario	£12.99

# 'WYSIWYP'

What you see is what you get! No hidden extras,  
No memberships. No V.A.T. or delivery to add.

PC Titles	Our Sales	PC Titles	Our Sales
40 Sports Shooting	£19.99	Link	£29.99
40 Sports Shooting	£19.99	Real Golf Course	£13.99
40 Sports Tennis	£22.99	Successful Course	£13.99
Action Stations	£24.99	Football Course	£13.99
Backgammon Boyz	£24.99	Links - 3 Course Demo	£5.99
Blue Angels	£24.99	ML Tank Platform	£19.99
Blue Ace	£24.99	Monte-Carlo Golf	£22.99
Cadette	£11.99	Mountain Golf	£22.99
Cadette	£12.99	Mount Boyton	£27.50
Chessmaster 2 100	£19.99	Mountain	£24.99
Chess Teacher's Kit Combat	£14.99	MS-DOS	£27.99
Clue	£17.99	Mystical	£29.99
Composition	£25.99	NCA Golf Club	£24.99
Doc Book	£21.99	Pipe Dream	£29.99
Dr. Sm. Vs	£27.99	Populous	£39.99
Flora Fa	£27.99	Prince of Persia	£29.99
Footballer for Windows	£28.99	Rex	£17.99
Eye of the Beholder	£21.99	Rat Year Care Train	£22.99
Eye of the Beholder	£28.99	Damage Your Own Train	£44.99
F14 Tutor	£19.99	Teach Yourself	£29.99
F15	£21.99	Damage Your Own Railroad	£24.99
F15 Combat	£21.99	Target Empire	£24.99
F18 Stealth	£27.99	Scrabble	£24.99
Footballer	£27.99	Spartan of Monkey Island	£24.99
Family Tree Maker	£22.99	Start Empire II	£24.99
Foxhole	£17.99	Stuntman	£27.99
Football Tiger Palace Club	£17.99	Soccer Quest II	£27.99
Game B.C. King	£21.99	Soccer Commander	£16.6
Global Chessmate (Junior Edition)	£21.99	Spartan	£24.99
Go	£21.99	SpellDraw - The Deal	£17.99
Golden Age	£21.99	SpellDraw Campaign	£29.99
Grandia 2000	£29.99	SpellDraw	£24.99
HamBall II	£21.99	Star Trek	£29.99
Hammered Chess VCL	£22.99	Stuntman II	£29.99
Head for the Dollar	£29.99	Super Golf	£9.99
Indiana Jones & The Last	£29.99	Teach Yourself Chess	£21.99
Jack Nicklaus Golf Unlimited	£24.99	Teach Yourself Office Manager	£49.99
Jack Nicklaus Greatest Golf	£24.99	Tecmo II	£27.99
James Cameron's	£8.99	Ultima IV	£19.99
James Cameron's	£9.99	Ultima V	£19.99
James II	£25.99	Ultima VI	£19.99
Kyle of Macintosh	£24.99	Ultima VII	£19.99
Kyle of Mac 2	£17.99	Ultima Books Available - Call	
King Quest I VGA	£29.99	UMS	£29.99
King Quest II VGA	£29.99	Walt	£24.99
Leisure Suit Larry	£29.99	Western USA	£24.99
Leisure Suit Larry 2	£29.99	Western II World	£28.99
Leisure Suit Larry 3	£29.99	Western Time	£28.99
Leisure Suit Larry Triple Pack	£29.99	Wing Commander	£24.99
Levinson	£22.99	Wing Mission 1	£18.99
Life & Death	£21.99	Wing Mission 2	£28.99
Life & Death II	£21.99	WorldWar	£23.99
MS-DOS	£16.6	WorldWar V2	£49.99
Ork	£16.6		

▶ If you don't see what you want - call us ◀

#### SOUND CARDS

Ad Lib Music Card	£24.99
Ad Lib MCA Version	£29.99
Ad Lib Personal Music System	£24.99
Ad Lib Visual Composer	£24.99
Ad Lib Instrument Maker	£24.99
Ad Lib Music Drumsticks	£24.99
Ad Lib Programmer Manual	£24.99
Ad Lib Visual Composer	£24.99
Ad Lib Prog Tutor	£24.99
SoundBlaster V1.6	£119.99
SoundBlaster V1.6 A&E	£149.99
SoundBlaster 16	£129.99
SoundBlaster 16 PCI	£129.99

#### PERIPHERALS

ST 30	£24.99
Thumbstick	£29.99
Trackball	£29.99
Topgrab	£29.99
Topgrab P2	£29.99
Prog/Carver Card	£24.99
Prog/Carver Card - MCA	£24.99
Mouse Talk	£29.99
Mouse Pad III	£24.99
Mouse Mouse	£29.99
Philips CM50 CD-Rom	
Drive	£425.00
Simulink CD-ROM	
Drive	£449.00
Mouse/Track 3 Mouse Pad	
Analogue TV	£24.99



Order direct to: Wiztrade Co. Ltd., Priority House, Malden Park, Burgess Hill, West Sussex, BN15 9PD

Please send me the products listed below

I am paying for them by  cheque  Account  Visa  AMEX

Card No.

Expiry date  Signed

Products required:

Name:

Address:

Postcode:

I can use HD disks  Tel. No.

Select your disk size: 5.25  3.50

Call for full details and availability on Amiga, Mac, ST and C64D



RING TELESales ON (0444) 239999 or FAX (0444) 248996

# HARD SELL

**T**his is the very last hard Sell job! A hard month ago, this space being devoted to a host of new features, which you can find out all about on pages 48 and 49. But you never know, if you, like Great British Public demand it, hard Sell may—in some form or other—appear again...

## COMPUTERS

### ATARI STE

**Models:** Atari 1050X, 1050X2, Mega ST  
**Package:** 128 and 1024 have keyboard with built-in disk drive, Mega versions have separate keyboard. Keep-ups: optional for users who want built-ins.  
**Memory:** 128KB (1.0X), 1040KB (1050 Mega ST 2), 2 or 4MB. All memory can be expanded internally to 4MB.  
**Processor:** 8 MHz Motorola 68000  
**Recommended Retail Price:** £2075 (1050), £1887.50 (1050X)  
**Contact:** Atari Int'l (0713) 3044

### IN BRIEF

Hard days for the machine that figuratively started the avalanche to 16-bit computers, the ST's built-in capabilities, along with its own set of built-in drives, led the Commodore machine seems to be the one most people want these days. As there, indeed, the ST is still a great general purpose home machine for games, small business and productivity, and thanks to its help you'll still the number one choice for MIDI musicians.

### GRAPHICS

**Resolution:** 320x200 (200 x 380) medium res (640 x 200), high res (640 x 400)  
**Palette:** 4096  
**Colors:** Black and white in high-res; 4-colours in medium-res; 16 in low-res  
**TV:** Yes  
**Monitor Output:** RGB  
**Monitor Supplied:** No  
**Monitor Options:** Dual monitor (24" 121 High-res mono), 24" 1440 (2400 x 1024)  
**Screen:** No  
**Speed:** Fast  
**HD High-resolution display is only available on mono-format monitor; medium and low res displays only available on colour monitors or TV.**

### SOUND

**Speaker Quality:** Depends on model.  
**MIDI:** Yes  
**Screen Output:** Yes

**Performance:** Three 8-bit ROM drives sound nice.

### HARDWARE

**Disk Format:** 5.1 inch - 720K  
**Disk Price:** Around £7.50  
**Disk Performance:** Fast, reliable  
**Keyboard:** 98 keys including 10 function keys. Has a cheap feel which can be improved with third party spring kits.  
**Keyboardless:** Two joystick ports are standard; one button model is supplied with machine.

### SOFTWARE

**Existing Software Base:** Excellent. The budget market provides a relatively decent range of leading up an impressive collection of software classes.  
**Current Software:** None of the major software houses ignore the ST or it is overwhelmed with plenty of good software.  
**Games:** Across the board.  
**Graphics:** Good with some excellent software to manipulate them.  
**Music:** Excellent. Plenty of sound copiers, editors and MIDI software make this the musician's choice.  
**Productivity:** Very good, but the range is currently the favourite with software houses is the US and the chances of a suitable choice of interest in the ST marketplace look very slim.

**Software Loading:** No problems at all. The ST's drive is fast and friendly to the user. It is assumed that some companies will release games of two or more single-sided 5.25s to take on from the old days when the ST had single-sided drives which can mean unnecessary and annoying loads of file swapping.

### UPDATES

**Best Buy Price:** As MRP  
**Second Hand Availability:** Very common and quite cheap. Beware very old, single-sided ST machines.  
**Maintenance:** One year's guarantee. As known to dealer if faulty.

## COMMODORE AMIGA

**Models:** Amiga 500, A1500, A2000, A3000  
**Package:** 4096 key keyboard and

built-in drive with separate PSU, A1000 and A2000 have separate keyboard with built-in disc control. PSU: A2000 is a very powerful machine indeed.

**Memory:** Amiga 500, A1500 & A2000 128k, A3000 256k.  
**Processor:** 500/100/2000/1.31 (and Motorola 68000, A2000 1k & 20MHz Motorola 68010)  
**Recommended Retail Price:** A500 (200), A1000 (240), A1500 (310), A2000 (340), A3000 (410).  
**Amiga 500:** £199.99. Cans Of The 90s price £175.99 (all prices in A2000 & A3000 from 1999). A2000 from £179.99. A1500-2000, fast-1024, A2000 from £179.99 (all prices in A2000).  
**Hard-disk:** £45 price (in UK).  
**Contact:** Commodore (0628) 726888

### IN BRIEF

A stunning specification with custom chips to rival almost everything around, the Amiga is the best choice for the most range of games play or artistic/professional. After an initial delay that the machine was slow to sell extremely well and has overtaken the ST in the UK, though the latter machine still has a slightly larger installed base. The A3000 is now identical spec-wise to the A2000, but cheaper. The A2000 is a fast and well-featured sub-notebook, includes workstation 2, featuring enhanced fonts, file handling, and security features plus Amiga Vision, a new media programming tool. A2000 also comes in three configurations, ranging from a 168000/68010 hard disk to a 208000/20000 disk.

### GRAPHICS

**Resolution:** Screen 320 x 200 to 640 x 400 (high resolution software)  
**Palette:** 4096  
**Colors:** 2, 4, 8, 16, 32, 64 or 4096 (TV) with modulation  
**Monitor Output:** VGA+ & composite video in mono/stereo  
**Monitor Supplied:** No  
**Monitor Options:** 1184 (2400 x 1024)  
**Speed:** 16 in hardware a certified 60Hz from software filter.  
**Screen:** Very fast with good refresh rates.

### SOUND

**Speaker Quality:** Depends on model.  
**MIDI:** Yes. Third party interfaces available.  
**Music Output:** 2 phone connectors.  
**Performance:** Among the best around. Custom hardware requires 8 channels of 8-bit digital sound into the four channels.

### UPDATES

**Disk Format:** 5.25 inch - 857K, A2000 40 800k/160k hard disk formatted.  
**Disk Price:** Around £7.50.  
**Disk Performance:** Very and sluggish. Third party software is available to improve matters.  
**Keyboard:** 94 keys, 10-function keys and separate cursor cluster.  
**Keyboardless:** Two buttons mouse supplied as standard.

**Interfaces:** Two optical mouse; mouse audio; internal disk drives; MIDI serial; Centronics parallel printer; SCSI 80bit/160bit; composite monochrome video expansion bus (using on a 100k & A2000). It can on a 2000; ultra-high-res expansion on a 2000 only; internal PC expansion on a 1000, A2000 and A3000.

### SOFTWARE

**Existing Software Base:** Similar to the ST.  
**Current Software:** Everyone's doing them.  
**Games:** Excellent for everyone.  
**Graphics:** Quality and range is exceptional.  
**MIDI:** Good better support for MIDI. Internal sound software is not supported (thanks to ST standards).  
**Productivity:** Excellent.  
**Software Loading:** Very but usually reliable. Pugged by mouse.

### UPDATES

**Best Buy Price:** Old Amiga 1000 can be picked up cheaply through the net. There's also the extra graphics modes of later models. Try to find a good value pick.

### Second Hand Availability:

**Screening:** Excellent. Best buy is high-end Amiga 1000 with at least a 1.2.  
**Maintenance:** One year's guarantee. Amiga fully machine to deal with.

## IBM PC

### COMMODORE AMIGA

**Model:** IBM PC was the first PC to be accepted in large quantities (not by the PC) and remains the standard by which all others are judged. There are hundreds of clones and variations including offerings from America, Asia and Commodore in general, with PCs you pay for speed and better graphics standards. It's quite easy to switch if you've offered it.

**Package:** Depends on the manufacturer through most accompanied with monitor. The 1000/500 is thought to be the best as it can be using **Memory:** Usually 128k or 640k. Can be anything from 64k to 16Mb. Always go for a 640k model.  
**Processor:** Intel 8088/86 in base machine; sometimes replaces with the faster MC 68010. More expensive machines are based on Intel's much faster 286, 386X, 486 and even the 586/686.

**Recommended Retail Price:** Can be added up for as little as £200 for a "no frills" machine. With top-of-the-range 486 based clones - and the official IBM versions - the sky's the limit. Look for a good ISA or VISA model for between 1750 and 1700.

### IN BRIEF

Superb value if you want the ultimate all-arounder. The PC still reigns in business circles. Almost every major software house now put their eggs in the PC but there remain interesting the consistency of the base.

most common machines — which means they tend to be limited in sound and graphics. Definitely not first choice if entertainment is your preferred use for computers, as if you cannot afford the better VGA or VGA models (which are really more for the good games playing).

#### GRAPHICS

The first PC wasn't fitted with graphics as standard but most today incorporate the necessary hardware and come with a monitor. There are three main standards: CGA — a nasty but all-in-common colour display; EGA about the better colour display worth considering; VGA — an Amiga/AT looking display and Hercules standard; VGA or VGA which are usually only fitted as standard to more expensive machines. (Amstrats' 12000 is one exception.)

**Resolutions:** CGA: 640 x 350; EGA: 640 x 384; VGA: 640 x 480.

**Refresh:** CGA is 60 Hz, EGA 60, VGA 60, 70 or 80 Hz.

**Connectors:** CGA is VGA 16, VGA 16, 180, 200 Hz.

**Monitor Output:** VT, 800x600 (CGA), analogue RGB (VGA).

**Monitor Options:** None. Many monitors are dedicated to just one or two modes — some have amber, green or white monochrome displays — check before buying.

**Graphics Mode:** None.

**Speed:** First-rate video — 8000 — to very fast — 80000.

#### SOUND

**Speaker Quality:** Built-in sound is very poor. Third party add-on sound boards (each between £200 and £400) do 160 — which is fast becoming a standard — provide synthetic-quality sound through an amplifier.

**MSX:** Third party add-on boards available.

**Sound Output:** With inserts, yes. **Performance:** Not the class machine for this, musically fast — an Atari TT offers more for MSX, the Amiga more for software sound purists.

#### MAINTENANCE

**Disk Format:** 5.25in, 160/1600/1.2MB, 3.5in (700K, 400K).  
**Disk Price:** 60p — £3.00

**Disk Performance:** Average. Most PC users also buy hard disks. A large amount of PC applications software refuses to work unless you have a hard disk.

**Keyboard:** Almost as many variations as there are clones. Prefer the AT or extended AT layout to the XT layout since it makes it to use.

**Apple/Atari:** Neither supplied as standard. The latter clones include a mouse in at least a mouse port, especially since IBM's OS/2 system (Windows) has become more popular.

#### HARDWARE

**Existing Software Base:** Vast. **Current Releases:** All major software houses now produce something for the PC, with many now supporting the superior VGA models.

**Camera:** None of the last single-PC titles appear to be PC orientated.

**Expander:** Given the right graphics adapter, the PC has more graphics and the software is greatly improved. On a standard CGA PC the graphics don't matter how good the software is.

**Music:** Unimproved if's pathetic. However, add-on boards offer some of the best sound you'll hear on a home computer.

**Programs:** The PC is the universal champion — as often felt by the average it carries on getting faster and better all the time. This is aided by Intel constantly improving the machine's processor and the rest of us have demanding better equipment.

**Software Loading:** Fast and reliable, very fast from hard disk.

#### BUYERS

**Best Buy Price:** Watch out for package deals from larger 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 don't get a clapped out merchandise board.

**Maintenance:** Usually one year's guarantee — but competition has forced the price of maintenance contracts down to an affordable level. This often means they fit in-house free.

**Monitor Output:** Yes. **Monitor Supplied:** Yes — 1.1" back in colour 100.

**Monitor Options:** None.

**Graphics:** Good graphics hardware effectively means Am, screen adapters do 60 Hz.

**Expand:** First 80000.

**Speaker Quality:** Very good 8000 Hz.

**Sound Output:** Yes. **Performance:** Four-channel, but colour stereo sound has to be found to be satisfied.

#### HARDWARE

**Existing Software Base:** Good. **Current Releases:** All major software houses now produce something for the PC, with many now supporting the superior VGA models.

**Camera:** None of the last single-PC titles appear to be PC orientated.

**Expander:** Given the right graphics adapter, the PC has more graphics and the software is greatly improved.

**Music:** Unimproved if's pathetic. However, add-on boards offer some of the best sound you'll hear on a home computer.

**Programs:** The PC is the universal champion — as often felt by the average it carries on getting faster and better all the time. This is aided by Intel constantly improving the machine's processor and the rest of us have demanding better equipment.

#### BUYERS

**Best Buy Price:** 6-10MP. **Second Hand Availability:** Very low.

**Maintenance:** One year's guarantee.

#### STAR RATINGS

**Graphics:** 4 + + + + +

**Sound:** 4 + + + + +

**Expansion:** 4 + + + + +

**Overall:** 4 + + + + +

#### NINTENDO GAMEBOY

**Package:** Main unit with 1600 games.

**Processor:** 1.1MHz customised 8 bit 8000.

**Cartridge Memory:** 32 (Recommended Retail Price: £10-15).

**Connect:** Dighton, 90 (201-830) 200.

#### IN BRIEF

Nintendo sets the first company to produce a dedicated/handheld console and/or it seems everyone wants to get in on the act. On reflection more like Game Boy was a long time coming since the technology employed by the display is starting to look dated. Not to be dismissed simply because of mono graphics — the machine has some superb titles and game-making use of the two-player link-up/line are impressive. For instantly the superb link-up benefit.

#### GRAPHICS

**Resolution:** 20 x 16 characters. **Follows:** 4 pin shades.

**Monitor Supplied:** Yes — LCD display in its own right.

**Graphics:** 800 x 8 pixel blocks. **Speed:** Fast for what it is.

#### SOUND

**Speaker Quality:** Depends on headphones.

**Sound Output:** Yes. **Performance:** Plays a lot better than it looks.

#### HARDWARE

**Existing Software Base:** Excellent. **Current Releases:** Increasing.

**Programs:** Excellent.

#### SOFTWARE

**Cartridge Memory:** 32K. **Existing Software Base:** The best for any handheld.

**Current Releases:** Increasing. **Programs:** Excellent.

#### BUYERS

**Best Buy Price:** 10MP. **Second Hand Availability:** Good (compare to e.g. Commodore 64 etc.).

**Maintenance:** One year's warranty.

#### STAR RATINGS

**Graphics:** 4 + + + + +

**Sound:** 4 + + + + +

**Expansion:** 4 + + + + +

**Overall:** 4 + + + + +

#### NINTENDO SUPER FAMILIOM

**Package:** Console unit, controller unit and Super Mario World.

**Processor:** 3.3MHz customised 8 bit 8000.

**Cartridge Memory:** Not known. **Recommended Retail Price:** 100 (Super-price = 1700).

**Connect:** Local System.

#### IN BRIEF

With the weight of all powerful Nintendo behind it, the Famicom can hardly fail. Although not highly superior to the Sega MegaDrive technically it's the games that impress — notably the double Mario World which will no doubt help take the unit and F.D.ers. Then, there are some real stuffers amongst the games like, say, anyone's, but it's off-early days yet. The Super Famicom's enormous game potential has barely been scratched.

#### GRAPHICS

**Resolution:** 14 x 21. **Follows:** 10/200.

**Monitor Supplied:** Yes. **Monitor Options:** VGA, VGA.

**Expand:** 1 (2).

**Speaker:** None/extra.

#### SOUND

**Speaker Quality:** Depends on Famicom.

**Sound Output:** Yes. **Performance:** 4 Channel system 16, 60 PCM/Digital.

#### HARDWARE

**Existing Software Base:** Excellent.

## CONSOLES

### ATARI LYNX

**Package:** Lynx. Play only for portable use and includes California Games.

**Processor:** 16 little 8000.

**Cartridge Memory:** 32K.

**Recommended Retail Price:** 170 (9000) with peripheral and games.

**Connect:** Atari 90 (201-880) 800.

#### IN BRIEF

Designed by the man behind the

Atari, the Lynx is an amazing handheld. After a shaky start, the Lynx is doing fine and — if the rumours are to be believed — is starting to take off in the States. Its main obstacle, competition, the Gameboy, lacks the Lynx's speed, but makes up for it with smaller unit size and TV adapter.

#### GRAPHICS

**Resolution:** 190 x 100.

**Follows:** 4 pin shades. **Monitor Supplied:** Yes. **Monitor Options:** 16.

**Expand:** 16. **Speaker:** None/extra.









# FREEBIES

More public domain play power from Pat Winstanley — and yet more unauthorised versions of old favourites...

## NYET

PC — £4.99 — Shareware  
**Fantasia Shareware (SMB818X)**

Take white noise for a treat with this apparent chess fascination.

Just in case you're not sure how the game works: manipulating falling coloured shapes. Each piece can be rotated and moved on eight, the idea being to position the shape so that when it reaches the bottom of the board, the piece it settles upon to create a solid row of colour from one side to the other.

Sound effects aren't the best but the fact that shapes will come in or other order as some think might confuse since white and black are used for the moment does not detract.

If the last of shapes reaches the top of the screen game lost. Each time you change a colour that bit that is removed from the screen, allowing shapes above to drop down. This often results in completely different set of gaps to be filled and can necessitate a rapid tactical rethink.

Although not precisely 'state of the art', this game is done in a style with a good choice of effects. Left and right are operated by 'I' & 'J' while the 'N' key is left hand control of the shape. Tapping the number 1 activates the full set of shapes. (When you're locked into the 4x5 board, PC monitor display might be although there is a toggle for speed, I couldn't get request out of the game.)

This is the end of program which either grabs a screen, normally I find it a little tedious but a friend is very hooked. Other steps in the expansion to play it by.

## GAMES II

Amiga — £1.99 800k post — PD  
**Rally PD**

How is it like to write with simply a reference number to each page a note down on the table to be used.

### ACE FREEMAN WORKS!

ACE knows this column actually results in more letters for participating libraries — at least one has had to be removed from under the 'burge of extra mail'. So why, we wonder, do you have to put up with effort before finding suitable software? If you're running a library you'll want to boost your business, please! Steve Coates on 011 251 4222 for information about editorial coverage in this section.

The game is about. My note for this was "It's free".

The idea consists of six programs including beautiful and generally well-known versions of Space Invaders, Asteroids, Sea and Ocean together with a couple of puzzle games. Each is a good game in its own right and on the whole is a whole is quite nice.

(Although it's a shame that it appears to have been put together by software thieves — I never know what that is or that it's not of things.)

Nevertheless to competing will be able to find out what the old hands are planning to when discussing printed history and those who have their old favourites through upgrading with helpfully of nostalgia.

## POM POM GUNNER

Amiga — £1.99 4 1/2 disk post — PD

**Rally PD**

Without starting with to have gone out of fashion these days with other strategic elements which appear recent (shoot 'em up, WW2 etc) I need I was pleased to find the one in a suitable and recently.

Set in the 2nd World War, you command an American Pan that just during a separate attack. As usual by across the screen in groups 30, the joystick controls you shoot and the fire button your trigger. (Although I don't think it's a true game, I don't see that.)

The background and planes are digitised. Despite an annoying flickering based on the texture of the screen, atmosphere is well maintained by both graphics and sound. With such respect for the computer to do anything that means I see that this is a really good idea in a digital world. I was ticked off for shooting too many planes out of the sky.

If you're looking for something not too easy to get but interesting in the way of thought power that can be used to control.

## FLOWER POWER

Amiga (SMB) — £1.99 — Shareware

**Amiga PD Library (SMB17)**

Can't remember it again with get another highly imagine the game. This isn't really for kids but the whole who have spent usually ending having a game.

The aim is to grow and pick flowers while avoiding acid rain clouds in the garden. Each level depends on how many flowers in the garden as the minimum time for the level to finish.

As far as to advance style, the gameplay is you controlling the garden in the best with various bits to the task in order to survive better.

Digging which is followed by the planting of seeds, the seeds need to be watered to grow, and the watering can needs regular refills. If you forget to water it by

### DIAMETERS PUZZLE!

Software supplied by  
**Nally PD — 091-587 1105 Amiga, PD**  
 Box 15, Polesden, Co. Oxford, OX8 1HD  
**AmigaShare (United) — 0700 355680**  
 Amiga, 165 Dale Valley Road  
 Hollybush, Southampton SO4 6QH  
**Riverdale PD — 0734 432414 (Amiga),**  
 30a School Road, Tisbury, Reading,  
 RG2 5AN  
**Adventure PD — 0785 44227 (ST) 32**  
 International Road Rising Brook Stafford  
 ST17 9BB  
**Fantasia Shareware — 0740 221585**  
 SPURMac PD Box 1254 Compton Martin  
 Bristol BS37 9AX

the missing garden water and forget to water the plants they will start to die. (Only when beautiful flowers are visible may you pick the flowers and deposit them in the collecting box.)

From range from growing stage to giant waterlily, and all of them will eat your seed and young plants if they are allowed to grow. There's a thing about that though — simply state your flower and a long couple early to have the best seed.

AmigaShare also offers you the graphics generally when the targeted child game. One touch which always takes the to the way the garden looks as though he's doing a "Thomas Wilson" while operating the watering can. The entire game is packed controlled and there's without being too tedious to kill you.

## MEGABALL

Amiga — £1.99 — PD  
**Riverdale (SMB80AM)**

One of my old favourites game has to be back and Megaball is one of the best ones around. It's a good old game creating under pressure of work I find it play for a while afternoon — just to see it, you understand.

Although gameplay is very standard, the ball with your ball to take out all the balls in the row — the features included in the original game is a whole new scenario. All the old favourites are there of course: bombs, gas, mines, expand and so on, but you also have some which trigger traps, but you can't take a high score, you can't win, but you can't lose or die through them the better. (Maybe that's why they're there.)

With all this combined with you need to hang about the ball with the, who's who where it is when you have just made a double hit and so on, it's a really interesting for enough to avoid the balls are so to see, maybe you would play this highly recommended for all ages and referees.

See you next month!



## SEGA MEGADRIVE



**R**iding on the back of Schwarzenegger's success with *Terminator 2*, Virgin Games and Probe Software are working overtime to get their Terminator video game out before the type surrounding the second movie evaporates.

*Terminator 2* is regarded by many as a brilliant action movie with some of the best special effects ever seen. Neither Rob Schneider or Danny Keener, license holders to the video game rights, are planning to produce a Megadrive adaptation of the future film. Instead, Virgin Games has stepped in with the best best thing.

Movie fans will remember the original Terminator motor picture as the vehicle that catapulted Arnold's muscular actor Arnold Schwarzenegger into megastar status. It told the story of a virtually indestructible cyborg sent back through time from a dystopian future where machines rule the Earth. After playing the perfect killing machine.

Little is known about the actual game itself. Nobody at the two software companies is willing to talk about the project except to say that the

## IBM PC



**A**fter months of speculation, Arnold has finally announced plans to bring out a video PC system geared toward video gamers.

With the tagline name of PC2500 Game Pack, it reads of when the marketing staff absolutely agree to bring that out as... the new package (containing a 16MHz 80286 microprocessor, one megabyte of memory, 30MB hard disk, 1.44MB 3.5-inch floppy disk drive, 300 3.5-inch enhanced VGA graphics card, 13-inch color monitor, full-compatible mouse and one year warranty).

Who'll you cost you the most effective sum of 2000-400? Oh, I nearly forgot the custom command user interface and three games that come with it: *Links*, *Access/25* (hard), *F15 Strike Eagle I* (Microchannel) and *Prince of Persia* (Microchannel). Not a bad haul, eh?

The multiplatform PC2500 Game Pack is both a fully-compatible personal computer and a starting game machine," says Arnold's Sales and Marketing Director, Walter Miller. "We've deliberately selected high-quality games not just to cater for business applica-

tion software is shaping up very nicely.

Developer Probe is definitely favour of the month with software publishers. The Canadian-based company ran its shareholding boss Fergus McGovern is working on games based around everything from the Terminator and Teenage Mutant Ninja Turtles to *RoboCop* and *Alien*. Now that's what I call making money Vol. 1!

Following in the footsteps of their video game counterparts *Terminator* and *Castle of Illusion* starring Mickey Mouse, the designers at Sega have dreamed up another adventure in *Demolition*.

Quadrant starring Donald Duck places our grouchy friend on a treasure hunt before the mad Pete's Gang gets there first. Donald's mischievous nephews Huey, Dewey and Louie help out as the group explores the world from Mexico to the South Pole. We our hero win the day and the love of Daisy Duck! During play, gamers are even well met with special samples of Donald's indelible quacks as they glance their eyes over some right gorgeous graphics.

Have you managed to complete *Goat* the Hedging pig? It's not easy controlling the big hyper speed leaping through the underground tunnels, look-the-beats, moving platforms, and other obstacle courses incorporated into the *Goat*.

You should try to remember that not all of Dr. Robotnik's roughnecks can be defeated with the Super Beam jump attack. With the spiked circle on the Martin Game, for instance, it's best to be a little bit sneaky and jump up into them.

### • On Playes

tion, but also to match the demands of the increasing sophisticated PC entertainment software that is being bought."

MSX has long campaigned for a PC which follows a similar specification to what Arnold is offering. I find there a distinction for a few reasons (also outlined the Arnold PC2500) and that the latter doesn't require a serious degree and three years of hard-to-learn the system up. If you've bought a PC recently, you'll probably know what I mean!

The quality of entertainment software coming out for the PC is amazing, especially the games from US companies like Jovanovic Games, Origin and Sierra On-Line/Gemstar. There is no other system that can currently play the *Secret of Monkey Island II*, *James Earl Ray's Heart of Darkness*, *King's Quest* and *Ultima VII*. The very good reasons to consider buying a PC like the one from Arnold!

Not even the Commodore Amiga can match the 256 colours and 800x600 resolution capabilities of the enhanced VGA display. According to Arnold, entertainment software on PC format is already outpacing that of 32-bit systems (using half) on the Amiga.

Microchannel PC games really never have had it so good. Suffice to say about *Indiana* an enhanced version of *Powermonger*, *Demolition* is being adapted the "Realistic" magazine review of the Amiga version demonstrates it's the case of MSX, and *Schwarzenegger* is working on *Demolition* for Microchannel.

Who the heck is that? Don't know other than the programming team behind such classics as *RealWorld*, *Tryston*, *Blind Justice* and *V.I. Private Eye*.

*Castle of Illusion* is a natural progression of *Blair's* price you need winning game, *RealWorld* Tryston. Players must develop an entire civilization from a small remote tribe by the original title grows, smaller groups can be sent

# 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...**

to send you graphics, textfiles and tables. Items will be successful if the player can balance means such as a warrior, a paladin and a cleric. The goal of the game, which is played over a map of 30x30 world or map, may complete generated plants, it is common from the early beginnings of 4,000 BC through to the present and into the future.

A game of *Castle of Illusion* can be played for 16 to 16 thousand years or may be played for a specific 100-year period. Players can enter into historical figures like George Washington or Napoleon if you're forgotten that dates and data from those living history records of school. Set body has thoughtfully provided a "Glossary" with detailed illustrations of the terms and concepts throughout the game.

"Games want a continuing stream of challenging and interesting decisions to collect," says the King of Simulation Software, Ed Miller. "The Box option, 'what if' analysis and counterbalancing considerations. People can go to move-by graphics and books for statistics. They look to computers for the interaction and for ideas in which they themselves are the main character."

That "The box of games from David Greenberger, *Alamy* Papers and *Spies from Hollywood Kings* in *Microchannel*. The latest word there is apparently a close between *Terms* and a semi-private machine.

Appropriately called *Demolition*, players are challenged to manipulate them, such with a single letter, as they fall from the top of the computer screen into a well. Doesn't this all sound so familiar? Inside people objects must carefully match up the falling letter with others already placed to form a word. Once made, the word is removed from the playing area and points are recorded.

### • On Playes

## AMIGA



**T**o harness products in the Amiga market right now are graphics, but many Amiga owners don't have a clue what they are or what they can do. Benetton has been available for professional users since video took over from film in the broadcast industry. It's why in the last twelve months or so that they have become being sought for almost any Amiga owner to consider buying one.

The basic function of a graphics is to optimise the video-output of the Amiga with an on-screen video signal. The Amiga's background video plane is then made transparent, so any graphics generated by the Amiga appear superimposed over the video image, when can be both a video camera, VCR, camcorder or whatever.

The most basic application for performing a hi-res video is, once you've shot your clip of video on your video, you can add appropriate titles and captions using your Amiga as part of the video editing process. Generating titles allows you to produce professional-looking videos, letters and other effects. Of course, you could also generate complete computer animations

and superimpose them over live video, anyone for a home movie version of Top Gun?

It's only the fact that the Amiga's screen refreshes 60Hz (given its available on the video output port) that makes the process so simple, other computers which don't allow instant access to the video signal are relatively difficult to graphics.

Most you, some graphics offer more than the simple function, hence the huge disparity in costs, from £200 to over £2000. Some models have features allowing you to balance the relative level of the computer and video signals, some have simple emulators, some offer standard Composite Video output, others have the latest hi-def Video sampling-quality output, some offer further bells and whistles such as image digitising, wipe effects or mixing.

Before you choose, though, find out whether the graphics has a "background" mode. If not you're limited to having a single full transparent background colour, instead of being able to make any block coloured areas of the computer's desktop, background or foreground, transparent. This limits your ability to produce fade and wipe effects.

Remember too that the rest of systems and graphics that you can generate depend not on the graphics, but on the Amiga software package you use. Deluxe Paint is a popular general package, but there are many specifically designed captioning and video effects programs which you will use advanced in the video process.

The newest and cheapest graphics is after Image from HiB marketing (0753 588088), at around £1000, plugging into the Amiga's HD6301 socket. It features photo in and out sockets plus a Graphics Modes/Wipe switch on the top panel, and monitor output.

Highly more substantial the Neigon 800000 (from Lantana Micro - 0288 760382), or 8000

Systems - 081 398 0888), costing around £1115. This requires a 12 bit internal video board, but has the advantage of a three position switch - Amiga, Colour or Fast and a screen which displays the image from computer to video. The 800000 provides its own video sync signal which is a useful facility and software.

The larger range of graphics comes from the Swedish 8002, available at £799 from HiB Marketing, is the basic model. Since this is on-transparenc controls, you have to visit its supplied control software if you want to switch modes, to control you will get busy with a set of buttons and to some extra switches. A £500 version with limited output is also available.

A new company dedicated entirely to selling graphics, probably called Genlock Ltd (Tel 0227 670875) has a large range of video expansion models. The Gen-Color at £249 has high quality "YC" video output facilities for those using Super VHS or Hi8 video camcorders. Other RGB output as well as the usual composite, control over contrast colour and phase, and a digitiser output for use with the optional Digiscan will add.

Other models from Genlock Ltd include the Gen Gold Pro "C" at £649, which has a front panel faster control, menu pages and automatic controls.

Devices such as the £299 Colorpic from EJ, the 020775 7903 have graphics facilities only as accessible, Colorpic is basically a digitiser, allowing you to add various software options to grab single frames or sequences, part from into graphics packages and manipulate them.

Though using computer with video in a field which is catching on fairly slowly, the popularity of the Amiga will ensure a range of the benefits of the growing trend.

Markus J. Smith

## ATARI ST



**J**uly's Olympia Festival Music Fair was an international Music Fair as it is now known it can attract to include the range of exhibitors it usually the launching point for loads of new music software.

This year, though, there was hardly a computer to be seen, major distributors like Easbyte Soundbytes and Jive failed to appear, and the remaining exhibitors showing loads of updated but very little in the way of new products.

Good news came from distributor ROCKS, which emphasises ST computers. This has now been pushed to the PC, Amiga and Mac, still costing only £99-99. Crucially, the powerful like relation programs have been ported to the ST and PC, it can record a real time or step-time, it handles MIDI files, and supports 64 voices with 4 voices per staff. Cost is £200-99.

New from Opcode is Track-O-Mat, for all formats, a music management program providing the simplest with an on-screen interface which can be accessed via MIDI. Printed back sheets can include information such as song titles, track numbers,

comments, start times, track groups and verbal tracks, and while using, Track-O-Mat can trigger user-defined MIDI messages. Cost is £299-99.

Sound Technology's Club display featured music video caption programs Auz and 888a, together with the long awaited old version of the Festival "empower" music transcription package.

Instator Alpha was the most striking product of the show, though, had to be the first Atari ST MIDI controller. The polysynthesised polytone control MIDI controller looks like nothing so much as the "Synco" style hand held as velocity sensitive (semi-circular) plates mounted where the strings of a guitar would be, the ST has a master button on the neck, which can be programmed to produce any note from a "chromatic" scale, a track on the end of the neck and the LCD on the body allows you to store forty "tracks" of chords, giving a total of 480 chords, it has two buttons on the neck with a few programs, and a pressure sensitive plate on the body allows you to introduce performance effects such as pitch-bend.

In comparison with an ST having a sequencer package, the ST would form a powerful programming system. It will be available from around October at just over £800.

Not part of the 802, but launched a few weeks earlier at the trade show is MIDI Showtime of Professional Recording Studios (PRS), and the M47 from Freckling, to be distributed by

Country to Logic, the masters of the MIDI Micro visual timing display. The M47 is a simple controller designed for software sequencer users, it plugs into the parallel port of the ST, and is supported by MIDI accessory software which lets you stage any of the 14 available control functions to any ST key, so you could

for instance select sequence controls for Record/Play/Stop/Process without losing anywhere near the computer's cost will be around £25.

Also on the way from Freckling are Modulator, a 12 bit 12 voice MIDI polytone, and SMY 900, an affordable version built up from Mod units. The launch of a MIDI polytone is to allow you to make different MIDI controllers, a sequencer, drum machine, keyboard or MIDI drum performance, in a number of MIDI sound modules. They're available in a large unit, but tend to be expensive and bulky to use. The Freckling products, though, are MIDI controlled using Super Mini, an ST software accessory which uses a series of you programmed grid screen stickers which can be ruled up from your sequencer programs, re-loading your sequencer as you press keys have not to be confirmed.

Another good bit of ST music news is the return of Roland's MIDI track. Roland's earlier MIDI software packages have functionalities added as by Digital Music. New versions in the package include MIDI Track Gold V2.0 and SMPTE Track Gold V2.0 for the ST, at £120 and £799 respectively, both an upgrade path over from Gen Track 2.0 and SMPTE Track 2.0, and the latest version of the generic patch editor GenEdit, at £29.95 for the ST.

Digital Music's most interesting new launch is an unusual product from Stockholm Systems, "MVP" with a sequencer or algorithmic computer to track, but a real time MIDI program for improved performance, but simple released from a MIDI controller. "MVP" can learn many multi-track chords, complex chords, or user program change commands. The package is well able at £99.

©1994 Amiga

# HARD SELL

Once again, a rather truncated market this month. Still, it should hopefully provide an at-a-glance comparison between computer and console. Not considering what to get for the great "Console or Computer?" debate? Well, if you can afford one of each, use money's on the Amiga and MegaDrive. But if you only get for one, get an Amiga. It's an excellent all-round performer that gives the best value.

## COMPUTERS

### ASARI STE

**Models:** Atari 1000, 1300X, Mega ST

**Package:** 1000 and 1300 have key-board with built-in disk drive; MegaDrive version have separate keyboard, floppy ports (used for custom software bundles).

**Memory:** 128KB 512K, 1040KB (Atari Mega ST 1, 2 or 4Mb, all machines can be expanded internally to 4Mb).

**Processor:** 8MHz Motorola 68000  
**Recommended Retail Price:** 1000/1300 £299, 1060/ST £399  
**Contact:** Atari UK 0710 11344

### IN BRIEF

Hard days for the machine that a quality market is pushing to its last competitors. The ST's launch capabilities almost set it off with its arrival in the Amiga, but the Commodore machine seems to be the one most people want these days. In short, because this is still a good general purpose home machine for games, home automation and productivity and thanks to its 68010 port it still the number one choice for MIDI musicians.

### APPLES

**Resolution:** Low-res 640 x 384, medium-res 640 x 500, high-res 640 x 400

**Colors:** 4096

**Keyboard:** Black and white (high-res 4 colors in medium-res 16 in low-res)

**IO:** Yes

**Monitor Output:** VGA

**Monitor Required:** Yes

**Monitor Options:** Atari monitors, 640 x 480 high-res mono, 675MHz, 1600 x 1200 color

**Software:** No

**Speed:** Fast

All high-resolution display is only available on monochrome monitors; medium and low-res display only available on color monitors or VGA.

### SONO

**Speaker Output:** Depends on model

**Models:** Yes

**Screen Output:** Yes

**Performance:** Three 68010 ROM chips (sound-channels).

### HARDWARE

**Disk Format(s):** 5.1/4mb - 1300

**Disk Price(s):** Around £1.00

**Disk Performance:** Fast, reliable  
**Keyboard:** 10 keys including 10 function keys, this is cheap but which can be improved with third party costing kits.

**AppleMouse:** Two joystick ports are standard; two-button mouse is supplied with machine.

### SOFTWARE

**Software Software Base:** Excellent. The budget market provides a relatively cheap way of building up an impressive collection of software libraries.

**Current Releases:** Some of the major software houses ignore the ST as it is still viewed with plenty of good software.

**Speed:** Above the board.

**Graphics:** Good with some excellent software to manipulate them.  
**Music:** Excellent. Many of sound samples, editors and MIDI software make this the musician's choice.

**Programs:** Very good, but the Amiga currently the favourite with software houses in the UK and the chance of a sudden boom of interest in the ST Software look very slim.

**Software Loading:** No problems at all. The ST's drive is fast and third-party software that some companies still release games on (but in many single-disk drive) is hanging on from the old days when the ST had single-disk drives which can mean cumbersome and annoying loads of file copying.

### BUYERS

**Best Buy Price(s):** As 1000

**Maximum Availability:** Very common and quite cheap. There are very few single disk ST machines.  
**Maintenance:** One year's guarantee. Ask Retailer to dealer if faulty.

## COMMODORE AMIGA

**Models:** Amiga 1000, 4100, A2000, A3000

**Package:** AM01 has keyboard and

built-in drive with separate PC, A1000 and A3000 have separate floppy board with built-in 5.25" sockets  
**PC:** A2000 is a very powerful machine indeed.

**Memory:** 512K 512K, A1000 & A2000 1Mb, A3000 3Mb.

**Processor:** 10MHz 68010/11, 13.1MHz Motorola 68000 A3000 16 or 20MHz Motorola 68010.

**Recommended Retail Price:** A1000 264, Amiga Game 299.99, Flight of Fantasy Pack 399.99, Game of the 90s pack 379.99, 64 packs for A3000 A1000 from 288, A3000 from 311 Printer 1000/2000 hard disk A3000 from 127.99/199.99 1M/4096K hard disk 144 prices for 10/25.  
**Contact:** Commodore 0432 17008

### IN BRIEF

A leading qualification with custom chips to rival almost everything around, the Amiga is the first choice for the most segment of game play and video professionals. After an initially shaky start the machine continues to sell extremely well and has overtaken the ST in the UK, though the latter machine still has a slightly larger installed base. The A1000 is now identical open-price to the A2000, but cheaper. The A3000 is a top-end workstation substitute, includes Workbench 3.0, featuring enhanced icons, file handling, and security features plus Amiga Work's multi-media programming tool. A3000 also comes in three configurations, ranging from a 1MB/4096KB hard disk to a 20MHz/1024K disc.

### APPLES

**Resolution:** From 320 x 200 to 640 x 480 (more possible in software)

**Colors:** 4096

**Keyboard:** J, K, L, M, N, O, P or 1000 TV, with modulator

**Monitor Output:** SCART a composite video to monitor/teletext.

**Monitor Required:** No

**Monitor Options:** C18M 1280, 5000 76 in hardware - unlimited 60Hz from software/hardware.

**Speed:** Very fast with good software.

### SONO

**Speaker Output:** Depends on model

**Models:** No, third-party interface available.

**Keyboard:** 10 keys

**AppleMouse:** No

**Performance:** Among the best around. Custom hardware supported. Customisation of 8-bit digital-sound into the four channels.

### HARDWARE

**Disk Format(s):** 1.2mb - 137K, A3000 40/1024/16K hard disk formatted.  
**Disk Price:** Around £1.00.

**Disk Performance:** Very good and cheap. Third-party software is available to improve matters.  
**Keyboard:** 10 keys, 10-function keys and separate cursor cluster.  
**AppleMouse:** Two-button mouse-supplied as standard.

**Mouse:** Two, single-button, stereo-sound, external disk (vertical) PC/XT serial, Centronics parallel printer, SCART RGB/RGB composite monochrome video expansion bus (internal on A1000 & A2000) 12 bit on A3000, clock/memory expansion on A1000 (internal) PC expansion on A1000, A2000 and A3000.

### SOFTWARE

**Software Software Base:** Similar to the ST.

**Current Releases:** Everyone's doing them.

**Speed:** Something for everyone.  
**Graphics:** Quality and range is unsurpassed.

**Music:** Excellent (better support for MIDI, internal sound software is well supported thanks to 1000 hardware).  
**Programs:** Excellent.

**Software Loading:** Very fast, very reliable. Plug-and-play.

### BUYERS

**Best Buy Price:** Old Amiga 1000s can be picked up cheaply enough but these lack the extra graphics modes of later models. Try to find a good value pack.

**Maximum Availability:** Excellent/very common. Best buys are late Amiga 500s with Motorola 1.2.  
**Maintenance:** One year's guarantee. Return faulty machines to dealer.

## IBM PC

**Models:** 8088, PC was the first PC to be included in large quantities (not that the PC) and remains the standard by which all others are judged. There are hundreds of clones and variations including offerings from Amstrad, Atari and Commodore. In general, with PCs you get the speed and better graphics standards. The same money is worth it if you can afford it.

**Package:** Depends on the manufacturer although most are supplied with monitors. They can now be bought in kit form at an extra saving.  
**Memory:** Usually 128K or 640K. Can be anything from 64K to 1Mb. Always get a 1MB model.

**Processor:** Intel 8088/8086 in base machine a sometimes replaces with the faster 80286. More expensive machines are based on Intel's much faster 386, 386SX, 386 and even the latest 486.

**Recommended Retail Price:** Can be picked up for as little as £399 for a "no frills" machine, 16MB top-of-the-range 486 Speed 300MHz - and the 486/33MHz version - is the city's best. Look for a good VGA or VGA model for between £750 and £1000.

### IN BRIEF

Simply value if you want the ultimate in standards, the PC still brings 32-bit/386 origins. Almost every major software house now port their titles to the PC but these remain limited by the constraints of the base

**TELEGAMES** Europe's Largest Stock of Video Games & Cartridges For...

**SEGA / MEGA DRIVE**

**Nintendo** **Atari** **PC SUPER DISK** **SEGA** **GEN** **Atari**

**COLECO VISION** **NINTENDO GAMEBOY** **LYNX** **Atari**

The leading video game specialists. Send for lists before make shipment!

**TELEGRAMS, WILSON, LONDON, 100 071 0000-000000**

**SOUTH EAST KENT SOFTWARE**  
**TELEPHONE:**  
**(04740) 800008**  
**SALES, CANTONMENT LANE**

<b>SEGA MEGADRIVE (M)</b>	<b>AMIGA CARTRIDGE CLASSIC PRICE</b>
with free dust cover £12.00	+ FREE House Mfg £95.00
<b>SEGA MEGADRIVE GAMES</b>	<b>QUICKSHOT BANNER</b>
Dark of the Moon £17.99	JOYRICK £12.00
Super Monaco GP £17.00	HERO BRIDE GAMEBOY £64.00
Fantasia (Mega) £21.00	<b>GAMEBOY GAMES</b>
<b>Mega and Mega (Mega) £26.00</b>	Pat Tournament £18.00
<b>GAMES TO CLEAR WITH 2 YEAR W/</b>	Shogun Blood £14.00
North and South £18.00	Random Islands £8.00
Castle Master £18.00	Resurrection £11.00

**BUY ANY AMIGA / ST GAME AT FULL PRICE AND GET A FREE SLEIGHTY GAME.**

**PLEASE, MAKE CHECKS PAYABLE TO: S.E.K.S. LTD. 1 FREDRIKSEN, TRADING TRUST LTD, 100 LANE, CANTONMENT, LONDON, SE16 4AM.**

<b>WANTED</b>	<b>ALIENS</b>
	
USE YOUR VOICE TO OUTGROW THE GUNFIGHTER	Can You Kill The ALIENS FOR CASH PRIZES
<b>CASH PRIZES</b>	<b>CASH PRIZES</b>
<b>0898 313590</b>	<b>0898 313573</b>
<small>0898 313590 0898 313573 Cash prizes also for MEGADRIVE (M) For MEGA-88 Other titles</small>	

## HOW TO PLACE YOUR ENTRY

All you have to do is send off the form below, together with your payment. Entries to the Pink Pages cost just £6.00 each. (Except for helpline which is free).

- The maximum is 20 words except for helpline. (Helpline entries can be extended to 100 words max - use another sheet of paper if necessary).
- The service is NOT open to trade advertisers
- We will print your advertisement in the available issue
- Entries which could be interpreted as encouraging software piracy will not be accepted

<b>ENTRY FORM</b>		Write your advertisement here, (16 word per line). Include your name, address and phone number if you want them printed.																	
SEND TO:	<b>CATEGORY OF ENTRY:</b>	<table border="1" style="width: 100%; height: 100%;"> <tr><td style="width: 25%;"></td><td style="width: 25%;"></td><td style="width: 25%;"></td><td style="width: 25%;"></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </table>																	
<b>ACE READERS PAGE</b>	<input type="checkbox"/> Helpline	<input type="checkbox"/> For Sale																	
Essay Images, Poetry Contest,	<input type="checkbox"/> Wanted	<input type="checkbox"/> User Groups																	
50-50 Fanfiction Lane,	<input type="checkbox"/> Other																		
London EC1R 3JL																			
Please place my ad in the next available issue of ACE.	Method of payment																		
Name: .....	<input type="checkbox"/> Cheque <input type="checkbox"/> P.O.																		
Address: .....	Please make cheques and postal orders payable to ACE Magazine																		
.....																			



## ATARI LYNX



**W**ith yet another slow month for new releases except for the superb *Schwärzmagier* remake, I decided to read my cupboard full of carts and cartridges to make some of my favorite Lynx games. First you enter the extensive collection of cheats and bonus tips that resulted from the following games:

### BLUE LIGHTNING

Press **Start** and **Shoot** when you crash or see that plane to combine on with the game instead of ending at the beginning of the level.

Press **Start** to start on any stage.

Mouse One - 6AAA  
 Mouse Two - PLAN  
 Mouse Three - ALFA  
 Mouse Four - BELL  
 Mouse Five - BOMB  
 Mouse Six - LOCK  
 Mouse Seven - HAWK  
 Mouse Eight - FLOR  
 Mouse Nine - 8F8

Save on the *Whetstones* when you see the **off** in Mouse Four and you will be rewarded with an extra bonus at the end of the level.

Watch out for the mysterious vertical ringer in the clouds on Mouse Seven.

### CALIFORNIA GAMES

Simultaneously press **A1** and **B1** for a super ring on your *BMX* bike.

Go for a few spins when kicking your footstap into the air.

Continuously indicate aerial turns on the *Hotlap* track to slide up a nice little score. Make sure you'll go of **B1** button at the level time to gain the maximum points. Just experiment to get it right.

Gain extra speed by performing wheel jumps, then go for a maximum loop to do up to five high-scoring spins.

### SWIF'S CHALLENGE

Enter the password **SWAND** to test a demonstration of fancy fractal graphics. Press **Start** (same letter combinations)...

Level 10 - 8A5P  
 Level 11 - 798  
 Level 12 - 8F8  
 Level 13 - 8C8P  
 Level 14 - 8F8  
 Level 15 - 8A8  
 Level 16 - 8F8  
 Level 17 - 8F8  
 Level 18 - 8C8  
 Level 19 - 8F8  
 Level 20 - 8F8

Level 21 - 8C8  
 Level 22 - 8A8

### ELECTROSCOOP

Turn into Mouse when you enter

**Level One**  
 Door 1 - 2473 - Exit to Level Two  
 Door 2 - 9874 - Exit to Level Two  
 Door 3 - 8743 - Weapons  
**Level Two**  
 Door 1 - 3287  
 Door 2 - 5409

**Level Three**  
 Door 1 - 5284 - Exit to Level Four  
 Door 2 - 7232 - Exit to Level Four  
 Door 3 - 2938 - Weapons  
 Door 4 - 2938 - Weapons  
 Door 5 - 8294

**Level Four**  
 Door 1 - 8294 - Weapons

**Level Five**  
 Door 1 - 8298  
 Door 2 - 5482  
 Door 3 - 9373  
 Door 4 - 7643  
 Door 5 - 8932  
 Door 6 - 8974  
 Door 7 - 7989  
 Door 8 - 8298

**Level Six**  
 Door 2 - 8298 - Exit to Level Twelve  
**Level Seven**  
 Door 1 - 8821 - Exit to Level Four  
 Door 2 - 9874 - Exit to Level Nine  
**Level Eight**  
 Door 1 - 7989 - Exit to Level Six

### Level Nine

Door 1 - 8170 - Weapons  
 Door 2 - 2083  
 Door 3 - 7382 - Weapons  
 Door 4 - 8738  
 Door 5 - 1379 - Exit to Level Eleven  
 Door 6 - 2987 - Weapons  
 Door 7 - 6998 - Weapons  
 Door 8 - 1798 - Weapons  
 Door 9 - 4351 - Exit to Level One  
**Level Eleven**  
 Door 1 - 8298 - Exit to Level Twelve  
**Level Twelve**  
 Door 1 - 2987 - Weapons  
 Door 2 - 8433 - Weapons

### GATES OF ZEMBAION

Select the code **TRIS**, wait for your ship to appear, go down and right (through) through the platform, avoid the walls and enter the first gate. You're now a warrior to the second level.

### ROBOTRON 2084

Course immediately fixed by the *Beats*, can only be completed shooting them with the good weapons.

### WARNING

Make your trusty bike perform normally again by switching the engine off.

Attack any of them (because there are only two remaining machine guns in this game).

© Tony Parker

## DIAL-A-TIP CHEAT-LINE



for cheats, tips, pokes and secrets on all computer and console games, ring now on

**0898-10-1234**

From Ireland Dial  
**03000 21244**

Updated weekly,  
 Live Computer Helpline:

**0898-338-933**

PRIZES FOR BEST CHEATS, TIPS, ETC.

**INFERNO**  
 Interactive Phone Games

**CASH PRIZES**

NOW ON LINE

**0898-442777**

Send to: PO Box 55, Southwest Manchester M15 4LY

Proprietor: Jacqueline Wright  
 (We do not permit use of the person who pays the bill, calls charged at (Mopex) rate (Cheap Rate) 45p per min at all other times.

# HE'S WAITING



(most common) machines - which means they tend to be limited to sound and graphics. Fortunately, LCD first choice is most common, but good performance for computers, or if you cannot afford the better VGA or VGA models (which are really essential for good game playing).

#### GRAPHICS

The first PCs weren't great with graphics at standard (but most) does support the necessary hardware and come with a monitor. There are three main standards: VGA - a fairly low all to common colour display, VGA about the finest colour display worth considering, VGA - an Amiga-style leading display, and Hercules monochrome - VGA or VGA which are usually only fitted to standard to more expensive machines (Amiga's VGA is one exception).

**Resolutions:** VGA 320 x 200 (60% VGA), VESA 640 x 480, Hercules 720 x 400, VGA 800 x 600.

**Formats:** VGA 60 Hz (most used), VGA 60 Hz, VESA 70.

**Colours:** CGA 4, VGA 16, VESA 640, Hercules 2.

**Monitor Outputs:** VGA, Hercules (VGA) - analogue RGB (VESA).

**Monitor Options:** Yes. Many monitors are dedicated to just one or two modes - some have colour, green or white monochrome displays - check before buying.

**Speakers:** None.

**Speed:** From very slow - 60Hz - to very fast - 80Hz.

#### SOUND

**Speaker Quality:** Built-in sound is very poor. Third-party add-on sound boards such as Roland's SB16 and AdLib (1750) - which is fast becoming a standard - provide a reasonable quality sound through an amplifier.

**MSX:** Third party interface available.

**Screen Outputs:** With boards, yes.

**Performance:** Not the ideal machine for the musically bent - an Amiga 500 offers more for MSX, the Amiga more for software sound boards.

#### HARDWARE

**Disk Formats:** 1.2Mb - 1000000, 1.44Mb, 1.5Mb, 1000000, 1000000.

**MSX Prices:** 400 - 1500.

**Disk Performance:** Amiga 500, Atari 10, various add-on hard disks. A large amount of PC applications software is written to work unless you have a hard disk.

**Keyboard:** Almost as many.

**Monitor Outputs:** No.

**Monitor Supplies:** Yes - 3.5" disk - 10 colour LCD.

**Monitor Options:** None.

**Speakers:** Special graphics hardware effectively needs RGB, colour outputs as option.

**Speed:** Fast.

**SOUND**

**Speaker Quality:** Very good.

**MSX:** No.

**Screen Outputs:** Yes.

**Performance:** Four-channel, five colour stereo sound has to be listed to be believed.

#### HARDWARE

**Speakers:** High-end, good.

**Ports:** Cartridge port, multi-play port, cartridge drive, headlight port.

**SOFTWARE**

**Price:** 100-20.

**Cartridge Memory:** 64K.

**Expanding Software Base:** Very small.

**Current Software:** California Games is a great title.

**Prospect:** Uncertain but several new titles in the pipeline.

#### BUYLINES

**Best Buy Price:** As 800.

**Best Deal Availability:** Very low.

**Maintenance:** One year's guarantee.

#### STAR RATINGS

**Graphics:** 4.0/5.0

**Sound:** 4.0/5.0

**Expansion:** 4.0/5.0

**Overall:** 4.0/5.0

#### STAR RATINGS

**Graphics:** 4.0/5.0

**Sound:** 4.0/5.0

**Expansion:** 4.0/5.0

**Overall:** 4.0/5.0

## CONSOLES

### ATARI LYNX

**Package:** Lynx, Play sticks for peripheral and rechargeable California Games.

**Price:** 100-150.

**Cartridge Memory:** 64K.

**Recommended Retail Price:** 175.00 (Lynx) with peripheral, 125.00 with peripheral and game.

**Comments:** Most PC (101-1000) 8001.

#### IN BRIEF

Designed by the men behind the

Amiga, the Lynx is an amazing hand held. With a 64K-RAM, the Lynx is opening fire and - if the rumours are to be believed - is likely to take off in the States. It's not, without competition, the Gamegear, but the Lynx 100, but makes up for it with smaller unit size and TV adapter.

#### GRAPHICS

**Resolutions:** 160 x 162.

**Formats:** 4000.

**Colours:** 16.

**TV:** No.

#### GRAPHICS

**Resolutions:** 30 x 18 characters.

**Colours:** 16 grey shades.

**Monitor Supplies:** Yes - LCD display in its ambient light.

**Speakers:** 80 Hz 8 pin speaker.

**Speed:** Fast for what it is.

#### SOUND

**Speaker Quality:** Depends on headphones.

**Screen Outputs:** Yes.

**Performance:** Plays a lot better than it looks.

#### HARDWARE

**Speakers:** Built-in 8-pin speaker.

**Ports:** Headphones, external, machine interface.

#### SOFTWARE

**Price:** 120-15.

**Cartridge Memory:** 64K.

**Expanding Software Base:** The best for any handheld.

**Current Software:** Increasing.

**Prospect:** Excellent.

#### BUYLINES

**Best Buy Price:** As 800.

**Best Deal Availability:** Some competition, but Gamegear is the main.

**Maintenance:** One year's warranty.

#### STAR RATINGS

**Graphics:** 4.0/5.0

**Sound:** 4.0/5.0

**Expansion:** 4.0/5.0

**Overall:** 4.0/5.0

## NINTENDO SUPER FANCOM

**Package:** Console unit, controller unit and Super Mario Bros.

**Price:** 175 (MSX) 250 (VGA).

**Cartridge Memory:** Not known.

**Recommended Retail Price:** 175 (Japan price + 1500).

**Comments:** Local dealer.

#### IN BRIEF

With the weight of all powerful Nintendo behind it, the Fancom is certainly fast. Although not quite superior to the Sega Mega Drive, certainly it's the game that impresses - notably the bundled Mario World which will do double help (also no MSX) and P-Dem. This unit, there are other fast buffers among the game (Big Ben, anyone?) but it's still early days yet. The Super Fancom's enormous game potential has barely been realised.

#### GRAPHICS

**Resolutions:** 172 x 172.

**Formats:** 16, 64.

**Colours:** 16.

**TV:** No.

**Monitor Outputs:** Yes.

**Monitor Supplies:** No.

**Speakers:** 16.

**Speed:** Remarkable.

#### SOUND

**Speaker Quality:** Depends on TV/monitor.

**MSX:** No.

**Screen Outputs:** Yes.

**Performance:** 8 channel stereo 16 bit FM synthesis.

#### HARDWARE

**Speakers:** Supplied.



Whether you are buying  
or selling - look no  
further than the Pink  
pages.

For further information on  
advertising call Tina Zanelli on  
071-251-6222 Ext 2483

## STOP PRESS...STOP PRESS...STOP PRESS

The October issue of ACE will be  
on sale at the ECES at Earls  
Court 2 (6-8 September)  
Look out for us at the  
Empag Images stand!

Applications are now being accepted for

## F19 THE STEALTH FIGHTER CLUB

"The objective of the flight qualification program is to  
provide a qualitative level of ability award for efforts  
and achievement for all who enjoy flight  
simulation entertainment".

Security Clearance necessary (TOP SECRET)  
NEED TO KNOW ONLY



For information send Self-addressed envelope to  
Special Observation Group  
7-11 Kensington High Street, London, W8 5NP  
Tel: 071-793-3651

### SUPER FAMILCOM

## SUPER FAMILCOM



**T**otally a revolution! Only you  
decide to make your favorite  
games run more smoothly on the  
Nintendo console. It is by now you a  
best-of-breed of the latest video world  
only for the Super Famicom without  
needing to invest extra cash or shuffling  
cables...

The Super Joy Card from Hudson Soft  
takes the compact version of the  
Nintendo controller that comes with your  
machine. For around £10, you get an  
extra external controller for each of the S.F.  
3 and Super Famicom. Contact Hudson Soft on  
01-263-13-0240 (A20) for further  
details. That's a great Japanese title and  
up to scratch!

For the same price as the Super Joy  
Card you could go for the slightly less  
advanced option Super Commands. This  
only has a single plastic for selecting  
normal, turbo or continuous fire on the  
buttons. More information: At Selection

and Super Turbo add on controls for the  
Super Famicom.

My personal favorite at the moment,  
KIDZ Pak, comes in at just over £12 and  
features individual turbo and auto-  
selectors for all six buttons. Additionally,  
there's a slow-motion capability which  
works for all games like Final Fight and  
Ghosts'n Goblins. All in all, a great addition to your  
handy edge over other players.

As the big brother of Super Famicom  
replacement cards, look no further  
than the J1 King from Hudson Industries.  
This deluxe device is the Holy Grail of  
game controllers and even incorporates  
rotary dials to independently adjust the  
rate of fire. For real edge, the J1 buttons  
are located on a disc which can be rotated  
around to suit the button configurations  
of different games. Oh, I nearly forgot  
to mention the rubber shoe rest for  
your feet and the fact that the directional  
pad has been replaced by a compact  
microswitch device. There's no mistaking  
it, this baby is class. J1 King costs  
around £20.

### IT'S SHOWTIME

Let's go on with the show. The recent  
Nintendo Show at the National Motor  
International Exhibition Centre was the last  
show of Tokyo quality found not to be  
showcase for the next generation of  
Super Famicom video games.

Over 50 Japanese software houses  
were displaying the latest wares for the  
Famicom, Gameboy and Super Famicom

video game systems. There were nearly  
30 titles for the 16-bit machine among a  
total of 150 games on display.

Super Shogun Ghosts was probably  
the best Super Famicom release there,  
though even Super R Type grabbed  
viewer attention after they had seen  
the sights and sounds courtesy from  
Capcom. Another fairly fresh and look-  
ing good.

The designers at Square - yeah I know  
it's a stupid name for a software company  
- have used Graphics Wonder 2 to pro-  
duce a real-time looking effort on the  
handicaps in Final Fantasy II. Players  
are treated to a massive eight megabit  
cut with the very best Japanese role-  
playing games. The sort of quality  
doesn't come cheap as Final Fantasy II  
costs a hefty ¥9,000 (around £15). By  
the way, it's not unusual for perfect  
to game for hours outside their local soft-  
ware companies when a Final Fantasy  
game is first released.

When's Super Professional Baseball  
and Game League Baseball from  
Capcom are made for the attention of  
wonderful baseball fanatics. Tom  
Sandoz, one of the stars from Texas Men  
and a baby, is about to appear in a tele-  
vision film about the Japanese baseball  
world. And you can't wait!

You've probably never heard of the 3D  
Gunaim animated characters, but they're  
a cut in to Super. Part of the Super  
Transformers line, these battle robots  
are more popular in this country than  
Transformers. Super Transformers are a

British 'being' advantage of the local  
marketing opportunity. Supermodel has  
developed 3D Battle Judgment. The  
result is a very beautiful war of sports  
between the 3D robots and other famous  
Japanese cartoon characters of Super  
days. You may not recognize some of  
them from the myriad of Godzilla movie  
series, but were made during the  
1970's. Who said Japan isn't a country  
of culture?

### KICK OFF SCORES!

Regarded as the best football simulator  
of all time, Kick Off on the Super  
Famicom should be on the shelves  
of Super as you read this. One attempt  
to beat a country may take a little longer  
than from the name change to Pro  
Soccer. It's apparently played in any  
transfer from computer software to  
video game cartridge (imagine it's fol-  
lowing the program). This attempt cannot  
conceive how has already enjoyed  
considerable success with the latest  
ing Super Famicom adaptations of Kick  
Off and Football. Will Kick Off make the  
next big hit?

Will you Computer system? You  
need on Japanese players can't  
keep up of Pro's great game of foot-  
ball. Another source told me the game  
was a little slower than the computer  
version. Nevertheless, I can't wait to  
give it a go. Best!

# HOT OFF THE SHELF

Do you know, I hate writing the intro to *Hot Off The Shelf*. I mean take this month, for example. What on Earth is there to say about the Merry Month of... er... September? Nothing, that's what!

Surely you know the score by now: the top games from the last three months sliced 'n' diced for your delectation. Oh, and there's a smattering of classics too. Read on...

**BATTLE DRESS 2**  
Electronic Arts ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £29.99  
Secret-its spread from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which introduces some new moves, has a new loading the board (which some pieces can't cross) and limits the King's movement to an

'Imperial Palace'. As before the board's viewed in 3D, with all the pieces 'taking' each other in a variety of amusing and well-aimed manners. While a bit slow and irritating (turning those Poppies due to all the die imaging), a hard disc (which the game is better faster and more fun) than normal Chess. A game that should keep even the most jaded Chess fan happy.

■ ACE RATING: 800 ON 800 PC

#### BOULDERBUSH

Victor Munkel Industries ■ Gateway £1400 (Import)  
Yet another ideal from the aging Ollé's catalogue of great games. Hey kids, remember this? Guide cute and cuddly Rockford around (perhaps that's jargon-speak for more than can be counted on one hand) mazes of boulders and enemies in pursuit of diamonds. But, best 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 8-bit handheld wonder.

■ ACE RATING: 900 ON GAMEBIT

#### CHUCK YEAGER'S AIR COMBAT

Electronic Arts ■ Amiga £79.95 ■ Atari ST £79.95 ■ PC £29.95  
The two previous Chuck Yeager games were exemplary in every

respect and this time were no game. First for the Ban-the-Bomb! (Ban-Flowers-in-Your-Hair) brigade, but more than a little disappointing for the rest of us. This latest outing with the glorified old jet refiller that exploded... and much more besides. Flies can fly 'planes from other WW2, Korea or Vietnam in a number of missions. Even more fun is the ability to pit, say, a Mustang from WW2 against a Phantom from Korea. High realism means this isn't one for the jock up 'n' play brigade, but it's a fine purchase for those not looking for a challenging and long lasting experience.

■ ACE RATING: 900 ON 800 PC

#### F-14 TOMCAT

Activision ■ Amiga £79.95 ■ Atari ST £79.95 ■ PC £79.95  
One can't help feeling that F-14 Tomcat is going to have something of an uphill struggle to be noticed, what with the recent release of a whole slew of top-notch flight sims, such as US Gold's *Flightline II* and Chuck Yeager's *Air Combat*. To be perfectly honest, F-14 is inferior to both these competing titles, but it's still a high quality product. The biggest concern is that it's very hard to lose. Eject and let the jet crash into the desert and nine times out of ten Command will return you to active duty without even a blinking off.

■ ACE RATING: 814 ON 800 PC

#### FLAMES OF FREEDOM: MIDWINTER 2

Midwinter 2 ■ Atari ST £24.99 ■ Amiga £24.99 ■ IBM PC £79.95  
You're in a Challenge. Here do you suit up a huge game like *Footy The Big Game* has set in, and Midwinter is now Agents, the island HQ of the Atlantic Federation. You play one of their crack agents with the task of suppressing an impending attack by the evil Sabrejet Empire. The majority of the game takes place in a massive solid-3D world, with your job able to use any mode of transport (both may come in handy, everything from air-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: 900 ON 800 PC

#### HO SPORTS (SOCCER)

Midwinter 2 ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £24.99  
This soccer clash between two solid-polygon generated pugilists is the best rendition of the 'modern' art, yet seen on a home computer. The use of polygons allows the action to be viewed from absolutely any angle, and a clever playfield option allows you to watch that strike appear out again and again. Highly realistic, some great polygonised expressions of anguish on the fighters' faces, a huge range of moves and a lot of work to be put in if you're to become World Champ!

■ ACE RATING: 900 ON 800 PC

#### ROGUE

Brogade ■ Amiga £25.50 ■ Atari ST £25.50 ■ PC £79.95  
Brogade crash into the game's scene with this, their first release - and what a corker it is! Set in Ancient Greece, the player controls a bulky warrior who must be guided through four levels of platforms, monsters and puzzles to a face-off with something 'very scary' in the Underworld. Okay, so Brogade isn't his prize for the written-by-computer plot but the implementation is something else - superb graphics, intelligent aliens (and they are smart, too!) and bags of clever surprises and secret bonuses to discover. It seems

# NBS PUBLIC DOMAIN SOFTWARE



**WE'VE MADE YOU COOL, BUT WE'RE NOT DEAF!**  
We will send you the following software from our vast public domain software library.

Our software library is the largest of its kind in the world. We have over 1000 titles available for you to choose from. We have a wide variety of software available for you to choose from. We have a wide variety of software available for you to choose from. We have a wide variety of software available for you to choose from.

## LATEST PUBLIC DOMAIN

1001	1001	1001	1001
1002	1002	1002	1002
1003	1003	1003	1003
1004	1004	1004	1004
1005	1005	1005	1005
1006	1006	1006	1006
1007	1007	1007	1007
1008	1008	1008	1008
1009	1009	1009	1009
1010	1010	1010	1010
1011	1011	1011	1011
1012	1012	1012	1012
1013	1013	1013	1013
1014	1014	1014	1014
1015	1015	1015	1015
1016	1016	1016	1016
1017	1017	1017	1017
1018	1018	1018	1018
1019	1019	1019	1019
1020	1020	1020	1020

**WE'VE TAKEN CARE OF YOU**  
We've taken care of you by providing you with a wide variety of software titles. We've taken care of you by providing you with a wide variety of software titles. We've taken care of you by providing you with a wide variety of software titles.

**WE'VE TAKEN CARE OF YOU**  
We've taken care of you by providing you with a wide variety of software titles. We've taken care of you by providing you with a wide variety of software titles. We've taken care of you by providing you with a wide variety of software titles.

# AMOS

AMOS (Amiga Module Organizer System) is a software package that allows you to create and manage your own software library. It is a powerful tool for software developers and users alike.

1001	1001	1001	1001
1002	1002	1002	1002
1003	1003	1003	1003
1004	1004	1004	1004
1005	1005	1005	1005
1006	1006	1006	1006
1007	1007	1007	1007
1008	1008	1008	1008
1009	1009	1009	1009
1010	1010	1010	1010
1011	1011	1011	1011
1012	1012	1012	1012
1013	1013	1013	1013
1014	1014	1014	1014
1015	1015	1015	1015
1016	1016	1016	1016
1017	1017	1017	1017
1018	1018	1018	1018
1019	1019	1019	1019
1020	1020	1020	1020

**WE ALSO SUPPLY THE FOLLOWING**

1001	1001	1001	1001
1002	1002	1002	1002
1003	1003	1003	1003
1004	1004	1004	1004
1005	1005	1005	1005
1006	1006	1006	1006
1007	1007	1007	1007
1008	1008	1008	1008
1009	1009	1009	1009
1010	1010	1010	1010
1011	1011	1011	1011
1012	1012	1012	1012
1013	1013	1013	1013
1014	1014	1014	1014
1015	1015	1015	1015
1016	1016	1016	1016
1017	1017	1017	1017
1018	1018	1018	1018
1019	1019	1019	1019
1020	1020	1020	1020

## WE'VE TAKEN CARE OF YOU

We've taken care of you by providing you with a wide variety of software titles. We've taken care of you by providing you with a wide variety of software titles. We've taken care of you by providing you with a wide variety of software titles.

TELEPHONE ORDER DEPARTMENT HAS ORDER NOW

AMOS (Amiga Module Organizer System) is a software package that allows you to create and manage your own software library. It is a powerful tool for software developers and users alike.

that the images can do in wrong. Roll on Magic Peaks!  
+ **AGE RATING 100 ON AMIGA**

## HEART OF CHINA

**Dynamixian's ■ Amiga CT64**  
■ **IBM PC 149.85**  
Set in the 1920s Asia, you play Lucky, a lone pilot who's started turning to the bottle for solace. Desperate for money you accept the job of finding the kid-raped daughter of a wealthy businessman, a task that takes you deep into the heart of revolutionary China... It all adds up to a rip-roaring adventure through the East, featuring an exciting plot, the ability to switch between the steam, and avoids sequences, some gorgeous VGA graphics and highly atmospheric soundtracks. Every Dynamix release improves on the last, and Heart of China is no exception. An essential purchase for you PC.  
+ **AGE RATING 100 ON IBM PC**

## JETFIGHTER II

**Velocity's ■ Celer ■ Amiga CT64**  
■ **IBM PC 139.99**  
Designed by Bob Dierman of PA 18 Intersoft fame, this is arguably the best flight sim on PC. Boasting a huge 128 missions and some state-of-the-art 3D, the accent is firmly on playability rather than rigorous technical accuracy. One of the greatest features is the Adventure, in which you play a deadly game of tactical chess with an enemy invasion force, first flying an attack mission then defending against the enemy's counter-attacks, with the aim of driving the enemy forces back and eventually out of America.  
+ **AGE RATING 100 ON IBM PC**

## LEMMINGS

**Progress ■ Atari 129.99**  
■ **Amiga 124.99** ■ **PC 124.99**  
In an age of ever-faster vector graphics and smoother palette scrolls, Progress was the last company expected to release a simple-looking game based on the casual tendencies of some silly little rodents. The object of the game is beautifully straightforward - you must guide a certain number of lemmings to safety from one end of a perilous level to the other. You can endow chosen lemmings

with a range of special abilities, such as climb or dig, with which you can get them past traps and obstacles. Incredibly playable and addictive, it's a game that will hopefully encourage programmers to spend more time on a game's gameplay.  
+ **AGE RATING 100 ON AMIGA**

## LOGICAL

**Rainbow Arts ■ Amiga 124.99**  
■ **Atari 124.99** ■ **IBM PC 124.99**  
Will this game make you lose your marbles? This latest addition to the ranks of arcade puzzles presents the player with a 'board' made up of gulleys and rotatable dials. Marbles roll down the gulleys and can be shifted into one of four slots in each dial. The aim is to explode all the dials on the board by filling all four dial slots with marbles of the same colour. It all starts so easily enough, but later levels feature complications, and sometimes far too many to go into in the small space available here. Unfortunately addictive.  
+ **AGE RATING 100 ON AMIGA 12**

## MANCHESTER UNITED EUROPE

**Orbita ■ Amiga 129.99** ■ **Atari 124.99** ■ **PC 129.99**  
With the original Manchester United selling over 100,000 copies, I suppose it's a bit inevitable. This time around you can try and take The Boyz' 13 victory in the UEFA, European and Cup Winners' Cups. The game is played in real-time (30-60), and while it's not the fastest forty game around (the classic 100' Off still holds that title) it's without doubt the greatest, with a wide range of animations for nearly all the forty moves. Add the polished on-screen graphics front and some nice player manager elements, and you have a great all-rounder for any fan of the National Team.  
+ **AGE RATING 100 ON AMIGA**

## MATTIAN DREAMS

**Cryptidreams ■ Amiga CT64 ■ PC 154.99**  
Some software doesn't come much crazier than this. By means of two controllers to go into them, the player is essentially shot through Space Wars inside a Java's home-inspired Space-Bullet. If this wasn't strange enough, also along for the ride are such con-

temporary luminaries as Sigmarl Fossil and Hilda Tard. Once crash-landed on the Red Planet, the adventure really begins, with vicious vegetables on the prowl, the survivors of a previous Bullet expedition to find and the ruins of a dead civilization to explore. Origin fans won't be disappointed and neither will anyone else.

• **AGE RATING: ESR-04 (M) PC**

#### PIPE DREAM

Duocellum • Gameby (25 Import)

Most readers will probably be more familiar with the 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 widths of pipe 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 set number of pipe sections then it's game over. Later levels introduce directional pipes (the Flow MUST flow a certain way) and obstacles. Infortunatlyy additively it's the sort of game the Gameby was designed for.

• **AGE RATING: ESR-04 ON GAMEBOY**

#### POWERMONSTER

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 300 islands, ripe for conquering.

Unfortunately the current residents are not quite so keen on your enforced leadership, and will do all they can to nudge you (using a similar landscape to Popoia, 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: ESR-04 ON AMIGA**

#### PRINCE OF PERZIA

Broderbund/Somark • Amiga (24.99) Atari ST (24.99) IBM PC (24.99)

A game that could so easily go unmentioned and unfollowed by the shell-scarred 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 unpeeped levels of platforms, pits, spikes and warblers is quite excellent and life-like. And the gameplay, although it may sound unimpressive, is as good as the graphics. Some of the action has a real enjoy-able cliff-hanger aspect to it. Miss this and you'll be crying for another.

• **AGE RATING: ESR-04 ON AMIGA**

#### R-TYPE

BMJ • Gameby (24.99)

Import] In one fell swoop, this conversion of the classic coin-op matches the crown of Top Gameby Shoot-'em-up from hereon. All your old favourites are here: The Prince, beam weapon power-up, Diagon-escape end-of-level alien, frantic action, wacky palm exclamation. How do the programmers manage to pack so much into such a small package? Only BMJ have the answer! If there's one niggling fault it's the wailing soundtrack, which cuts out annoyingly everytime a

sound effect is played.

• **AGE RATING: ESR-04 ON GAMEBOY**

#### SARAGE EMPIRE

Origin/Amicorp • PC (34.99)

• Amiga (28A)

Using the Origin 3D interface, Origin have taken a side-step from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dimension-inferred Lost World. A good game well told and - hard to believe I know - actually better than Ultima IV.

• **AGE RATING: ESR-04 ON IBM PC**

#### THE SECRET OF MONKEY ISLAND

LucasArts/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 joining a nice little series for Lucasfilm. You play Gnomon Threepwood whose ambition is to become a fully-fledged pirate. This entails a lengthy (30 hours) a lucasfilm's

# Studio Software

The **BEST** choice for all your computer needs.  
20 Oldfield Circus, Off Whitton Avenue  
West, Northolt, Middlesex.  
Telephone 081 423 8773

Opening Times: Mon-Fri 9.30am - 5.30pm (orders and enquiries)  
7.00pm-8.30pm (orders only)

THESE ARE JUST A FEW OF THE MANY  
GAMES THAT WE HAVE ON OFFER FOR  
ALL THE CONSOLES AVAILABLE

## SUMMER SIZZLERS AUGUST/SEPTEMBER 1991

Origin Magazine	100	175.00
Amiga	100	175.00
Amiga	100	175.00
Amiga	100	175.00
Amiga	100	175.00
Amiga	100	175.00

### TOP 11 GAMES FOR INDIAGORIVE

Melody Maker	120.00	120.00
Managers Footstar	120.00	120.00
Boxerline Plus	120.00	120.00
Super Football	120.00	120.00
Super Football	120.00	120.00
Group	120.00	120.00

Super Games (see prices with best buy games)  
All prices include VAT

### NEWSGAMES

Super Mario	120.00
Super Mario	120.00
Super Mario	120.00

### TOP GAMEBOY GAMES

Super Mario	120.00
Super Mario	120.00
Super Mario	120.00

## ★ EXCLUSIVE ★

We are now taking orders for the SGGH-040404 machine at a cool price of £200 (please note that ordering will take us to 3 weeks) SEND NO MONEY NOW - CALL FOR DETAILS

### ALSO

Buy either a Magazine or Fansize and you will be entered into our third prize giveaway.

Five months of £500 swankies given away each month. (1000 entry by making a reservation of this game & mailing) AND FINALLY FOR A CHRISTMAS CRACKER PHYSIC 19908 If you like being given money then buy one of these (SEEK MATCHED).

### HOW TO ENTER COMPETITION

All you have to do is buy your machine from Studio Software, your details will be entered automatically. All winners will be notified after the competition.

Remember if you're not in you can't win.

Amiga and Atari computers  
At a special price available to

**STUDIO SOFTWARE COMPUTING**

All prices include VAT unless otherwise stated.

estimate) quest through a world populated by sunny knives-and-pointed-out-throats. Game interaction is made easy thanks to the single point-n-click control, by tames both terse and funny, the absorbing atmosphere is only slightly marred by the overuse of the 'TM' symbol. **ACE RATING: 5.0/10 (AAA)**

#### SONIC THE HEDGEHOG

Sega/Virgin ■ Magazine £34.99  
 Aaaaah, Sonic the Hedgehog. At last a quality title for Sega's little black beauty that really shows what the machine can do in the hands of the inspired. It certainly makes up for the likes of *ConQuest* and *Lightning*. Believe me, you've never seen a platform game move this fast. And thankfully, clever game design has ensured that high speed doesn't mean that high speed doesn't mean that high speed! But better than Mario? Well, perhaps not, it lacks the Nintendo giant's depth and long-lasting challenge. But it's a cracking game, never-the-less, and you'd be a right fool to miss it. Can't wait for *Sonic 2*? **ACE RATING: 4.0/10 (BGA-B)**

#### STRIDER

Sega/Virgin ■ Magazine £26.95  
 This coin-up conversion was reviewed some time ago on home computers. Thankfully, the magazine incarnation is supremely superior - if you don't know better you'd swear you were playing the arcade machine. In other things you do jump and tumble through levels of arcade-perfect action. Scoring for its graphics, sound and gameplay, *Strider* is a must-buy for any Magazine owner. **ACE RATING: 5.0/10 (AAA)**

#### SUPER MARIO LAND

Nintendo ■ Super Famicom (via dual grey-import console)  
 Could this be the best platform game available? The game follows the astrologically never-ending adventures of Mario, as he jumps and jay-rides his way through 100 sub-levels of platform action. What makes the game so special - apart from its superlative graphics, stunning sound FX and super-satisfying control - is the never-ending variety in the gameplay; it's not all just running and jumping. Complete this and you can con-

sider yourself a real games supremo. **ACE RATING: 5.0/10 (AAA)**

#### SPACE QUEST IV

Sierra On-Line ■ Atari ST £29.95 ■ Amiga (IT&S) ■ IBM PC £34.99  
 Top-Quality govtball space adventure with lots of humour and minimal dithering around. Sierra have managed to combine excellent graphics and a brilliant-yet-comprehensible time-travelling story line. Guide Roger Wilco through a roller-coaster adventure involving absolutely no typing and some excellent puzzle design. Every location contains a surprise! But too good! If you own a slow PC, and is virtually unobtainable from floppies. Otherwise, a pretty essential purchase if you can put up with the constant crashes. **ACE RATING: 5.0/10 (AAA)**

#### WING COMMANDER

Origin/Mindscape ■ Amiga (IT&S) ■ PC £24.99  
 Another 3D space combat game, but radically uses all cutting-edge and digitised

graphics for the spaceships. They rotate, shrink and grow with amazing speed and fluidity. Animated scenes punctuate the action and present the first true cinematic experience on a home computer. The multitude of missions mean there isn't a game of surface gloss. Sadly only best appreciated on the high speed PC. **ACE RATING: 4.0/10 (BGA-B)**

#### WONDERLAND

Majesoft/Orion ■ Amiga £29.95 ■ Atari ST £29.95 ■ PC £34.99  
 The Sorlis, having stolen the world with *The Ages* way back in 1983, return with a new classic. An adventure game based on the famous novel *Alice in Wonderland*, the plot follows the book enough to retain its velvet texture but not so closely as to make it unattractive by simply knowing the story. The length test, featuring with hundreds of tough-but logical puzzles, is accompanied by a number of stunning animated graphic scenes. The future of adventure games is here, an essential buy. **ACE RATING: 5.0/10 (AAA)**

## SATURN SOFTWARE

3 Woodland House, Woodland Rd  
 London N11 1PN  
 Tel: 081-368-2701

Title	Rating	Title	Rating
Aladdin	4.5	Blade	4.5
Aladdin II	4.5	Blade II	4.5
Aladdin III	4.5	Blade III	4.5
Aladdin IV	4.5	Blade IV	4.5
Aladdin V	4.5	Blade V	4.5
Aladdin VI	4.5	Blade VI	4.5
Aladdin VII	4.5	Blade VII	4.5
Aladdin VIII	4.5	Blade VIII	4.5
Aladdin IX	4.5	Blade IX	4.5
Aladdin X	4.5	Blade X	4.5
Aladdin XI	4.5	Blade XI	4.5
Aladdin XII	4.5	Blade XII	4.5
Aladdin XIII	4.5	Blade XIII	4.5
Aladdin XIV	4.5	Blade XIV	4.5
Aladdin XV	4.5	Blade XV	4.5
Aladdin XVI	4.5	Blade XVI	4.5
Aladdin XVII	4.5	Blade XVII	4.5
Aladdin XVIII	4.5	Blade XVIII	4.5
Aladdin XIX	4.5	Blade XIX	4.5
Aladdin XX	4.5	Blade XX	4.5
Aladdin XXI	4.5	Blade XXI	4.5
Aladdin XXII	4.5	Blade XXII	4.5
Aladdin XXIII	4.5	Blade XXIII	4.5
Aladdin XXIV	4.5	Blade XXIV	4.5
Aladdin XXV	4.5	Blade XXV	4.5
Aladdin XXVI	4.5	Blade XXVI	4.5
Aladdin XXVII	4.5	Blade XXVII	4.5
Aladdin XXVIII	4.5	Blade XXVIII	4.5
Aladdin XXIX	4.5	Blade XXIX	4.5
Aladdin XXX	4.5	Blade XXX	4.5

## ARCADE GAMER

Trading World Shopping Centre,  
 131 Broadway,  
 Bexley Heath, Kent. DA6 7HE  
 \* SHOP : TEL 081-298-0226  
 Open Mon-Sat 9.30-5.30 pm

**VIDEO GAME SPECIALIST**  
 In store Demonstrations  
**"YOU'VE PLAYED THE TOYS NOW PLAY  
 THE REAL THING"**

### POWERCADE

HOME ARCADE MACHINE -  
 BURN ARCADE GAMES (PC/IB)

Only £267 includes delivery

PC/IB from £24.00. We buy and sell PC/IB. We can always advise you PC/IB centre. Selection of PC/IB in stock.

Game Title	Price
Aladdin	£24.00
Aladdin II	£24.00
Aladdin III	£24.00
Aladdin IV	£24.00
Aladdin V	£24.00
Aladdin VI	£24.00
Aladdin VII	£24.00
Aladdin VIII	£24.00
Aladdin IX	£24.00
Aladdin X	£24.00
Aladdin XI	£24.00
Aladdin XII	£24.00
Aladdin XIII	£24.00
Aladdin XIV	£24.00
Aladdin XV	£24.00
Aladdin XVI	£24.00
Aladdin XVII	£24.00
Aladdin XVIII	£24.00
Aladdin XIX	£24.00
Aladdin XX	£24.00
Aladdin XXI	£24.00
Aladdin XXII	£24.00
Aladdin XXIII	£24.00
Aladdin XXIV	£24.00
Aladdin XXV	£24.00
Aladdin XXVI	£24.00
Aladdin XXVII	£24.00
Aladdin XXVIII	£24.00
Aladdin XXIX	£24.00
Aladdin XXX	£24.00

We also stock:  
 - THE NEW GEN  
 - SEGA 16 BIT MAGAZINE  
 - SEGA MASTER SYSTEM  
 - SEGA GAME DEAN  
 - NINTENDO SUPER FAMICOM  
 - NINTENDO ENTERTAINMENT SYSTEM  
 - NINTENDO GAMES  
 - PC ENGINE  
 - PC ENGINE CD ROM  
 - SHOCKER

We game and accessories for the above machines  
 Mail Order welcome - fast delivery  
 We take: Amiga, Atari, Commodore, Sega, Nintendo



# FICTION

McFrame again, after reading to these pages for five years in the daily and other magazines for girls to read when they're having a coffee break. We're sure that you, like us, are enthralled and fascinated by the plots of today's computer software, and wish that every game you could buy would have one of those fantastic novella things inside. And so, gather your favourite water cushions around you and ready yourselves for this month's blistering tale of passion inspired by Virgin's latest publisher Jimmy Blizard's *Blackmail* (Booker... oh), and a bit of Backdraft.)

## LOVE ON THE GREEN BAIZE

By Sir Douglas and Gary White.

**AUTHORS' NOTE:** We had some complaints last month from a few readers who had problems reading the small text, so this month come to you in a special Large Print edition.)

August 27th 1876. The sky-blue silk of Rex Huxagon's dress-shirt stretched imperceptibly to accommodate the 6'4" player's almost equally athletic shape. Learning over the back of one of the darts and oak-arms that to come was a snooker table that to Rex was to whole life, he drew back his freshly chalked cue and noted it in the groove of his unusually handsome left chin. Rex was about to break off in the biggest match of his career. And although no-one, not the packed crowd of predominantly female fans, not Rex's gorgeous and adoring wife Tess, and least of all Rex's twin flaxen-haired darlings, his boys Gus and Rex Jr, knew it yet, it was about to become the match which would change all of their lives. Forever.

Eyes gliding up and down the cue like laser sights going up and down something, Rex's eyes performed their regular routine with featureless accuracy, ensuring everything on the table was as it should be and preparing for the immense mental calculations necessary to observe every nocket, bounce and tangent that would result from his initial shot. Rex alone could appreciate the geometric beauty resulting from the chaotic cascade of colour swirling from the break.

In slow motion Rex flexed his pectoral and his other muscles too and drew back the cue. And with almost biblical force and concentration he smote the cue ball with

his stick, driving the ivory sphere up the table and into the back of rack. In a flash Rex was up and dialling his cue again, beating his greasy opponent with a withering glance. Rex straddled around the table like a big lion, every inch of his taught frame rippled and ready to sink a ball or smother a crocodile. No-one could ever be quite sure.

Twenty minutes later, after a lesson on getting and cue-control which left the novice reeling with perspiration and the man feeling immobilised and incompetent, Rex was clearing his cue with his towel and sipping a glass of cool but lemonade, not that he needed it. He was one frame up and on a roll. He even allowed a brief smile to cross his normally stern yet undeniably handsome lips. Rex was feeling good. He would win this title, collect the prize money and take the wife and kids away on a big expensive holiday. Life was sweet. He flashed his cat-like blue eyes up into the audience where Tess sat. She waved her little handkerchief at him and mouthed "I love you" through her tears of joy and love and delicious, all-enveloping happiness.

As hard-but-fair referee Ian Jones raked the reds and rolled around with the black ball, the players sat contemplating the next frame. Well, Rex contemplated the next frame. His opponent, a player whose name he didn't bother to catch - one footshot pot just seemed very much like another - simply sat wondering whether he should give up now. They'd always joked in his local snooker club and even in the practice matches about the instant defeat and humiliation guaranteed whenever a player went up against the five. But he never thought he would have to face it so soon.

Then, as Rex upped another mouthful of his thirst-quenching trademark lemonade he felt an icy jab of pain grip his body. Moaning down his left side and up into his brain, the pain's evil tendrils enveloped and pierced Rex's warm and loving heart, opening it until he thought it may collapse. Unable to draw attention to what may simply be a bit of cramp, Rex rose to his feet. In the spontaneous and generous applause of the audience) and took a couple of unsteady steps towards the table.

But Ian gently jolled Rex in the arm, not overlooking his great friend and master's joke. But this was no joke. The audience gasped and women cried as the 7'11" frame of towering snooker player

tumbled like a huge, magnificent Cedar tree onto the baize, shattering the darts and sending balls flying into the air.

Agog with horror and surprise, Gus and Rex Jr sat in the audience and watched their dad slip away before them. And as the crowd rose to their feet and began to scream and wail and cry because they knew their hero had gone forever, the boys silently and solemnly formed to each other and knew that what they must do.

1999.

The black limousine rolls backward gently back and forth on its super-cushioned suspension and the rear-most door opened with a hydraulic hiss. There was a momentary glint of immaculately-polished patent leather as Rex Huxagon, 1m6 leg extended from the luxurious darkness of the limo and his £2000 Gucci connected with the moonlit pavement. Then, the rest of his Conan-like body, which threatened to burst out of its shiny black tuxedo at any time, unfolded and he stepped out onto the street, only to be blinded by what seemed like a thousand brilliant flash bulbs and deafened by the combined screams of journalists desperate for an interview and fans begging for a closer look of their idol.

With a very smile that suggested knowledge and worldliness far beyond his 25 years, Rex surveyed the frenzied scene around him and sighed as his brother, the equally handsome, muscular and talented Doc emerged from the other side of the motorcade, accompanied by another wave of flash-gopping and more screaming and shouting. Doc remembered hearing that three entire police forces had been transferred in from the suburbs to cope with the tremendous crowd control operation, and he could see that they were doing a sterling job of holding back the enthralled masses, even though a few of the more obstinate ones had brought along home-made sticks and slip-guns in an attempt to get close to their gods of the green baize.

Doc glided around the car to meet his twin brother, the diamond-studded hairpins of his hairdressed Armani ensemble suit glinting in the pale moonlight. He opened his mouth to speak to Rex, but was interrupted by the flashing of red and blue lights and the wail of police sirens from behind him. He turned to see several

police motorcycles turn into Sheffield High Street) and smile towards him, ahead of an armed police Sterns and two custom-built Terminator suits. Both Dex and Rex knew that the cops contained their cues for tonight's doubles match against their street rivals - Bob and Bob Dogdish, the most fanatical and despised players in the sport. As the specially transferred SAS commander proceeded with the exacting security operation of transporting the two state-of-the-art million-dollar cues from the street into the famous Crucible Centre, Rex turned to Dex and placed his hand, which had been insured for an amount to obscure to even think about, on his brother's shoulder and looked at him.

"I only did could see us know," he said proudly.

"Yeah," his brother replied, and with that they made their way up the marble steps under armed guard towards the entrance.

The Dogdish brothers were already there, snivelling and being generally woeedy as they changed into their all-black snooker kit. Even the hems and lace on their fake Carter watches were black-on-black. It was their lastest trademark. Bob sneered again as he wiped his elbow on with the black towel and looked at his brother, who was doing the same.

"These poshy Hexagons," he said. "As long as they're around, we'll never get to the top of the professional snooker ladder. 15 years ago we did their best so so to get our dad Bob for the world championship trophy by default, and what happened? Those bloody twins stole of his turn up and jointly win the world cup at the youngest age ever! I mean whoever heard of 15-year old world champions, for God's sake?"

"Relax, Bob," said his brother, who has cracked his teeth on a swing when he was seven and had a permanent, incurable and very embarrassing limp as a result.

"Tonight we will ensure that those poshy Hexagons will never bother our again. Tonight we will be the champions of the world! HA HA HA HA!"

"Yes, well," retorted his brother, somewhat cynically. "You realize that this all depends on our diabolical plan working according to plan. I mean we haven't got a hope in hell of beating them fair and square."

"You're the pessimistic," said Bob calmly. "Everything will be fine, you'll see. Once we have successfully framed with Hexagon twins, we'll be home free. Nothing can go wrong."

"I hope you're right," his brother replied.

The hush as the Dogdish brothers entered the packed auditorium and took their seats was remarkable - nobody cheered, clapped, stood up or even acknowledged the existence of the two challengers. Even

the referee (an Jewes refused to shake hands with them, so was customary on these occasions, because they were so young, just to make his feelings known, he trod on Bob's toes as they passed and spat a blob of thick sticky phlegm into Bob's water jug).

The hushed silence turned at once into an ear-splitting crescendo as the Hexagon brothers drifted into the arena stadium (the renovations had taken place a year previously to accommodate the 500,000 extra fans who had flocked to the sport since the arrival of the Hexagons) and took their seats. The two brothers noticed that this crowd could sometimes get a bit briscone - they always had to wear earplugs to protect themselves from the 500-decibel applause and trying to get in your seat while the referee crawls after you, frantically trying to close your shoes for you.

After about 20 minutes the applause finally started to die down, and the Crucible stewards came on to collect the bouquets of flowers, leery undergarments, paper money and toilet rolls. After the game the Hexagon Memorial Foundation would distribute the goods to needy handicapped children around the country.

When the stadium was finally quiet, save the sound of an airless gasping fan overhead, the referee introduced the players - again the same dour silence for the Dogdishes - and set up the first frame.

The Hexagons, of course, won the toss. But as Rex (who always read off the) adjusted the calibration on his cue's telescopic laser sight and adjusted the position of the cue ball, Bob Dogdish broke the silence by leaping from his chair and screaming at the top of his voice, "Stop the game!"

Everybody sat wide-eyed as Dogdish snarled confidently across the arena. What was this outrage?

"Ladies and gentlemen," Bob began, as he opened his waistcoat and reached into his inside pocket. "I am sorry for this interruption, but I have an important announcement." He continued to walk across the tile floor until he was standing nose to nose with Hexagon. He sneered, then pulled from his waistcoat pocket an A4 envelope.

"An announcement," he continued, "which will change the face of snooker as we know it and send the Hexagon twins into exile for ever!"

**WHAT IS DOGDISH'S ANNOUNCEMENT? WHAT SECRETS DOES THE MYSTERIOUS ENVELOPE HOLD? IS THIS THE END FOR THE HEXAGON TWINS?**

**DON'T MISS NEXT MONTH'S EXCITING CONCLUDING EPISODE OF... LOVE ON THE GREEN BLAZE!**

## BE A SUCCESSFUL WRITER!

Would you like to see your short story in print? ACE Fiction is looking for aspiring young writers to contribute to this exciting new section, so if you fancy yourself as a budding Tom Clancy, Harold Robbins, Jackie Collins, Mark Twain, Douglas Adams, Iain Banks or Victor Hugo, here's your chance to prove yourself to the literary world and perhaps get snapped up by a top publisher! And even if you don't take the fiction world by storm, you could still emerge a winner, as there's a software prize for every story we use!

There are few conditions for entry. You can submit your story handwritten or typed but it must conform to certain guidelines. It MUST be at least 500 words in length and no more than 2000. It MUST be based on the scenario of a computer game (old or new) and it MUST be good. Other than that it's up to you!

So come on, dive in! What's to be afraid of? Send your fiction to us at ACE Fiction, Priory Court, 30-32 Farmingdon Lane, London EC1R 3AU. And ACE readers could be reading your stuff next month!

# SHOP WATCH

I was interested to read a letter from Microsoft in the last issue of ACE regarding the steady stream of fax caps appearing in computer shops. However, I am not going to make the mistake of attempting to defend the individuals responsible, since there will surely be other faxes to catch other and you guess rather than vice versa an interesting fax stream on the other side of the country. Yes, there are bad copies of shops, but the vast majority are first class, first class and first class. And, incidentally, I do think the customer, after making software purchases unenthusiastically following the editor's response to his letter in a recent magazine edition. But surely the most appropriate response is to persuade, not to punish, isn't it?

There are enough alternatives around for the majority of people not to be buying any a place they believe not to be a genuine bargain, rather than the fact would rather have to change in the in a few more years since the customer decides which business to patronise and which not to visit, please. How does that mean your custom, anyone who leaves his customer (I) his intention to be treated on a ready computer if he has an article shop.

It is not suddenly a disaster for the good

## The Longhorn Strikes Back!

Microsoft's old policy would be able to give us the chance to get out there to see their speed the word.

ACE mentioned how many users Microsoft's letter in a magazine called *Microsoft* (which was supposed to keep things on the side of things). I actually thought quite well, unfortunately, that Microsoft is still getting general criticism in computer stores with the help of the thousands of reviews in computer catalogues and also to change various aspects of the software made for the benefit of consumers. It is a reasonable expectation, especially the members pay a fee to get out and spend the time of their lives. For the company the "bad" reviews will be a constant stream. And that is not to suggest that every bad review is a valid one, but that there is a better than average chance of them being a good one.

ACE also asked for examples of actual physical stores or customers by name. Well, if the working individual who has written our story, Angus, took a hard line because he is not fast here in the store then I'll happily get the name of a fly by night fly by leaving and will not be able

to answer words, but you'll work out the best items, examples for the shop going to be, and correspondence, every time we expect a correspondence that I can't do so simply, after the fact.

And, as you have seen, our customer's (representing) our magazines to the office, and that is not to say that we are not willing to do the best we can to help you.

And, as you have seen, our customer's (representing) our magazines to the office, and that is not to say that we are not willing to do the best we can to help you.

And, as you have seen, our customer's (representing) our magazines to the office, and that is not to say that we are not willing to do the best we can to help you.

And, as you have seen, our customer's (representing) our magazines to the office, and that is not to say that we are not willing to do the best we can to help you.

And, as you have seen, our customer's (representing) our magazines to the office, and that is not to say that we are not willing to do the best we can to help you.

There, it is a little after the end. The fact that the question I've been asked

And, as you have seen, our customer's (representing) our magazines to the office, and that is not to say that we are not willing to do the best we can to help you.

And, as you have seen, our customer's (representing) our magazines to the office, and that is not to say that we are not willing to do the best we can to help you.

And, as you have seen, our customer's (representing) our magazines to the office, and that is not to say that we are not willing to do the best we can to help you.

# BACK ISSUES



Being the issue 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 price. Back issues, PO Box 996, Leicester LE19 6AA.

- **BLAZZ (COMMERCIAL) OPERATIONAL AWARENESS TRAINER**, similar flight simulator for the 286 Air Force by Thompson's. Uses flight software by Thompson's for multi-player mode. Features include networking for multi-player action, full keyboard and graphics window action. (p114)
- **BATTMAN (COMMERCIAL) SURVIVAL** is the world's first interactive hypermedia by Mega-Media. "Digital is the art medium of the future." (p100)
- **BUFFALO**, "the world's first complete com-

Here's a checklist of topics covered in some of our older issues - for a complete list of available issues, telephone 0458 410510 for more information...

- **COMPILED (COM) INTERACTIVE** is destined to become the entertainment and education medium of the 90s. (ACE10/11/12/13/14/15/16)
- **CHALK** our first multi-media principles (beginners to intermediate) and issue 24 for a preview of the Philips CD-ROM system.
- **CD-ROM** Commodore's attempt to bring multi-media to the mass market. An Amiga with built-in CD-ROM drive and CD audio capability, redesigned to look like a VCR. (ACE10)
- **COMING (COMM)** the world's first hypermedia training of Cyan Software's first issue. (ACE 23 for the full review, issue 24 for a feature on hypermedia, and issue 26 for general hyper-

- media coverage. New (COM) CD-ROM version featured in issue 26.
- **FLARE TECHNOLOGY**, one of Britain's Cambridge based games hardware engineers, their custom designed Flare One micro formed the basis of the iconic console. (ACE11)
- **FLUENT (COM) TOWERS**, a 32 bit 3D million colour computer with built-in CD-ROM drive, if you bought ACE 11 you will have seen one! (ACE11)
- **HYPERGAMES** like Gamma Omega and Gamma Digital feature are paving the way for CD-ROM entertainment. (ACE10/11)
- **INNOVATIVE VIDEO GAMES**, an alternative to CD-ROM. (ACE10)
- **INTERACTIVE**, a powerful British console with revolutionary built-in graphics software which could change into a drawing tablet, music like keyboard or computer game. Unfortunately failed due to a lack of marketing money. Features may get a new buyer is interested. (ACE10/11)
- **LIGHTNING SPEED**, three researchers from Cambridge Institute, IBM have developed an algorithm enabling them to generate graphical simulations of object's seen travelling at 99% of the speed of light. (ACE10)
- **MEDIA LAB**, British based research institute with an simple brief - "insure the future. People at the Massachusetts Institute of Technology (MIT) facility are working on computer generated programmes, interactive computer navigation and virtual reality their main interests. (ACE10)
- **NEOAGE**, the arcade based games console from UK in Japan, with storage capability for many games cartridges and PC card capability. (ACE10/11)
- **RENDERMAN**, the unique 3D graphics system by Pixar which creates polygons with procedural detail. (ACE11)

# SPEEDY-SOFT



**CREDIT CARD HOTLINE**

00423 207599

Open 24 hours 7 days a week

PCSA

AMIGA / ATARI / P.C.

### Games

We provide a search and buy service advertised in this magazine. Just tell us the price you will accept on the game and we will meet it. We are simply the best price you can receive.

### Business Machines

Amiga Business Machine 2000  
Amiga Business Machine 2500  
Amiga Business Machine 3000  
Amiga Business Machine 3500  
Amiga Business Machine 4000  
Amiga Business Machine 4500  
Amiga Business Machine 5000  
Amiga Business Machine 5500  
Amiga Business Machine 6000

### Hardware

Amiga Computer System 2000  
Amiga 500 1st Generation 1000  
Amiga 500 2nd Generation 1000  
Amiga 500 3rd Generation 1000  
Amiga 500 4th Generation 1000  
Amiga 500 5th Generation 1000  
Amiga 500 6th Generation 1000  
Amiga 500 7th Generation 1000  
Amiga 500 8th Generation 1000  
Amiga 500 9th Generation 1000

### CONSOLES

Super Fantasy (with two games) 209.95

Games @ 37.99

Big Box (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Amiga (Amiga) 129.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 22.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Games @ 35.99

Cheques & Postal orders to:

22 Dorman's Park Road, East Grinstead, West Sussex BN20 1ET.

# SOFT EXCHANGE

Offers you the best in price, quality and service.

We will beat any advertised price in this magazine. All our deliveries are of high quality Japanese models.

Probably the best advertised deals available in the UK. 100% cashed credit lines.

40	14.99	20	28.99	50	112.99
44	112.99	50	112.99	100	233.99
100	149.99	200	283.99	500	574.99
400	112.99	500	174.99	1000	420.99

Including Labels

### SPECIAL OFFERS

10 Disk - 80 Cap Box	29.99
20 Disk - 80 Cap Box	41.99
30 Disk - 80 Cap Box	47.99
40 Disk - 80 Cap Box	53.99
50 Disk - 80 Cap Box	59.99
60 Disk - 80 Cap Box	65.99
70 Disk - 80 Cap Box	71.99
80 Disk - 80 Cap Box	77.99

Including Labels

### ACCESSORIES

40 Cap Lockable Box	25.99	80 Cap Lockable Box	28.99
100 Cap Lockable Box	27.99	100 Cap Lockable Box	28.99
100 Cap Lockable Box	27.99	100 Cap Lockable Box	28.99
100 Cap Lockable Box	27.99	100 Cap Lockable Box	28.99
100 Cap Lockable Box	27.99	100 Cap Lockable Box	28.99
100 Cap Lockable Box	27.99	100 Cap Lockable Box	28.99
100 Cap Lockable Box	27.99	100 Cap Lockable Box	28.99
100 Cap Lockable Box	27.99	100 Cap Lockable Box	28.99

Lowest prices available in the UK. 100% cashed credit lines.

All prices include VAT, post and packing in UK, overseas orders please refer to regulations. The better price will be quoted, made payable to:

## SOFT EXCHANGE

200 Clifton Road, North Somerset, London BS20 9BA. Tel: 081 441 7094 (24 HRS ORDER LINE) CREDIT CARD ACCEPTED.

Government and Educational orders quoted at very competitive prices.



## IF AN ADVERT IS IN PRINT, IS IT PROPER?

Not advertisements as per the guidelines.

The Advertising Standards Authority (ASA) is only notified when a complaint is made to them. A company's compliance with the rules is not the ASA's business.

To make your complaint an advertiser, they have to refer to you.

To make sure that the rules of the ASA, please write to the address below. Advertising Standards Authority, Department 1, 2, Broad Street, Birmingham, Phone: 021 625 6200.



This organisation is the international sign members.

**JOKES OF THE CENTURY**  
0898 800 184

**BAD TASTE JOKES**  
0898 800 210

**147 FRIEND'S RUGBY JOKES**  
0898 800 184

**NAUGHTY JOKE LINE**  
0898 800 340

**HORROR LINE**  
0898 800 304

## Strategic Plus Software

NEW LOWER PRICES

**SECRET WEAPONS of the LUFTWAFFE**  
IBM PC £26.00

**SubLOGIC's New Facilities Locator**  
for use with ATP and Flight Sim V4  
IBM PC £24.99

**BANE OF THE COSMIC FORGE**  
NOW  
Amiga £36.99  
IBM PC £36.99

**HARPOON**

Bullseye 40 "North Atlantic Convoy" £22.00  
Bullseye 45 "The Mid Cavalry" £22.00  
and 1 Scenario Editor Amiga £24.99 IBM PC £24.99

### LATEST U.S.A. RELEASES

Flight Simulations - Strategy - Sports Simulations  
Role Playing - Wargames - Action Games

VISIT our SHOP in **Harpoon** or send £2.50 for our Exclusive CATALOGUE  
Mail Order and Overseas orders welcome.

Phone 081 977 8088 Fax 081 977 8089  
28 Oak Court, High Street, Harlow, Essex, SSG1 2DQ, UK

ACE

+

W

O

R

D

P

L

Our monthly  
prize word  
puzzler, set by  
the inimitable  
MIPS

## PUZZLE PRIZES

If you're the winner of the first correct answer submitted of the list, you'll get a free game for your birthday. We regard that as a more equally sweet prize, but we'll do our utmost to ensure that the prizes get your celebratory jumping. Don't forget to specify your machine format.

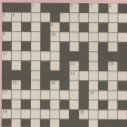
CLUES  
ACROSS

- 5 No charge to drop from 'Swords of Twilight' software house (4,4)  
7 Kind of light wine one swallowed (4)  
8 Changes code - bit's put it in (5)  
9 Elite game Leo and Dino played together (7)  
10 Pa saves my new game from Virgin (3)  
11 Being under twenty, she rules the game (4,5)  
12 Bit torn to pieces in game (7)  
13 Computer helping to write comic routing (5)  
17 Loathe Gnomlin game (4)  
18 Everything shown by the runes I've cast (8)

CLUES  
DOWN

- 1 Flintstone's first from Ubi Soft (4)  
2 Game that's a bit of a cult I've assured (6)  
3 Brown dog! (4)  
4 Look out - leaders get it on to form software house (8)  
6 Be all-consuming! (3,2)  
10 Clark Kent's translation of Übermensch! (8)  
11 Heighten general awareness about Demark subsidiary (6)  
12 Duos rewriting after as developed game from Origin Systems (8)  
13 Banishment from Audiogenic (5)  
16 A game of hazard from Leisure Genius (4)

Make sure you don't miss next month's competition - it'll be the last! To find out why, and what will replace it, don't miss next month's issue!



## HOW TO ENTER

Every month we offer a free game worth up to £30 the prize winner. If you're the reader of the first correct answered solution out of the list, the address to send your solution is to:  
MIPS September 91 Competition  
Friday House  
Auriferous Lane  
Sunderland  
SR6 8LJ

The deadline for entries to the first of the month (i.e. on September 1st to 2 o'clock, entries received on Monday) and will be eligible.

## JULY 91 RESULT

Winner of the July competition was Patricia Chantler of London. August winner (name - the address will be announced next month).



# PRECIOUS P.D

TEL: 0432 725353

## DESKS

0001	Acorn	0001
0002	Apple	0002
0003	Compaq	0003
0004	IBM	0004
0005	HP	0005
0006	NEC	0006
0007	Philips	0007
0008	Sharp	0008
0009	Sony	0009
0010	Toshiba	0010
0011	Video	0011
0012	Wang	0012
0013	Xerox	0013
0014	Yamaha	0014
0015	Zenith	0015
0016	Other	0016
0017	Other	0017
0018	Other	0018
0019	Other	0019
0020	Other	0020
0021	Other	0021
0022	Other	0022
0023	Other	0023
0024	Other	0024
0025	Other	0025
0026	Other	0026
0027	Other	0027
0028	Other	0028
0029	Other	0029
0030	Other	0030
0031	Other	0031
0032	Other	0032
0033	Other	0033
0034	Other	0034
0035	Other	0035
0036	Other	0036
0037	Other	0037
0038	Other	0038
0039	Other	0039
0040	Other	0040
0041	Other	0041
0042	Other	0042
0043	Other	0043
0044	Other	0044
0045	Other	0045
0046	Other	0046
0047	Other	0047
0048	Other	0048
0049	Other	0049
0050	Other	0050
0051	Other	0051
0052	Other	0052
0053	Other	0053
0054	Other	0054
0055	Other	0055
0056	Other	0056
0057	Other	0057
0058	Other	0058
0059	Other	0059
0060	Other	0060
0061	Other	0061
0062	Other	0062
0063	Other	0063
0064	Other	0064
0065	Other	0065
0066	Other	0066
0067	Other	0067
0068	Other	0068
0069	Other	0069
0070	Other	0070
0071	Other	0071
0072	Other	0072
0073	Other	0073
0074	Other	0074
0075	Other	0075
0076	Other	0076
0077	Other	0077
0078	Other	0078
0079	Other	0079
0080	Other	0080
0081	Other	0081
0082	Other	0082
0083	Other	0083
0084	Other	0084
0085	Other	0085
0086	Other	0086
0087	Other	0087
0088	Other	0088
0089	Other	0089
0090	Other	0090
0091	Other	0091
0092	Other	0092
0093	Other	0093
0094	Other	0094
0095	Other	0095
0096	Other	0096
0097	Other	0097
0098	Other	0098
0099	Other	0099
0100	Other	0100

## GAMES

0101	Acorn	0101
0102	Apple	0102
0103	Compaq	0103
0104	IBM	0104
0105	HP	0105
0106	NEC	0106
0107	Philips	0107
0108	Sharp	0108
0109	Sony	0109
0110	Toshiba	0110
0111	Video	0111
0112	Wang	0112
0113	Xerox	0113
0114	Yamaha	0114
0115	Zenith	0115
0116	Other	0116
0117	Other	0117
0118	Other	0118
0119	Other	0119
0120	Other	0120
0121	Other	0121
0122	Other	0122
0123	Other	0123
0124	Other	0124
0125	Other	0125
0126	Other	0126
0127	Other	0127
0128	Other	0128
0129	Other	0129
0130	Other	0130
0131	Other	0131
0132	Other	0132
0133	Other	0133
0134	Other	0134
0135	Other	0135
0136	Other	0136
0137	Other	0137
0138	Other	0138
0139	Other	0139
0140	Other	0140
0141	Other	0141
0142	Other	0142
0143	Other	0143
0144	Other	0144
0145	Other	0145
0146	Other	0146
0147	Other	0147
0148	Other	0148
0149	Other	0149
0150	Other	0150
0151	Other	0151
0152	Other	0152
0153	Other	0153
0154	Other	0154
0155	Other	0155
0156	Other	0156
0157	Other	0157
0158	Other	0158
0159	Other	0159
0160	Other	0160
0161	Other	0161
0162	Other	0162
0163	Other	0163
0164	Other	0164
0165	Other	0165
0166	Other	0166
0167	Other	0167
0168	Other	0168
0169	Other	0169
0170	Other	0170
0171	Other	0171
0172	Other	0172
0173	Other	0173
0174	Other	0174
0175	Other	0175
0176	Other	0176
0177	Other	0177
0178	Other	0178
0179	Other	0179
0180	Other	0180
0181	Other	0181
0182	Other	0182
0183	Other	0183
0184	Other	0184
0185	Other	0185
0186	Other	0186
0187	Other	0187
0188	Other	0188
0189	Other	0189
0190	Other	0190
0191	Other	0191
0192	Other	0192
0193	Other	0193
0194	Other	0194
0195	Other	0195
0196	Other	0196
0197	Other	0197
0198	Other	0198
0199	Other	0199
0200	Other	0200

**CALL US NOW TO JOIN ON 0432 725353**

**JOIN OUR PRECIOUS PD CLUB TODAY TOTALLY FREE!**

**ONCE YOU JOIN, YOU CAN ORDER DISKS BY PHONE AND PAY AFTER YOU RECEIVE THEM!**

**NO RISK TO YOU**

ORDERS CAN BE TAKEN 24 HOURS A DAY, 7 DAYS A WEEK, AND DESPATCHED THE SAME DAY!

THAT'S FREE!

DISKS ARE \$1.50 EACH OR 10 FOR \$12.00 POST & PACKING 50p PER ORDER.

OUR CLUB IS FREE, SO **JOIN NOW!!!**

PRECIOUS PD UNIT'S FACTORY BUSINESS CENTRE, 56/58 SAFFRAN STREET, WAREHOSE, BENTON & BELL, 56/58 SAFFRAN STREET, WAREHOSE, BENTON & BELL.

TO ORDER, USE PLAN PAPER, ENCLOSE ORIGINAL POSTAL ORDER.

# ADVERTISERS INDEX

Academy Gamer	114	Quick Fire	109
ASA	94	Readers Coupon	106
Activision	19,26,27	Saturn Software	114
Anapop Software	63	Studio Software	113
Alex and Acc	73	Software City	100
Broadsystems	11	SE Kent	106
Camwall and Devon	98	Stealth Fighter Club	110
Compucade	109	Speedy Soft	118
Dream Machines	93	Software Exchange	118
Domark	107	Strategic Plus Software	118
GPS	99	Telegames	106
Guiding Light	107	US Gold	9,10BC
Instanec	106	Universal Software	109
Merchandise	90	Virgin Software	13,23
Microprose	80,18C	VoiceLine	17
NBS	112	Viz Trade	95
Ocean Software	38,59,1FC	Wasrde	99
Premier Mail Order	102		
Precious PD	120		
Quiz	109		

# ACE DIARY

## AUGUST 1991

### 14-19th July SOFTWARE RELEASES

**IBM:** Super Cars (3), Amiga £7.99. No-released top-down racing game in futuristic setting. Purchasable titles from the Grand Prix catalogue to be released this month.

**Segasoft:** Double Double Bill (3), Amiga £3.99. Remake of the Year 2 (91), Amiga £7.99. First release (originally from Millennium - 13, Amiga £3.99).

**Clued:** Kingpins (also on Millennium - 13, Amiga £3.99).

**Midnight:** Star Wars (3) £29.99. All combat in World War I. Star Wars (3) £29.99. Informative simulation.

**Midnight:** Electronic Arts Day in Marathon (Amiga £24.99), 3D3D Electronic Arts Arty Arty (PC, £29.99), Arty Arty (Electronic Arts £24.99). Specifically for these games where the player usually manoeuvres and fights one another for possession of the square.

**Mid:** Best Deal (PC, £29.99). Five racing games. Best Car Race, Best Drive, 1000, Next Formula One and Chicago 90.

**Empire:** Space 1999 (PC) £29.99.

### Sunday 11

Motor racing: Hungarian Formula One Grand Prix in Budapest - car Nigel Mansell make up some of the deficit on Ayton Senechal

### Monday 12

Cricket: First Day of the Fifth Test between England and West Indies, at The Oval. The ground clearing session opens.

### Tuesday 13

Wednesday 14

### Thursday 15

### Friday 16

Strategy of Macedonia, in 1968.

### Saturday 17

Anniversary of the Proclamation of

Independence, Indonesia. Football: First Saturday of the 1990-92 Football League season.

### 19-24th August SOFTWARE RELEASES

**Clued:** Double Double Bill (Amiga £34.99). TV Sports Football, TV Sports Baseball, Rings and Lords of the Ring Box, all in one pack: £94.

**Midnight:** Image United (3), Amiga, PC, £9.99. Conflict Strategy (3), Amiga, PC £9.99.

**Image Works:** Kamen Rider (3), Amiga £29.99. Motor racing game in fully 3D style.

**Electronic Arts:** Powerman: go like a boss (3) £9.99. Maps, tips and tactics for Powerman addicts. EA Racing Stage (Amiga £29.99). For hockey action game. Amiga £29.99, PC £39.99.

**Progenia:** Amiga (3), Amiga £29.99. Pilot your craft around several planets. Strategy involving fleet moves, manual at the graphics along the way. Progenia Station Wood Heavy (Amiga £1.99, PC £9.99).

**Empire:** Megatech 2 (PC) £29.99. Following up acclaimed strategy game. Although it hardly seems a week since M1 hit the streets.

### Sunday 18

1950: the first film, produced by the British Motor Corporation, was unveiled today.

### Monday 19

### Tuesday 20

### Wednesday 21

### Thursday 22

The new law allowing pubs to stay open all day took effect on this day in 1968. Cricket: Test match, England vs Sri Lanka, begins at Lord's.

### Friday 23

Liberation Day, Romania. Middlesex County Council announced plans to open a new type of school, called 'comprehensive', on this day in 1948.

### Saturday 24

Athletics: World Championships begin in Tokyo.

### 25-31st August SOFTWARE RELEASES

**Image Works:** Kamen Rider (Amiga £29.99, price TBA). The graphics, the scrolling, and most importantly, the music, all on Amiga CD. Falcon (CD-ROM price TBA). Eight bits with heavy emphasis on realistic controls. Spectrum holiday: Nights of the Intruder (Amiga £29.99).

**Midnight:** Electronic Arts: Rules of Engagement (Amiga £29.99).

**London:** Mid: Best Deal (Amiga £29.99). Mid: Best Deal (PC £29.99). Specifically for multi-media eggs. Winning Plan (3), Amiga £29.99. Competition comprising London. Night Hunter: Tark Wars, Puffy and Gravel: Pro Road Star 2 (PC) £29.99. About the nearest you can get to the real thing on computer at the moment.

**Amiga:** Best Deal (3) Amiga £29.99. Defeat the scoundrel invading the city centre. P 14 (Amiga) (PC) £29.99. Flight sim based on plane featured in Top Gun.

### Sunday 25

Motor racing: Belgian Formula One Grand Prix at Spa.

### Monday 26

Bank Holiday: England and Wales. Tennis: US Open begins in New York. Anniversary of first BBC transmission of TV pictures using both images and sound, in 1936.

### Tuesday 27

### Wednesday 28

### Thursday 29

### Friday 30

### Saturday 31

National Day, Malaysia, National Day, Trinidad and Tobago.

### 1-7 September SOFTWARE RELEASES

**Electronic Arts:** Best Deal (Amiga £29.99). Competition comprising Winner in 500, Line and Let Me and Top 100 (Amiga £29.99, PC £29.99). Midwater machine with custom chips and the like in 'began one-up conversion, delayed from originally scheduled July release.

**Midnight:** Electronic Arts: Best Deal (Amiga £29.99). Fantasy role-playing as you explore the divided domain of Garden, Jane Warrior (3) Amiga £29.99. Platform game with five time-based enemies and plenty of music and puzzles on route.

**Graphic:** Paperen (3), Amiga £29.99. Airborne shoot 'em up on homebrew 11.

**London:** Mid: Best Deal (Amiga £29.99). Racing game. Mid: Best Deal (Amiga £29.99, PC £29.99). Action shoot 'em up with several variations. £29.99. Technical and computer pack: egg.

**Empire:** Twilight 1999 (PC) £29.99. Tank simulation. Powerman: go like a boss (3), Amiga, PC £29.99. Multi-screen Amiga-style game with you as Kamen, man with a sword and a mission to wreck havoc.

## SEPTEMBER

### Sunday 1

All Formats: Computer Fair arrives in Leeds, at the University Sports Centre. Doors open 10.00am. Contact number for organisers: 0225-868100. Athletics: First Day of World Championships in Tokyo.

### Monday 2

### Tuesday 3

The TV Gender Equality from this on the left, is shown on the right hand side of the road. How?

### Wednesday 4

### Thursday 5

### Friday 6

The UK industry's biggest exhibition, the Computer Entertainment Show opens at Earl's Court 2, London at 9.00am. Phone the information hotline on 0209-508200 for details.

### Saturday 7

CD-ROM releases, plus All Formats: Air in Victoria falls from the engineers on. 0225-868100.

# THE W O R L D O F F I C E E N D

## THE LAST WORD

**S**ad. Well, yes, this is the last edition of *The Bitter End*. Reports of our death last month were, it seems, greatly exaggerated, but you can rest assured that this is, definitely the last one ever. Really, *The Bitter End* intends to go out with nothing less than a bang, with the severest, grandest, blindest wit and sharpest observations. Or maybe not.

After the appearance of a little Plus in an antique shop window in Back To The Future 3, the Archimedes in Capital City, and that Amiga 500 which constantly upstages the actors in Paul Robinson's office in *Neighbors*, we can now proudly add a new machine to the ranks of computer superstars. It's Nam's pocket-size wonder, the Portable, which comes up twice during the bookending Terminator 2/ Judgment Day. The young John Connor uses a customized version of the machine to crack the FBI number of a bank robt dispenser and later to break the code on a security door at the Cyberdyne Systems HQ, which as a result goes towards preventing a nuclear war which would have killed three billion people. And who was it who said that the Portable wasn't useful for anything?

*Bitter* has recently been subjected to a distressing amount of what can only be called... ahem... alternative PD software. A disk submitted to us the month by a software company that shall remain nameless presented a rather disturbing adult interpretation of *The Flintstones*. Called something which rhymed with *The Duckstones*, it showed Fred, Wilma and a handy man, most engaging in certain nocturnal activities that Nam's Barbara would definitely not have approved of. Worse, a new Simpson's series is circulating, which shows Bart being caught, well, entertaining, lulled by Homer, who keeps the boy with a nuclear gun. *Bitter* feels so disturbed that its setting up a new watching service for this sort of thing. So if you've got any thins similar in style to those mentioned above, send them to us, under plain brown wrapper, at the usual ACE address. Just so that we can keep an eye on this disgusting trend.

It all started with the *Flashback Part 2 Plus* request, we had become of the age in the game too too... you recently we've had *Rebelus 2*, *Wing Commander 2* and *Terminator 2*, with *1st of 2*, *Barbarian 2*, the *Progress 2nd* and *2* the *Passion 2nd*, *Populous 2*, *RoboCop 2*, *Leisure Suit Larry 5*, *Die Hard 2*, *The Secret Of Monkey Island 2*, *Lawrence 2*, *Die 2*, *Bubble Bobble 3*, *Indiana Jones 4*, *Rock On 1*, *Turkmen 3*, *Chuck Rock 2* and *Mercenary 2* all on the way. In this healthy, *Bitter* asks? Well, why not, as long as the new games represent a significant advancement over the original and not just a cynical rehash. Keep 'em coming!

Good news for all you lucky SAM Coupe owners! It's been exactly a year since SAM Computers released its Spectrum-with-Add-ons at the 48 Formats Computer Fair, or so says a recent press release. To celebrate, there's a new £200 birthday cake coming out which includes a 1-cd, two games, a SAM poster, SAM Coupe pen and SAM Coupe drink coaster! *The Bitter* feels, however, that something more drastic is required than simply bags to make the Coupe's features. The way *Bitter* looks at it, it's been a year since the release and OTELL hardly anyone's bought it and there's OTELL in the software for 5. Cause for celebration? We think not.

Just time for a few starts before we pack our bags... Congratulations to the ever-vigilant ACE for yet another Earth-shattering scoop, this time exclusively involving Segars' secret new time Traveller coming up its first page a month after it was released into UK shores... And well done to a certain editor of a certain weekly games mag for managing to look himself out of his car during a recent trade bash, then showing the patience of a saint while waiting for the breakfast cartons to arrive and let him in... Finally, a special *Bitter* birthday award goes out to big-hearted game reviewer Gary Parn, who did so much to help the aged, lending support and comfort to a lady far older and less capable than herself at a recent industry barbeque...

And so, that's it! It's a wrap! Fare, the end! It's time to say goodbye after 40 issues of faithful service. Bye-bye those tears, however, as you can't keep a good *Bitter* down, and you never know when or when we might crop up again... But for now it's off to the quiet retirement cottage in the Bales for some relaxation in our twilight years, with no noisy computer games to disturb the peace and tranquility... Well, except maybe the old game of *Slut*, *Rock On 2* and *Lotta Expert Furoo Challenge 3*, and *Sex* on the *Saturday*, *And* *Disapper*. And *Bubble Bobble 3*, and let's not forget...

### IN NEXT MONTH'S ISSUE

My things are happening at ACE. Far too much to detail here. Turn to pages 48 and 49 for the full story...

#### Dear Mr Newsagent,

I've read all about the new ACE, and I'm dying already. Copies will be flying off your shelves like a flock of starlings. So come the 1st of the month, be a good and look away a copy in safe storage especially your mail. There's a good fellow.

Name

Address



# Flames of Freedom



## Burning Ambition

The people of the Melchites Isle have abandoned their homeland to join forces with the people of Agora, forming the Atlantic Federation. Their arch enemies, the Saharan Empire, control every one of the fifty-two Atlantic islands except Agora, treating them as slave colonies. Resentment of the Saharans runs high, and as a special agent of the Atlantic Federation, you are charged with completing dangerous top secret missions designed to incite rebellion on the islands, before the mighty Saharan armada sets sail for battle with your own island.

- Forty-two missions, each with complicated sub-plots, offer you endless games within a game, combining action, adventure and strategy.
- Sophisticated character profile generators allow you to choose your own looks, sex, psychology and physical characteristics.
- Covers a million square miles of accurately mapped 3-D terrain, generated by light-sourced fractal techniques.
- Interact with over 1000 characters, each with an individual personal profile.
- Utilize 22 modes of transport, across land, sea and skies.
- Fight with over a dozen different weapons against a massive array of opposing forces.

*Put your body and your wits to the test in an epic against the most cunning, exciting and adventurous strategy game on your Atari 50/50 Commodore Amiga, and even on IBM PC. Compatible.*



CATS 80% ACE 80% BAZE 90% joystick 90%

"The best of game editors try to be but can't achieve"

—TPI The Satellite Times

**MICRO PROSE™**  
SIMULATION • SOFTWARE

MicroProse Ltd., Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 9DA.

# WANTED

## BRAVE ADVENTURERS NO PREVIOUS EXPERIENCE NECESSARY

What's even the deal with all these "Wanted" ads? Well, it's simple. You're not just out on the responsibility of Role Playing Adventures... you're out on the game, too!

Whether you've got all 13 hours of "Wanted" and are trying to "beat it" or you're completely new to the world of Role Playing Adventures, you'll find "Wanted" an exciting and challenging experience.

# Shadow Sorcerer

- Offers "real" "Wanted" ads control the "Wanted" game.
- Offers a "real" "Wanted" game control the "Wanted" game.
- Offers a "real" "Wanted" game control the "Wanted" game.
- Offers a "real" "Wanted" game control the "Wanted" game.
- Offers a "real" "Wanted" game control the "Wanted" game.

It's not enough to just play... you need to know what you're doing. You need to know what you're doing. You need to know what you're doing. You need to know what you're doing.



It's not enough to just play... you need to know what you're doing. You need to know what you're doing. You need to know what you're doing. You need to know what you're doing.

# U.S. GOLD!

Advanced  
Dungeons & Dragons®

DragonLance™



SSI, U.S. GOLD, DRAGONLANCE, and DRAGONLANCE are trademarks of SSI, Inc. © 1988 SSI, Inc. All rights reserved. U.S. GOLD is a trademark of U.S. Gold Corp. DRAGONLANCE is a trademark of DragonLance, Inc. DRAGONLANCE is a trademark of DragonLance, Inc. DRAGONLANCE is a trademark of DragonLance, Inc.

U.S. Gold Ltd., Suite 201, Hatfield Way, Hatfield, Birmingham B6 7AS, Tel: 011 4051544