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# ACE

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## EXPLODE INTO CHRISTMAS...

Reviewed  
**AFTERBURNER &  
THUNDERBLADE**  
plus a full supporting cast

**XMAS PRESENT**  
FULL GAME INSTRUCTIONS ON PAGE 15



**WOTT NO CASSETTE?**  
ASK THE NEWSAGENT FOR  
YOUR FESTIVE SURPRISE...

**...AND  
BEYOND**



**PLUS! SATURN DAY**  
What's in the galaxy of games for 1999

16-BIT OWNERS • SEE PAGE 15 ON HOW TO GET HOLD OF YOUR OWN OWN WIPAC DISK



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# TIGER ROAD

# CAPCOM™

Screen shot from machine screen

GIANTS OF THE VIDEO GAMES INDUSTRY

# 16



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## WIN A MOUNTAIN BIKE

SEE PAGE 44...



...PLUS

102 This feature is a Barry McGuigan fight, plus  
video and expert posting. By Van Meens or  
Paul • 178 Who's on A-Team, and a host of other  
clips with your ACE card • 191 Drive 177 to the  
Classics with the ACE Special Offers • 199  
Subscribe to ACE and collect a free Engineer

## SPECIALS

### PREVIEWS 23

More previews than the  
Cannes Film Festival.  
Winter is the busiest time  
for software releases, and a  
host of new titles are poised  
to flood into the shops over  
the coming months. Come  
with us on a tour of what's  
promised...



### SOFTWARE BARGAINS 116

Something old, something new... Phil South casts his  
experienced eye over the Christmas compilations, and  
checks out what's new on the budget front.

## GAMEPLAY

### SCREEN TEST

Bigger than ever, including the full treatment to *After  
Burner* and *Thunderblade*, *Batman*, *Total Eclipse* and a  
cut of, well not quite thousands, you understand...

53



### ARCADE ACE 16

A tip to *Preview '88* reveals what  
is in store for the magazine next  
year - including *Robocop*.

### SCREENTEST SUPPLEMENT 115

A new section comes into being,  
the kick-off regular coverage of  
the budget scene as part of a  
special look at compilations, and  
Travis 'N' Tactics grows.



### TRICKS 'N' TACTICS 129

Expanded this month to make room for *official tips* on  
*Powerzone* - from the man who wrote it, a player's  
guide to *Space Harrier* and hints on *Bombard* from the  
people who know. Plus the usual extravaganza of hints  
suggested by you, the readers.

### ADVENTURES 139

The *Pilgrim* series on, leaving the  
way clear for *Steve Cooke* to go  
*Fishing*, and take a festive look at  
the world where a young man  
should Go North.



# IT'S A CRACKER

Welcome to a bumper Christmas Special issue, packed with the low-down on the games market. A market that is hotting up for 1989, as our massive Preview Special reveals.

Within a month or so, you'll not just be spoiled for choice with the volume of software arriving in the shops, you'll be positively disadvantaged by the range of games available. A European blitz is just around the corner, with German and French programmers set to join the Americans in an invasion that should take software retailers by storm. We're on the case, and you can look forward to receiving sound opinions on all the games software throughout 1989 - next month **Steve Barrett** (in **COMP CRASH**, Commodore User) will be adding his weight to ACE, to help us cope with the volume of work we've got cut out for ourselves.

On the hardware front, too, things look rosy for 1989. Sega and Nintendo are polishing their acts in time for this Christmas, and beyond. Atari will be launching a console early in the New Year, and 16-bit consoles are already half-promised for the UK by Atari, Commodore, Sega and Nintendo. SAM from Mass Gordon Technology has evolved in to an even more powerful machine, and of course the Atari machine hasn't backed away. 1989 is going to be a hot year for hardware, with Compact Disc Interactive on the horizon for next Christmas.

Join us next month, as we burst into the New Year with all the details of what you can expect by next Christmas. Meanwhile relax, enjoy and have a good one...

**THE ACE TEAM.**

## REGULARS

### NEWS 9

News of a brand new arcade system from **Rare Ltd** - **John Mutchley** (Rimex) has formalised the home computer to-wits for the arcade... Find out what's going down.

### LETTERS 12

Opinions and arguments from around the world.

### THE BLITTER END 134

Wrapping up another bumper issue in a style all of its own.

### GRAPHICS 147

Our resident expert takes a close look at **Arms in Flight**, and reveals up the news in the world of computer graphics.



## PINKS

Check out the full 99 on **Nintendo** and **Sega** games in this month's round-up of software titles available - page 164. Look over the hardware options in the ACE Upgrade Guide - page 177; have fun and games with **Random Access** - check out what **WZL Theorobot** is up to, manual at **WZL from Fugal** and enter the ACE Competition, page 178. Scan the pages of the ACE market, game every month for a software or hardware bargain with the **Adventure** **Magazine** going strong - page 185.

★ ACE 128 awarded this month to **Arms in Flight** for not being able to remove things from the screen.



# Turbo



11/85



SPECTRUM CASSETTE and DISC  
COMMODORE CASSETTE and DISC  
AMSTRAD CASSETTE and DISC  
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AMIGA DISC  
BM PC - COMPTON DISC

## RENÉ MERGE

Paris-Dakar 1981 - 1st  
Tourist Trophy 1983 - 1st  
Paris-Dakar 1984 - 1st  
Paris-Dakar 1986 - 1st  
Turbo Cup Porsche - 1st



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# THE ULTIMATE ARCADE MACHINE

John Ritner, programmer of such classics as *MatchDay*, *Head Over Heels* and *Berman*, has forsaken the home computer to work on arcade machines. Not any old arcade machines, mind you, but a new system developed by **Rare Ltd**, the people who brought you *Ultimate* games.

Based on a custom chunk of

hardware called the *Razz Board*, Rare's new arcade machine should find its way into the acadies during 1989. Among the first games to appear will be one written by John, with graphics provided by Renée Drummond, his past collaborator in projects like *Berman* and *MatchDay 2*.

It shouldn't come as too much

of a surprise to learn that John's first arcade game is to be an eleven-sided, four-way-playing football game. A one or two player game, *Real Football* is a four-round World Cup competition, played with a joystick and three fire buttons. The *MatchDay* look-maker has been dispersed with, and using combinations of the three fire buttons and joystick moves, over 500 different moves could be available...

"It's kind of a fast as compared to *MatchDay*," John explains, "with eleven players on a side there's less time to think and much more adrenalin is going than in *MatchDay*."

Although intimate familiarity with both Z80 code and the routines needed to handle a football game came in handy when John was writing his arcade game, the transition from Spectrum to arcade board was a giant leap: "It's a weird concept... working on the 486 Spectrum trying to create as much as is possible, then suddenly people give me Megabytes to play with. It's great to have gone into an area where I can let my imagination run riot because of all the RAM and technology available to me as a programmer."

It looks as if the home computer world has lost John and Dennis permanently — they've already half-way through two more arcade games for the Razz board.

It's too early yet to tell exactly when *Real Football* will make it into your local acadie, as Rare Ltd are currently tying up deals with distributors. As soon as the details are firm, we'll be able to bring you screenshots and the full run-down on Jon Ritner's latest game.

Meanwhile, by way of light entertainment, John is writing a CPM version of *Core Wars*, the game mentioned last issue in Andy Miller's *Get Smart* feature. Not as a commercial project, mind you, more as a bit of light entertainment. You might yet be able to play a new John Berman game on your computer...

## RAZZ AMATAZZ

Based on a jugged-up Z80 chip, the RazzBoard HD04780, the Razz Board has 500K or 1Mb of memory, depending on the needs of the game it is running. An extended address bus allows the processor to address all of its memory, which can be fitted into Z80 address space in 64 chunks.

Running at 5MHz, the chip appears to run at 1MHz (on account of the increased speed of many instructions) — the most useful of which is an 8-bit multiply in 17 cycles. An extended interrupt system allows onboard counters to be programmed to count down to zero and then cause an interrupt.

According to John Ritner, one of the best features of the processor is the onboard DMA that allows direct memory to memory transfers (like LDR instructions), but achieves them without using reg-

isters, only takes a 10-cycle per byte and can access all memory without it being fitted into Z80 address space.

The graphics power of the board is simply stunning. The system supports a screen made up from 4 64K screens, each with a resolution of 256x220 where individual pixels can be set to one of 64 colours. 262,144 shades are available in a palette, and each screen can use a different palette selection.

Two of the screens are background screens, and have hardware scrolls in both X and Y directions, while the other two screens are sprite screens. Only one sprite screen is displayed at a time — the other one is updated, then they are swapped during frame flyback, ready for the next update. Using the video output chip, a screen can be cleared during flyback.

The most con-

vincing part of the screen, however, is the *Plane* system. When activated, it allows the programmer to use the DMA function to transfer sprite data to the screen.

A sprite routine need only be 16 lines of code, and yet it can handle any size sprites, which not only simplifies programming, but also increases speed. No more pixels are drawn than are needed — an *asteroids* screen is drawn to keep things simple, even though most sprites don't fill it. An empty circle 20 pixels in diameter, for instance, requires 400 pixels to be drawn on most computers (256x20 squares), but on the Razz board only 80 pixels are drawn.

Sound is taken care of on a separate board with its own HD04780 processor supported by 500K of memory. It'll sound like a CD! Full sound and stereo and sampled sound outputs.

# A C C E N T R E N E W S

BY ANDREW HAYWARD



# THE OCEAN



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# RAIN FORCE



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the most advanced graphics, the most detailed and most sophisticated sound effects, the most realistic characters of all... and the finest! Give us your strategy for further ahead with the most advanced graphics, the most detailed and most sophisticated sound effects, the most realistic characters of all... and the finest!



True to his word, the new Editor has scanned this month's collection of readers' letters, double-checked a combination lock on his wallet that would baffle even the most hardened adventure games fan, and declared that no current offering lives up to the standard set for his star prize of £100 in software.

There is, however, a spot prize of fifty quid's worth flying out this issue, just to prove that no-one can be in Jasper the Grasper mode for 24 hours a day.

Readers keen on copping a ton of software should scrawl down their fresh ideas (no more 'I hate pirates/ prices are too high/ my machine's bigger than yours - yeh boo sucks' letters, please) and send them to:

ACE LETTERS, THE EDITOR, 4 QUEEN STREET, BATH BA1 1EJ

#### IN A JAM OVER JAMES...

I was interested to read your reporter's account of the Jean-Michel Jarre Rocklands concert in last month's ACE. You see, I was there. My own opinion is that Jarre makes the 'Pet Shop Boys' music sound as if it was made on a couple of tin cans. I have been to a few 'Bugal' concerts, and it appears to me after both to suggest that Jarre's music was 'wanna'.

If your reporter had spent less time debating the opposing way in which to apply to literary genres, and more time in which to study how the effects were mixed with the rhythms and explosive movements of Jarre's music, then perhaps the review might have been more favourable.

I think the fact that a raised number of playing people passed through the gates to see the concert of the century is testimony to the musical brilliance of Jarre, the appeal of his music and the stunning displays which accompany it. Richard J. Browning  
Southsea, Hants

#### JARRE-ING CONTINUES...

In reply to your article in the December issue of ACE about Jean-Michel Jarre's Destination Rocklands, you were out of line to put it down as you did. It seems to me (and a lot of others) that people used it as a publicity stunt, and I was surprised to see you can be the benefactor.

If all the stars who turned up that Sunday were interested they would have booked their tickets well before the second concert was announced (after the original performance was postponed). But no - they all decided to go just to get some publicity.

In all I think Jarre's had a fair deal from the popular press, when he demanded better - would

you be able to organize such an event? If so, then fine. But if you can't, don't slag off the people who are willing to try.

Michael Davies  
Cardiff

#### ...BILL ON THE JARRE

As a very big fan of localised Jarre I must totally disagree with the way you remain put down the concert. I thought the concert was so good I went on both days. The weather did not spoil it - in a way, the rain made the arena sparkle a little bit, thus adding to the effect.

Now you could say 'there's little in the way of memorable melody there' is beyond me - it's the most memorable weekend of my life and I see another of his spectacular concerts. Another do I agree with the last paragraph. 'Hardly bringing high-tech music to the people'. I'd like to see one of you writing/playing/conducting and producing music of that unbelievable standard.

Colin Greenbridge  
Cufford, London

Sorry to have caused offence. Mark Jenkins has been recommended for destroying letters. GK

#### KLEWER KONK

At last someone has had the gumption, common-sense and sheer nerve coming left to be contacted to give the game-playing world just what it has wanted and needed for a very long time.

But everyone wants or indeed can afford to shell out £300 for a complicated and cumbersome programmable games machine with a ready keyboard stuck out front just to remind you of the 'serious side' of computing you are trying so hard to forget.

Oh Joy! Could it be ROMK to the rescue?

At last we gamers will have a machine to be proud of, and not be made to feel like second-class citizens because we don't own a 'proper' machine: even we will own something which in many ways will be superior to an ST or Amiga! Power to your arm ROMK!  
Dr David A Austin  
Clayton

#### NO COMPARISON

Love the mag, but for one tiny detail as mentioned by Mr Tomo of Melbourn.

Although I do disagree with him on having different sections for different machines, I agree on the system being unfair. Why, I hear you asking. Well, you only show the graphics for one machine on each review. Being a Commodore-64 owner, when I see a game like Heroes of the Lance for my machine I would like to see how the graphics compare. I'm sure Spectrum owners would as well. So, if possible, print small inserts showing the different graphics of each machine.

David Cline  
Spetch

We do try to print as many shots as we can, but release schedules of software houses and our own print lead times sometimes mean we can't print a shot of every game that we state is DUT NOW. GK

#### A BIT OF A ONE

I regularly take your mag and a few others, primarily to read things from a different point of view, and I have been very pleased to see the release of a new 16-bit games tag (The One), but I didn't realize that after the first issue they were to resume if I am referring to the yellow cover prices on page 51 about playing Starblaster 2 which read, 'The stars to help have been flooding

in thick and fast, which is why the issue of Starblaster 2 gets the full treatment.'

Simon Robbins  
Spalding

Too fast!

GK

#### TOTALLY ABBROGATED?

As you now have a new editor I thought I'd bring up a totally new debate - perhaps that's odd one to you and not appropriate. Why all these jockeys, jockals and jockabsters?

I mean, some of them can give a slight amount of joy, but others bring some debate for fear of lawsuits are a pain in the proverbial. It's not as if you have two days of playing Monaco. There's another thing. Why are all jockabsters either black, cream or white? OK, there's the occasional red but he's got legs, but why are red jockabsters designer colours?

I think we're a bunch of racist experts. I mean how would you like it if you were a beautiful green Martian visiting your Earth cousin that Super Droid wanted a good game to test the range of the human grabble-stick, and all the jockabsters are finally being as human as he is. No jockal jock, no jockabster mouse. So, jockabst freaks, just these additions to jockabst jockabst jockabst (That's French for yellow). A red jockabst anyway I own an Amiga 500 and intend to paint it semi yellow with black stripes, so it is dazzling in colour as well as sound, graphics etc.

Philip Lukeman  
Liverpool

This reader wins a spot prize of a tin of tartar paste and a bottle of Blue Gelatin. GK

#### MORE INTELLIGENT THAN GARLS

As has been said before, many

people consider the playing of computer and video games to be at least a trivial pastime undertaken by spotty teenagers and at worst a threat for drug abuse.

To these people I say this: computer gaming is a sport. If you want examples of really trivial pastimes, or so-called "sports", then look no further than the Guinness Book of Records. In it you find records relating to games such as solitaire and marbles. Both of these pointless games have a national following, with competitions and meetings. And what of the much more famous "sport" of auto racing? I haven't failed the postal to add that this strange activity is taken very seriously by some people!

And as back to computers. Surely no-one would put computer games in the same class as the above activities? Personally, I think they are an excellent field of skill and hand-eye co-ordination, not to mention intelligence.

**Richard Davis**  
Newside Park, London

Pass me a CD, mate. **GR**

#### RACE MATTER?

I waited anxiously for the arrival of Nigel Mansell's Grand Prix for the Amiga ST after playing it on the Spectrum.

After 20 minutes playing the game, though, I was absolutely appalled at the conversion from 16-bit to 18. There was no sound worthy of the name, and the game changes its circuits, steering and gear changing was pathetic.

Also the scenery didn't provide any help in changing gear - at least the Spectrum version gave you some incentive to try.

Whoever was paid to convert this is stealing the money he deserves.

**B-M Brown**  
Oxford, Lancs

If Space had allowed, we would have said much the same thing this month. **GR**

#### BRAIN DAMAGE

The brain is like an incredibly powerful computer. How our parents, our environment, and we ourselves programme it ultimately decides the reality of our everyday lives.

Accepting this is the case, and other readers may disagree, am I alone in being concerned at the inclusion of action, strategy and simulation games which depict the pump as either third world people or sailors who live

under a different political system to our own? For example: Red Storm Rising, Red Over Moscow, Storm Fighter, Hunt For Red October, Patton, Battalion Commander, Gunfire. I could go on.

This kind of stereotyping pressures our minds to regard certain people as OK to hate and kill. Thoughtful programme can needs for editors. Surely this type of programming cannot be right?

**R-C Bohann**  
Harford

Anyone else like to comment? **GR**

#### POSTAL CODE

While reading last month's letter about a certain mail order firm, I thought that it might be a good idea if ACE ran a "Buy Mail Order Firm" test. Readers disgruntled or encouraged by a mail order company's service could write to ACE explaining the situation, and ACE would award the firm a mark, say -2 (awful) or +2 (excellent).

A table could then be compiled to anybody thinking of buying a product through one of the mail order companies advertising in your magazine could see if they were on the list. If they were not, the reader could decide to use a company listed or try the company out, and possibly write to ACE telling you of their experience.

Of course it would not be possible for ACE to guarantee anything, but it would give readers some confidence when ordering, and motivate companies to upgrade their service. Tanks for the time/word!

**Brian Whate**  
Brighton

Could prove tricky. We'd only get to hear from disgruntled customers, so a mail order house that did ten times the business could have a highly efficient service but a larger number of disgruntled customers than its low-volume competitors. **GR**

#### LARGER LOUFT?

We have one big software distributor in the Republic of South Africa, but they don't support the ST or things any more. They used to have a few titles, but at prices which meant that none of us could afford to buy more than a title every 3 months. A few of us decided to get stuff by mail order. I ended up to less than 12 companies to enquire if they would consider orders from us and charge the extra postage on parcels to us. I did not receive any answer

except for one company. In short it stated that they refuse to sell to South Africans. The tone of the letter was also very hostile.

We were very disappointed. We have formed a local ST User Group where racism plays a part. There are people of every race in our club and there is NO discrimination. My should the mail order companies discriminate against us?

**Charles Swart**  
(South African ST User Group)  
Johannesburg

#### SHARRY IN THE ACT

I have watched with interest the recent spate of, so one computer journal put it, "Software House Financials". I refer to games, such as Katakis, being shipped out to their distant business to a recently acquired format.

What I realise and understand that companies which have paid large sums of money for licences do not want rival companies "leeching" off them, surely there need to be better and more mature way of settling things than the company forfeiting their way to lawyers every time a clone is released.

Surely the software houses are mature enough to get round a table and talk, instead of slipping an injunction on the game the day of its announcement.

Perhaps, once seated round the table, they can discuss the idea of allowing the other company to release their clone so long as they pay a certain percentage of their profits to the licence-holding company.

This would mean everyone could benefit: the licence-holding company could sit back and get on with writing software rather than spending days putting together a court case, and they would still earn large profits from their own game and all their rivals' versions!

Such companies would benefit by not having to throw 6 months' coding in the bin, and the consumer would benefit from the fact that there would be several versions to choose from - instead of having to have the version that won the court case (not always the best one!).

**Nick Penrice**  
Brentford

I suspect there's more chance of pigs flying, but it's a nice thought. In the broader spirit of good will, I'm sending Mr Penrice a last price of £20 worth of software. **GR**

# ACE • LETTERS

ISSUES 10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52



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Courtesy of ACE and Ocean, this issue comes complete with playable demos of the arcade beat-em-up **DRAGON NINJA**. Load the demo into your machine, and get a taste of what it will be like punching and kicking your way to victory in the full game.

# EXPLOSIVE ACTION WITH BAD DUDES v DRAGON NINJA



#### CASSETTE

Side 1 contains the C64 version of the demo, followed by the Spectrum version, while Side 2 holds the Amstrad CPC demo. Simply set up your machine as if you were going to load a tape game, put the cassette in the player, load in the horizontal way and get punching.



#### DISK

If you own an Amiga or an Atari 386, turn the computer off, pop the disk in the drive and switch on. The **DRAGON NINJA** demo will autoboot and you can get down to the action.

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# DRAGON NINJA

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## ARCADES



An all-round view of the Deluxe Power-Ball console, combining the Old New trend.

Coin-mechanism manufacturers, fruit-machine distributors, arcade-game suppliers, they were all there - entertaining the crowds...



modules. Two fire buttons on the joystick allow you to fire either laser bolts or flaming missiles, rather than alternatives. The midrange Galaxy Force cabinet is a coin-in offer with the joystick located on either side of the seat. The cabinet turns, slides and climbs in during the game, emulating the moves of your fighter. This at the top of the Q7 range is the Super Deluxe model - another spin, but this one surrounded by a huge collage of aluminum tubing. The huge beam indicates 15 degrees in two directions, and can also through a 335 degree spin to left or right. Stand clear of this beast when someone has got their money in the slot.

Crabbing almost as much of a job was Segas Power Ball. This comes in two cabinets, the upright and a Deluxe model that is shaped like a cross between a pinball and a racing car. You drive a small buggy around a circuit and have to finish in the first three places to qualify for the real round in the

# COIN-OP CARNIVAL!

**T**he annual London's Novotel. The show - Preview '89, the equipment - anything that attracts coins and provides short-term entertainment. A trade show, crammed with arcade machines, pinballs, fruit machines and the odd background slotshow. All set to continue free play for the benefit of the visitors.

And like any computer-related show, the noise in the hall is deafening. Arcade machines by the scores pump out music and sound effects at full volume, but unlike most video the racket produced by the demo hardware isn't augmented by the clamour of eager young visitors scurrying from stand to stand in search of features. The visitors are of all ages - people of all lives.

The machines are by their side. Sated businessmen stand in huddles, sparring for their turn at the joystick of the latest arcade wonder-machine, even if you are wearing a suit, it's sometimes difficult to maintain your decorum. Attending a trade show has its benefits - after all, it's not often you get the chance to see jawily forty-year olds clambering into the leisure cockpit and cabinets of arcade

The home computer industry's biggest show of the year was held in September at Earl's Court. The arcade industry's equivalent, The Associated Leisure Preview '89 Show, took place the following month at London's Novotel. So one afternoon, Andy Smith entered an arcade track's heaven and found everything set on this play...



Getting to grips with 'Viper'. This is a physical as well as mental exercise as you swing the monitor around (steering) all and sundry (displays a stage and you're allowed to pull as many silly tricks as you like - within the time limit of course)

machines with all the enthusiasm of ten-year-olds clutching ten pence in their sweaty palms.

Sega's Galaxy Force II was one of the show's star attractions - mainly because of its cabinet. Below the range is the standard upright with two joysticks sticking out of the cabinet. One controls speed while the other moves your on-screen spaceship around, on the monitor to dodge and shoot enemy ships and

ones of twenty-five. Skill, rather than luck, plays a major part in Power Ball because the courses are small and you have to do several laps on circuit. A good driver can learn when to brake, accelerate and shift gears.

Best of the rest included a game called Viper, which has the monitor swivelling independently of the rest of the cabinet. You're in a helicopter for this one, being attacked by a whole







(Above) The Super Deluxe version of Galaxy Force II with (insert) the 20" monitor display and (below) the Deluxe version - cheaper cabinet, same game.

burst of enemy aircraft and have to move the monitor to line up the shots on the enemy - weird stuff! Gang Hunter features the machine gun from Operation: Star and a game very similar to Dead Angle. Moving the gun around on the cabinet moves a small sight around the screen, and the obvious idea is to shoot anyone that gets in the way. The player is escorted by a large outline of a man with a gun. Close HQ from late last year is sporting a new logo these days (the Out Run game a step further). At a top-down in the color lane,

you're out on patrol when a message comes through from HQ... This is Nancy here, arrested bankrobbers have been spotted fleeing towards the suburbs in a white sports car... please intercept, over. It's time down to you to arrest the criminals by catching up with them and raising their car - you won't have any trouble spotting the criminals, once they're in range a large arrow points out the location for you. Apprehend the villains and it's no time at all before the next assignment comes over the radio from Nancy. ■



## A BRIGHT AND GLOWING FUTURE?

Though there was very little that was innovative on the game design front at Preview '88, arcade game manufacturers are currently getting very excited about the new ways of presenting games. It seems to be the standard thing now to produce a game in several, increasingly expensive and increasingly mobile cabinets. Could this trend that arcade designers are running out of ideas and have to resort to gimmickry to sell their wares? Many Hanes of Electrocongress to a certain extent and points that the "biggest news in the coin-op business at the moment is the introduction of the 20-inch monitor". Going out is the 20-inch monitor that's been the standard for the last few years and coming in is the 20-inch screen that has better definition and shows bigger spaces and playing areas.

Even bigger news, and set to revitalize the whole arcade industry is the advent of the High Definition monitor. The first dedicated consoles featuring the monitors which display near photographic quality pictures are due to arrive within ten years. Namco recently launched their first game, Hyper Hunt for the system at an arcade fair in Japan.





## ROBOCOP

LOUIS LESTER

Have computer games based on hit films, an nothing new, why not lead Rambo, Friday the 13th, Predator and so on. It's not often a hit movie becomes an arcade game though. The Star Wars series made it into the land of the console, and now so has RoboCop.

The player takes control of the main character from the film and has to work through several stages, clearing the streets of law breakers and general crocodrivers. The action starts with a report from HQ announcing that a riot has broken out downtown. As the toughest, fiercest and most beat-tough copper since Dean Cain of Dark Times, the assignment falls to you. With the toughest left-right across the 3D playing area, and badies come running in from other side of the screen. Use fists and feet to take out Crookings.

Roll away through the stage, the bad guys



Rolling from left to right. At the start of Level One, even the toughest bad-dies are no match for your high-powered right arm. On Level Two - it's time to get your gun out. Smash the crocs to pick up the three-way extra weapon. Level Three and things are starting to get very mean. Get caught under that croaker and you'll end up in worse condition than these cars!

# FUTURE COPS

start appearing from first floor windows as well, so you panic and take out your high-powered pistol. Gamble money from a Roulette Champ-type beat-em-up to a straight shoot-em-up, where extra weapons, including a three-way pistol and a laser gun, can be collected by smashing open large crates that appear on the sidewalk. Before completing the stage, the end street-guardian has to be taken care of and the first one you have to slug it out with is the ESCORT, a manlike prototype law enforcement machine, that has a few problems with criminal recognition to say the least!

Stage Two is similar to Stage One, but tougher. Platforms make an appearance and the badies are more numerous and start using innocent passers by as shields. This could

pose serious problems because your pistol direction: 1. Save the public trust. 2. Protect the innocent and 3. Avoid the law, stay quiet, clearly that shooting innocent people is worse than letting criminals escape. Fortunately, killing the innocent people is a lot tougher than it sounds, so you need not worry too much. Destroy the Stage Two end-of-level guardian - a truck load of

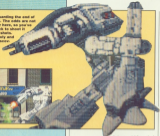
Roll over half machine. RoboCop protects the streets of tomorrow. Only the criminals stand for the laws of justice.

(Editor) The badies don't stand a chance as you execute Croaker No.1.



The **BOSS** guarding the end of the first level. The odds are out in your favour here, so you've got to be quick to shoot it and avoid its shots.

Move fast slowly and you'll soon discover, or if already know the meaning of the word **BOSS**...



over-saw-adding. **Bad-ers**—and it's time for some target practice.

The display changes to show a shooting range through the eyes of RoboCop. Horizontal and vertical sighting lines appear, and manipulating the joystick allows the point where they meet to be moved. Position the intersection over targets that appear and a laser eye appears around the target. This part of the



On the firing range. Look into the lens as they frantically attempt to run the hell you have it!

game is not tough, but quick reactions are essential if you're to have any chance of destroying the small robot targets that trundle from background to foreground.

Things start to get really difficult as the stage that follows the firing range. Not only are badies shooting and throwing grenades, but there are pieces of moving scenery to contend with... like huge car crushers, and more.

Ata Ural has done a great job in capturing the flavour of the film in the digital spirit—it's especially good below a level and RoboCop thanks you for your co-operation. They have produced a very playable, shoot-em-up on a par with the best. ■

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# ACE GOES PREVIEWS CRAZY

A woman with dark hair, wearing a bright yellow dress, is running on a beach. The background is a sunset with a large, glowing orange and yellow sun partially obscured by a blue, pixelated circular pattern. The overall scene is rendered in a pixelated, digital art style.

Never before in the history of ACE magazine has there been so much to write about on the games front. Christmas every year is a bumper time for software releases, but this year more games than ever are due for release over the Festive Season itself and into the New Year. 1989 is going to provide a rich harvest of top-quality entertainment software.

Join us as we take a trip into the near future...

# FORWARD INTO 1989

Apart from the rush to get games into the shops in time for the annual buying spree colloquially known as The Festive Season, software houses are looking firmly to the future. After a bit of a slow start, it looks as if programmers and game designers are finally about to start producing 16-bit games that really utilise the capabilities of the 'new generation' of computers. And plenty of good stuff is on the horizon for 8-bit games in 1989.



Palace, for instance, should have *Barbarian* if not as for the ST by the time you read this, and be stepping into the New Year with a well-filled portfolio of products under development. Andy Wilson of Dan Dare fame, amongst other projects and Gary Carr Graphics for *Barbarian* is here getting their heads down on *Munsters*, a combat arcade-adventure in the impossible Mission mould, set in a miniature where all the exhibits have come to life.

Palace's statements *Outlaw* are getting ready to publish *Cosmic Pirate* from Japan Games, a company that specialises in writing for Japanese consoles. In order to become a fully-fledged pirate of the cosmos you have to prove your abilities to the space mafia by undertaking missions, and to undertake missions you have to earn money (status) by spending time on simulators. Simulators have the skills needed at the helm of a space ship and will reward you similarly to classic arcade games. After a while, the simulators cost money to play, so it's a matter of earning some of your *Argonaut* gains from missions to further 'learning'... or buying additions to upgrade the performance of the basic pirate ship. ST and Amiga owners should be able to enjoy *Cosmic Pirate* early next year with PC and Mac versions following later.

#### FREE BEING HELD

*System II*, avoiding the mad rush to release games in December, is holding fire on *Demons* for, due for release in January and *Turkey*, which should trumpet into the shops early in March. Last *Ninja II* on the ST and PC is announced, and 'So popular demand', according to publisher *Mark Galt*, Last *Ninja II* should be out and about by *Under*.

#### SLOW TRADERS A' COMING...

Despite reviews elsewhere which might suggest

## PRISON • *Chrysalis*

First franchise game due from brand name software house *Chrysalis* is this cryptic adventure for the ST and Amiga which challenges the player to escape from a penal colony on a planet deep in space. Sections of a hidden ship have to be found and then assembled before escape is possible. Also in the pipeline plans of the *Ultimate* *Masters* title *Alan and Kate Wolf*, due by *Warner*, and a brand new licensed version of *2000AD's* *Judge Dredd*.

(Below) ST - drifting lazily along the planet's surface in *Prison*, in search of vital components that can be used to make good an escape.



ST - Not just *Munsters*, but *Munsters* as well.

## THE MUNSTERS

### • Again Again

Last month we showed you a preview from the TV series, this month we reveal a shot of the game and next month you can read the review. This early look at all five major formats, and if a pal has got an MSX machine, give him the good news too...



## STORM WARRIOR, SUPERTRUX

### • Elite Systems

On the 8-bit front, *Storm Warrior* offers back to city limiting combat through curves, wheel slides and manoeuvrable car rigs during the quest to infiltrate the *Woods of Barkness*. On the 16-bit and Amiga, *Supertrux* offers some real get behind the wheel fun, whether involving real driving games which puts the player behind the wheel of super-up truck tractor units. *GGI*, *Supertrux* and *Advanced* owners will have to supply their own *Trux* rigs for added realism. On top of that, *Elite* plans two spin-offs for Christmas - *Mike Road's* *Computer Pop Quiz*, which features over 1,000 questions, and a *Dictionary of Sport*.

Early next year, look out for *Galactic Wanderer* from *GGI*, a 16-bit intergalactic trading game that involves strategy and arcade adventure elements - but an all format.

(Below) *GGI* - racing along the Euro coast in *Supertrux*.

(Below) *GGI* - mind that driver's seat here... back to try the *Storm Warrior* rig.





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A LEGEND IN GAMES SOFTWARE

## FREEDOM ● Cocktail Vision

French software house Cocktail gives a host of 16-bit releases which should be arriving on these shores very shortly. There's Freedom, a role playing, strategy wargame in which you attempt to escape from slavery in an Aztec sugar plantation. (Sage, pounds and the alternative concepts are all on your belt) and on the 87 way day now.

Also from Cocktail, look out for Immortal 16-bit, Swords and ST releases: Emancipate (no see and victories, but the quest to rescue Emancipate from Devil's Paradise Land, an arcade adventure in which the aim is to escape from a world island and 20,000 leopards Under the Sea, an arcade adventure based on the Jules Verne novel in which you try to escape from being enslaved on the Nautilus. Finally, in the first part of 1989, how your eyes peeled for the official Jumpin' Jack game, licensed from Walt Disney, as well as Peter Pan Escapes too.

ST - Spying your way out of slavery in Freedom.



## CARRIER COMMAND

● Rainbird

IBM, Aminal and Spectrum (including MSX) versions of this exciting 3D Seaforce production are just around the corner. The complete set of Carrier Commands should be available by the end of January, or wait for which machine you own.

Carrier Command - the IBM PC VGA version and below...



...the Spectrum version.



ST - Working as an agent for the computer that controls a submarine city, the computer rules. To retain power, it needs a few human friends to take out people who are getting uncomfortable, so if you fancy being an agent for the computer, your carrier programme could start long-range missions like yourself out there, through, but low powered, and you become the hunted rather than the hunter... as the ultimate aim is to escape from the city, this is all major formats sometime around February.

## PARANOIA COMPLEX

● Magic Bytes/Gramlin

In a futuristic subterranean city, the computer rules. To retain power, it needs a few human friends to take out people who are getting uncomfortable, so if you fancy being an agent for the computer, your carrier programme could start long-range missions like yourself out there, through, but low powered, and you become the hunted rather than the hunter... as the ultimate aim is to escape from the city, this is all major formats sometime around February.

Around the same time, look out for New and things, finally a return action from German programming wizards Magic Bytes, again due on all major formats, Nightdown, Wall Street, US\$ John Young and Parolan Gull Infants should follow between March and June 1989.



Federation of Free Traders

otherwise, Gramlin are still toying away at Federation of Free Traders - as this latest went to press, there was still no sign of the game escaping from their Sheffield programming lab, so a full review of the completed version should find its way into the next issue. Dark Pulse, for the Spectrum, MSX and Amstrad is due before Christmas and should appeal to shoot-up fans who fancy zooming across a scrolling subterranean landscape, using a joystick for propulsion, and destroying aliens on the way.

If driving and taking is more to your taste, then check out Motor Mousse, another pre-Christmas release promised by Gramlin for all major formats - leap behind the wheel of a Scoopcup motor in post-hole canal lanes and deal death to anything else with wheels.



Motor Mousse

Turning the classic concept of computer game design on its head, Gramlin have come up with Ramrod. Rather than playing as a commander to stop yourself getting bored, you choose between a robot and a man and then try to stop them getting bored inside your computer. Both characters are mindless music freaks, who never stop running in the quest for entertainment. Guide Ramrod or Ramrod across a fertile landscape in the land for new compact disks to listen to, or step off for a glass of pop or a quick blast on a canyop. Just keep that boredom meter from rising so high that your chum gets bored to death... ST and Amiga sometime in February, other formats may follow.

## FOOTBALL FRENZY

Football fans, it seems, are going to be well catered for in the New Year - Kevin Tams is getting the finishing touches to an upgrade kit that allows the player to switch Football Manager to it, and he's not the only fellow actively working on football software... Budget House Zappell are making Remakes for the launch of King Clagick Football Challenge - the first full-price game on the Cognito label. Rather than limit it out on the field, you take the role of a team manager who is trying to get to the top - it helps if your team gets promotion at the end

of the season, but it's not vital: good managers worked in the lower divisions, tend to get headhunted by teams in the top divisions.

Not forgetting *Amiga-Height's* international Soccer which should be out and about by the time you read this, from *Budapest*, and the *Series of Commodore's* (usually) more than the temptation to get free, yet low priced games, it is no package: 1) A Side Soccer, Inter Soccer, Soccer Skills and Street Soccer. It's not a budget package, though, coming in at £9.99 on the Old and Amiga, £6.99 on the Spectrum and £19.99 for 16-bit machines. Then there's *DR's* Professional Football, due for the Spectrum.

#### WINGA TREE SIMULATOR?

The major Virgin, Mastertronic/Melbourne House/Lectra Games contest is being a little coy about its plans for 1989 - after reading the issue of ACE, you'll be as well clued in about their reasons as anyone. Of course there's *Double Dragon*, due some now on the Amiga and on some machines, *Quarterback*, an American Football game ready for the C64 any day now, *Manojo's* *Odessa* for the ST, and *C64 Diplomacy* all due early next year.

One little clue about future plans though... Virgin programmers and graphics artists are apparently reading books about *British Trees* and studying the *Ladybird* edition of the legend of *Robin Hood*. *8000 Ninja Tree Smasher* in the pipeline maybe? No, that's more Commodore's style. Watch out for a game set in Sherwood, featuring the odd band of merry men...

#### A PROSEMIAN GOD OF A GAME

*Pygmalion* are getting thoroughly excited about *Ball*, an eight-way-cricket shoot-em-up with strategic overtones. Do battle with the forces of the God of *Ball*, fighting through 290 screens, split into three multi-level domains. No less than 18 sections of a *Flur* Machine need to be found and assembled if the ultimate bad guy is to be defeated. On an ST or Amiga, near you in time for Christmas.

*Captain Piv Meets the Blasteroids* is another *Pygmalion's* shoot-em-up, due very soon, and to set in a more varied frame about in class format. It can be played by one person, but it has been designed as a two-player game for clubs to have fun on together. Friendly, huh?

The long-awaited game of *Galaxy Destruction* from *Pygmalion*, *Agua Intera*, should be out and about come January. Featuring fast-moving aliens, it's another shoot-em-up with eight-way scrolling, but the interesting difference is that some of the aliens are harmless until you start shooting at them. Which is when things start getting hectic. It follows on to *Chromo Quest* in the cards, which completes the *Pygmalion* round-up along with another game from the man who brought you *Men Job* - both due before Easter '89.

#### MORE LABELS THAN

#### BLAN WHICKER'S BARTONS

The *Activision*, *Mediasoft* and *Electronic Dreams* combine has just announced the for-

28 Advanced Computer Entertainment



*Amiga* - deathly death from a *Phantom Fighter* over a blue landscape.

#### PHANTOM FIGHTER

● *Maritech*

High powered graphics complement the *Amiga* and PC version in this stunning shoot-em-up due any day now from *Maritech* via their label contacts, *Emulated Software*. The rating seems looks amazing, and the team are in need for yet a number of screens in and being. *Reddy Phoenix Fighter* is a pleasure that is going to be denied to 80 owners - *Maritech* say the ST can't handle the graphics.

#### PURPLE SATURN DAY

● *Infogrames*

On *Saturn*, as the story goes, everything turns purple for one day a year. On that day neighbouring planets hold a four-event Olympiad and the action has been captured in *Purple Saturn Day* - the soon to be released, with 300 to follow. *Stalin Burger* launches fighting with an opponent for control of *Iron* *Interceptors* of a trade - aiming a continuously-firing probe gun at strategic points in the field.

#### HELLBENT ● *Novagrin*

The third 16-bit release for *Novagrin* should arrive any day now, not from *Paul Whelan*, but programmed by *Novagrin* friends with graphics from *the Whelan*, the person whose screen graphics finished past year's year in *Blackout*. 1989 is their release date for *Mr Whelan* third 16-bit offering, *Demolition*, though...

ST - there should be time to get a good look at the graphics in *Hellbent*, the latest from *Novagrin*.



blast. *Frankie Slider* breaks through round a triangular play area on a miniature, collecting energy and avoiding obstacles. You also in short on equipment, wedge this into a manhole or off the platform. *King Kong* is a station in space set in the rings that surround *Bahama*, a station that has been covered by a massive volcanic eruption. *Flaming* *Yam* *Jump* transports the contestant into the future...

Also due from *Infogrames* early next year on their new *Excite* label is a game based on two *The Top Books* - *Journey to the Moon* and *Explorer on the Moon*. Expect an arcade adventure.



ST - the start of *Frankie Slider* the play area seems forward from dropped space before the contest begins...



ST - *Van* *The* finally makes it to the home computer, courtesy of *Infogrames*.

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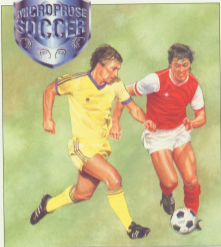
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## GALACTIC CONQUEROR

• Titus

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BT - not just *After Burner* in space! *Galactic Conqueror* from Titus.

## KRISTAL • Prism



*Kristal* - things start heating up for the intriguing space plot. Dennis Peake, as he can best be seen to discover the whereabouts of *The Krystal*.

Not too many computer games have their origins in stage musicals - particularly unproduced stage musicals - but that's the background to *Kristal*, a January release for the ST and Amiga, written by Playscript Software and published by Prism.

The storyline originally belonged to a show written by Moby Dick, Rod Taylor and Mike Sully - a special effects extravaganza which almost made it to the West End but fell victim to the perils of production. Fast forward ten years and the film creators had gone their separate ways when Mike, had a bright idea - why not revive the story of space show Dennis Peake for the 16-bit computers which could it be?

But how to describe *The Krystal*? It's more complex than an arcade game, but there's more action that you'd expect in an adventure. With its four disks, sweet lights, non-player character interactions and space battles, the most accurate epithet seems to be 'mega-epic'. This could be the *Lord of the Rings* or *Star Wars* for the 16-bit generation, offering fast action and deep gameplay all in one.

Fabrics adventures start with him hanging on an alien planet. With a little way and then assisted by a talking plant - just the first of a series of bizarre encounters. But step to that to everyone, however odd, because this is the only way you'll find out where you are and, more importantly, what is it. Playscript is

keeping quiet about the plot but we can reveal that it concerns a Princess who's to marry the wrong guy in just three days time.

Finally the space of a space game's life and each of the planets is highly distinctive, thanks to the 80 beautifully drawn backgrounds by Michael Hagg and David Hardy. The characters are by Chris Potts, Julian Bates and Rodney Wyatt, and each is carefully animated to express their character, so that a happy slaps around, a leggy limp and the like. The sound effects are even more impressive, with 150 frames of animation by Neil Glynn.

Programming director Alex Mills with assistants Justin, Gisle Zochi and John Edwards pulled the whole thing together.

The ingenious blend of space travel and sea-going piracy lets you fly between planets in a space sailing ship which flies cannonballs at insect-like alien invaders. These are tight-tech environments, grassy paradise planets and molten worlds in which you have to find a way of avoiding a fatal hot ball! Even the conversation parser is sophisticated enough to provide convincing replies to most remarks we tried.

Though the game was still in the stage when all its elements are coming together, it looks as if it will be a major January title and at £50.95 should provide hours of engaging entertainment of a kind seldom seen on micros.

music and singing of the new labels: *Wild Images* and *Bloton Picture House*.

From *Electric Dreams* is the not-to-distant future, look out for Incredible Shrinking Sphere, a shoot-em-up/strategy game with isometric, multi-directional scrolling in which you pilot a sphere of varying mass through a maze-like trap, prison squares and assassin spheres do their best to hinder progress, and given that the velocity of the sphere varies according to its mass, driving isn't all that straightforward! No release date for that one, but Time Saver, the Sega spin-off (initial conversion should become electric reality in January).

And of course, a quarter of Sega coin-ups is due from *Meltdown* during 1987's *Galaxy Force*, *Alien Beast*, *Hot Rod*, *Comic Boom* and *Ace Attacker*. Just remains to be seen, in the light of *After Burner* (which required achieving the impossible), how *Galaxy Force* will fare as a computer game.

Adventure fans with 16-bit machines can look forward to *Blazer's Lair* - Manchester-Plex Inc. *Blazers* have evaded *Blazer* and you take on the role of a human detective contracted to the alien authorities. Throughout the game, the player can switch sides, between good and evil, and develop into a friend of the aliens or a supporter of the human resistance. Those of you who like the *Kings Quest* series will be pleased to learn that 16-bit versions of *Kings Quest II* and *The Portal of Rosalia* are due very soon.

## MYSTERY TITLES

Down at *Warren HQ* David Jones is doing some new *Amiga* games, but around April, and John Phillips (director), working title *MPH* is leaving ready on a project for the ST and Amiga. It has the cryptic working title of *MPH* at the moment and should use the light of High Street *Warren's* *Apocalypse*.



Apocalypse

Apart from those mystery titles, *Antech* *The Angel of Death* for the ST and Amiga is due next soon - it's a room-based arcade adventure programmed by Mark Dawson, the man who gave you *Robin of the Wood* and *Notes of Wood*. Not forgetting a really violent screenshot with three levels and some 150 screens of multi-directional scrolling action *Kaladrius*, again for the ST and Amiga and due in January. *Wild* gamblers can look forward to *Showerhead* the same month, *Ballistic Casino*'s latest topic which will also find its way onto the ST and Amiga later next year.



Kaladrius

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#### ARMCHAIR SPORTSWARE

Sports fans are in for a pre-Christmas treat from **Activision**, and should be able to enjoy tennis, snooker/pool/billiards, basketball and boxing along with their in-home pals if they have a hand to. *Game and Play*, for the PC and CD-i, is a well-complex tennis simulation that requires players to move around on court, select the shots they intend to play and aim their strokes via a pop-up menu system. All in real time, too... And anyone with the slightest interest in using a cue, be it for snooker, pool, billiards or a "designer" game on the table with a custom set of rules, should find plenty to amuse in the PC and CD-i versions of *Rock 'em*. Then there's CD-i basketball in the form of *Fast Break*, a full-court three-on-three simulation, and *EXO-Tactics (Kick Out)*, a split-screen boxing simulation for the CD-i that gives the player a first-person perspective of the action. Watch those punches come at you!

#### FORMAT FRENZY

**Electronic Arts**, not to be outdone, have decided to extend the number of formats on which *Skate or Die*, a "street surfing" simulation, is to appear. Between now and Spring next year IBM,



Skate or Die

two players can go head-to-head in *Pool*, *Justing*, and *Downhill Battle*, *Skate* comprises:

— *Zero Golf* — is set to amuse and amuse PC owners any day now. Early next year ST and Amiga gamers will be able to join in the fun.



Zero Golf

hole fun, which has less to do with golf than you might imagine from the title. Moving walls, magic carpets, transporter pads, particle rays and laser beams are just a few of the *Zero Golf* obstacles that forcing old-fashioned like *Liquid Mangrum* never had to cope with.

#### ENHANCING

As if that wasn't enough in the way of armchair sporting action, **Stratus Cyberware's** **ES2** are on the verge of releasing *Amiga Ringoide*, another boxing simulator and one that allows the player to "build" a fighter and then punch just two opponents. ST and PC versions are due in the New Year. Euro software house **Legend** provides 1,500 frames of animation and 15 different offensive and defensive moves in **THEM** Amiga



Could that be a glimpse of piffon nurling in the grass?

#### WAR IN MIDDLE EARTH • Melbourne House

Ho, not the sequel to *The Lord of the Rings* adventure, but a completely new product that spans the entire Tolkien trilogy, *Lord of the Rings* — and pretty amazing it looks too.

Around 14 months in the preparation, every location in the 16-bit version has its own graphics and tone — both music and pictures have been digitized. The pictures were given a special treatment to make them look like part of a fantasy game rather than a TV programme, according to Producer Ron Harris.

The 16-bit game runs on three levels: at the Character Level, the player can see individual game characters wandering around locations; using a scrolling "Overall Plan" map, the main characters and forces can be seen moving over Middle Earth; and then a less detailed Top Level map showing all of Middle Earth on a single screen can be accessed. Mining a pointer over the plan map reveals more detail, and allows play to return to the Character Level at a selected location. Similarly, the Top Level map can be used to give an overall picture of what is happening in the land, and then control passed to the Overall Plan mapping level by clicking a pointer. Still versions won't have the Character Level, but to make up for the loss, the player can get directly involved in fight sequences, directing moves.

There are thousands of ways to lose the game, but the only way to win is by dropping the ring into the Crack of Doom. War in Middle Earth can be approached as a role-playing adventure, as a strategy game or as a weapons — the plot remains the same, but the way in which the player decides to approach the problems faced by Frodo in his quest governs gameplay. Finally, idle gamers can do nothing, just sit back and watch events unfold.

A couple of characters get shown to sleeping if set in a combat sequence taking place at Character Level. If amuse are involved, they are represented by simple characters.

as if they were watching a computerized movie of the Tolkien Trilogy.

The computer-controlled characters have their own decision systems, and will do what they do in the books — but the player's actions will affect the plot. And the characters are intelligent — for instance, if the Nazgul get the ring from Frodo, they head back to Sauron's lair moving like a row of Pugby towards, hunting and waiting in an attempt to disguise which of them holds the ring. All the characters' decision systems are inter-related, so taking control of one character modifies the actions of all the others.





The top level map of Middle Earth



Drilling class in Sauron's hideout at Charovar Level.



Another fantasy scene - this time a sea-elf home up in the background.



losing game. The Champ, which has won endorsement from the **World Soccer Council**. Starting out with breaks in the street, he would be lower has to get recognized by a lot of soccer and then to win and fight his way to the World Championship. All this in the theme tune of Rocky. ST and CD versions should follow Christmas.

If the rigors of the ring haven't turned you into a Stobite slave by the New Year, then Linn's more strenuously demanding offerings should be available, including **Dragonizer**, an arcade adventure for the ST and Amiga which involves battling just over fifty enemies, finding fragments of a meditation and then playing a... wait for it, wait for it... a rhapsody.

#### OUTPOST AT THE NEW FRONTIER

It and new schemes house **Frontier Games**



Outpost

are about to burst into life with a CD4 original - **Outpost**. Described as a tactical game, the aim is to move four marine units and infiltrate a guarded enemy outpost. Detailed characterisation is provided, along with six interwoven mission per game - plan your strategy, polish up your tactics, make the moves and then sit back and watch the outcome in an arcade-style animated sequence. Other 8- and 16-bit formats are promised soon after the CD4 version.

#### EXCUSE-FREE-ZONE

**Arxana**, for some strange reason, seem to think that No Excuses is just the sort of game a thriving young executive needs to play in order to acquire the mental capacities to succeed. Whether the **Arxana** crew played their own game and are themselves now bound to succeed with the title in the cut-and-thrust commercial world of the software industry remains to be seen. ST and Amiga owners should be able to put their non-executive minds against the fifty tests contained in **No Excuses** in time to start the New Year with finely-tuned minds.

#### MULTITASKING MAYHEM

Just in time to keep No Excuses-weaned executives happy in the Amiga workplace, **Laggen** plan to release **Prospector** in the Month of XMAS on the Amiga early in January. A 300k version of **Xen**, there will be thirty levels, a digitised soundtrack and completely new graphics - apparently you'll be collecting frozen balloons rather than stars. Ideally for the budding exec... **Prospector** should multitask with utilities like **Scout 3D** and **Excellence**. Should prove great for light entertainment, both in the yuppie office environment and at home.

#### SO MANY, IT DAREN'T COME QUIT

**Mindreal** planned to allow **Playright** letters in 85-87 at **Comdex** in Las Vegas a few weeks ago, along with **J.L.G.** for the ST (stares description, but get in there and kill that arse), **Free Smith** - an arcade adventure for the PC - and **Turbatrix**, a screen-based training game in the mould of the classic **Sudobrix** for the Amiga.

#### TRAVELLING IN THE HOLES

Amiga players have plenty to look forward to over the coming month or so, too. **Origo**'s first cassette release is imminent for the CD4. **Amivast** and **Spectrum** - **Times of Love** should be in the shops by the time you read this, and the US courtesy of **Microspace**, to be followed in January by **3D** and **Amiga** versions. **Electronic Arts** are about to release **Neuro-mancer** on the CD4 as part of **Interplay** - the people behind the **Blair's Tale** series of role-playing games. Based on the 'cyberpunk' classic by **William Gibson**, the game features an original soundtrack by **Devo** and jets you as a software pirate of the future, entering a huge computer system. CD4 only, for the time being. Cyberheads.

#### HELPS YOU WORK, BEST AND PLAY

Another role-playing treat lies in store from **Electronic Arts** in the form of **Mars Siege**, which casts you onto a prison colony on **Mars**. **Lily** is cheap, and survival isn't easy, as CD4 owners will soon be able to discover for themselves. And if you are the type that likes a good role, look out for **Deadland** too.

Of course there's **Dungeon Master's Assistant** from **US G&A**, a utility that's a must for serious users of the **AGND** system - with a database of over 1,000 encounters and some 1,000 monsters, it makes a DM's life a lot easier on the CD4 and PC.

With the level of activity, a role-playing special could well be on the cards for next issue...

#### TELECOM TUNNELLING

If huge telephone bills hold no fear for you, **Modern Wars** allows CD4, PC and Apple II owners to dial each other up and do battle over the phone, fighting across randomly-generated battlefields on computer screens. If you haven't got shares in ST and a untested interest in seeing their profits soar, there's always the option to play against your own computer... Also on the latter front, **Strategic Studies Group 050** to focus in the below are about to complete their trilogy of **American Civil War** games for CD4 series with **Shiloh** to **Richmond**. Then there's **Master of War**, **Battle for Korea**, another product from the **Linn** stable which features an improved version of the **Decisive Battles System** for added realism on the Amiga for first.

#### DISSENTING LEVELS

Twenty five 'disputing' levels with graphics to match are promised on the Amiga and ST by **Bolton** in the near future. Apparently you'll be romping around



inside the stringy bits of a giant alien life form in *Gravitar*, taking part in a frantic battle to destroy a furious Ugi. If alien biology offers a bit for stomach-turning, *ST* and *Amiga* offers can leap into a barbed thornier and do battle with the forces of an oppressive regime in *Edgar's* other pending release, *Alien Predator* at £14.95 each, the star of *Maniacs* should be another sequel.

**LOOKING BEYOND THE DARK SIDE**  
*Maniacs* are keeping quiet about their forward plans for 1989 - they'll admit to *Dark Side* as the *ST* and *Amiga* being scheduled for a February release, and hint that quite considerable advancements have been made in the *Premessage* system. Other than stating that they

are completely reworked to called 3D games, their spokesmen would give little other away. So make do with this issue's review of *Total Control* for the time being.



Total Eclipse

#### FOR GAMER?

French software people *Mir Soft* are reading themselves for the release of five Lord of the Rings, *ST*, *Amstrad* and *Spectrum*. You take the part of a warrior stranded in a nearby pocket with talons, spears and axes. A wicked uncle has turned your Dad off his throne, and after raising an army the aim is to re-establish your legitimacy by winning trials of combat and taking a generally messy fellow. *Rings* from *Mir Soft*, look out for *Skandal* on the five major formats - it's a futuristic sports simulator that contains football with roller-skating, it played in an ice rink.

#### 8-BIT PRIDE, 16-BIT GAMERS?

New total *Amiga* owners note: 16-bit titles over the coming months, the first of which, *Powerbyte*, gets a review this month. For the *ST* and *Amiga*, look out for *Mission Elevator*, in which a hotel has to be searched for terrorist bombs which need defusing; *Scoreport*, which involves saving innocent people in a subterranean network by dodging a spaceship and destroying an alien train; and *Skandal*, a half-copier 3D air-war combat simulation.

Five more *Amiga* only games are scheduled from *Amiborn*. *Final Mission*, in which the sport controlling a labyrinth needs a good setting in.

#### Mission Elevator



# MIRRORSOFT AND IMAGEWORKS!

"The biggest C64 game ever", and "we're going for the ultimate C64 shoot-em-up" were phrases bandied around by the *Mirrorsoft* crew as they revisited *Phobos*, a fast crawler from the team of *Cresciter* and *Bishop*. In the finished version, at least 15-hour three-stage levels will be there to blast through, presented in the form of a linked network of planets. The overall aim is to fight through planet levels in order to collect nine sections of a heatshield that allows your craft to penetrate and destroy a sun at the centre of a galaxy.

Means *Cresciter* and *Bishop* have let the total rate to their imaginations run riot along the phobos theme - already a nasty handful of scary levels have been put together, including one representing death. Levels for electricity, water, birds, fire, and darkness are already well underway, and



*C64* - the 'Year of death' level from *Phobos*, featuring levels that set away into skulls, rivers of doom, ghosts, burning cities, guillotines and coffins that release skeletons when they are shot. *Scoreport*.



*ST* - picking off invading troops with a fancy bow and arrow from the safety of a fortress window. *Rescue* the prison being set in ancient Japan. *Eliminate* the *Amiga* version. The *Amiga* with a laser del right in *Lord of the Rings*!

the whole package should be complete in time for a February release. Plans are also to produce *Amiga* and *ST* versions.

Also expected around February time is a Japanese epic from *Cresciter* - *Lord of the Rising Sun*. Played over a scrolling map of Japan, the aim is take control of the entire country, warring it from the grasp of an evil man. Gathering forces to your side and planning a winning strategy is only part of the game - create sequences parroted the campaign, including a sequence where shaman stars hunted at you by a Ninja have to be deflected with a sword, and another that involves galloping a horse across fields, dispatching bandit-killers.

Other up-and-coming titles in the *Imageworks* pipeline include *Crusader*, *Dynite*, a mission in which you are a killer hired to defend a *BladeRunner*-ish, futuristic city, *Felstein*, an arcade adventure that

## INTERPHASE

Stunning solid 3D animation is the strength of *Interphase* - which has a "computer" plot. Your assistant is trying to penetrate a large headquarters building that is defended by a massive computer.

You have entered the internal architecture of the machine, and attempt to deactivate the software controlling security systems in order to make your colleague's progress to the nerve center of the building possible.

Plotting a trail through the computer you try to interface with software - represented in the game world by solid objects -

and solve 3D puzzles in order to deactivate programs. Programs have, defended by highly manoeuvrable security modules and strange wraith-like apparitions. Slamming through a level,

the floor and ceiling are represented by different coloured tiles - lying into a tile allows you to move through a floor or ceiling, into the adjacent level of the computer's architecture.



*ST* - strange chromepack structures are part of the computer's internal security system - the more you know of the defensive higher programs you destroy, more are generated by them too. The 64 opens, and a burst of sparkling light emerges, revealing a small fighter module which rapidly grows to full size...

## ACE ON THE ROAD

offers a silhouette graphics style, and *Tenacious*, another arcade adventure played across the landscapes contained inside a lantern — the aim is to get to a fortress.



The Way of the Little Dragon



Crystal Hammer



From the tagg *Amiga* — *Ikona* from *Magika*, *Potato* and *Yorvian*, a bit of *renewed* the *game* on the *Mageworks* label.

from which you can escape to the outside world. Work is currently proceeding on the *Amiga* for a little while.

Perhaps the most exciting project on the *Mageworks* label at the moment is *Magikid*, as the game you might have heard of as *Magikid* is now called. Check out the box for details.

Finally, to round off the Mirosoft portfolio of *IBM* products, there's a neat coin-op conversion of Atari's *Blaster* — 3D colour graphics meet the classic Asteroids gameplay. ■

**BT** — classic rock/beatles/ carter in *Blaster*



Way of the Little Dragon (*Amiga*), a one or two player karate brawler. *Crystal Hammer*, a nice, noisy 'breakout' game with 30 levels and lots more. *Gunfoot*, in which you sit at a bank's cashdesk facing twelve doors through which customers and badmen enter; the premises sounds a bit reminiscent of an old *Dungeons & Dragons* Spectrum game. *That One*, and *Spectrum*, a seven-level shoot'em-up where the object is to sluff up a bunch of alien, whose weird planet looks like it might be menacing Earth.

It might be a bit cool to suggest that *Amiga* is short of original ideas, but if you can re-work the old ones as well as they have with *Powerups*, and keep changing under *Mageworks*, *3D* *Blaster* should be most happy next year. Only time and the reviews will tell.

### A ROPE HANDFUL

Apart from *Phantom Fighter* (reviewed elsewhere on these pages) and *Circus Circus*.

*Magikid* have a nice handful of releases lined up for the months of December and January. *Gunfoot*, shoot'em-up fans should enjoy about *30*, an *8-bit* *shooter* retro-gamers in which you sit to hit *Galactic* *Crew* of some real mean *Galaxy* by dint of applying your *trusty* *solider* to the problem. At the end of January, *Magikid* should have *Program Wars* for the *ST*, *Amiga* and *PC* — an entertainment writer by the programme of *Zero* which apparently allows the player to generate *3D* *Amiga* games.

### REALLY LOVE THOSE TIGER FEATS

On the *Capcom* coin-op conversion front, the *Gal* label completed *Tiger Road* just days too late for it to be reviewed this issue, and promise *LED* *Score* for January. *Block Tiger* for February and *Last Duel* for March. Videos of brand new arcade games have just found their way into the *Gal* offices, we learn, and according to their Product Manager some really good stuff should be out and about for home machines in April and May. *Rainbow Arts*, also published by *Gal*,

are about to unleash *Specialist* on the *Amiga* and *ST*, accompanied on the journey to the shops by another pre-*Amiga* title, *Storm of the Trots*.

### IT'S PARTY TIME!

Garfield's friends, *Bates*, plan a 10th Birthday bash for the fat feline on the journey to the shops by another pre-*Amiga* title, *Storm of the Trots*. It's party time, celebrating a party — on *ST*, *Amiga* and *8-bit* machines in January. It will be a collection of game sessions with a win by theme. Currently the working title is *Walter's Tale*, but it is *Garfield* by any name. February should see the arrival of *Darius*, a coin-op conversion — how will they fit those three screens and exhibiting seat onto a home machine? That and see. Finally, by Easter, *Bates* plan to see the world with a *Peasants* *Game* — apparently the people who see the rights to *Charlie Brown*, *Snoopy* and their *clumsy* seem to be impressed by the treatment given to *Garfield* that they approached the coin party and asked them to do a computer game of course *Amiga* *Darius*, the very *3D* *Amiga* perspective adventure, should have made it to the *ST* and *Amiga* by now, together with a *CGA* and *ST* version of *Soldier of Light*.

### MUCH MORE THAN JUST ORANGE...

Never before in the history of computer games, have so many colours been crammed onto a single screen, according to *Masters*, who are remarkably pleased about *Power* *Flame* (using the *Amiga's* *High* *And* *Modify* graphics facility programmer *IBM* *Williams* *Master* and *Soldier* the *Soldier* has produced an arcade strategy game which sets the player on a quest to disable a self-replicating robotic spaceship that has run amok. As if all these colours up to 4,096 on screen at once weren't enough, original music, digitally scrolling and digitised humanised speech complement the pretentious. It says looks good, but was there room for a game that has too or is this just a mediocre game rehashed up? Feet out rest soon...

### SPORTS IN THE STREET

*Egypt*, having done a distribution deal with *Infogrames* are spending a month or so catching up with other versions of titles like *Games*, *Summer* *Edison* and *California* *Games*, already released and reviewed on some formats. On the brand



# No Excuses



ALSO AVAILABLE

## POWERPLAY THE GAME OF THE GODS



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new titles first, they promise *Street Sports Football* for the Old any day now - an American Football game - and a football graphics adventure by the name of *Legend of Black Silver* early next Spring.

### THREE BIRDS IN FULL SONG



**Wintered**

The Falcon team of *Firebird* and *Paintbird* are proving no slouches in the race for 1989 releases. From *Paintbird*, expect to see *Winterator* by February, remember, it's the game that involves making money as a winter catcher working in a tree. Around 250 levels are involved, and catching winter isn't the only way to get rich: pooking into casinos and trying to make a fast buck is just one of the get-rich-quick schemes on offer in the tree. *Wind Dreams* is due on ST and Amiga around March with 8-16 versions to follow but is being taken to the designers of the game and have interesting things to tell you real soonish. And next is the *Scott* (Classic *Crossword* font) for his writing on a brand new game called *Steel Car Race*, planned for around Easter on all five major formats.

*Firebird* too, have loads of projects underway including a game from the *Original Family Bunch!* Gary Gagglyears Lutton, who moves into the full-time team with Tiger, Tiger. Also look out for *System Doc* by *Protek Software* on 80x machines around the same time.

Moving one stage further down the price ladder, plenty of pocket money games are planned by *Silverbird* at £1.99 on most formats. Look out for *Water Gardens*, *Snake King*, *Peter Rabbit Kid*, *Cashflow II*, international *Scrabble*, *Motorcade Wars* and *Billboard*. Okay that's further details in the budget and completion-stand-up after this month's *SCREENTEST*.

### THUNDERBIRDS ARE GO!

#### ON... GARDENSLAND

Fans of Vigil, Brant, Parker and Lady Penelope can look forward to a real *Thunderbirds* game from *Gardensland* in February on all major formats. *Firebird* rather excited their *Thunderbirds* license a few years ago on a real outside game.

The time, a slightly less wooden game is planned - a free-way scrolling role-playing graphic adventure is promised, which actually features Gary Anderson's characters and sets the player on the trail of *The Hood*, the Tracy family's arch-enemy who has managed to video the *Thunderbirds* vehicles and threatens to expose the Tracess to the glare of publicity. Further reasons for the *Thunderbirds* characters are promised later in the year.

Other licenses acquired by *Gardensland* that should lead to 1989 releases include the rights to Anne Schwesinger's new movie, *The Running Man*. The text frobs around as a contestant in a futuristic TV game show which follows a wacky pattern to the Roman Aeneas - players are out in a laboratory and pursued by their deity while millions of curious potatoes look on. A five section, sideways-scrolling game, *Run-*

*ing Man* is also promised 'on all major formats' in the first months of 1989. On a more costly level, *Gardensland* are also working on a *Bandy* license, in which over 50 of DC Thompson's famous comic characters have to be helped to achieve appropriate tasks. *Brasscock*, for instance is trying to take a cake, while *Desperate Dan* needs help to fill his bag. *What, no Cow-Pop? We fear you not... Our arse-d Clerk, no, or shortly thereafter.*

### UNDERPANTS AS OVERTHOUSERS

Bill on the comic character front, *Spensell* are pulling the finishing touches to *Spensell*, which should appear on the five major formats in time for Christmas, complete with the hero wearing his red knicker's publisher's style outside his trousers, obviously. *ICE* style looked as should *Storm* and *Sladdy* is a set of circus games, in a package that includes *Magpie*, *High Wire*, *Tiger Taming* and *Monkey Back* fishing.

The fare of the standard ring and circus actline seems to be a popular theme suddenly - *Madness* are about to pop *Circus* on ST and on the *Game Boy*, while programmers working for the *Galileo* label in Germany should have their sequenced *Circus Attractions* game ready for March on the BM, Amiga, ST and C64. *SB*, it's better than caging real animals and making them do tricks in front of an audience.



**Supersman**

### GERMAN PRINCES IN PELAGE DAMN

If trading simulations appeal, those wily Swiss people at *Level* are offering the opportunity for up to eight people to take on the role of princes in ancient Germany, in *Kaiser*, the aim is to rule a country, nurturing the population, building an army and forming alliances with the rulers of neighbouring territories. Only one prince can become *Kaiser*, and everyone knows it.

Keeping the adventure world covered, *Level* should be releasing *Ice and Fire* early in 1989, on ST, Amiga and IBM PC over two years of the making. With three days to live, you can assume one of nine personas before attempting to find a cure for the disease that is killing you. AND here's a go at saving the world, but to show that ideology games aren't beyond the rest of the breed, *Level* plan to complete their coverage of game genres in February with *Crown*, which features a detailed 3D-screen landscape over which the player manipulates an arm.

### OPENING THE BOX

*Pandora* have a pile of releases due between now and February. There's *Outland*, an unclassified vertically-scrolling

shoot-em-up in which two small fighters attempt to save Earth from a destructive invasion - the any day now for the ST and Amiga. On a slightly more cerebral level, *Debut* sets the player the task of stabilising a planet's ecosystem - controlling weather systems, raising the population and tinkering with food chains, the aim is to prevent wars and pollution down on the planet's surface. *Arise* offers simulation and strategy are all combined in *Debut*, according to *Pandora*, and you should be able to test their claim early in the New Year. Finally from *Pandora* comes their *Galaxyplan* *Cosmos*, a role-playing simulation in which you, as a barbarian hero, go in search of five gems. ST and Amiga versions are due any day now, with *Amstrad* and *Spectrum* versions planned for the first part of 1989; there's no target date set for the C64 version.

### COMPUTER MAMMIE

The *Demark* team leap into 1989 with their *Tangan* *spin-up* deal last *Nico*, last *spiral* which should start producing results in the Spring, and of course the wacky and zany *Spitting Image* *best-em-up* is due to arrive in good time to find its way into Christmas stockings throughout the land.

If going old 1989 *Transporter's* *Diaries* are all your maddest wishes buy you at Christmas, and you own a C64, *Spectrum* or *Amstrad*, why not drop some strong hints about the cassette-based *Computer Mamie's* 1989 *Diary* this year? Another piece of witty software from the *Teds*.

### CLOSING ON GENERAL THOUGHTS

Finally, on the console front, *Saga* have been fairly active of late introducing a batch of games heavily based on *SCORPIONEST*, save *Double Dragon* which came at *Single Scored*, arriving too late for review. Not to be outdone, *Nintendo* are making a new push into the UK, started this Christmas and plan to release between two and four games per month throughout 1989. Apart from the the *Nintendo* games reviewed this issue, look out for *Castles*, *Pop Gun*, *Castles* *no* and *Conquer II* in the near future. Meanwhile, if you're thinking about splashing out on a console this Christmas,

check out the *Pink Pages* list out what you could be letting yourself in for...

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any day  
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# CLIMB EVERY MOUNTAIN

ACE and Telecomsoft join forces to present an amazing Christmas competition

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By way of **RUNNER-UP PRIZES**, Telecomsoft are offering no less than ten personal stereos, and ten more entrants are in line for a Telecomsoft T-Shirt.

As this is the festive season, all you have to do in order to enter and stand a chance of winning one of the twenty-two prizes on offer is ponder over our festive Telecomsoft Trivia Quiz. Fill in the answers and post them to TELECOM TRIVIA, ACE, 4 Queen Street, BATH, Avon BA1 1EQ to arrive before 31st January when the draw will be made – in the unlikely event that no-one gets ALL the questions right, we'll award prizes to people who get closest to a full set of answers. Usual ACE competition rules apply.



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COMPUTER OWNED \_\_\_\_\_  
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S      M      L

1) Just to get you off to an easy start: Name the three entertainment labels published by Telecomsoft.

2) Name one thing of which St Nicholas is the patron saint.

3) Who recorded Father Christmas: Do Not Touch Me?

4) Who played Santa's little helper in Santa Claus: The Movie?

5) What kind of tree is a Christmas Tree?

6) The first ghost to visit Scrooge was his dead partner. What was his name?

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ATARI ST

# SCREEN TEST

Welcome to the biggest Screen Test section ever. We said that last month, and after adding even more extra pages we're saying it again.

The peak selling period of December and January is about to begin — even with our huge preview section, we still had to up the size of Screen Test again to cope with the volume of new releases.

Which game is going to top the charts over the festive season? Hard to tell, but as you might expect *Thunderblade* and *After Burner* are both hot contenders, reviewed this issue, but *WEC Le Mans* could give them a good run for their money. As we want to press, *WEC Le Mans* hadn't made it out of the Ocean Pits, so it remains an unknown quantity.

Two original titles, *Batman* and *Total Eclipse* get Ace Rated this month. It's good to see that originality is far from dead in the wake of arcade conversions.

It's worth repeating last month's message, once again: it's the biggest and it's full of the best — enjoy!



## THE RATINGS

### HOW THEY'RE CALCULATED...

If you buy a game, how much enjoyment will you get out of it, and for how long? Just check out our revolutionary PIC (Pleasure Interest Curve) for the full story. Better arcade games start high on the curve, and then steadily fall off as you lose interest. Awarded arcade games stay the usual of the curve for months — but the moment you realise there they're going falling down, computer strategy games may start you off first — but climb up the scale as you begin to appreciate the peace of the game. And so for the strategy — they start low, stay low and have nowhere to go but even down down.

Once you've seen how long the game can hold your attention, all you need to glance at is the renowned ACE RATING. That's a calculated weighting to the area under the PIC. The higher it is, the better the game. Add to that our objective ratings for 12 Factor (all it give your brain cells a workout), and Fun Factor — a measure of instant appeal and exhilaration as you slip into the game. Then there's the ACADE ACCURACY rating, used where appropriate to report on how good a job the programmer has done with the conversion. All in a game that longer life in the 100+ to 1000+ of hours, we rate the Graphics and Audio effects too, for EVERY machine the

game's available on, giving the full picture, no matter which machine you buy.

### WHY YOU CAN RELY ON THEM...

The ACE reviewing team covers a broad spectrum of computer entertainment talent. Andy Wilson — now moved on to be permanent test host — sits on our sister magazine PC Plus — is already well-versed in what looks as here, with his own. Andy Smith wouldn't have been a fan of a hole in the ground, but can wipe the floor with any number of slots. Bob Wade (ex Personal Computer Games, Zap!84 and Amiga! Action) has played more computer games than any sane person ought to. Add Steve Cooke (ex PCG and formerly columnist for magazines ranging from *Esquire* to *Top Gear*) and count in our new Editor, Graeme Kidd who has over five years' worth of professional copywriting under his simple belt, and you've got age and experience as well as youthful enthusiasm.

Every game on the following pages has been seen by all of us. We compare notes, discuss differing opinions, and only then do we decide who's to take final responsibility for getting our views into print. What follows, then, isn't just a collection of casual comments, but the definitive ACE verdict on this month's software. We've checked that — now you can too.

## INDEX

### AGE RATED

- 91 *BATMAN* Ocean
- 85 *TOTAL ECLIPSE* Incentive

### REVIEWED

- 54 *AFTER BURNER* Activision
- 72 *BLACK CRASH* Mundane
- 58 *ESPIONAGE* Grandstream
- 76 *FBI + Repeat*
- 54 *GUERRILLA WAR* Imagine
- 70 *HELLFIRE ATTACK* AtariSoft
- 106 *LAST NINJA 2* System 2
- 68 *LIVE AND LET DIE* Demark/Elite
- 106 *NINENDO GAMES*
- 111 *PAC-MAN* Grandstream
- 64 *POWERPLAY* Axiom
- 88 *PUPPY'S SOUP* Axiom
- 80 *RAC RALLY* Mandrake
- 83 *RETURN OF THE 200* Demark
- 69 *RIP* Deluxe/Genesis
- 100 *ROBOCOOP* Ocean
- 98 *SNAKE* Firebird
- 76 *TEGA GAMES*
- 80 *SUPERBLADE* Gremlin
- 70 *TANK ATTACK* CDS
- 96 *TECHNO COP* Gremlin
- 56 *THUNDERBLADE* US Gear
- 58 *TRIVAL RESORT* Demark
- 63 *TURBO CUP* Activision
- 72 *UGLYMURKIS* Electronic Arts
- 109 *URS - SCINAWICS* Standard

### UPDATES

- 84 *POWAC SHARK* Firebird
- 109 *URS* Standard

### SCREENTEST SUPPLEMENT

- 117 *Christmas Stocking Fillers* Compilations overview, and the Best of Budget.
- 129 *Nicks 'N' Nodics* Including *Michael Powell's* guide to his smash hit game, *POWER DRIVE*, and *Tony Covert's* guide to his latest of *BOMBULA*, edited and abridged by Mike Jordan of *Miscraft*.



**BT** - stage one and some enemy planes come screaming past you. But you're your sights and fire off in a minute.

# AFTER BURNER

ACTIVISION Lock On

**TAKE** a game, almost any game, put it in a large, colorful and very animated cabinet then plunk it in an amusement arcade and what have you got? Large games wait for their turn on the latest sunshine arcade lot.

After Burner was THE machine to play in the arcades earlier this year. It came in three versions: The upright cabinet, which is the standard arcade machine, the pin version, which shook and rattled as you played, and the Deluxe version, which shook and rattled enough to knock your false teeth into your lap. Now Activision bring us the home more versions of the game - which came without a cabinet, so you'll have to do your own grating console impressions.

The object of the game is very simple - fly your F-34 Thunder Cat through stage after stage of enemy territory and survive for as long as possible. Chances of survival are increased by shooting down as many of the enemy aircraft as you can before they shoot you. Your plane is armed with a continually front-loading machine gun and heat-seeking missiles. A small square sight jet in front of your

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## ARCADE ACCURACY



It's fast, colorful and has all the features of the arcade game that you could reasonably expect.

## COIN OP SCORE: B

plane indicates when the machine gun is firing, and if an enemy plane wanders into the light, it locks on to the enemy plane. You then hit home with a missile which will rocket towards the target - meanwhile, your small sight's still out in front so you can end up with half a dozen or more forgotten enemy planes at once.

Dealing with the enemy like that is not such a problem at the start of the game as long as your reactions are quick enough to bank left-right to avoid the incoming missiles. The problems start when enemy planes and enemy heat-seeking missiles start coming from in front and behind. The best way out of this kind of situation is to start using the throttle control to speed away from or slow down and sneak in behind the enemy. In later stages the skies are



**Spectrum** - powering through the canyon in stage eight. There are no enemy planes to worry about as you blast everything on the ground. Mind the walls though! For right - you're hit! For left - you're going down! You're only got eight lives left! Oh no!

**Below** - GBA version, notice how blocky the graphics are.





## RIPE FOR CONVERSION?

The programming team who converted *After Burner* have done a first rate job — very little, if anything, has been left out and the game plays very well. The only problem is, was *After Burner* really suitable for the home market? Unlike *F-16*, which is a challenging and enjoyable shoot-em-up, *A.B.* outside of the cockpit is a dull. The cabinet made the game popular in the arcades and without the frills, the home conversion



At the start of a new stage on the arcade machines.

puter versions are poor cousins. Operation *Hot* is another great arcade game, and although the coin-op featured a huge rotating machine gun mounted on the front of the cabinet that wouldn't be emulated on the home versions, the game itself was great, and a competent conversion that compensates for the lack of machine-gun should be (and is) a great computer game. Can the same be said for *After Burner*?

Simply of empty stuff and it's a simple case of blasting away at ground targets such as oil tankers and look-out towers — occasionally you have to do this whilst flying through a narrow canyon.

Although your machine gun has an inexhaustible magazine and keeps firing away happily, the number of missiles is limited and should you be so foolish to use up all your missiles early on, you'll have to survive without them until the refuelling stage, when either a large tanker plane comes flying over and drops a cable which your plane attaches itself to automatically, or a landing strip comes into view and the plane-lands and gets refuelled.

*After Burner* is pure sky-high mayhem, but if *Scram* only won't get a push-out for your joystick arm certainly will. It's playable stuff, but since the novelty has worn off you'll soon realize it is just a standard scrolling shoot-em-up with little in it to keep you interested and playing for any great length of time.

— Andy Girth

### CGM VERSION

The graphics are the worst of the bunch. They're colourful but very blocky — to the extent that it's often very difficult to see what is going on and where the missiles are coming from. The sound does not add — the effects are subtle.

GRAPHICS: 4    IQ FACTOR: 1  
AUDIO: 0    FUN FACTOR: 4

ACE RATING 515

### SPECTRUM VERSION

Great graphics, great gameplay and OK sound effects and music. Unfortunately the game can get repetitive and you'll see your stored winging fat.

GRAPHICS: 8    IQ FACTOR: 1  
AUDIO: 7    FUN FACTOR: 7

ACE RATING 656

ST — Blast & missile like home. Watch out for that incoming missile at the top of the screen though or you'll go crashing to the ground.



Blasting off at the start of the game on the Spectrum. Put your chair back as you power skywardward too fast!



*Spectrum* — In the thick of the action, you've looked onto these planes so far these missiles fly!



Refuelling and rearming on the Spectrum. The player takes no part in this as it comes as a welcome break.

### ATARI ST VERSION

The sound effects are good as are the graphics and gameplay. It's still not a stunning game though and you're liable to bored sooner rather than later.

GRAPHICS: 8    IQ FACTOR: 1  
AUDIO: 7    FUN FACTOR: 5

ACE RATING 687

### PREDICTED INTEREST CURVE



A standard arcade shoot-em-up.



Amiga preview shot - Here's what the graphics look like. From the demo we've played it appears to play well too. Wait for the update review in a future ACE.

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Amiga preview shot - keep firing! Keep firing!

# THUNDER BLADE

US GOLD go to the rotors

**TOP** dog in the software chart battle last Christmas was US Gold's *Out Run*, and they're looking to repeat the feat by taking to the air this year. The competition is much hotter these days though - so have they managed to come up with the gameplay goods?

To start with, the helicopter you fly is viewed from above. It sits on a trolley waiting to rise up and launch itself forward. Both speed and height can be controlled by the joystick, but it's easier to change speed

straight on - bullets, buildings, trees and all. It's still a matter of weaving through the buildings and flog, posing high-explosive death if anything is in the way.

Stage three takes place out in the ocean, where the copper overflies a ship at a set speed. It can still be moved all over the screen, but the height remains at a set level. As the ship scrolls by, gun emplacements come into view and are dealt with in the same manner as ground objects in stage one.

## SPECTRUM VERSION

The graphics are fast and impressive. Loads of detail and ready responses. It's tough to see what's going on in the heat-on sequences, and the colour selection is questionable at times. The joystick noise is acceptable and goes nicely with the tempo and boom.

GRAPHICS 4 IQ FACTOR 4  
AUDIO 4 FUN FACTOR 2  
ACE RATING 790

## ARCADIE ACCURACY

Faithful reproduction of all the arcade features and extremely close graphics and gameplay.



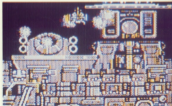
COIN OP SCORE 5

using the keyboard. As you change height the chopper stays the same size, but the buildings, scenery and enemy weapons loom larger or shrink away - and very nice it looks too.

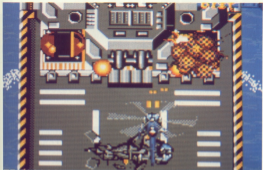
As you rotor motor over the ground there are buildings that have to be avoided and lots of tanks and helicopters letting fly with shells/bombs. Bombs and bullets will just poot to them, but violent evasive action in all directions is essential.

The second stage is just like the first, except for one crucial factor - the view is from behind the helicopter. Instead of everything passing by underneath it all comes

**SPIN** - The final fortress is parked to the panoramic with weaponry - an awesome prospect for your 0044 helicopter.







[Moved] Action preview shot - The game's real action finished yet, so we haven't captured it. We couldn't resist peering a couple of shots to whet your appetite though...

## RIPE FOR CONVERSION?

Thunder Blade is another coin-op that relies heavily on physical effects for thrilling and shaking up the player. Once again that all goes out the window for the computer versions, resulting in a loss of much of the adrenaline rush from the roads.

Having said that, it isn't in as difficult a position as *After Burner* because there's more variety and still required in the gameplay. The conversion is excellent, even on the humble Spectrum, but only time will tell whether coin-ops are soon going to be completely impossible to convert.



Approaching the fortress in the arcade game.



CGA - I, These tanks look like old-timey *Star Wars* in disguise. Lifting downwards, the detail increases on the tanks and the buildings from Shockingly near. I, Two tanks in ghostly storage.

Get as far as stage four and the controls are exactly the same as stage one. However, things have been complicated by having to fly down a canyon. Clipping the walls with the rotor blades isn't very healthy and results in a large lump of scrap metal on the ground.

There are 12 stages in all, and none of them are easy. Jets will fly across the screen, letting fly with everything they've got. Flocks of boats will lead concentrated fire in similar devastating manner to the tanks. Head-on fights across open country will get increasingly ferocious for the hosts. Finally the target of your destructive aspirations will appear - an enormous fortress loaded up with lots of deadly weapons. Just getting this far will be tough enough, and taking it out even harder.

This is still a good chest-thumping on computers as opposed to the coin-op. It lacks any strategy or depth, but you can't have everything. The switching of views and the types of problem that are thrown at you will provide no shortage of interest.

By Wire

### CGA VERSION

Graphics are on the chunky side but move with speed. Much easier to tell what's going on than in the Spectrum. Good music and effects, too.

GRAPHICS: 8    IQ FACTOR: 1  
 AUDIO: 7    PAN FACTOR: 6  
**ACE RATING: 800**

### PREDICTED INTEREST CURVE



Days of entertainment, starting through the page.

# FLYING SHARK

ATARI ST • Floppy CD-ROM

**HERE'S** a game that shoot-'em-ups really got their teeth into on the 680 computers. ST owners might have given up hope of ever seeing their version, but it's finally here. Has it been worth the wait, or will it go just another game forgotten about after Christmas morning?

The Flying Shark is a copier that doesn't believe in anything out of Ocean Patrol or The Blue Max. It flies over a vertically-scrolling landscape, blowing in the lead the enemy has to offer. It can aim up with weapons that give it

a very impressive forward field of fire. The power-up capsules are obtained by shooting defunct waves of planes. However, the



**BT** - showing that wave of planes and not just the powerup symbol.



**BT** - grab that B and you'll have an extra smart bomb (very handy).

rest of the enemy isn't as helpless.

First to be encountered are the groups of two or three planes that zoom off shells at you and can crash into you as well. Then there are tanks which take two hits to destroy - the first taking out the turret and the second finishing the job. Gunboats, too, take two hits.

From there on things just get tougher - multiple hit gun emplacements, missile ships and aircraft carriers, and ever more complex lines of defense. Smart bombs come in handy, but survival depends on hanging onto the extra weapons. Lose one life and it's something of a lost cause. If smacking shoot-'em-ups that wages on being a bit too difficult.

By Nick

**ARCADE ACCURACY**  
Especially good conversion that will delight the coin-op fans.

**COIN OP SCORE: 9**

**ATARI ST VERSION**  
Fantastic backgrounds and sprites, combined with OK scoring, make this a great looking game. The accompanying music and explosions make it sound great too.

**GRAPHICS: 9** **IS FACTOR: 1**  
**SOUND: 9** **FUN FACTOR: 9**  
**ACE RATING: 895**

**PREDICTED INTEREST CURVE**

Highly addictive and very tough

# LIVE AND LET DIE

ELITE and DOMARK join forces



**AAA** - that helicopter has just dropped some valuable fuel and ammo into the water for you.

**JIMMY** Bond's back. Having survived the mayhem of The Living Daylights (aren't he always?) he's ready for some fresh adventures, this time based on an earlier film.

Live and Let Die, the computer game, draws its inspiration from the speedboat sequence from the film, and as Bond you've got to thwart the evil plans of one Dr. Kananga. The rogue is planning to flood the US with heroin that he cultures on his Caribbean island of San Monique. To foil him you have climb aboard your speedboat and travel along a waterway in Florida, avoiding various obstacles including mines, rocks and riverside gun emplacements, before reaching the refining

plant and destroying it with a missile.

Before attempting this, it's best to get some training under your belt on the three practice courses.

How far you progress in the game not only depends on how many times you get killed, but how much fuel you have as well. Fuel carriers in the water need to be collected as you go - the faster the boat travels the less fuel it uses, so don't rely on taking things easy.

Live and Let Die is a curious mix of game styles. It's a bit like Buggy Boy on water but really that surprising, considering Elite provided both games, but there's a bit of Out Run and Road Warriors in there too. More courses would have been appreciated, but the game plays well and is a tough challenge.

Andy-John

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**CD-ROM VERSION**  
Fast, colorful graphics and good gameplay make this an enjoyable game to play. You'll have fun getting to know the courses - but with only fuel, that won't last for long.

**GRAPHICS: 9** **IS FACTOR: 9**  
**SOUND: 7** **FUN FACTOR: 9**  
**ACE RATING: 733**

**PREDICTED INTEREST CURVE**

Enjoyable while it lasts

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On the starting grid at the Dijon circuit, a good start is essential, so keep an eye on the lights.

**RENE** might only feel as fast as over time. As say, Nigel Mansell, but in Turbo Cup a big change in the driving circuit. Ren's specialists in driving Porsche - 944 Turbo Porsche, French software house Loriciels like Porsche. They also like Renault, which is why they've got ten not only to Renault, but to help design a driving simulation

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#### ATARI ST VERSION

The package shows for the game is great, along with the graphics, sound and sound effects. All in all it's a really driving game that will keep you entertained for a long time. I don't know how that is potential won't fully realize.

|                |   |             |   |
|----------------|---|-------------|---|
| GRAPHICS       | B | IQ FACTOR   | B |
| SOUND          | B | FILE FACTOR | B |
| AGE RATING T99 |   |             |   |

#### PREDICTED INTEREST CURVE



Great fun, but lacks reality.

# TURBOCUP

LORICIELS step on it

based on France's popular series of 944 Turbo Cup races.

The player competes in four races, each at a different track. The real races last two days - practice takes place on the first day, and the race proper starts on the second. In Turbo Cup you get a practice lap of the course, which determines your grid position for the two-lap race that follows. Obviously, the object is to get round the circuit as fast as possible, so it's a pretty good idea to avoid crashing into the other cars or roadside obstacles.

On the Paul Ricard circuit, the always comes off worst when you rear-end the other cars.

The other cars are much more likely to cause problems than the roadside obstacles, because they tend to weave across the track at just the wrong moment. Just bumping a car is not always disastrous - quick reactions usually allow the resulting spin to be controlled. Rear-end another car though, and you're in big trouble: the car goes bouncing all over the track before coming to rest, which leaves vital seconds that are very hard to recover.

A real feature of the game is the way in which other cars can be prevented from overtaking if you weave all over the road - it's not cricket, but it does work! Cornering correctly is vitally important; go too slowly round a corner and valuable time is lost, go too fast and you're likely to spin off - again losing time. To put it anything like a decent time takes practice and a sound knowledge of the circuit.

Turbo Cup doesn't offer many corners, but it does have a choice of several gear changing options. Fancy an automatic gearbox that leaves you to concentrate on accelerating, braking and steering? No problem. Fancy inch-

ing a gear change by pressing the fire button on the joystick? Again, no problem. There's even the option to use the fire button as the clutch, which means the joystick handle is used as if it were a real gear stick - hold the fire button, move the joystick to the correct position and release the fire button. All this while concentrating on accelerating, braking and steering and keeping an eye out for the other cars...

Loriciels have produced a great driving simulator in Turbo Cup. The competition is tough, the courses vary in difficulty and the gear change options add some fading interest. Unfortunately, they don't add enough to compensate for the limited number of courses or the annoying start races.

● Only 50%



# POWERSTYX

Get a qix out of AXIOM

**QIX** was one of the most original titles in the arcade when it appeared during the early 80s. It was one of those original concepts that appeared in the early days — one of a number of games that used just one screen, didn't have great graphics, but had sparkling gameplay.

The first a faithful reproduction, but has the same control idea which calls for the player to close off a chunk of the screen in order to

progress to the next one. Controlling a cursor that starts at the edge of the screen, and which can move into the centre drawing a line behind it, the aim is to draw a line that encloses part of the screen. When the line pins back up with the edge or another line, the area enclosed is filled with part of the main background picture.

Two main targets have to be controlled with a joystick to enclose and fill 75 per cent of the screen. Two skulls circle the unfilled area of the screen, following the edges and destroying the cursor on contact. A trailing chain of objects bounces around the screen, ensuring

| AMIGA VERSION  |                 |
|--|-----------------|
| The background is used by filling a screen built up by levels of lines. The music is fairly repetitive and the rest of the graphics are fairly ordinary. |                 |
| GRAPHICS   | 30 FACTOR 3     |
| AMIGA  | 3 FINE FACTOR 3 |
| ACE RATING 621   |                 |

| RELEASE BOX               |        |
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| No other versions planned |        |



Amiga — complete the first screen and you're rewarded with this pretty picture of a cool dude leaning on his car.

numbers until you start drawing a line. If the chain touches the line being drawn by the cursor before a section of screen is safely boxed in, then a life is lost and the cursor returns to the point from which you started drawing the line of death.

Objects fly across the screen and collide with things as extra speed, time losses, level skip or an instant death when touched by the cursor. On subsequent screens, the edge-filler gets faster, making it much tougher when you've only got a small amount of screen left to enclose.

A simple, addictive game that doesn't quite match up to Qix, but still proves tough to put down.

Bob Peck

# GUERRILLA WAR

IMAGINE's armed resistance

**LIBERATING** an entire nation with just two marines is a pretty tall order. Even if they are equipped with all the guns, grenades, bazookas, flamethrowers and tanks available, it's still going to be a battle against the odds — the enemy forces are well-equipped and are often found well-dug-in.

Play is very much in the Run & Shoot and Counterattacks death-dealing mould, with lots of vertical scrolling and hammering away of enemies coming on from the top and sides of the screen. The simultaneous two-player action feature you can't shoot one another leads to faster progress in the mission, but the need for co-operation brings its own problems.

Fighting through the five levels you encounter riflesmen, troops throwing grenades, tanks, men with flamethrowers and bazookas and then a large enemy at the end of each stage that takes multiple hits to destroy.

| ARCADE ACCURACY  |  |
|--|--|
| It's about the best you can expect out of a Spectrum, but it doesn't come anywhere near the arcade ones. |  |
| COIN OP SCORE 8  |  |



Spectrum — close to a tank which can be commandeered. Watch out for soldiers liberating the grenades that are exploding on the sight of the screen.

Bazookas and flamethrowers dropped by dead soldiers can be collected and used, and it is possible to climb into abandoned tanks and drive around. Tanks have excellent firepower, and make blasting through walls, fences and sandbags much easier.

There's nothing here we haven't seen in previous Commando derivatives, but the elements are combined to make a tough game. Plenty of action for jungle-forgery combat veterans to fight their way through.

Bob Peck

| SPECTRUM VERSION   |                 |
|--|-----------------|
| Lots of detail in the graphics, although the labels can't be read to speed in the thick of the action. |                 |
| GRAPHICS   | 7 30 FACTOR 4   |
| AMIGA  | 3 FINE FACTOR 7 |
| ACE RATING 704   |                 |

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|-----------------|----------------|
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# PHANTOM FIGHTER

ed by  
D  
E

ed by  
Ben,  
Lance G



sein

# ESPIONAGE

Tinker, tailor, soldier, GRANDSLAM

**FURTIVE** dealings are afoot in the murky world of international spying. Which is, of course, perfectly true, but the spying theme has nothing to do with the game. If anything, the scenario seems to complicate matters, since you're to let's forget the cloak and dagger stuff and get down to the board game.

It's basically a cross between chess and draughts, with a more intricate playing area and a different game objective. Up to four players can take part, any or all of which can be controlled by the computer. Each player controls three types of pieces — or agents, as you call them: four diagonally like bishops in chess, four secret agents that move like

| RELEASE BOX |                 |           |
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| ATARI ST    | £19.95          | IMMEDIATE |
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queens and two surveillance agents that move like rooks.

At the start, in the debrief phase, players distribute their 12 agents across the board. There is no preset arrangement for pieces, so setting up the board at the start is an important element of gameplay. The overall aim is to end up with the most money — cash is earned by returning missiles from the middle of the board and getting them back to your base, and also by capturing agents. Agents can be captured and removed from play in much the same way as pieces are taken in draughts.

A few games will be needed to appreciate

**ESR** — details in cover and more like expert-tasting begins. If you find it difficult to distinguish between the pieces, you can zoom in on the board for a clearer view.

## 064 VERSION

The graphics and sound effects are on the minimal side, but the above's really made most difference to the game.

|                 |   |            |   |
|-----------------|---|------------|---|
| GRAPHICS        | 3 | IQ FACTOR  | 3 |
| SOUND           | 2 | FUN FACTOR | 4 |
| AGE RATING 7/10 |   |            |   |

## SPECTRUM VERSION

Functional graphics and minimal sound effects.

|                 |   |            |   |
|-----------------|---|------------|---|
| GRAPHICS        | 3 | IQ FACTOR  | 3 |
| SOUND           | 2 | FUN FACTOR | 4 |
| AGE RATING 7/10 |   |            |   |

the tactics required, but play is very involving and enjoyable once you've learned the rules. The computer opponents aren't that smart, but they provide reasonably testing opposition.

• See Page 64

## PREDICTED INTEREST CURVE



Confusing at first but soon falls into a very absorbing tactical game.



# TRIVIAL PURSUIT

## A NEW BEGINNING

DOMARK's new beginning

**HAVING** cleared up with the Trivial Pursuit boards since already, Domark are clearly intent on making it for all it is worth. And why not? This new version isn't the familiar board game that was initiated last time round, but an attempt at making the board game more computer-orientated.

Play is still based on answering trivia questions, but the action is transferred to a 'save the world in deep space' scenario. Up to six players can take part in a trip through six gal-

axies on a journey to the world of Genesis II.

In each galaxy one player contains an object. After landing on a planet you are asked a question: get it right and you destroy the planet for collect an object; if one is missed before moving on to another planet, fail and it's the next player's turn.

After collecting the six objects, the six



aliens — you're being splattered by an alien life form. But the questions right and you break the planet — nice huh?

## AMIGA VERSION

Graphics and sound effects are okay. The planet scenario is pretty but there's not much in the way of innovation.

|                 |   |            |   |
|-----------------|---|------------|---|
| GRAPHICS        | 3 | IQ FACTOR  | 3 |
| SOUND           | 2 | FUN FACTOR | 3 |
| AGE RATING 8/14 |   |            |   |

aliens on Genesis II each ask you a question. One of them asks the 'win' question — get the right answer, and you have won.

This is still fairly a revolutionary new style for Trivial, but if you liked the first one you'll like this one.

• See Page 64

## PREDICTED INTEREST CURVE



Never very new or exciting, but contains lots more Trivial entertainment.

### RELEASE BOX

|          |                   |           |
|----------|-------------------|-----------|
| ATARI ST | £19.95            | IMMEDIATE |
| AMIGA    | £19.95            | OUT NOW   |
| SPECTRUM | £19.95 + £19.95   | IMMEDIATE |
| AMSTRAD  | £19.95 + £19.95   | IMMEDIATE |
| ORACLE   | £19.95 + £19.95   | REVERSED  |
| IBM PC   | Under development |           |

The information screen that a player can call up to see how well he is doing — and how well everyone else is doing in the quest for world domination...

**WHAT** more could a megadomestic war than world domination? (A whole lot of money to spend as well, perhaps!) There's no money in this conversion of the hugely popular board game on that just leaves the world to conquer. Up to six players, computer or human, can compete for control of the 50-odd countries that make up the world.

At the start, players divide up the countries — or the computer can be told to divide out countries at random — and then each player takes it in turn to distribute armies. Now comes the attacking phase. Whoever starts is awarded extra armies, the number depending on how many countries the player owns. If the player has total control over a continent, extra armies above the normal rate are supplied, in proportion to the size of the continent held. Then the new armies are stationed and attacks mounted on neighbouring countries, one at a time. An invasion requires at least two armies to mount.

Battles are resolved by rolling dice. The number of dice rolled depends on the number of armies involved in the conflict — an attacker rolls two dice unless he has more than two armies attacking, in which case he can roll three. The defender always rolls two dice, and gives first

The values showing on each die are used to decide the fate of armies — the defender always wins ties. For instance, if the defender rolled a one and a four and an attacker with four armies rolled a two ones and a six, the defender would lose all armies (the attacker's six beats his four)

#### RELEASE BOX

|          |                |         |
|----------|----------------|---------|
| SPECTRUM | £19.95 • C4856 | URGENT  |
| AMSTRAD  | £19.95 • C4856 | URGENT  |
| ORION    | £19.95 • C4856 | OUT NOW |
| ORIG     | £24.95         | URGENT  |

ST and Amiga versions not planned



# RISK

LEISURE GENIUS on the campaign trail

and the attacker would lose an army (the defender's advantage moves his one beats the attacker's one).

The battle continues until either the attacking force is reduced to one army or the defender is beaten out of the country, in which case the attacker moves some of his armies into the

The red player prepares to launch an attack on Great Britain from Scandinavia. (Great Britain fell after the first dice throw. The red player moved two armies in and decided to end the turn with a five move which means he can move armies from any territory into an adjacent territory. The red player is now in a strong position to capture the rest of Europe.

conquered country and can either continue the attack against another country or retire and collect a prize.

There are three types of card: artillery, cavalry and infantry. Three cards of the same 'suit', or three cards, one from each suit, count as a set. Sets are exchanged at the start of an attack phase for extra armies.

All the features of the board game have been included, and the computer version plays well. This never was a complicated game, and warring strategists will find it too simplistic and too reliant on luck to really test them. For everyone else though, it's an easy and enjoyable entertainment when you'll come back to this and love again.

Andy Smith



#### CGA VERSION

The well-known word 'word' frustratingly slowly, and the dice rolling sequence could have benefits all from being more rapid, but apart from that it plays well and will keep you entertained many of your friends happy for months to come.

|                  |     |             |   |
|------------------|-----|-------------|---|
| GRAPHICS         | 7   | HD FACTOR   | 6 |
| SOUND            | N/A | FILE FACTOR | 7 |
| AGE RATING: 8-10 |     |             |   |

#### PREDICTED INTEREST CURVE



Easy and enjoyable, you'll be playing this for a long time to come.

# TANK ATTACK

Boardgame Blitzkrieg from GDS

**FOLLOWING** on from the success of their first computer-modulated boardgame, Brian Clough's Football Features, GDS are now taking the concept into the strategy/wargame market.

Tank Attack comes complete with a fold-out board which features a map presented in board-gaming style. Four countries are represented, and the play area includes a variety of terrain - rivers, lakes, forests, mountains and towns.

Two, three or four human players can sit at the round a table with the computer and do battle - the number of players doesn't affect the

basic gameplay, but determines a pattern of alliances between the countries on the board.

Once the nature of the basic conflict has been determined, the computer has to be told who is allied with whom, and then players can deploy their forces on the board.

Four armoured divisions, each comprising four armoured cars and eight tanks, are supplied as small plastic playing pieces. Matches on the war of a piece indicate the firepower of the unit it represents; there are two grades of armoured car and three grades of tank.

The overall aim is to destroy the bases of opposing countries, by moving armoured units within range and blocking the HQs. To win/lose is not first mobile territory has to be captured and opposing forces destroyed while defending your own base. The computer acts as game moderator, deciding the outcome of firefights, keeping track of the status of each of the forces locked in combat and providing a bulletin after each completed round.

At the start of a turn, a computerised die is cast which determines how many movement units a player can use. After moving the player can opt to start shooting at forces that are in range by clicking on the appropriate window on the turn screen. Moving a pointer allows the allegiance of the target and its distance from the firing unit to be input to the computer, and both sides then have to reveal the firepower and armour of the two units about to be locked in combat. While a light armoured car can take out a battle tank, the odds are against it.

If the attacker confirms the order to fire, a short animated sequence follows, in which the attacker and attacked units trade a single shot before the computer reports on the outcome. Sometimes, a unit may be damaged but capable of being repaired or rebuilt, in which case the player can remove it to the appropriate depot where it remains until the computer allows it back into play. A unit is removed from the board if it is destroyed.

Tank Attack doesn't appear to have the intricate decision-making systems that would satisfy a wargaming purist, relying fairly heavily on luck, but there is plenty of opportunity for modelling attack and defensive strategies. A good game for sitting around having fun.

Gameplay



Shooting away on level two. These incoming missiles should pose you a few problems, but it doesn't take long to learn how to dodge them. They don't become more of a nuisance than threat and that adds nothing to the game's testing interest.

# HELLFIRE ATTACK

High-flying flames from MARTECH

**LOOKS** like After Burner and plays like it too. The major difference is that instead of a plane you're flying a helicopter.

The graphics are disappointing because the scenery scrolls by in rows, looking like card-board cut-outs. The attacking craft can be blocked with cannon fire or homing missiles, but have rockets of their own. The problem is that avoiding them is a rather simple manoeuvre.

It's another game that fairly accurately reproduces what there is in the cockpit, but wasn't really much of a game in the first place.

See Page



Get the animated battle sequence. At the head of the screens are the control icons, from left to right: Move, Fire an Enemy HQ, Fire an Enemy Unit, Go to Next Player's Turn.



The Tank Attack board, with units in position.

## RELEASE BOX

SPECTRUM £2.99 = £4.99 (MAMNET)

AMSTRAD £2.99 = £4.99 (MAMNET)

MSX1.0 £2.99 = £4.99 (MAMNET)

£2.99 versions under development

## CGA VERSION

The graphics and sound effects are adequate rather than fancy - but then the real display and action on the board. All versions will appear remarkably similar, with 16-bit machines offering slightly better presentation.

GRAPHICS 2 NO PROCTOR 2

AI 2.00 2 FIVE PROCTOR 2

ACE RATING 7.5

## PREDICTED INTEREST CURVE



An enduring game, one that offers an opportunity for people to have fun together. You'll have to wait to find time to play.

## PREDICTED INTEREST CURVE



ACE RATING 5.5

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# BLACK ORCHID

Another MUNDANE morning...



The Rangers and Mages forces move in for the kill...

## ATARI ST VERSION

The graphics are colorful but the sound effects are flat. Black Orchid is a simple, playable take on fantasy that's best enjoyed with a human opponent.

GRAPHICS **7** IS FACTOR **4**

AI/VIDEO **5** FUN FACTOR **5**

AGE RATING **E-10**

**STAFF** problems are always swirling. Fortunately the staff is. The Black Orchid is a thing and not people. The staff still causes problems, because it's broken in bits, and the forces of Good and Evil are about to start slugging it out in an attempt to gain control of the other side's piece.

Why all the fuss over a staff? Because it's a magical one that allows whoever is holding it full control over the elements. At the start, the two halves are kept under lock and key in each side's citadel; the only way to gain the power of the staff is to capture the other piece. Two people can manage for the staff, or a single player can take on the computer.

Play begins with neither player controlling characters or armies — each player controls just one of the 25 sectors that make up the island over which the conflict rages. Money has to be spent to recruit characters and troops to your cause, and the amount available to spend fluctuates, depending on which and how many sectors of the island you control. After spending money, characters and troops are deployed by the player in his sector and then it's on to the movement phase. Armies and characters can only move into adjacent territories, and move once per turn.

Combat is resolved after a move, and then the whole process starts again. Over 600 in-

vidual characters wander across the island, each with differing attributes that affect their combat efficiency and other factors. As with most fantasy games, magic plays an important part and there's an impressive list of spells to fit the enemy with — providing sufficient magic points have been accumulated.

The computer opponent is weak, even on the higher of the two settings, and the game is far too simplistic and limited to really test powers of strategic planning. Sizable with a friend for the staff, though, and play becomes moving and fun.

— Andy Smith

## RELEASE BOX

ATARI ST **C1998** OUT NOW

Other versions under consideration

\*Available from Mundane Software  
PO Box 180, Bath BA1 1PW (0225) 2588

## PREDICTED INTEREST CURVE



Fun to play, but too limited to keep you playing.

# UGH-LYMPICS

Go clubbing with ELECTRONIC ARTS:

**GRONK** Gank, Grud, Thag, Tige and Wroop are not names that spring immediately to mind when you think of the world's top sports personalities. They are however, the stars of the six-event Mendocino Olympics.

If you're thinking of the usual 100m dash, or 4x400m relay, forget it. The events here are unlike anything you've seen before.

Stone Tossing is the first event (not as offensive as it sounds), but a sport that would be frowned on by today's Modern Woman. By rotating the zylrick — steady at first then increasing the speed, your character starts to go into a spin with his mate the balls hit by the feet. Press the fire button and the game takes through the air. A straight wobble-into follows, as you try to run away from a hungry snake-coated tiger. Survive that and it's wobble time again in the fire-lighting contest.

After starting a good boss, it's on to a nice spot of Clubbing. A straightforward beat-up set on top of a high platform, dodging enemy mooves, leaving your opponent until he falls off the platform or runs out of energy. With no respect for historical accuracy, Lawrence needs alcohol in the last two events. One Racing calls for Lender Pigeon feet skills — you



The Stone Tossing event. It looks like Gronk is about to go into early retirement!

roll across a dinosaur waggling the zylrick to make it run, hitting the fire button at the right moment to make it jump obstacles.

The cowman competition finally ends with a game in which a hungry dinosaur lurks on the screen, and contestants have to pole vault over it in order to survive.

Cowman Ugh-Lympics is full of humour and is great fun to play — especially with a group of friends. The events are not hard to master though, once the novelty has worn off you're left with a standard multi-event waggler.

— Andy Smith

## RELEASE BOX

CGA/EB **E1998** C11998 OUT NOW

No other versions under development

## CGA VERSION

The graphics are big and colorful. The game play is great and the sound effects are quite nice. A fun game to play, and one that is bound to appeal to younger games players. If you're looking for a serious long-term sporting challenge, you're probably better off with something else.

GRAPHICS **7** IS FACTOR **5**

AI/VIDEO **5** FUN FACTOR **7**

AGE RATING **ESR**

## PREDICTED INTEREST CURVE



A humorous and fun game to play — until the novelty wears off.



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10002

ocean



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ENTERTAINMENT



SNK start up smash your frame is multi-arcade rivet you the jump ad cities in the j appears in your at ills War



Light is possible at the bottom of

This is where the really begins. We will meet some, two and three headed monsters - the head will fly at you until they join when you think you are getting the upper hand. It's your job to destroy them. You'll find your - enemies are in your way - make sure you build up the power take and power. Build up the power necessary to fight off your enemies. Advanced techniques in the way with the machine and manual game, which has the same setting, something to keep you going back for more.

© 1995 SNK CORPORATION



He's back and this time he's taking no prisoners. Colonel Rambo has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the interfaith, explore the Russian camp, lay landmines, avoid detection, free the Colonel and then... move on to the explosive climax!

RAMBO IS BACK!  
RAMBO IS BACK!  
RAMBO IS BACK!



OCEAN

E OF THE ART

## RELEASE BOX

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|-------------------|-----------------|
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| GOVILLIUS         | ON Wed. OUT NOW |
| MONOPOLY          | ON Wed. OUT NOW |
| CAPTAIN SILVER    | ON Wed. OUT NOW |

## THUNDER BLADE



Sega - Sweeping helicopters in the overhead view stage.



Sega - In the second stage, the tanks get meaner, but the helicopters pose no threat at all.

**NOT** to be confused with the same computer versions which are being funded by US Gold, this offers the same combination of two types of shoot-em-up, in which you view the helicopter from behind or above.

Beginning with the overhead view, waves of helicopters and tanks appear from the top of the screen. The choppers just fly to crash into you, except for one madly gay who hovers on screen and riddles off masses of bullets.

While weaving around blasting, watch out for the tanks which loose off the odd shot. Tanks need to be taken out by using the second fire button, which fires shells down to the ground.

In the second section things work in a similar manner, but everything is viewed from behind the Captain. The tanks on the ground have much more deadly firepower, but on the plus side, the choppers can no longer crash into you. Enemy planes are blown in for good measure, but only those that appear a little later on can do any shooting.

Getting through the first two stages is a tall order, but the reward comes in the form of a nice easy strafe job as what looks like a large rocket. It isn't easy for long... a testing lot of obstacle dodging soon follows.

The main problem is that play is far too off

## CAPTAIN SILVER

**PLENTY** more lacking about with words in this one (and make

no mistake). Armed with a cutlass, the Captain is off to fight anything fool enough to get in his way.

The first level is just horizontally-scrolling combat - and the Captain has his hands full. Heavy, funny things charge at him. Chests can leap off walls onto his head and a pad siper shoots killer musical notes...

When a ladder lifts the dust it leaves behind a letter. Collect the letters that spell out 'Captain Silver' and an extra life is yours. Other objects that can be collected, or bought at shops in exchange for points, include additional firepower, jump-height, shield and time.

Firepower is the most important upgrade available, because it confers points that can kill from a distance. As you get more tokens, the number of shooting stars increases, making the Captain's volleys of fire more effective.

The range of adversaries and problems is extensive. This is the sort of game, like Gov-

## SEGA S

## ARCADE ACCURACY

Surprisingly, this is not as close as the computer versions in some aspects of graphics and gameplay.



## COIN OP SCORE 5

feel. You can eventually learn the way through, but it takes many retries, and ploughing through the same old start waves soon gets dull.

● Not Bad

## PREDICTED INTEREST CURVE



GRAPHICS ? IQ FACTOR 5  
AUDIO 4 FUN FACTOR ?  
ACE RATING 5/5



Sega - A purple Diavolus cat wants to pounce from above the wall, while another hairy beast chases in from the right.

## PREDICTED INTEREST CURVE



less and Lore of the Sword, that the Sega levels itself to most easily. What is lacking is variety in the gameplay - the different rate graphics you encounter don't make enough.

● Not Bad

GRAPHICS ? IQ FACTOR 5  
AUDIO 5 FUN FACTOR ?  
ACE RATING 7/5

# SENSATIONS?

## MONOPOLY

### UNFAMILIAR

Monopoly's feature set is very familiar game, but the steel carrier, and those you would expect to find on this classic board game, but the familiar layout is used.



Edge - the display of the board, with your means of capture in the middle and the players' current status on the right.

The transition onto console has been achieved rather well, although there's the usual problem of not getting the whole board on screen with enough detail. However, the Edge saves you all that messing around with dice, money and title deeds.

Up to 30 players can take part, any of whom can be controlled by the computer. The computer players have three skill levels, but the setting doesn't make too much difference to performance, as the game relies substantially on the luck of the dice.

The steel board means it is difficult to know who owns what and what they've got on it. However, all this information is available on screen. You can't really go wrong with this one - nearly everyone likes Monopoly.

● Bob Rice

### PREDICTED INTEREST CURVE



GRAPHICS 3 3D FACTOR 0  
AUDIO 3 FUN FACTOR 0  
AGE RATING 712

## GOLVELLIUS

### COMBINED

Game styles strike again, as an arcade adventure is spiced up with shooting platform action and shoot-em-up elements.

The overall aim is to hack down seven crystals and rescue a princess - heh-heh, how original. The action is more interesting, starting with a bit of horizontal scrolling in which a

sword comes in handy to hack away at a few snakes and dinosaurs.

This leads to some flick screens, where you can freely wander around, hacking away at insects, snakes and animals. On nearly all these screens a hole appears in the ground which can be entered. People willing to give or sell objects turn in the holes - the gold needed for trade is acquired by killing things above-ground. Getting objects like extra power units, shields and so on, is crucial.

Demons get harder to kill and objects harder to find further into the game. It all seems unimpressive at first but grows on you, not least because of the 'continue game' option which allows the exploring to continue after a disaster.

● Bob Rice



Edge - these snakes on the flick screens may not look so nasty, but they will hurt your precious level of health.



Edge - being huffed with a giant snake is the first scrolling sequence.

### PREDICTED INTEREST CURVE



GRAPHICS 5 3D FACTOR 5  
AUDIO 4 FUN FACTOR 6  
AGE RATING 741

## LORD OF THE SWORD

### HACK

through an arcade adventure where a trusty sword and bow are needed to fight off the enemy hordes.

The quest is a fairly straightforward matter of battling along horizontally-scrolling level stages, mopping up less the badmen you see) and following the instructions provided at certain points. Following instructions leads to vital objects and pieces.

The attacking creatures sometimes need more than one hit to kill them, and behave in different ways - flying, jumping, floating - and crouching is the only way to kill some of them.

A continue option is offered here too, which makes it much easier to explore and work things out. Sadly, the gameplay lacks variety and the adventure element is restricted to mapping a route.

### PREDICTED INTEREST CURVE



GRAPHICS 5 3D FACTOR 3  
AUDIO 5 FUN FACTOR 4  
AGE RATING 412



**OLYMPIC DIVER**—Aerobic, total concentration, tight control timing, and a million uses of water (his will-be-very-gentle) are all that you need for an Olympic medallion win. Really, possibly.



1992



1992



**OLYMPIC GYMNAST**—Talent, strength and grace. You can't win Olympic medals unless you're the best. Depending on your view of it, the game is also yours.



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- Eight thrilling events. ● Opening and Closing Ceremonies
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- Unique "first person" perspective allowing you to assess your performance.

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# LOMBARD RAC RALLY

MANDARIN's muddy motorfing

**CARS** have been sprouting all sorts of off-road weaponry lately, but RAC Rally is one race where you won't find any machine guns strapped to the cars. The only additions available here are fog lamps, engines and other performance improvers.

The rally is composed of 13 stages, with three stages run in a day. After conquering the stages in their groups of three, the rally as a whole can be tackled.

As in real life, the stages take place under a variety of conditions and across different terrains - drivers have to cope with fog and the

4x4, and travel through forests and across mountains. Visibility is very bad in places because of the undulating, winding roads. Fast reactions are needed to cope with sharp bends that suddenly appear as you top the crest of a hill or race through the fog.

During practice, money can be earned by answering some riddling questions correctly and prize money is won by gaining a place in



**ST** - While the basic collisions make a steady stream of off-roading more taxing, the driver is automatically moving on his own and changes gear - very nice to be in.

## ATARI ST VERSION

Graphics are okay, but the impression of more than just mud by the road could have been better. The engine noise isn't very convincing.

|                |   |           |   |
|----------------|---|-----------|---|
| GRAPHICS       | 3 | IQ FACTOR | 4 |
| SOUND          | 2 | FM FACTOR | 3 |
| AGE RATING 874 |   |           |   |

the stages of the rally. Cash is used to repair the car, or to buy additions such as fog lamps, better engines or four wheel drive.

This is basically Test Drive with a more undulating road and less traffic. As such it's good, and completing the whole rally is far from easy.

Bob Webb

| RELEASE BOX |         |          |
|-------------|---------|----------|
| ATARI ST    | £24.999 | OUT NOW  |
| AMIGA       | £24.999 | IMMINENT |
| SPECTRUM    | NO PLAN |          |
| AMSTRAD     | NO PLAN |          |
| CGA/EGA     | 15.4    | IMMINENT |
| IBM PC      | £19.999 | IMMINENT |

## PREDICTED INTEREST CURVE



Expectant rally of quality, but the challenge remains strong.

## ATARI ST VERSION

The graphics are fine, and the pace that plays throughout is quite nice. Fun stuff, but too easy to keep you interested for very long.

|                |   |           |   |
|----------------|---|-----------|---|
| GRAPHICS       | 3 | IQ FACTOR | 1 |
| SOUND          | 3 | FM FACTOR | 3 |
| AGE RATING 294 |   |           |   |

**PROFESSIONAL** Football offers a different kind of challenge. You don't always find the glamorous lives we read about. Playing it for such match calls for hard work, and long training sessions are a must.

Three main activities keep Mr Lineker fit: gym workouts, ball control and field work. Gym Work is divided into four disciplines - weight training, cardio, speed drills and the monkey bars. In each 'level' Gas works against the clock and either has to complete a set number of moves or cover a pre-determined distance. Pulse rate and energy levels are displayed at the side of the screen, and as the workout progresses, the pulse rate increases and the energy level drops. Stepping to rest reduces the pulse rate, while taking a swig from a bottle of glucose boosts energy.

| SPECTRUM VERSION   |   |           |   |
|--|---|-----------|---|
| Workload and depth together to give the ST version, there is too little in it to keep you interested for too long. |   |           |   |
| GRAPHICS   | 3 | IQ FACTOR | 1 |
| SOUND  | 4 | FM FACTOR | 3 |
| AGE RATING 290   |   |           |   |

# GARY LINEKER'S SUPERSKILLS

Get in training with GREMLIN

The ball control section simply requires the hero to keep a football bouncing off different parts of his body. For example, Gas may have to head the ball three times, bounce it on his left knee twice and then kick it with his right foot. Out on the faster field, a dribbling test requires the ball to be guided between a set of cones, then shots at goal follow. Finally, in an accuracy test Gas tries to shoot the ball through some suspended tyres. All the events can be practised individually, or string together in a 'Designer training programme'.

Despite the awful instruction sheet, SuperSkills is very easy to master once you know what you're supposed to be doing. Though



Working out isn't the best. Come on Gary, kick those athletes.

SuperSkills is well put together and is fun to play, it won't take you long to beat out 200, it's an improvement on the Lineker soccer game.

Andy Gird

## RELEASE BOX

|          |         |          |          |
|----------|---------|----------|----------|
| ATARI ST | £24.999 | OUT NOW  |          |
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| IBM PC   | £19.999 | IMMINENT |          |

## PREDICTED INTEREST CURVE



Fun to play but lacks challenge.



# Puffin's SAGA



Screenshot on G1



Control on G1

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easy to use editors

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Please check for availability of individual formats



**TAPPING** into the Star Wars trilogy of films has proved very lucrative for Disney, but unless Lucasfilm decide to make any more of the proposed nine films in the series, it looks like the galaxy train ends here. The third game is also an arcade conversion, but unlike the first two, it isn't all done with vector graphics.

The action is split into different stages in which you control a variety of machines including a Speeder, a Walker and the Millennium Falcon. All the sequences involve diagonal scrolling, as in the old classic *Xenos*, but the direction of scroll— from top left or top right of the screen— varies according to the stage you're on.

The first phase of every level involves whizzing through the jungle on Speeders. To start with, the only problems presented are

**ARCADE ACCURACY**

An excellent conversion that gets very close indeed to the original coin-op.

**COIN-OP SCORE: B**

**B+**—Speeders flash past trees, and often hit them. An Ewok rope trap here will earn bonus points if you go through it... and it might take out a stormtrooper.

# RETURN OF THE JEDI

COMARK are back with the Force



(From the left) **B+**—zooming along in an Imperial Walker, watch out for logs that can trip it crashing to the ground; fly past Darth's ship and fighters to get to the Death Star and when almost done between the red barriers to make it to the reactor.

**ATARI ST VERSION**

Looking a good for an ST, particularly considering it's diagonal. The graphics are delightful, and its animation on walkers and other attacks is also good. The diagonal scrolling is excellent, and laser effects are always visible and strong.

**GRAPHICS: B** **16-BIT FACTOR: B**  
**MOVING: 7** **RAM FACTOR: B**  
**AGE RATING: 8-14**

**RELEASE BOX**

|          |                   |          |
|----------|-------------------|----------|
| ATARI ST | 019.950           | OUT NOW  |
| AMIGA    | 019.950           | IMMINENT |
| SPECTRUM | 019.950 - 014.950 | IMMINENT |
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| EMUL8    | 019.950 - 012.950 | IMMINENT |
| IBM PC   | 019.9             | 1989     |

trees and stormtroopers astride Speeders. Troopers can be rammed into trees or shot if they're foolish enough get in front of you. Later on, traps set up by the Ewoks have to be avoided—ropes strung between trees, log sandwiches and hollow trees can all be negotiated for bonus points.

On later levels the positioning of the trees and Speeders gets more difficult, and additional hazards appear, like Death Star gliders that drop mines across the path. At the end of the episode a entertaining commotion and a fairly bonus score await the hero's arrival.

The second stage on Level One involves a trip in the Millennium Falcon to destroy a Death Star by blowing up its reactor. Blowing the Falcon between barriers, with fighters in hot pursuit, the reactor at the end of the space assault course has to be hunted. Then it's time to fly back the way you came in order to escape the exploding Death Star. On subsequent levels the tunnel becomes even more deadly with more complicated barrier layouts, descending bars and gun barrels at the tunnel sides.

From Level Two onwards an additional stage appears in between the Speeder and Falcon runs. In the extra stage, control switches between a Walker making its way through the jungle and the Falcon attacking Darth Vader's ship. The Walker encounters log pits, rolling logs, other Walkers and rock hurling catapults, while the Falcon has a couple of fighters accompanying it as a drone and has to battle fighters and the gun barrels on Vader's ship.

Bonus scores are given at the end of the first jungle stage, after the reactor has been destroyed and when the Death Star blows up. Big bonus scores are also on offer at the end of the first stage if the game is played at the Medium or Hard skill levels, which start you at levels Three and five respectively.

Jedi is a marvelous combination of slick graphics, digitised film speech, exciting action and frantic flying. It has turned out as the best of the three Star Wars games because it lends itself more easily to computers, whereas the vectors were more of a coin-op specialty.

**B** **100 PACE**

**PREDICTED INTEREST CURVE**

Very addictive and with plenty of levels, variety and difficulty to grip you.



With Haroop

# ZAMMY GOLF



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**Advanced** - that's your airplane parked outside the pyramid at the start of the game. Head through the door to start adventuring.

# TOTAL ECLIPSE

INCENTIVE walk like an Egyptian



**Amazul** - inside the pyramid. Going from top to bottom you get some idea of the massive range of views available as you wander about.

**Right** - the same view (different angle) on the Spectrum. It may not be so colorful, but it's as playable.

907

Anyone who hasn't heard of the Telescape programming system must have been living on the moon or I walk for the last 18 months. In the hands of the creative team at Incentive it turns out solid 3D environments in which a number of adventures have been taking place.

Take a number back in time to 1980, in a world in peril. Marland is threatened by an ancient curse - &, at any time of the day, the sun is prevented from shining on an Egyptian shrine at the top of a pyramid, whatever prevents the light from reaching the shrine will go boom. Unfortunately there's about to be an

eclipse, and that means it's the moon that is going to go boom, causing an awful lot of life-threatening problems for the people on Earth.

Being a right little Indiana Jones, you've flown in by hot air to the pyramid and are going to have a crack at getting to the shrine and removing the curse. All below the eclipse happens and the tea gets cold at the pot.

As well as the free-scene view of the surroundings, the main display contains a number of informative icons. The top of the screen shows the number of Ankhs being carried (three present artifacts, all as keys) and the value of treasure collected, and contains a picture that shows how near the eclipse is. At the bottom of the screen a message window gives details of the location and reports on events as they happen, and below that is a watch that shows exactly how much time remains before disaster strikes, a water bottle, a heartbeat meter, and a compass.

There are a number of ways of getting things up on the quest - such as running out of time, agitating your heart so that you have a heart attack, or encountering an instantly term-

nal trap. The heart level is speeded up by falling off things, running out of water or getting attacked by the automatic defence system.

The overall mission objective is to get to the shrine at the top of the pyramid, but in

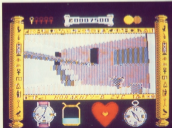
## RELEASE BOX

**SPECTRUM** £19.95 • £14.95 (CUT) £09

**AMSTRAD** £19.95 • £14.95 (CUT) £09

**CGA128** £19.95 • £12.95 (MSD) £17

16-bit version under development



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Amstrad - could this be the key to a puzzle?

order to provide an ongoing measure of progress (and make the adventure worthwhile) treasure can be picked up along the way.

The puzzles are similar in nature to those in Diner, but everything is much more complex. It's not a matter of exploring large open areas, but one of mapping a complicated maze of rooms packed with objects. Much of the overworld travel between places that you have in Diner and Dark Side is eliminated, concentrating both the mind and gameplay.

Your interface with objects is again conducted in two main ways: shoot them or walk up to them. There's the same freedom of movement to look up and down, around or do 1/2 turns, and there is also a handy option to eliminate yourself to face forward - it saves a lot of time spent messing about after leaving a

**The number of bullets in your gun.**

**The amount of treasure you have collected so far.**

**This icon shows how close the moon is to eclipsing the sun.**

**The compass shows you in which direction you are facing.**

**The watch shows the time. The watchface ensures all items.**

**Your water flask. It is essential for your survival, so it's vital to keep you alive.**

**Your heart. The further it beats the closer you are to a certain death.**

**SPECTRUM VERSION**

The lighting, star colour effect has never been as effective as the multi-colour modes of other versions, but it still looks good. Previous titles in the series had better effects, again.

GRAPHICS **F** IQ FACTOR **F**  
 AUDIO **D** FUN FACTOR **D**

**ACE RATING 802**

**AMSTRAD VERSION**

It's for you or is that. Freespace has been around a while and has come up with a competitor to its graphics style. It's an addition and improvement on itself.

GRAPHICS **D** IQ FACTOR **F**  
 AUDIO **D** FUN FACTOR **D**

**ACE RATING 907**

good/look round a room.

The early rooms are full of relatively easy puzzles to solve, getting you comfortably into the action. It's not just a matter of finding one correct solution either... there are a number of ways of solving most situations, giving a well-earned flexibility to the gameplay.

It's hard to go wrong with the Freespace system, which is ideally suited for producing absorbing games. Total Eclipse is nearer to a standard arcade adventure than the previous games in terms of exploration and puzzle solving, and Freespace gives it the winning edge.

● 900 Kilo





At the start of Level Four, these switches on screen and to the left of Puffy are important...



...Oops! Puffy bounced onto the wrong ball and will not be able to get at any of the food on this level.



Puffy's love this maze. She's in feeding mode (bounces all three health points) and has managed to collect a few pills.

# PUFFY'S SAGA

UBI SOFT launch their invasion

**ZOMBI** on the CPC hardly made Ubi Soft a household name in the UK, but over the coming months the French software house hopes to change the picture.

Puffy's Saga, the first of a series of forthcoming UK launches from Ubi Soft, is a Soviet-style maze game in which you control either Puffy herself or her girlfriend Puffy. Racing around some 30 mazelike levels, the aim is to collect small brown balls and avoid enemies. Both characters look like small gnomes, but have different attributes. Puffy, for example, can move quicker than Puffy, but has weaker firepower and tends to get fewer goodies.

The mazes come in different shapes and sizes; some roam around the levels chasing you, while others remain stationary blasting the hero or heroine as they bounce past. Health points are reduced by contact with the denizens of the dungeon, so keep out of their way or shoot them before they touch you. Extra weapons are available, including super shots which greatly increase firepower, and

## RELEASE BOX

|          |                   |         |
|----------|-------------------|---------|
| ATARI ST | £24.996           | OUT NOW |
| AMIGA    | £24.996           | IMMPCNT |
| SPECTRUM | £20.996 + £14.996 | JANUARY |
| AMSTRAD  | £20.996 + £14.996 | JANUARY |
| ORIGI IN | £20.996 + £14.996 | IMMPCNT |
| IBM PC   | £20.996           | JANUARY |

## ATARI ST VERSION

The graphics are colorful and though the scrolling is a bit soft, the animation is good. The sound effects are wonderful as is the digital speech. Let's hope Ubi Soft keep up the good work.

GRAPHICS ■ HD FACTOR ■  
 AUDIO ■ FMV FACTOR ■  
 AGE RATING 6-4+

extra speed) which puts the character in attack mode. To keep those health points up - they count down continually whether you bump into baddies or not - make sure to eat the food that's scattered around the place.

All the brown balls on the current level have to be collected before access is gained to the next stage. This process would be a lot easier if all the brown balls were out in the open - some are hidden behind walls or in chests, and the only way to get at them is by collecting keys which open chests and certain walls, or by blowing out some trip switches which open sections of wall. Hang around too long on a level though, and the walls start disappearing on their own, which is not exactly a good thing.

A type of currency - Magic Gems - exists, and can be collected and used to buy extras. For the very reasonable price of one Gem, another hundred health points can be purchased or a trap affected between the two characters.

Puffy's Saga is great fun to play - all the puzzles and traps mean it will take a long time to master. Then you can go back and do it all over again using the other character.

Andy Jen



## PREDICTED INTEREST CURVE

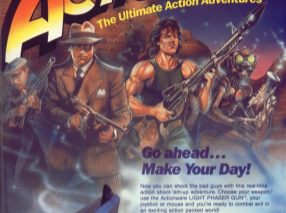


Puffy's running out of health points - to see you survive against enemies, so be sure to make it past those traps and collect the food on the way. It might be an idea to trade in that Magic Gem (the ball below the traps) for an extra hundred health points at this stage.



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## DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

Discover Times Of Lore, Origin's first adventure on console. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, rewarding danger and challenge – and introduced the depth of a classic fantasy role playing game.

Definitely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 25,000 screen locations, a powerful but simple-to-use menu and on screen interface, scores of interactive characters and music by Harley Galbraith, it ventures further than other arcade adventures.

Origin has led gamers new ground in Times Of Lore. Will it free you old hat? Available for: C64/128 Cassette £5.95, Disk £14.95, Spectrum £6/1200 Cassette £5.95, Spectrum +3 Disk £14.95, Amstrad 504/6120 Cassette £5.95, Disk £14.95, Am1 ST £24.95, 805/PC 86 Compaq/386 £29.95, Apple £19.95, Commodore Amiga £24.95.



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The Joker game - In living colour!

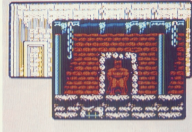
903

Not a sequel to the Joe Kinnear game by any means, this begins a new generation of Batman licences, the first of which is rapidly set to turn into a series - the next one is going to be Batman The Movie.

This comic-strip style arcade adventure is essentially two games in one. One side of the tape has you up against archvillain The Joker in a caper called *A Piece Of Pie: Then Death*, and the flip side of the tape pits the player against The Penguin in *A Bird In The Hand*. In the Penguin game, the dastardly criminal plans to dominate Gotham City by unleashing an army of mechanical penguins that he's manufacturing in an old umbrella factory. In the Joker game, Batman has to prevent bombs that have been placed under the Batcave from exploding while rescuing his youthful assistant Robin from the clutches of villains.

Both adventures start at the Batcave. Taking control of Batman, you wander around the game area collecting items (which sit on the floor floating), before using them at the correct location in order to progress. An element of combat is involved, but true to the original video-no-one actually dies.

There are two main screen displays, and pulling down on the joystick with fire pressed happens between them. In the main display mode, each location is viewed sideways, the size of the display depending on the size of the location and whether there are any objects in it (seeing a location causes another frame to be fed over the old one on-screen - this contin-



# BATMAN

## THE CAPED CRUSADER

Batman licences? OCEAN Gotham...

ues until you either use or pick up an object, when the overlays clear and the display starts afresh. The other main screen mode is the status screen which reveals health, strength, stamina and so on. It also contains a group of icons including a 'war' icon and a 'sleep' icon, controlled by the objects collected on your travels. To use an object, select it and click on the war icon.

As well as wandering around collecting objects, there are the criminal's missions to avoid or fight. Be careful though, because fighting takes energy which can only be replaced by collecting and eating (using) food, which is sometimes difficult to find.

Of the two games, the Penguin one is the

easier. Comic strip captions often give you clues as to which object should be used where. There aren't so many clues when you're playing against the Joker though, so beware.

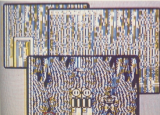
Batman The Caped Crusader is great fun to play. The puzzles can be tricky but with a little bit of lateral thinking they get easier.

Andy Smith

### RELEASE DATES

|          |                   |                   |
|----------|-------------------|-------------------|
| ATARI ST | 21/9/88           | REARVIEW          |
| AMIGA    | 21/9/88           | REARVIEW          |
| SPECTRUM | 21/9/88           | 21/4/88k OUT NOW  |
| AMSTRAD  | 22/9/88           | 21/4/88k REARVIEW |
| DAYSB    | 22/9/88           | 21/4/88k REARVIEW |
| IBM PC   | Under Development |                   |

The Penguin game. Knowing when and where to use objects is the key.



### SPECTRUM VERSION

The screen display is great - there's even an option to play with the backgrounds in mono or full colour. The game plays well, though it is sometimes annoying to try and kick an opponent and end up in the status screen. Overall, it's fun to play and will keep arcade fans (and Batman fans) happy for a long time.

|                |   |            |   |
|----------------|---|------------|---|
| GRAPHICS       | 5 | 16 FACTOR  | 5 |
| SOUND          | 5 | FMV FACTOR | 5 |
| AGE RATING 903 |   |            |   |

### PREDICTED INTEREST CURVE



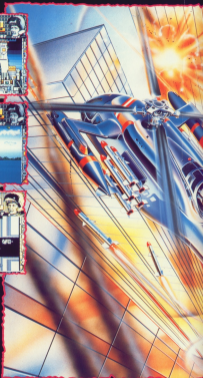
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THE N

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MSX-DOS: £19.99 (incl. £32.99 conv.) AMSTRAD CPC: £19.99 (incl. £34.99 conv.)

# No. 1



# Over Blade

EPIC CHALLENGE  
OF THE YEAR!



PlayStation 2  
Microsoft Windows  
Mac OS X  
Xbox  
Nintendo Game Boy Advance



STEEL E99.99 ms AMIGA E24.99 ms BMP

Screen shots taken from various levels.



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OF

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OF



*"Sheer arcade brilliance.... captured"*

# EXPLODING FIST +

More fist-action from FIREBIRD

**OVER** Three years have passed since *The Way Of The Exploding Fist* landed onto the home computer, heralding a new era in combat games. Little has changed on the beat-up front since then though: the opponents have got uglier, meaner and more numerous, but the basic theme still hasn't changed.

*Fist+* can accommodate up to three players, computer or human, and the aim is to

become a 100% star by winning two bouts per day. Manage that without getting knocked out of a round, and you then have to defend your life against more, increasingly difficult, opponents. As you'd expect from a beat-up ep, the standard 30 moves are available - eight with the fire button pressed, and eight without. The bouts are each timed to one minute, but they can finish earlier if one player manages to clock up eight hits on the opponents.

After every two bouts, the surviving human players get to take part in a points-boosting bonus game. Placed in a dark alley, the player has to manoeuvre a cross-hair right around the screen and aim *Shankie* at the dragon heads that appear. Max. one of the heads and it comes flying toward the player and the bonus game is over.

Though it's not original stuff, beat-up fans will find *Fist+* playable, with a degree of short-term addictiveness.

● Andy Webb

**[LIFE] 004** - the green guy is just about to start burning your wallet. How sad they would be for his name. The backgrounds are consistent with all that mean flashing away!



## 004 VERSION

The graphics are good, but don't expect too much in the sound department. The opponents are tough - which is good - and the ability to accommodate up to three players is more than all said though, it is unoriginal and you will try it.

|                |   |           |   |
|----------------|---|-----------|---|
| GRAPHICS       | 8 | IQ FACTOR | 2 |
| ARMS           | 8 | FM FACTOR | 7 |
| AGE RATING 719 |   |           |   |

## RELEASE BOX

|          |       |          |
|----------|-------|----------|
| SPECTRUM | £7.99 | JANUARY  |
| CD-ROM   | £9.99 | FEBRUARY |

By other means planned

## PREDICTED INTEREST CURVE



Good, challenging fun for the beat-up genre fans, but likely to wear from other titles.

# SAVAGE

FIREBIRD answers the call of the wild



**Amstrad** - Savage hunka his way through monstrous adversaries in the scuffle sub-genre.

## HUNKS

everywhere have been trying to get the chance to strut their lanky stuff in a bit of arcade challenge. But even if you are man enough for the game, is it man enough for you? *Savage's* muscular body only appears in the first stage, which is similar to *Tron*. It large figure runs and bounds along scrolling corridors, battling off the denizens of the dungeons. The escape route is made deadly by the trap-contrived guardians and the pits which have to be jumped over.

Stage Two is totally different and is a test of reflexes. The action is viewed through *Savage's* eyes as he races across the Valley of Death. Monoliths come hurtling towards the

## 004 VERSION

Compares well with the CPC version - good graphics and lively music and effects.

|                |   |           |   |
|----------------|---|-----------|---|
| GRAPHICS       | 8 | IQ FACTOR | 1 |
| ARMS           | 8 | FM FACTOR | 8 |
| AGE RATING 704 |   |           |   |

## AMSTRAD VERSION

Some of the best graphics yet seen on a CPC in all three stages. Sound effects and music are also good.

|                |   |           |   |
|----------------|---|-----------|---|
| GRAPHICS       | 9 | IQ FACTOR | 1 |
| ARMS           | 8 | FM FACTOR | 8 |
| AGE RATING 704 |   |           |   |

# TECHNOCOP

Highway robbery from GREMLIN

**COPS** sometimes have exotic assignments — but this one is going up against the mobsters without any shiny armor plating. However, lots of black gear as well as a spanking new fast car are on offer in this fierce league...

Hopping into the car, which has a machine gun mounted on the roof, you set off along the road. Traffic that gets in the way can be blast-



**Spectrum** — inside the first building the radar scans homes in on the criminals, whose details are shown on the bottom left of the screen.

screen and have to be warded around. You're also got to shoot trucks and other monsters.

Stage Three takes you back to the dungeons, but this time, in the form of an eagle, he has to retrieve magic powers and free the imprisoned machines. The eagle can shoot as well as fly — handy when dealing with the monsters that assault it.

The three stages offer different tests of paralyzing ability, but no single one is that good. As a package, though, it hangs together well.

• See Page 90

## RELEASE BOX

**SPECTRUM** £19.95c OUT NOW

**AMSTRAD** £19.95c-£14.95c OUT NOW

**DAYZ** £19.95c-£13.95c OUT NOW

(MSX version under development)

## PREDICTED INTEREST CURVE



Tendentially unimodal at first, peaking before it falls abruptly to the computers.

ed or barged aside, and when a message comes through that a crime is being committed, speed is of the essence in order to get to the scene of the crime in time. If the traffic is a little heavy, there's always the Mazerin invader that act as smart bombs. Later on, additional equipment is available to deal with motorists — a turbocharger, a more powerful gun and side arms. Bonus items found on the missions help increase the score, replenish life or repair car damage.

At the crime scene leave the car and proceed on foot into a building, tracking the criminal who has to be caught or killed on a radar scanner. Criminals don't have to end up in pine boxes, but can be captured using a net gun. Speed and care are called for because there's a time limit for capturing the bad guy, and innocent civilians shouldn't be shot. To get to the quarry, holes in the floor have to be trod over and lifts used to move between floors as gangsters attack you with guns, knives and whips.

When a mission is completed, successfully

## RELEASE BOX

**AMSTRAD** £19.95c IMMINENT

**ORICA** £19.95c IMMINENT

**SPECTRUM** £19.95c-£12.95c OUT NOW

**AMSTRAD** £19.95c-£14.95c IMMINENT

**DAYZ** £19.95c-£14.95c IMMINENT

**MSX PC** £19.95c IMMINENT

## SPECTRUM VERSION

The driving stage is fast and good to look at. The building stage doesn't come across as means early, but still looks okay. The sound effects are limited to engine and shooting noises.

**GRAPHICS** 7 **IQ FACTOR** 6

**AUDIO** 6 **RAM FACTOR** 7

**ACE RATING** 804

or not, it's back to the car and on to the next building. Before the day's work is done, several criminals have to be apprehended, hiding in increasingly complicated locations — the building maps getting bigger and busier to get around.

A very pleasing mix of driving action, which compares well with other recent car games, and exploration. There's no let-up in the action on either stage. It's amazing to have to repeat the early buildings every time you play, but with enough it's well paced and full of things to shoot and find.

• See Page 90

## PREDICTED INTEREST CURVE



They're distributed in the system and most of the buildings are computers.

**Spectrum** — controlling the car with the gun sticking out (top right), you can shoot or barge the other cars out of the way.



# AFTER BURNER

AERIAL ARCADE ACE

# SHAKE. IA



 **ACTIVISION**

 **SEGA**

**AFTERBURNER – 'THE ARCADE**

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Available on C64 cassette (£9.99) and disk (£14.99), Spectrum (£7.99) Amiga

Amiga CD32 and

# RATTLE. ROLL IT..



Amiga screen share shows

ST screen share shows

## ARCADISATION OF THE YEAR'

**AFTERBURNER** - You've played the arcade **smash** - now **experience** the white-knuckled **realism** of a supersonic **dogfight** at home! Using your best-seeking **missiles** and laser anti-aircraft **fire**, can you be **top gun** against a swarming **supersonic** **swarm**?

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Amiga (224.00) and disk (274.00)

# Emlyn Hughes



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RoboCop steps it out with a chainsaw-wielding manner in Stage One.



Shoot the bad guy, but mind the girl. Remember Objective Number Two.



The photo-ID session. Match the face on the right to the one on the left.

It's not often the launch of a new console or game coincides with the launch of a new console machine. But that's what has happened this month with RoboCop. Data East has just produced the console machine (see Future Copies in the Amigafile Section this issue), and now Ocean are poised to launch the computer game.

Obviously, both versions have their roots in the film, but Ocean — having seen early versions of the Data East game — had a choice. They could either do a straight console conversion, or leave the console alone completely and concentrate on turning the film plot into a playable game — something they had done previously with *Flonox*. In the end they decided to combine the two.

The game breaks down into nine main sections, each section based on sequences from the film. The first stage has the player controlling RoboCop as he goes about his daily business

of serving the public trust, i.e. shooting badies. This horizontally-scrolling part of the game is heavily inspired by the console. Badies appear on street level and from first-floor windows and most of them are armed with pistols or chainsaws.

You have to shoot the badies (each badly takes at least two shots before he dies) while avoiding their shots. To make life easier there are four types of extra weapon to pick up including three-way shots and super shots that allow you to take badies out with one shot. The Manta Gun that is used at the end of the film also makes an appearance (towards the end of the game).

You have a limited supply of energy, and every time you take a hit the meter drops a bit. Fortunately, extra energy capsules can be collected, but after the energy to drop for much and you lose one of the initial three lives. Other parts of the game include a neighborhood sequence where the player has to shoot a

badly who is holding a woman hostage — hit the woman and your health meter suffers severely (Objective Number Two: Protect the innocent). There is also a photo-ID sequence with 40 seconds available to match up pictures of a face and build up an identical picture for the face shown on screen. Finally, there are shoot-out sequences in the drug factory and the junk yard.

Combining elements from the console with the Ocean interpretation of the film has worked well. There's plenty of shoot-out action, and the other sequences capture the feel and flavour of the film.

■ Andy Gault

#### RELEASE BOX

|           |                   |              |
|-----------|-------------------|--------------|
| DEVELOPER | DATA EAST         | DISTRIBUTOR  |
| PRICE     | £19.95/\$29.95    | RETAILER     |
| AVAILABLE | £19.95 - £14.95   | OUT NOW      |
| SYSTEMS   | PC/MSX/AT/ST/EGA  | REQUIREMENTS |
| SCREENS   | 19/25/31/34/36/38 | REQUIREMENTS |
| IBM PC    | Under development |              |



#### SPECTRUM VERSION

The graphics are great and the music and digital speech on the IBM version are very motivating. It's fun to play and, though the first few stages are a little easy, the game is tough enough to keep you playing. IBM owners will have to outbid the game and miss out on all that speech and music, which is a shame.

|                |   |            |   |
|----------------|---|------------|---|
| GRAPHICS       | 5 | IQ FACTOR  | 3 |
| AUDIO          | 5 | FUN FACTOR | 5 |
| AGE RATING 9/7 |   |            |   |

In the drug factory, there's an extra weapon directly above RoboCop — if he can get to it...

#### PREDICTED INTEREST CURVE





*Guaranteed to keep you going for 17,520 hours*



THE BEST GUARANTEE IN THE BUSINESS



# LAST NINJA II

SYSTEM 3 goes Hinyai!

**YOU** just can't keep a good Miya down, especially when he's Arakawa, the Miya who you helped to defeat the evil Shogun in Last Ninja. It was only a temporary victory though, as Kamekai has risen again, more powerful than ever.

Instead of the green and pleasant lands of the original, this time around the so-good Shogun has joined the towering skyscrapers and tough streets of New York to spread his wicked ways.

Our hero has to find his way through five different areas, each taking a load, until he reaches the hidden retreat.

Unwielding muggers, punks and other Miya's block progress on the journey to the evil Shogun, and even the police join in the battle at the start. You fight with fists and feet - there are a few unarmed moves available, but careful exploitation should soon lead to a weapon, which makes the whole fighting process a bit less painful. Sometimes it's worth avoiding battles altogether to preserve that all-important life force.

A puzzle element to the game consists mainly of finding objects and fixing them to obtain vital items... nothing to really stretch the brain. The real problems come with the over-complicated control system which makes even simple tasks like picking up objects and leaving rooms difficult.

Last Miya II is a curious mix between a beat'em-up and arcade

adventure. Fans of the original will probably enjoy it, but rather than an improvement it's more of a slattery change.

• Robin Allen



**IBM VERSION**

Like the Spectrum version, another possible for sale by mail order only.

|           |   |            |   |
|-----------|---|------------|---|
| DISKPRICE | 7 | IBM FACTOR | 0 |
| ADDON     | 0 | IBM FACTOR | 4 |

**AGE RATING T47**

**SPECTRUM VERSION**

Single version will also be available on cassette cassette. It is shown for about 100.00 and price includes retail tax and free shipping from 4 coast to

|           |   |            |   |
|-----------|---|------------|---|
| DISKPRICE | 0 | IBM FACTOR | 4 |
| ADDON     | 4 | IBM FACTOR | 0 |

**AGE RATING T47**

**RELEASE BOX**

|          |                         |     |
|----------|-------------------------|-----|
| IBM V1   | 11.4                    | IBM |
| IBM V2   | 11.4                    | IBM |
| SPECTRUM | 11.99 + 1.99 (S.T. TAX) | IBM |
| DISK     | 11.99 + 1.99 (S.T. TAX) | IBM |
| CD-ROM   | 11.99 + 1.99 (S.T. TAX) | IBM |
| IBM V3   | 11.4                    | IBM |

**Tip** - This is the second location you'll enter and contains the evil god in flight. So the hero's wall is a block, which has to be pushed out to open a doorway on the start screen.



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## RELEASE BOX

|               |         |         |
|---------------|---------|---------|
| PRO WRESTLING | 2/25/88 | OUT NOW |
| MACH RIDER    | 2/25/88 | OUT NOW |
| PUNCH OUT     | 2/25/88 | OUT NOW |

I don't know whether the mach' bit refers to the speed of the rider in this game, or to its macho qualities. I'm sure that Nintendo intended it both ways, at least. Don't you just love liberally translated Japanese? All those cars loaded after loads of fruit and flowers. Come! I'd drive you up!

Mach Rider takes you into the fast lane, via the likes of Road Warriors and Super Hang On. You drive a fast bike, with four gears, chased by evil bikes along a hatched roadway lined by oil drums. Oil and water on the road surface can lead to a stall, and anything you bump into



Nintendo - 100 in the fast lane with a four-gear bike in Mach Rider

|                |   |            |   |
|----------------|---|------------|---|
| GRAPHICS       | 7 | IQ FACTOR  | 8 |
| SOUND          | 8 | FUN FACTOR | 8 |
| ACE RATING 826 |   |            |   |

# NINTENDO

## MACH RIDER

Hell on two wheels with NINTENDO

makes take and rider explode into little square squares. There is a choice of challenges: combat, endurance or a solo track, and even a track designed by the player.

In combat mode, points are scored by negotiating the track and offset as many of the opposition as possible without getting wiped yourself. There are two methods of attack: one involves using the two, non-mounted cannons on the bike, while the other technique means putting a tire off the track until it smashes into an oil drum.

Endurance mode just involves covering the length of the track inside a time limit, slightly tight in most cases, which only allows one or two lapses and full speed riding is called for if you want to get to the end in one go.

Control of the bike utilizes the paddle's up and down arrows to change gear, left and right to steer and the A and B buttons to accelerate and fire respectively. It's a very fast game, and although Mach Rider, with its fluorescent green background, doesn't promise much the first time you boot it, the play is so addictive that you'll suddenly wake up one day with a full

beard and realize you just spent six months playing it and your driver's burnt.

Once you get over the initial embarrassment caused by crashing into everything, on-line control comes quite easily, and this is due to a certain amount of help from the computer. It leads you into the bends and doesn't seem all when you do. It may not sustain interest after you've got well up in the levels, but designing your own tracks will take up time in the future.

### PREDICTED INTEREST CURVE



Free, interesting speed-riding, but only of being interested in that driving advice.

# PRO WRESTLING

NINTENDO pulls yer ears off

AS Bertoldo Dibben would say, "It's just like the real thing!" And he'd be right too, that macho little exercise, because Pro Wrestling is just one step away from smelly armpits and old grannies shouting "FALL IS DARK OFF". Admittedly this isn't the English concept of what wrestling is all about, as there's a bit more actual bodily harm in the Americanized game. English wrestling is a gentle theatrical sport where skilled athletes show each other around the ring and the audience works off its aggression by yelling its lungs out and stamping the place down.

In America there's a bit more bloodshed, it would seem, so in Pro Wrestling you punch, sweeply kick and fling your opponent out of the ring, stomp on his neck and when he's around your head by his groin. Well actually, if

you play the console, it's the computerized player who does all these things to you, forget three falls and a submission. By a tie down the quick's is a ribbon with a blue light at the top.

There isn't much in the instruction book about how players are supposed to deck their



Nintendo - punching, kicking, gripping by the girdles and stamping on your opponent's head are all fair game when you're Pro Wrestling

|                |   |            |   |
|----------------|---|------------|---|
| GRAPHICS       | 8 | IQ FACTOR  | 8 |
| SOUND          | 7 | FUN FACTOR | 8 |
| ACE RATING 794 |   |            |   |

# DO NOVELTIES...



No wonder you're embarrassed Little Mac (if you were Big Mac you'd be a hamburger). Here you're up against your first opponent (Fisher Hunko) on the World Circuit and you don't seem to be doing too well.

round results in a technical knockout. If either boxer is KO'd, the three-round bout is awarded to the contestant who gained the most points during the fight.

Landing hits is not straightforward - only the weaker fighters miss their guard repeatedly. Little Mac can only keep punching for so long - a small heart icon at the top left of the screen shows how many punches he can afford to waste - if one of his punches is blocked, the number by the heart decreases by one. If he is KO'd, three hearts disappear and when all the hearts have run out, Mac can't fight back until some more hearts have been earned by dodging or blocking punches.

Punch-Out is not meant to be a serious boxing simulation, it's just a fun, cartoonish that's tough enough and enjoyable enough to keep you playing for quite some time.

— Andy Smith

GRAPHICS **A** IQ FACTOR **B**  
 SOUND **G** FUN FACTOR **A**  
**ACE RATING 792**

## MIKE TYSON'S PUNCH OUT!

Break some heads, NINTENDO style

opponent like it a human second player or the computer) except that you can stop the buttons and the paddle until you get some stick in for yourself. There is however a huge range of different moves available since you've earned less - about 25 according to the paperwork! That's quite a lot, really, and it all adds to the realism quotient of the game. The test bit is where you throw the gloves out of the ring, slip out of the ring while he's still down, slip on his head, and leap back in the ring again. That way he slips out of the ring for the 20 second limit, and you win the bout.

Although it's a bit hard, this is fun. Played as a two player game it's loads of fun.

— Phil South



Highweight wrestling simulator which packs a ruff, especially for two players.

**FRANK** Bruno may be due to fight Mike Tyson (and soon now), but if you can't wait for the real thing, you could always try playing in for Frank - on the Nintendo.

As Little Mac, you're after Mike's crown, but before you get a chance to slug it out with the Heavyweight Champion of the World, Mac has to prove himself. This means starting at the bottom of the Minor League and earning promotion by defeating three other boxers. In the Major League four more boxers need to be beaten before Mac gets into the World League, where he has a chance to box his way to the front with Mike Tyson.

The moves available are basic - dodge (to the left or right), guard, duck and punch (to the left, right, head or body). The idea is to land enough hits on the other guy in the ring, knock him down and, hopefully, out. Remember to avoid getting sluggish yourself.

A stamina meter at the top of the screen shows how much energy the fighter has left. When it reaches zero, the boxer hits the canvas - three hits in one three-minute

The Nintendo console. After a year when last year it's never gotten to give the Mega a run for its money.



Enjoyable and challenging - and you work out the opponent's moves.



**MIKE TYSON: UNHURT, UNDEFEATED,  
UNDISPUTED HEAVYWEIGHT CHAMPION OF THE WORLD.**

# HE'S TOUGH. HE'S MEAN AND HE'S WAITING FOR YOU!

OK now listen kid, and listen good. You've had to out ten opponents to get here today. If you pull this off you'll be Heavyweight Champion of the World.

Yeah, I know it's Mike Tyson sitting in the other corner. But you got the skill, the strength and the stamina. So just go in there, kid. Weave, dodge, jab, keep your guard up and your mind on that title.

And remember, this is Nintendo, right? So you might get beat, but you won't get hurt.



1. You're Little Mac and your first opponent is Glass Joe.



2. The bell's gone. Now it's up to you.



3. Go for it!

## MIKE TYSON'S PUNCH-OUT!!

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- Challenge dozens of other great fighters
- 80 cut scenes & 1000 dialog

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SUPER MARIO BROS



METROID



PRO WRESTLING



TOP GUN



F1 GRAND PRIX

**Nintendo**

Now you're playing with power.

N.  
R

The Union army comes in for an attack on Lee's strong-well Confederate troops at Antietam. Try commanding the Confederate troops and see if you can survive the overwhelming odds.

**ONE** year in the forthcoming software business is indeed a long time. Still, that's how long UMS has been available, and it's only fair that extra scenario disks have started to appear.

Two separate scenario disks are currently available, and they lead into the main program to recreate famous battles — from the Vietnam War and American Civil War respectively. The American Civil War disk contains the battles of Union, Antietam and Chattanooga. The Chattanooga scenario is split into two battles, led by individuals, that each deal with one day. Chattanooga 1, the main battle, deals with the conflict on November 25th 1862 — the Assault on Missionary Ridge — while Chattanooga 2 covers the preliminary engagement that took place on November 24th 1862.

As the main UMS program comes complete with the battle of Gettysburg (amongst others), the American Civil War scenario disk will come as no surprise to anyone who is familiar with the original package.

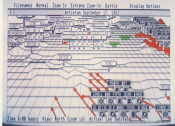
Chick was a great victory for the Union army under Grant after several earlier shock defeats at the hands of the Confederates. Antietam was a hard-fought battle that the Union troops finally won, though Lee's Confederate troops performed magnificently considering they were stuck behind the enemy lines, fortified in with a large river to their rear — not only outnumbered three to one, but with their lines spread over almost 20 miles!

Chattanooga was fought over three days, with the Union army taking the eastern slope of Missionary Ridge by the evening of 24th November before capturing the rest of the ridge the next day. The Confederate army suffered a severe beating at Chattanooga, after which the number of Confederate prisoners outnumbered Union dead by over five to one.

The Vietnam disk contains three scenarios, from the battles of Hue to in 1967-68 in which the Americans were fighting the North Vietnamese Army (NVA) — armoured regulars equipped with automatic weapons and mortar, rather than the popularly imagined Viet Cong peasant soldiers clad in black pajamas.

In the battle for Hill 823 the NVA led the Americans head with sniper, mortar and grenade attacks. The Americans finally took the hill but suffered substantial losses. The second scenario on the disk is set just north of Hill 823 on the slopes of Fifth Kham Loat, where an understrength US unit wandered into a heavily fortified enemy position. Several other companies went to the beleaguered unit's aid eventually reinforcing it before nightfall, when the hill disappeared. Hill 825 was another hard-fought US victory, where the NVA inflicted heavy losses on the American forces from their hidden bunker complexes even though the Americans had shelled them for hours on end — at one point the Americans were even shell-firing on their own units during the battle.

The Vietnam scenarios are interesting not only because of the highly tactical nature of the battles, but because of the introduction of



# UMS

## THE OPTIONS WIDEN...

RAINBIRD enters a new battle scenario

| RELEASE BOX |                 |         |  |
|-------------|-----------------|---------|--|
| START UP    | £12.95 per disk | OUT NOW |  |
| IBM PC      | £12.95 per disk | OUT NOW |  |

F100-fighter bombers and helicopter gunships. Like the battles provided with the main program, you can alter the terrain and the forces to your heart's content. You can even take formations and armies from the scenario disks and mix them with the original ones. How would William the Conqueror have fared against a handful of grunts armed with automatic weapons and supported by 155mm Howitzers? The answer is easy to discover, try it out and see for yourself.

• Andrew Smith

NVA machine gunners open up on an American unit from their heavily fortified positions. The Americans are trying to reach a struggling unit that wandered into enemy territory.



### UMS AMIGA

Design UMS — sets the standard. The colour has changed from red to black.

Getting 'real soon now' is the Amiga version of the original UMS program. The two-disk package has all the features offered in the XT original — the first disk contains the main program along with the same five scenarios that come with the XT version (extra scenario disks for the Amiga see below). The second disk contains the program to edit the scenarios, armies and maps. Extra features included for the Amiga version are: a line of sight option, the ability to change the colours to woodland colours, and battle counts — this last option is only available to people who own a machine with more than 512K of memory though. £24.95, Out Now.

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Atari ST Version



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# PALACE

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Telephone 01-778 0715.

# PACMANIA

GRANDSLAM go-a-gobbling

## ATARI ST VERSION

The display is much smaller but otherwise the graphics are up to scratch. Sound effects line out as compared to the Amiga, but there's still good.

GRAPHICS 7 IS FACTOR 2  
 SOUND 5 FAN FACTOR 5  
**AGE RATING 737**

## AMIGA VERSION

Very impressive graphics - filling the whole screen and scrolling smoothly. The sound effects, too, are excellent.

GRAPHICS 9 IS FACTOR 2  
 SOUND 7 FAN FACTOR 5  
**AGE RATING 775**

## ARCADE ACCURACY



Very close indeed, capturing the look and feel of the coin-op version.

**COIN-OP SCORE 9**

## MUNCHING

It's an age-old hobby of computer owners which became popular again when Pac-Man hit the arcades. To turn a classic old game into a popular new one, all you have to do is view the maze from a 3D perspective, make Pac-Man jump and change the mazes - easy.

The basic principle is the same as ever - clear a maze of dots by charging around eating them, while trying to do that you'll be pursued by a posse of ghosts. Help is at hand from power pills strategically placed around the maze - for a short time they allow you to turn the tables and munch the ghosts.

The incredibly simplistic game style has



Amiga - look at that lovely big display. It's easier to tell what's going on than on the ST version.

been augmented by awarding Pacman the ability to jump. No longer is there the frustration of getting trapped in corners, because you can bounce out of trouble.

The drawback with this graphic style is that only part of the maze can be viewed on screen so it's impossible to know what's going on elsewhere in the maze but the 3D view does add a welcome, fresh perspective to the action.

It may not be very original but there's no arguing with its addictive qualities.

Bob Webb

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S C R E E N T E S T

# SUPPLEMENT

Welcome to Screen Test Supplement, the start of a whole new section within the magazine.

As this is the Christmas Special, we've crammed in extra pages of Tricks 'N' Tactics, and persuaded Phil South to provide his definitive run-down on the compilation scene this year. The budget round-up which accompanies the compilations overview will expand next year, when we'll be taking a monthly look at what is bubbling up from the world of the cheapie game.

The Screen Test Supplement will play host to Updates, as of next issue. And with the arrival of two new staffers, ACE will be able to provide the ultimate version update service. In Supplement, we'll be keeping you posted on all the updates, as they happen.

Look out for future developments in the Screen Test Supplement in 1989, and welcome to a new section in ACE!





offer big games. Literally anything that's not made there.

Take **Frank Brown's Big Box** for example. The names sound familiar, and why not? They've been on the scene before, especially *Barty and Balthazar*, and *Scooky Boo* and *1942* were already on one of its six Pak collections. Like all the same as the Paul Namowitz featured games on *Frank's Box* are *Frank'saurus* (*Starg*), *Commando*, *Scooky Do*, *Ghost'n'Ghosts*, *Barty*, *1942*, *Almost*, *Bomb Jack*, *Jacobus* and *Katapults*. That's 18 originally full-priced games at 10 each! The games haven't worn much with age. Look at *Barty*, for instance. Even on the Spectrum it's one of the best (manual) clones out, and in a lot of ways more addictive. *Balthazar* you may have seen reviewed in a couple of magazine issues of the time it was supposed to come out, but it never did. *Barty's* success was that it wasn't just to scratch, but how it stands with the fact that the mag all gave it full marks I don't know. It's a marking of the *Balthazar* game you play with pen and paper: You fire at the squares of a grid trying to guess where your opponent has placed his ships, you know the usual incidents, if you see an Amiga version of the game, check it out as it's the best one of the lot! If the other games (*1942*, *Bomb Jack*, *Ghost'n'Ghosts*, and *Commando*) are fine examples of *Barty's* ability to spot a good concept sooner when it sees one. All four are not bad at all, although I particularly



recommend *Bomb Jack* on the Spectrum, and *Ghost'n'Ghosts* on the CGA. These two got my vote as our favorite games which I'd gladly play now.

**Fists And Throttles** isn't, as you might have thought, a (jumbled) beat-'em-up compilation, as the throttles mentioned are those as a car or bike rather than making people grope to spawning their necks. This is a really big fight compilation, containing *Kung Fu Masters*, *Thunderbolt*, *Buggy Boy*, *Dragger's Law* and *Enduro Race*. Four classic conversions, as this one, 100% rated in *ACE* at the time, one of which is an action release. *Thunderbolt* was also rated highly (*95*) and rightly so. *Fists* was a superb slot-'n'-disc game produced by star Elite contractors Roy and Greg of *Georgie's Games*, who are well known for their quality gameplays and graphics. *Buggy Boy* was one of the most original driving games, and unlike so many titles, there isn't much to choose between formats, although I suspect the CGA version would win by a nose.

## US GOLD

### GEMINI

Open, CGA and Amiga, £13.99us and £19.99us, CD4 disk £14.99

### HISTORY IN THE MAKING

Open, CGA and Amiga, £24.99us and £29.99us

### AMIGA GOLD HITS

Amiga only, £29.99us

Let's face it, if anybody's got a fair amount of good product to offer in a compilation, it's US-Gold. A number of Christmas Paks. It's under its belt, for sure, and *Gemini* has most of them. This again is choc-a-bloc with coin-ups, like *Gauntlet*, *Impossible Mission*, *720* and *OutRun*, the only fly in the ointment being *California Games*. This was hailed as the worst game of all time on certain forums, and just plain sucks on most others. But the other classic blockbusters in the package more than make up for *CGI's* complete lack of taste.

*Gauntlet* must be one of the best-sold games of all time, in the modest 480 on the small screen. The computer version broke all sales records, and a haul of classic arcade, surely the highest honor for any computer game (imitation being the sincerest, if sweeter, form of flattery). *720* and *OutRun*. *Thunder* had their moments, and to some the Spectrum versions were the best players, oddly enough, but for the hottest property of all time in the software biz is *OutRun*. Although US-Gold is attempting the same degree of hype and build up with this year's Sega license, *Thunder* (which they might succeed, and why not?), nothing can really match the excitement of last year's *OutRun* fever. *IMPOSSIBLE* wanted the game, and most of them thought it. I have a sinking suspicion that this isn't the last we'll see of it either. US Gold spent too much money as it to let it just die away. I feel a budget release coming on before it fails to cross.

**History In The Making** is the most extraordinary compilation, featuring an incredible 79 games. The collection purports to be a polished history of the great label. What it is in fact is a REALLY good excuse to flag off almost every success it has had, permitting almost everyone with a computer to look out huge wads of cash. It has got some impressive titles on it: *Legendlord*, *Express Kicker*, *Impossible Mission*, *Super Cycle*, *Gauntlet*, *Beach Head*, *Beach Head II*, *Intellistar*, *Kung Fu Masters*, *Spy Hunter*, *Road Runner*, *Blaze*, *Law*, *Games*, *World Games*, and *Raid*. Some of these are a bit dreary in the light of today's widespread sophistication, but for the most part they're still playable. And some of them are complete shimmers. *Impossible Mission* remains an all-time favourite of mine, as do *Legendlord* and the *Beach Head* series. But there are also some unexpected classics, like *Spy Hunter*, which is an awfully vertically scrolling shoot-'em-up, based on a comic I believe. *Spy Hunter*, although a bit of a throwback technically, is brilliant fun to play and, for those of us who vaguely remember it the first time around, a nostalgic experience.

Your basic Amiga nut could do severely worse than try a go at **Amiga Gold Hits**. *Bionic Commando*, *OutRun*, *Thunder*, *Jinks* and *Legendlord*... AGAH! For my money the good feature about this one is the inclusion of *OutRun*. *Thunder*, one of my favorite games in the shiny arcade, and the Amiga conversion being one of the most accurate in existence, it's a little slow at times. There isn't really the space to look at

home-grown thing called Star Force Classic.

**£1.99us**, described by Andy Townsend Wright as "a budget shoot-'em-up for Christmas", but then again he wrote, as it's too late.

But by far the best stuff to be had from Maximilian is on the Spectrum label. *Little Computer People* (*Amiga*, £14.99us) was originally an Actionvision release, the idea being that you have it in the person living in your computer whilst you feed and entertain to keep him alive. Well, weird, but somewhat cute. *Jet Set Willy* (*Open*, CGA and Amiga, £1.99us) must be the longest running game in the history of computing. It was the second game I ever bought, and must be the one I've played most over the years. If you look at the screens and find them odd to read. *Rocky*, *Friday* and *3113 Alpha Mission* (both CGA, £1.99us) are a pair of Actionvision releases which came



out around two years ago, in what I believe was Actionvision's golden era. *Remember* (*Open*), *History* and *Wild Omelette!* And *Masterblaster* (*Open*, CGA and Amiga, £1.99), *Amiga* and *ST*, £14.99us) too! This was state-of-the-art adventure stuff - well, at the time anyway. We can come as a bit snide then. And finally *KingMasters* (*Open*, CGA and Amiga, £1.99) had year 1 release based on the slightly odd TV movie series.

### JEPPEN

This newcomer to the budget game, known to its friends as *Compliment*, is a positive over-





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**BC**™ video adventures had huge amounts of things to recommend it — not least of which are the fabulous graphics and animation. Not only that but some really stunning puzzles. Highly recommended.

#### CODEMASTERS

Never without at least five new titles a year, these Darling Boys, aka Codemasters, have got a goodly number of truly top international budget Simulators (see, OGA, Am, £2.99, \$7, £19.99) for a start, with some very splendid graphics on the ST, Pro (ie, Simulator) range only, £19.99) really on the CD, like the, 1994 Predator (Spec and Am, £2.99) a bit like ATF City, but with more things to do, Mega Man (Am, £4 for his file... in Spec, £14) and Am, £2.99) as the ultimate Gauntlet clone, if you love, the friendly sequenced SAS Combat Simulator (Spec and Am, £2.99), a soft boot menu up called Raptor (Spec and Am, £2.99), Skateboard Simulator (Spec and Am, £2.99) — of course, why didn't we think of that — and Death Staker (Spec and Am, £2.99) a super little arcade adventure of the old-school persuasion.

#### REEL

A line of ex-Orion and one US Gold releases — Available on The Year (Spec, OGA and Am,



£2.99), Kickout (Spec, OGA and Am, £2.99), Rip of the Tarp (Spec, OGA, Am, MSX, BBC and C64, £2.99) and finally and most significantly, Leadboard (Spec, OGA and Am, £2.99) of Considering that you can buy Leadboard on a number of computers, check

OGA there's also Trac, Samurai Warrior, Morphous, Nightmare and Magnetron. Spectrum versions carry copies of Nightmare and Trac, Amstrad versions have Stagg, Activator and Distance, and both Spectrum and Amstrad versions contain extra added Dark Spectre and Catch 22. Oh, so I said they weren't all that stunning. They're good games, but standing alongside the Supreme Challenge they look pretty pale indeed.

### GREMLIN GRAPHICS

#### 10 GREAT GAMES

(Spec, OGA and Am; £12.99) and £14.99)!



#### SPACE ACE

(Spec, OGA and Am; £12.99) and £14.99)!

#### FLIGHT ACE

(Spec, OGA and Am; £14.99) and £17.99)!

Big games, big competitions, that's truly old Gremlin. It turns out that the company is re-releasing every game it ever made on three mega compilations. **10 Great Games** contains Leadboard, 10th Frame, Last Mission, Kona Runa, Fowlord and Fighter Pilot on all formats. On the Spacey and Amstrad there's Rocco, Impossibal, City Blaster and Dragonite, and on the OGA there's Rebelstar, Jynaps, Alpha, Eagle and Abby Kat. Something for everyone, I think you'll agree. I must declare a fondness for Leadboard and Abby Miller's baby Alpha — they're the best, and Impossibal on the Spectrum — these make it worth checking out **10 Great** on their own.

**Space Ace** is a collection of loosely (but based) games like Cybermode, Rebelstar, Jynaps, Trantor, Exolon, Xenom (Strike Back) and Arxion. Trantor is a pretty hot little number, not entirely removed from Probe's last job called Savage. I think you'll find fast and furious and worth a look. Cybermode, Jynaps and Exolon's reputations precede them, of course, and certainly guarantee good sales for this one.

**Flight Ace** is, as you'd expect, rigging with flight sims, including ACE, Spitfire 40, Air Traffic Control, Tomcat, Snake Force (Warner) and ATF. Now that ATF was a pretty amazing game, and saved huge amounts of points everywhere. It's a cross between a flight sim and an arcade game, with great graphics and an action-packed gameplay. You can view the surface of the play area in the turn-of-the-century mode, which is an exciting way of scoring enemy radar, as any cruise missile will tell you. Spitfire 40 was something of an award winner for its

graphics at the time, as I recall, and they are impressive, especially on the OGA. Makes you want to give a mousethuck and say "Checkmate, Ginger" and stuff like that. Check it out, Wing Commander.

### MASTERTRONIC

#### MEGAPLAY

(Spec, OGA and Am; £3.99) (BBC version to follow)

Unsurprisingly from the home of the Budget Bugee, all the titles on the Mastertronic compilation are ex-budget games themselves, none of the £2.99 class but £1.99 as I recall. The games on the OGA version



are Pyrotek 4, Agent X 4 (Agent Five, Cage Match, Street Heat (previously called Ghetto Brawler in some things, name I'll not describe). Most of these games come from the pre-ACE days that time forgot, all that is except Agent X 4, which in issue 4 rated a 6.5. In the Spectrum and Amstrad it's Agent X 4, Detective, Job, Robertson, Curse Of Steamwood and ISO. A lot of a lot to turn selection easy, and apart from the impressive and amazingly programmed Job, a couple of good too expensive.

### MIRROSOFT

#### TREK

(ST, Amiga; £29.99)!

A truly blockbuster title of games here. If you don't buy them the first time around, then you must see Starblazer was TRE Amiga and ST game for a couple of years, and if you haven't heard of it you must read your treat in a bucket of sand for the last 18 months. After Starblazer had made its impact and left to storm America, Commodore's Defender Of The Crown knocked the spots off of EVERETT'S lower decks, and was hailed as the perfect Amiga game. This is mostly due to the superbly drawn graphics, and owes nothing to the gameplay, which to my mind is just a little simplistic. Pygmalion Barbarian was a peculiar little best-seller, which was also praised for its presentation, but gamewise it always struck me as



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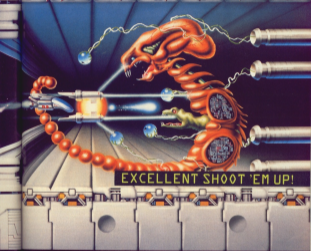
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## BC...

Even out and how whether you'd like what it's framed with. It's THE golf game, and if you don't have it, I regard my good embarrassment by missing.



Over the ship and getting it today. Half of the Tigris isn't bad at all, and rates with me as one of the most interesting martial arts games of the last two years. And let's face it, there have been a few quite stinky ones.

### REVENGE

Telarcsoft has a wrangle of games that would make a lion, not that I've tested this one either. Finally there's international Speedway (flores, C64 and Amic, \$3.99). This is a super race game which allows you to play with drivers without having your race broken, or being splattered from head to toe in a head. You race against four other bikes and go through to all competitors up to international level. Motorcave (flores C64 only, \$1.99), is a small blood race game which not only presents you with different hazards, but also gives you better and better bikes to choose from. Snake Kofs (Spec, C64, Amic and MSX, \$1.99), as well as being the 500,000th Telarcsoft release ending in a 2, is your search to rescue the heroes from the Evil Sea Lord's undersea Cais. Race! There are eight machines, evil and cruel Cais to navigate, and watch out for the silly shark designed but the fastest release has to be Billboard (Spec, C64 and Amic, \$1.99). I haven't a good habit of puzzle games, right? Did you see on a letter or a blizzard, sticking together. Some pictures which have been split into bits, from 4 to 64 pieces depending on the level. It's your race to fit them at together again, this.



being repetitive. Having said that, we are taking some very nice looking games. If you like strategy games, then try before you buy in my advice. They do look very good on the monitor, and will certainly impress your 8-bit wiring chums.

## TYNESOFT

### MEGAPACK

(ST and Amiga, \$29.95 each)

One of the few other 26-bit compilations worth looking at is Tynesoft's feature collection, containing 31m Ter-Symposium, Megapack, Platoon, Secretis One, Frost 8yle, and a previously unreleased game called Side Side Mission. On the ST the megapack game is something called Boost Power. Winter Symposium don't score over-well in the issue of ACE (around the 500-600 mark) but the graphics weren't bad at all. Although nothing different as a sports game, it will doubtless please fans of the genre.



## COMPILATIONS AT A GLANCE

### MASTERYWORK

- **MEGAPACK** (Spec, C64, Amic, \$29.95; C64 also on ST/MSX)
- **WINTER SYMPOSIUM** (Amic, \$3.99; MSX, \$4.99)
- **SECRETIS ONE** (C64, \$2.99; MSX, \$3.99)
- **PLATOON** (C64, \$2.99; MSX, \$3.99)
- **BOOST POWER** (ST only)

(On the Spectrum and Amstrad) **AGENT** (C64, \$2.99; ST/MSX, \$3.99), **ASTROGALAXY**, **CLASH** (C64, \$2.99; MSX, \$3.99) and **1901** (C64, \$2.99)

### UP-GOLD

- **GAITS** (Spec, C64, Amic, \$3.99; C64, \$2.99; MSX, \$3.99)
- **GAUNTLET** (Amic, \$3.99; C64, \$2.99; MSX, \$3.99)
- **HISTORY IN THE MAKING** (C64, Spec, Amic, \$29.95; C64, \$29.95; MSX, \$29.95)
- **LEONARDO DA VINCI** (C64, \$2.99; MSX, \$3.99)
- **IMPOSSIBLE MISSION** (Spectrum, \$3.99; C64, \$2.99; MSX, \$3.99)
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- **ROMEO COMMISSION** (Spectrum, \$3.99; C64, \$2.99; MSX, \$3.99)

- **SPORTSMAN** (C64 only, \$1.99; C64 and \$2.99)
- **AMERICAN FOOTBALL** (C64 only, \$2.99; MSX, \$3.99)
- **AMERICAN FOOTBALL** (C64 only, \$2.99; MSX, \$3.99)

- **CHAMPION PERFORMANCE** (Spec, C64 and Amic, \$12.95; C64 and \$1.99)
- **AMERICAN FOOTBALL** (Amic, \$2.99; C64, \$2.99; MSX, \$3.99)
- **AMERICAN FOOTBALL** (Amic, \$2.99; C64, \$2.99; MSX, \$3.99)

- **TASTE OF AMERICA** (C64 only, \$9.95)
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### MIRRORSOFT

- **THE AMERICAN** (C64 only, \$9.95)
- **THE AMERICAN** (C64 only, \$9.95)

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**Rainbow Arts**



Okay, it's the last issue of 1988, so it's time to do something a little special. We had a chat with the man who wrote **POWERDRÖME**, and as a result can bring some performance-improving tips from the author himself. Baffled by **BOMBUZAL**? Tony Crowther, designer of more than a few of the tortuous levels, gives part of the inside story on defusing explosives, with a few tips thrown in by the man in the Mirrosoft office who gets away with spending most of his day in front of *Bombuzal*: Mark Jordan.

And to get into the New Year with a bang, we've decided to give away £100 of software to the sender of Tip of the Month, starting with the January issue. Five more tipsters stand a chance of collecting the game of their choice every month too - so in between dealing with the turkey and mince pies this year, get going! Happy Christmas, and have a Tippy New Year!

## BOMBUZAL



■ Tony Crowther (above) and Mirrosoft's Mark Jordan give us the benefits of their insider knowledge, in the form of a dozen quick hints...

An easy way to complete a level is to blow up all the bombs on the level first, and one which squares remain undamaged. These are the squares the player should aim to finish on.

Study the map of each level carefully before trying to complete the level.

When attempting to detonate a pulsing bomb, cut it up, as it is easier to see the bomb's size when it is held up.

Remember that when you are teleporting a bomb, you are impervious to the effects of the monsters on the levels.

When teleporting from square to square you are invulnerable to explosions.



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Switches have three phases: Phase 1=SET, Phase 2=ON, Phase 3=OFF. Phase 1 can occur to rearm after a switch has been operated.

When teleporting, the explosion occurs before you teleport, so if you're teleporting onto a mine, it will be destroyed before you get there, provided the square is in the blast radius and is lit.

On the ST and Amiga versions of *Bombuzal* the mouse makes the game even more difficult and should only be used by experienced players.

When dealing with mines that one really try to set them off as quickly as possible: use the dissolving squares and switches to make the squares disappear beneath them.

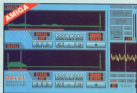
When using lighted drocks you may activate switches, but when the bomb blows up the drock will die. Also, if you try to move the drock away from the bomb you will move when the bomb and drock have been destroyed.

A dead drock cannot activate switches.

Remember the red! Better still, write it down. You will need it when you continue with the game another day.



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# POWER

If anyone out there knows how to get the best out of **POWERDRIVE**, it is almost certainly the man who wrote it: Mike Powell. So if you're driving the Typhoon more like a Morris Minor at the moment, check out what Mike has to say, slip on those driving gloves, grab a joystick and see if you can better the Master's personal best lap timings...

## FLYING YOUR TYPHOON

Powerdrive does as that most race games require a certain amount of practice before you can play it well. When a player first starts, the mouse could well appear very sensitive. It has to be like this for the larger bumpy tracks, where you might want to go from full left bank to full right in 1/100th of a second. The physics is a little easier for beginners, but for precision and fast direction changes, you have to use the mouse.

First of all, scale down the steering response on the tuneup screen. If you still find yourself smashing into every available hard surface, turn the lock option on in the pits. After maybe a quarter of an hour on the oval track you should be getting the hang of it, and can increase the sensitivity.

## FAST CORNERING

To turn the Typhoon, all you do is bank over. However, this isn't the fastest possible turn rate. To achieve this, first of all get the craft tilted nearly at right angles, then pull back on the mouse, using your elevators effectively as a rudder.

Use the racing line. Just as on ground-based racing, the fastest line through a corner is then the outside of the track to the inside and back to the outside as the curve ends. In this way you straighten out the turn as much as possible. In three dimensions it is a little harder to do, but the principle is the same. When on an outside section of the track, fly as close as possible to the sky force field - not only is it less damaging than hitting the ground but the track is wider at that height.

Going into an underground section is one of the most difficult manoeuvres to get right in Powerdrive, but also one of the most satisfying when you can get it right. The fastest way is not to brake at all but to flip the craft on its back and pull back. Then roll through 180 degrees with the natural curve of the track and pull back again.

## SAFE AFTERBURNING

You won't get a really fast lap without using afterburners. However, only use them when pointing straight or you could have a bad day. Overheating engines is a problem, mainly on the test oval with its four long straights, so keep an eye on the temperature gauges; if you blow an engine it cancels out any time you might have made up.

## FILTER CHANGES

When a storm is brewing up, the decision must be made as to whether to go into the pits and change filters. Weigh up how many laps are left - do you need a fast/cheap - wise anyway? You can take a chance and continue without changing, but the storm may be a lot bigger than you thought.

## FUEL USAGE

Try to judge which type of fuel to use depending on the track you're about to race on. If you're really good on that particular track, use



## THE WAY TO

Premium for maximum speed. If it's one of your weaker tracks, though, use Economy as the extra speed will probably only make you crash more often. The race length matters too: on a short one a pit stop near the end of the race may mean the difference between first and last.

## RACE TACTICS

The fastest way to enter the Pitstop is to scream down the pit lane and, being it just right, cut the engines before you reach your pit. Alternatively, if you're going way too fast to slow down in time, smash into the nearest available wall.

## DAMAGE REPAIR

If it's nearly the end of the race, don't bother to get repairs done, just fly until lap round. If you have to go in the pits for fuel though, get changing the nosecone cooled as early as you can. Find out your best time just before you go in, you then have an idea of what you can change.



# RDROME



## TOLAY ACCORDING TO MIKE POWELL.

### TRACK TIME

**Test Owl.** No real secret to this one — just use as much afterburner as you can, short of breaking your engines.

My best lap: 17.24 secs

**InterCorp.** Very narrow underground section, so try and stay in the middle of the track. No float



underground choices can be taken far out — just.

My best lap: 53.17 secs

**Chirtek.** Entry to underground section is difficult as it's just after a right curve. Use the flip upside down technique. The section from underground exit to start line should be flown with judicious use of afterburners.

My best lap: 38.39 secs

**Opuska.** This darkened underground section is difficult at first, but not as hard as it seems when you know which way the track goes. After you come out onto the surface again, the section from the exit of the right-hand hairpin to the start can be taken far out, but only if you get your line exactly right through the series of chicanes.

My best lap: 56.58 secs

**Manard.** This is probably the hardest of the six tracks. Memo: Standard fuel is usually the best choice here as it is difficult to use the extra speed of Nitro. Slow down to half speed for

the dip under the track as a crash here can cost a lot of time.

My best lap: 59.18 secs

**Apocalypse.** The very tight hairpin third corner from the start should be taken about 50% speed. Alternatively, if you're not too damaged already, scream straight into the corner and smash into the wall to lose the speed. The underground loop takes some practice. Use very gentle corrections on the mouse — if you crash here, it's difficult to build up speed again.

My best lap: 38.80 secs

### DATALINK MODE

If you know someone with an ST, get together and play against them in Datalink Mode. For the satisfaction of beating someone you know it's worth the small cost of a cable. If one of you is a bit better than the other, you can introduce handicaps by, say, the fast one using the slowest fuel and so afterburners. If there's someone of you, have a knockout competition.

## LAST NINJA 2

■ To get things rolling, here's how to complete the first level on the Spectrum.

From the starting room, go behind the curtain and punch the wall bar that flashes as you enter. Return to the first room and fall through the rope over the door. You should now see a key on the floor, take the key and exit. Leave the next screen by the bottom exit and on the following screen you'll find some shuriken in a box - take the shuriken.

Go through the gap in the wall and into the next room, where you'll see a knife juggler. Pass the juggler and go into the next room. Throw a shuriken at the man in this room and then take the map before climbing the wall bars and exiting by the left. Jump the gaps and pick up the pole and then jump back into the previous room. Walk backwards onto the wall bars and you will climb back down from, leave and go past the juggler again before leaving the next room by the right hand exit.

Go through the gap in the wall and enter the next room, throw a shuriken at the man and pick up the first half of the rice ball whilst in the women's toilets. Release your shuriken to



the gap in the wall and go into the next room. Throw a shuriken at the man and pick up the other half of the rice ball in the women's toilets again. Leave the room and pick up the hamburger at the hot dog stand. Leave by the top exit and you should be at the gate room. Go to the middle of the gate whilst holding the key and pick up, then go through the gate. Jump the river by using the boat (this needs practice) and leave.

In the next room are some bees - avoid them and go up the winding path. When you get to the middle of the path, run and then jump onto the island. Go to the bottom and poke the boat with the stick and it should move away. Then move to the bottom edge of the island and run and jump back onto the path. Now cross the river by using the boat and leave the park. Now load in the second level.

■ Jason Richardson, Wincanton.

## PLATOON

■ Here's a handy tip for ST owners.

Type in **HAMBURGER - ALL** when the screen appears and the word **ONSET** appears below the programmer's name. Start the game and you'll find that pressing **A2** takes you straight to the TNT. **F3** takes you straight to the bridge and **F4** takes you straight to the village.

■ Mark Bellwood, Monmouth.

## WIN £150 WORTH OF SOFTWARE?

Bursting into 1988, we've suddenly got all geniuses. Throughout the year, we plan to hand out £150, yes £150 worth of software to the winner of each month's Top Tip. If you want to get a piece of the action, send in your tips, POFEs, maps or detailed playing guides, and do it now! We're not interested in second-hand tips, or detailed

guides on how to play games for the ZX80 - it's brand-new tips for the games in the list, couple of issues that we're looking for. And remember, you may not win the top prize, but we're also giving five people the chance to win the game of their choice for their machine. Make sure you send us a list of the games you'd like to get if

your tip comes top of the pile - send letters from the last three issues to be sure that they are still available.

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## SUPER MARIO BROS.

■ The classic Nintendo game has been around for quite a while, but do you know how to set off the fireworks? Or why you should destroy Super Mario? Read on...

## THE WARP ZONES

There are three warp zones in SMB, the first is at the end of World 1-2. Take the elevator up and jump over to the top. Run to the right and you'll find a room containing three pipes - these lead to Worlds 2, 3 and 4. At the end of World 4-2, take the elevator to the top and run to the right where you'll find a warp zone leading to World 5. To get quickly to World 4 though, jump up in World 4-2 to make the invisible blocks appear. Get onto the blocks and hit a brick to make a vine appear. Climb the vine and run to the right while collecting coins. Then you'll come to the final warp zone that leads to Worlds 5, 7 and 8.

In World 4-2 there are other ladder blocks in



places that look empty at first. Stand on the blocks to get the 1UP Mushrooms, or other goodies.

The fireworks can be set off when you jump into the pole at the end of each level. The secret of the fireworks lies in the last digit of the time indicator. Jump onto the pole when the number is

one, three or six and the fireworks will go off once, three or six times. Since each explosion is worth 500 points, time your jump well!

The defensive tactic is to let Super Mario die. He then turns into a semi-transparent Mario and is invulnerable for a few seconds.

Just before the end of World 3-1 there is a stairway. When Koopa Troopa comes down the stairway and reaches the lowest step, jump on him to make him stop and then keep jumping on him and score a 1UP for every jump - up to 100! Don't go over the 100 though, or the game will be over.

If you lose all your Maries - annoying when you've got to World 8 - press the start button while holding down the A button. You'll now be able to start on level one of the last World you visited. However, you only get another three Maries.

Remember: Mario runs faster when you press the B button, so at the end of the bonus stage in the clouds in World 3 - at the place where every other block is in ice - hold down the B button and you can collect all the coins without falling down.



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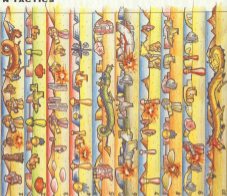
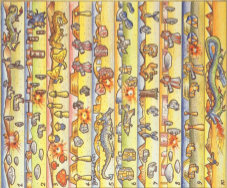


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# SPACE AND SPACER HARRIER





## SPACE HARRIER

If getting through the ST version of the game is still proving too tough - despite the glorious guide on page 136 - simply type the listing in to ST Basic and save it. Then insert a blank disk on which you have previously created an ADFS folder, and run the program.

Now, reset the computer with the disk still in the drive and wait until the drive motor stops. Put the Space Harrier disk 1 into the drive and hit a key. The game should load as normal but with extra credit (you may continue playing after loss of your lives, as often as you like).

```
10 rem infinite credit for Space Harrier
20 addb=6071600
30 def seg=0:19999 version of BASIC only
40 for i=0 to 255 step 2
50 read w0:poke addb-i*val("0A")+5
60 next i
70 leave "autofixcheat.prog",addb,240
80 end
90 data 807A,0,0,0,0,0,0,0
100 data 0,0,0,0,0,0,2A8F,4
110 data 200E,0,6800,2000,0280,007,0E,0E
120 data
130 data 2e41,2000,2000,4267,2020,4a,4e47,2030
140 data 0,4e47,4267,4e70,0,0,2030,4e
150 data
160 data 4e41,4e40,8e6b,42e7,42e7,4e70,0,0
170 data
180 data 30c,4e,0,0,4e41,2e40,2e40,2e40,019e
190 data 0,300,2e48,200c,0,11,2e48,408
210 data 57e0,7f9,2e7c,40a,1e,2e7f,3ea,10
220 data 0f0c,0,0,4,200c,4e70,2040,0,000
230 data 2e30,0,0,0,4e4c,4e4c,1A,2e30,0,444
240 data
250 data 2087,0,209e,0e0,207f,4e4c,20c,4e4c
260 data 4e,4e4c,0,0,0e0,0,0,048,203c,4e7f
270 data
280 data 4e4d,1e0,4e4d,20c,4e4c,203,0,17f5
290 data 748,5e71,2e70,73e7,0,0,3c,1740
```

■ Mark Richardson, Preston

LISTING  
OOPS!

The Gnomes got in the works in September's issue and managed to mess up Mark Richardson's ST ADFS Syndrome poke.

Line 260 SHOULD have read:

```
260 data
5,10,20,30,200,0,0,100,1e,2e40
```

Line 260 SHOULD have read:

```
260 data
100,4e4c,1e4,2e3c,2e08,0e71,7574,5f
5c
```

The listing WILL now work.

## OODLES OF SOFTWARE?

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to 500 top rated games for your machine! This month there's no 'Tip of the Month' prize - well, Mike Powell and Tony Cooper don't need the games do they? Still, we'll give Paul Webster a copy of

Operation Wolf for his ST, Jason Richardson a copy of Total Eclipse for his Spectrum. The two Marks (Richardson and Bedford) earn themselves copies of Puffy's Saga for their troubles. Don't just sit there! Go for it!

## ELITE

■ If you own an ST, if you keep getting wasted by Thargoids, and if you'd like to cheat - simply type in the following listing and run it for a few handy accessories!

Running the listing creates a saved game on a disk which offers the following: A front military laser, a beam laser on each side and a mining laser on the rear. You will also get four missiles, an energy beam, a dishing computer, fuel pumps, ECM jammer, large cargo bay, 400000000 and over 10,000 credits. When you RUN the program, it will save a file onto disk called CHEAT.CDF. Next time you want all the above features, simply load up Elite and then load in the saved game created. NOTE: the program will not work with float Basic.

```
100 rem ELITE CHEAT
110 rem By Paul Webster
120 rem PLEASE THE MOTES FIRST
130 def seg=0: rem 1989 basic only
140 cheatm=0: addb=6071600
150 for i=0 to 255
160 print "loading date: line ("200+i*10)
170 for j=0 to 10 step 2
180 read w0: word=val ("0A")+5
190 poke addb-(j*10)+i*word
200 cheatm+=chksum+word
210 if cheatm>25875 then cheatm=cheatm-65024&1FFFF
220 next j
230 next i
240 if che=chksum then print "Error in date at line ("200+i*10): and
250 cheatm=0: next i
260 print "date read ok, creating file."
270 leave "CHEAT.CDF",addb,258
280 print "finished."
290 end
300 data
310 DATA 1F7E,1F60,1F60,4E40,77F1,207A,7070
320 DATA 349E,20200
330 DATA 0F0E,0200,0E0A,0008,070E,0E0A,0300,0
0,0,10440
340 DATA
```

```
DF0F,0000,0004,2000,070E,0E0A,00
00,0,100,0200
350 DATA
0F0E,0200,0E0A,0008,070E,0E0A,00
00,0,100,0200
360 DATA
8F0E,020C,0E0A,0008,070E,0E0A,00
00,0,100,0200
370 DATA
4F4E,404C,4E4A,4E4A,474E,4E4A,474E
2,474E,1000
380 DATA
8F0E,020C,0E0A,0008,070E,0E0A,0300,0
100,1000
390 DATA
8F0E,020C,0E0A,0008,070E,0E0A,0300,0
50,21000
400 DATA
100F,2030,0F0F,000E,070E,0E0A,0300,0
50,21000
410 DATA
4F4E,404C,4E4A,4E4A,474E,4E4A,474E,4
140,500
420 DATA
3F0E,020C,0E0A,0008,070E,0E0A,0300,0
100,10700
430 DATA
3F0E,020C,0E0A,0008,070E,0E0A,0300,0
100,10700
440 DATA
1F7E,1021C,1E1A,1018,177E,101A,1010,1
110,10000
450 DATA
0F0E,020C,0E0A,0008,070E,0E0A,0300,0
100,10440
```

■ Paul Webster, Preston

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**W**elcome to a whole new section on adventure, role-play, and fantasy. Every month we'll be asking the best writers to keep you up to date with all the news on your favourite software. We'll be carrying stories on the stories behind the stories, analysis of adventure and role-playing trends, interviews with programmers, and of course the most authoritative reviews of the latest games.

All this means that we bid a fond farewell to The Pilgrim, who heads off to pastures new. In case that should prompt you to shed a tear, cheer up – because the new column will be edited by Steve Cooke, ex-AGE editor and a man who not only knows a good adventure when he sees one but can also sniff a turkey either side of Christmas...





Files    Text    Graphics    Goodies

>Atari ST - life is just a bowl of goldfish in Fish.  
But why am I upside down?\_

# FISH

MAGNETIC SCROLLS/RAINBIRD bowl you over...

BLOODY FOREST

88/63



>Atari ST - it may take some time for your Fish-  
turned-human to see the wood for the trees.

**MAGNETIC** Scott's latest project just missed our test nose, but we've used the time since and can bring you not only the review, but also an interview with author Phil South. Here's the low-down, straight from the cockpit...

Fish is a first-person game, with three introductory scenarios and a larger game area in which the bulk of the action takes place. The game follows in the MS tradition, featuring excellent graphics, a powerful parser, and a good deal of word humor.

If the word humor puts you off, don't despair. Compared to The Pawn - and certainly compared with Zork - Fish is...well...funner. Although the laughs don't always come off, the overall feeling is of a game with a more straightforward approach. The emphasis is on humor, not silliness.

In common with games like Lords of Time and Leather Godbroods of Phobos, Fish creates a scenario in which you can move from one adventureworld to another. The story goes something like this:

You are an interDimensional Espionage Operative with the power to "warp" from one body to another. Your first body can be anything from a cat to a camel to a chartered accountant. In Fish, you are currently a gold fish, a magic technician and a rock star (among others). This allows you to explore a number of very different worlds and, interestingly, one of the technical problems MS had to overcome in the game was adapting the logic to different bodies. Fish, after all, can't always get the same things that humans can.

Your opponents in the game are the Sours

Deadly fish, from your golfish boat, when you start the game, you were left to three different locations, solve a series of puzzles, and then launch off into Fortworld to do battle with the enigma.

Unfortunately, there are some seriously ugly programming glitches in FLO on the 2D. When we first saw this version, we were worried that the bugs had been fixed, but they were still there in the production version we finally received for review.

Most of the time the errors are not too serious, though it is annoying to be told that there is a glitch on the wall, then to be told a moment later that "There isn't a switch here to do that." Of more importance is a bug concerning the status of one of the people — so far so good: callers out of their rooms now by obtaining to play at five minutes past noon, one after the other and not to bother removing them from the player in between plays.



These puzzles that are not afflicted by such problems. It has a pleasing logicity to them, which is one of M5's strong points. The game is a whole lot better compared to Guild of Thieves — it has a coherent atmosphere, a strong storyline, and a series of fairly competitive objectives. You couldn't really ask for much more from a basic text/graphic game...and it does look *NORTH* pretty!

#### RELEASE BOX

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#### THE ACE VERDICT

Was thinking that *Comanche* better game since the *Acorn* and not to dilly at the *Acorn*. This is definitely M5's best release since *Guild of Thieves*, even if worse 1.0 in the 2D. A goodly score is a definite programming.

|              |                 |    |
|--------------|-----------------|----|
| LANDSCAPE 95 | SYSTEM          | 90 |
| CHALLENGE 92 | ENIGMAS/TEMS 90 |    |

## PHIL GOES SOUTH

"...as there we were, sitting on a beach, talking as we do in an abstract fashion about peculiar things, when I said to John — 'You're a fish. Go west, and what do you see?' From that suggestion came the idea of taking the world from your golfish boat. John went strangely quiet, and a few hours later he called me and said we were writing a game for *Magnificat Sorolls*."

So that's how it happens, eh? John Moley, music technologist, and Phil South, mind mechanic, joined by David's advocate Peter Kemp and M5 staffer Rob (Staggles) are the first outside game designers to produce an adventure under contract for *Mag Sorolls*. It looks like being a great success, despite the problems of creative collaboration.

"I'm pleased it has come out so well," admits Phil. "I couldn't write in the M5 style unfortunately, but the original flavour of the game has come through, although it was written by a son of composites."

The original purpose involved creating a consistent reality in a world full of wiles — not an easy thing to do at all. Phil and John went all-out for consistency of logic in the design of the scenario and the puzzles. Their main aim was the suspension of disbelief regarding "fish people in a fishy world."

The game needs a lot to Phil, John and Peter's early experience with *Introsun* games. Screens and characters were their favourites. "I liked all their early stuff, but these two games I played extensively. I also played *The Hobbit* and *Legend* without help, which I was very proud of. *Jennet of Darnley* has been another favourite of mine."

Interestingly, Phil regards adventure games as multi-player experiences. "I prefer to play with someone else around, and look on them very much as my

player games." The image you get is of someone for whom adventuring is above all a means of having fun — a feeling that definitely comes across while playing *Phil*. As a result he has a pragmatic attitude to games in general.

"I don't agree with over-complex puzzles that can't guess misspelt words — even if it's only by avoiding the problem and requiring only a few letters for each word. *Introsun* used to have a puzzle that only had the first four letters, and I think I'd prefer that to something so complicated it gets in the way."

ACE certainly agrees with him about overly complex puzzles. In the M5 games, for example, you can type GO-NORTH and you simply bump your nose

into a door if there's one there and it's closed. This doesn't actually happen in real life — people open doors (unless they're locked) — they don't walk into them. Complexity at the expense of reality is simply a waste of effort.

So will Phil be collaborating on any more games for *Mag Sorolls*? Or for anyone, come to that?

"To sure I will," he claims. "I've got lots of ideas, but at the moment there are none that would make a good adventure — ideas for games, books, but not for games." Sooner or later, however, we will doubtless be hearing more from this pair. "I'd love an idea — *Leather Claw Road* (*Boys of Doom*) — but odds through no one wants it. Wonder why?"

**Phil South. With a name like that, you just HAVE to play adventures!**



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## AAA 1988 - THE ACE ADVENTURE AWARDS



**Widely praised... Also a graphics, take-  
www reception.**

Charles Haines, plus Magnetic Scrolls' *Amiga*. After much debate, the winner is *Midnight*, complete with a printed guide to *Amiga*.

Congratulations *Amiga*, but we think you'll put sound with episode number 2.

### WILDEST GAME OF THE YEAR

Three strong candidates here — *Beyond Zork* for its stateless output of the Cosmos of Quantum, together with its function with role playing; *Ultima IV* for a user interface that defied belief as the commands flowed through the hero's brain; and finally, the undoubtedly winner, Infocom's *Monkey Island* (which I'll make head for) for its wit and wit, and neither could anyone else!

### MOST INNOVATIVE GAME OF THE YEAR

Entries here include *Flundered Hearts*, for its excursion into romance; *Iron's* games for their user interface; *Legend of the*

*Island* for its scolding on-screen map; *Amiga's* *Amiga* for its character development; and *Amiga's* *Amiga* for its character development. There was much debate over this award, but in the end it was decided that by opening up a different approach to narrative within adventuring, *Flundered Hearts* should get the prize. *Amiga's* *Amiga* comes a close second, but characters are only as important as the story within which they appear.



**Time and Magic - best value for money award.**

### BEST VALUE OF THE YEAR

No contest... it's got to be *Time and Magic* from Level 9 Software. Three games for the price of one... and not one a turkey.

### BEST INFLUENCED GAME OF THE YEAR

Candidates here include *Ultima IV*, *Black*, *Sea of*, *Pool of Radiance*, and *Wasteland*. There's a clear winner here, undoubtedly, and by the board of *Black*. There, it has to be *Ultima IV* closely followed by *Wasteland* and *Pool of Radiance*. For those who want a good cheap, however, *ULT* will make your life.

### PRETTIEST GAME OF THE YEAR

Up on the cables we have the Magnetic Scrolls products, chosen particularly at the stage by those romantic French shagwags with *Monique* Manor and *Chronoscape* (aka *Pygmalion*). The prize finally goes to *Monique Manor* with its sexy voice synthesis and stunning interior locations. Not much of a team, though...

### GAME OF THE YEAR

Again, it seems there's a clear winner. A game that has succeeded in widening the market for its own product style, is of course to sell a million copies, field the Piggy bank copies at the keyboard for weeks, and stopped much of the work in the offices of magazines around the country. *Ultima IV*. Concerning which, the best story we've heard to date is the man who rang us up about the game from the office of a famous news agency, told us he was just leading it up, and asked whether it was any good.



**Ultima IV: Game of the year.**

When we tried to phone him back, he'd left his desk with the disk and gone home. He didn't return for three weeks! Just one among many similar tales of dumbness addition...

## THE GOOD, THE BAD, AND THE UGLY OF 1988...

...and a few questions about the future of adventuring.

There's no doubt about it — we've seen more changes in the adventure scene during 1988 than during the five previous years. Not since 1983 and the launch of *The Habitat* has there been a more significant year for the adventure.

The keynote has been the emergence in strength of role playing influences. *ACE* reviewed no less than eight RPG-influenced titles in the adventure section during the year — and that doesn't include titles such as *Pool of Radiance* and *Heroes of the Lance* that were reviewed elsewhere in the magazine. Even Infocom is entering the RPG arena with *Amiga* — not yet seen over here in the UK but looking strong in visual presentation at least.

Apart from that, there have been two other developments which should prove highly significant. The first is Level 9's stopped pursuit of character development. Everyone knows what we think about the — characters have to be the way forward for the interactive fiction development. All present there is still too much money going into

graphics and user interface development, and not enough into the mechanics of character handling. 1989 could see a change here...

The other obvious change is the move towards 16-bit. For adventures, this simply means more concentration on disk-based games with larger scenarios and better graphics. In the case of the *Amiga* and the PC, it will also see greater penetration of this market by American software houses. That's not least seen — Magnetic Scrolls and Level 9 need to be kept on their toes! In the past, American games such as *Sea of Time* in *Timeless* and *Beneath a Starlight* reminding us of another, equally wondrous adventure tradition.

### THE CRYSTAL BALL...

What does 1989 hold? Here are some predictions:

**MAGNETIC SCROLLS** will stop releasing titles in the autumn of 1989 while they debug their new RPG-based system...

**LEVEL 9** will produce an icon-driven game for Christmas 1988 news story after which...

**SIERRA ONLINE** will produce a top-selling game for the PC that will be converted into the ST and Amiga and make the company one of the bigger names of 1989.

**INFOCOM** will cut prices dramatically and produce a budget range of games.

**A FRENCH ADVENTURE** will reach the top ten in the charts on the Amiga ST.

**ABSTRACT CONCEPTS** will re-launch with a new adventure development system. **MS-GOLD** will launch a dedicated fantasy label.

**A RUSSIAN ADVENTURE** will enter the national hall but never appear.

**A JAPANESE COMPANY** will produce a fantasy role-playing game for the main PC market that will be licensed and produced by US GOLD.

The last TEXT ONLY game to be commercially produced will be released by TOPOL DOBKA.

Happy 1989!

# THE MESSAGE BOARD

What? Only one letter this month? Not for long, we hope. From text-based adventures, we'll be printing readers' letters in this space - and giving away some great prizes to the writers of those that really sparkle. The price of a stamp, together with your views on any aspect of adventuring, could put your name on these pages...so simple to do, and you might win a free game into the bargain!

## IMMEDIATE

I enclose a solution to Ingrid's Black (Thanks, Rob!) which I personally consider to be infinitely superior to its predecessor, George King's. Since the letter won the award for Best Adventure last year, I cannot see how Ingrid's Black can fail to follow up on its success. I reckon that it could even get my vote ahead of Beyond Zax.

However, the game is obviously with legs, improvisations, and so on. I feel that both Level 9 and Mapelec's Borealis are in too much of a rush to get their games out and so

calling too many corners in the finishing stages is a small, what say you?

By the way, I've gone back to Lancelot and found the missing 50 points. In the end, give the low point to the mail, who falls in love with you and helps you to escape. I'm sure I tried that before with no success. No fun...

Rob Marshall, Cheshire

I didn't feel that Ingrid's Black was as bad as Lancelot in respect of unfairness, but I take your point. The problem with adventures has always been that 'commercial reality' - for which read 'need for cash' - has outweighed creative effort and ingenuity to some extent. Remember Software Project's Legomorph (or whatever it was called) trying to review it, I found that although you had to go upstairs to solve an early puzzle, the parser didn't understand any words for going downstairs. There were some interesting quotes from Software Projects about that game, none of which were printed...

## PAT'S PATCH

Pat Winstanley continues her occasional column on Diff adventure writing...This month she looks at coping with numerous different player inputs.

Modern commercial adventures have moved beyond the old verb/noun/input format, allowing the player tremendous freedom of expression. This can cause headaches for the writer trying to allow for different inputs which should produce the same result, necessitating an awful lot of conditions all of which are identical except for the input which triggers them.

However, users of PAR and ISAC can cheat a little by adjusting the player's input before looking at the main condition tables.

For example, think of lighting a lamp and the possible inputs which should work. Lamp on, on lamp, light lamp, turn light on, switch light on - the list is endless. If a condition is entered for each of these variations, memory will rapidly be used up. Much better is to use one condition to catch the player's input, and transform it to the

input required for the condition.

With STAC this can be handled using system variables. Thus if we had a condition on the lines of:

```
IF VERB 'LIGHT' AND
  NOUN 'LAMP' AND
  RESULT1 (LIT) THEN SET
  (LIT) ON
```

Changing the player's actual input to read 'light lamp' is simply a matter of using the command 'WORD Y' which changes the number held in one of the variables WORD1.

WORD1 etc. This is most easily done in a special condition reserved for transforming inputs and would have entries like:

```
IF VERB 'TURN' AND
  NOUN 'LIGHT' AND
  ADVERB 'ON' THEN
  LIGHT 'WORD 3' THEN
  LAMP 'WORD 1'
```

You must make sure that 'light' is both a verb and a noun, though not necessarily the same number.

The special condition containing this should be called at the beginning of

each local condition which has an entry and the beginning of the four conditions too.

PAR users can do much the same thing, setting up a process table which is called at the beginning of responses, but in this case the word 'light' should have a number less than 25. The transforming entry would be something like:

```
TURN LIGHT
ADVERB ON
LET 25 'LIGHT'
LET 24 'LAMP'
```

Then in response, or a process table called from there, you would have just one entry to light the lamp.

Using this method saves having to repeat the rest of the conditional and action parts of the main condition/entry and so saves more memory as the number of inputs you allow for is increased. More importantly, it helps make your game very friendly for the player.

## NO PROBLEM!

Yup, it's no problem when you're getting people like James Henville of Loughfield and Bob Marshall... bringing you tips to hustle you out of the tightest spots.

Keep the clues coming in, everyone. The best way to submit them is on a postcard, with the name of the puzzle and the solution clearly stated. Send them to: Steve Cooke, c/o 4 Queen Street, Bath, BA1 1EQ.



## INGRID'S BACK

Some tips on getting signatures for your petries...

Sign it yourself.

Get eight signatures at Greenfield Farm - Groggins, Chardina, Amritaria, Bumpy, Arkab Garden, Gnocch, Dimple, and Gwena.

Get Plopy to wait outside Ingrid's hotel door. Go to the bank door and knock, then go back to the hotel.

Leave the petition on the table in the baron's at Thopz Mole Hill. Return later to retrieve it (signed).

## CORRUPTION

Get the microscope for use later in opening the safe. Turn the dial four times and take receipts, ledger and chips.

Read everything in the briefcase to get extra points.

You need to hand over information on eight points to Gardard as well as telling Sergeant Russell about the Cokes. The points are: affidavit, certificate, conversation, tape, ledger, receipts, envelope and coins. You will need concrete evidence to hand over.





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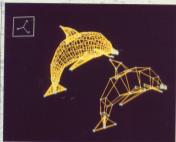
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# IN-FLIGHT ENTERTAINMENT

Since the arrival of the Amiga two years ago the pace of software development in the computer graphics field has accelerated remarkably - not because of the Amiga, as its fans would like us to believe, but in a parallel development. Esoteric tools like ray-tracing, texture mapping, delta compression and beta splines have all quickly found their way from R&D labs via industry-standard workstations to computers like the Amiga and Archimedes. Now, *Forms in Flight 2* from Micro Magic and the Amiga Centre Scotland adds curved 'Surface Patches', to the portfolio of tools available for the Amiga, while *Euclid* from ACE Computing (no relation) offers real time animation on the Archimedes.



**A**t first sight, *FormIn Flight 2* seems a rather innocuous, Macintosh-type package. Certainly the interface is decidedly non-Apple centric, and is the wrong for it, in that it is possible to get used to the movable, light-weight menu system, but the lack of keyboard equivalents and almost total absence of any visual reference seems a rather quirky business. Nevertheless, once you pass the barrier (the program proceeds in a very powerful, offering a number modelling system using 'surface patches' to generate complex curved shapes from very simple flat surfaces, as well as a means to animate the curved shapes) only then have been created.

**FORMS...**

The real power of the surface patch technique is provided by its ability to change the number

of sides of an object locally and easily. The fundamental component used in *FormIn Flight 2* (FF2) is the 'surface', which is a rectangle, an *UV* grid, with any number of control 'nodes' or a three-dimensional surface, a *QUAD*, also defined by four nodes. For either type of surface the curve connecting the nodes can take any number of 'lobes' but the more these lobes the smaller the curve will be. *FormIn Flight 2* for instance the 'curve' would be straight, but with ten sides, with smooth curves can be generated, a process facilitated by the two yellow wire frame objects above.

It is possible to create simple, two-sided forms at very quick to render objects the complex, multiple-sided form can take several minutes. Even in wire frame, the speed allowing delays during construction, the structure is modified easily using a simple 'grabber' (cursor) that is easy to

**TWO YELLOW OBJECTS** - the first step in preparing an image with *FormIn Flight 2* is a patchwork which allows complex curved shapes to be generated from simple flat surfaces... and then animated. The shape on the right has curves with one 'lobe' the other has eight. By increasing the number of 'lobes' of each curve, a highly complex structure from the seven tops of a hat (above) can be transformed to a smooth organic shape.

manipulate. Later, by increasing the number of sides with one side (the yellow diamond) into many curved sides can be generated.

Because of its ability to transform rudimentary and regular structures into smoothly curved forms there is a great flexibility to 'set' the final form as soon as possible. The shapes can be animated with ease as it is very easy to edit nodes, for the reason to move the nodes or vertices into an unusual position, just upon-clicking. Recovering from the practitioners can be quite difficult because of the labour method used to move the viewport to camera position.

As many steps making the viewport to a bit of using a mouse to open the viewport in *FormIn Flight 2* is the place in *FormIn Flight 2* with lots of editing, it might become tedious but for the long-term it is worthwhile. Part of the problem is caused by long redraw times, with delay movements. If the program stopped to render during a viewpoint camera move by a simple rectangular 3D box with the same orientation as the object being experimented, movement could take place in real time. This option is used by *Caligari True Graphics* for the speed and better the way to handle object manipulation.

As well as the wireframe mode, there are two other rendering techniques available in *FormIn Flight 2*: shading and texture-mapping. Compared to *Clayton Avenue* or *True Silver*, the shading mode is very limited. A maximum of 32 shades is allowed and used but they are allowed very effectively, and Phong shading is used to smooth out angular and faceted surfaces. There is no ray-tracing and only one 'best light'

**(Below left) SPOTTED DOLPHIN**

The final image (below right) is made up from a *QUAD*, a cylinder along a curved path to form a series of similar surfaces linked by patches. The size of each 'segmentation' is determined to give the tapering body. Several more *QUADs* are given a little thickness and positioned on time, tail, mouth parts and flippers. All surfaces are texture mapped from a single flat screen *PP* picture. Here, the full resolution was saved as an *PP* file, brought back as a background picture and the wire frame object placed in front to show the structure.

**(Below right) SPOTTED DOLPHIN**

A spotted dolphin, like through the water - see the finished image created with *FormIn Flight 2*. This time shown in all the glory without the wireframe grid. The background is an *PP* image produced using *Softice Paint 4*.



forms. If pictures can be brought in and used as foreground or background, or mapped onto any Q3DFF, check the box for a description of texture mapping.

#### —JIM FLIGHT?

Animation seems almost to have been added to the rigging, as an afterthought — not that the model *CRIBBIT* provided is lacking in power, but



**YELLOW WIREFRAME DOLPHIN** with 10 "MAP" curves, placed against the same imported background used in the final image. Note how much smoother the wireframe is, as compared to the picture of **TWO YELLOW DOLPHINS**.

Transformation of the objects themselves are very limited. The available objects including imported Q3DFFs and Q3DFFs, can be assigned a "frame" field. This allows the object to be moved in any plane, along any (0-60 — or 100) — and, used as "rotated." Using this method it would be possible to move the wings of a bird up and down for emphasis, but control by the cinematography involved would be horrendously difficult. The frame of the whole package turns up the feet of the motion it does... the limbs fly — but like a flubber-rubber fan speed. They don't feel that wrong!

#### —AND LAMBING!

Forms in Flight 2 has come a long way from version 1. The facilities for texture mapping and surface patches are excellent — transformation of a (static and rigid) approximation of an object to indefinitely curved form (which is shaped, but the user interface needs a similar transformation). Curves and/or objects also be grouped, imported if some prefer to — even, and the key tags errors — colored in real time.

Rendering works very well within its limitations. An extra option to render in "flat" mode — or better, use the "refraction" would have been excellent. Realization of complex objects is easy and easy — an advantage of not using raytracing — but some extra understanding is almost essential to get a real feeling of self-implosion from the architecturally organic and genre-looking forms that the key package can create.

#### FORMS IN FLIGHT 2

Apple II: \$49.95  
Apple/Amiga: Spectrum 033 587 4302

## TEXTURE MAPS AND PATCHWORK

Every flat screen image consists of an array of pixels arranged in straight vertical and horizontal rows. A texture mapping procedure examines the surface onto which this array is to be mapped and divides it up evenly into a certain, though distorted grid. The colour of each pixel on the original array is then transferred to the new grid, essentially producing a distorted map of the entire image.

A number of Amiga graphics packages now offer some form of texture mapping. Proton Paint will map any area of any screen defined as a brush with one of a number of pre-defined object shapes. Being a HAMF program it has a wide range of shades available and so is able to tone the final object to show a light source, which can be user definable. Forms in Flight from only use a maximum of 30 shades, so lighting effects are not intricate. Nevertheless, it is capable of mapping onto the most convoluted surfaces, all of which should be completely

under the control of the user. The star of the *FORMS IN FLIGHT 2* DOOLPHINS was originally a flat screen picture of a section of the pattern, mapped onto each of the Q3DFFs that make up the body.

#### PATCHWORK

The complex curves of the dolphins' snouts, on these pages are made up from a series of surface patches linked together. The form of each patch depends on the way that the four curves forming its boundary are divided. Each patch can be moulded like a patch on the knee of a pair of jeans. The fabric was originally flat, but by drawing the corners back over the curve of the knee it also becomes curved in

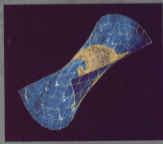
three dimensions. The effect is illustrated best by examples. The two texture mapped surface patches shown here are copies of the picture *FORMS IN FLIGHT 2* DOOLPHINS, texture mapped onto a single Q3DFF surface patch. Superimposing the yellow wireframe curves shows more clearly that one end is bowed up and the other down.

As natural forms are increasingly becoming the target of computer graphics artists, 3D designers, organic modelling techniques like surface patches are gaining in importance. SuperAmiga, the professional version of SuperAnimator will provide a similar method to generate curved surfaces.



(Left) A texture mapped surface patch at *FORMS IN FLIGHT 2*.

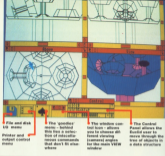
(Below) The same texture mapped surface patch with the outlines of the wireframe superimposed for clarity...



**S**ome of the most enduring computer entertainment programs seem to achieve their success by making demands on the user which require no little effort of the intellect. The scholar who will break into beads of perspiration at the mere mention of framework and who will do anything, even the washing up, to avoid the evening's light entertainment set by his teachers, seems to think nothing of doing intellectual battle for hours with computer adventures and puzzles. Euclid, which at first sight may be mistaken for a rather dull program for computer-aided design, is quite an adventure. The deeper it is explored, the more rewarding it becomes.

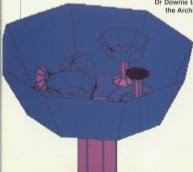
Euclid is NOT a pattern program, and

(Right) In Euclid, you modify your design by working on the three orthogonal windows - Isosides up as shown, left and above. Move the cursor into a window, and you can start work on its contents, and to take a closer look, a window can be enlarged and popped over its contents on screen. The View Window shows the results of changes made in the orthogonal windows.



# REAL TIME SOLID 3D ANIMATION THE EUCLID WAY

Dr Downie takes the first 3D package for the Archimedes through its paces...



does not produce breathtakingly realistic images with textured surfaces. It is NOT the wonderful Sculpt 3D for the Amiga with which 3D images of near-photographic realism can be laboriously generated, saved and then replayed in sequence to give the illusion of movement. What it can do, however, is produce 3D worlds with scenes being recalculated at sufficient speed to give the user total control in real time. Structures can be 'flown' through, using the demo program *fly*. Euclid's purpose is to produce solid 3D pictures of moving objects; the user with minimal programming skills can take advantage of the design program supplied, or the Euclid modules can be linked to BASIC or assembler code by an artist who is happy with programming...

A wide variety of demonstrations and examples, BASIC program shells and utilities as well as a couple of freeware 3D graphics LPT program and a Mandelbrot Set explorer accompanied the package sent for review. The Computing News devoted all their effort to it.

(Left) A closer look at the globe featured in the 'View Window' of the Euclid screen shown above.

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quality and extent of Eucled's capabilities, discerning with the fancy leader screens and presentation graphics that have become the norm with commercial packages - but the volume of extras makes up for the lack of superficial glitz.

Eucled is quite definitely a surface rather than a solid modeller. Objects are defined by the planes that bound them. There is no discrimination between a hollow box and a solid block, for instance. For most inside purposes this is unimportant, as a box and a block look the same from the outside. References to 'solids' in the manual can be confusing, however. Furthermore, there is no simple concept for probing cross sections, and the computer cannot readily generate 'mass' properties like weights of intersecting components and positions of centres of gravity. With true solid modellers, it is possible to build up structures by adding, subtracting and intersecting primitives like blocks, cylinders, spheres and cones - an approach that often needs considerable computing power if objects of any complexity are to be produced. In Eucled, the modellers are built from points, lines and surfaces.

**STRUCTURED DATA**

The package offers an excellent opportunity to learn about graphic data structures, which are a rather like the Archimedes ADFS disk filing system. Objects, like directories, can contain other Objects and Solids, which in this analogy would be like files. Unlike ADFS, Eucled can store objects and solids between higher level

objects - change the name or nature of the same Solid contained in different Objects and its associates will also change. Change one copy of an object and all objects will change. Eucled's way of structuring data is called the Directed Acyclic Graph (DAG).

The manual needs some very careful reading where it deals with data structure. Words like 'object' have two a strict meaning, but 'objects' is also a term used loosely to refer to anything in the system. The text is peppered with Delings, Parents, objects, Objects, Solids, Primitive Objects, Children, Planes, Points, Views, corners and landscapes - sometimes these words have strict meanings and sometimes they are used in a more general sense. Although capital initials are used in an attempt to differentiate between the specific and general usages, a different typeface for terms would have eased comprehension.

The text section of the manual offers a guided tour which is followed by a detailed user's guide to the Design program. The second section deals with the Eucled modules, and acts as a reference list. For more subtle users of Artbus, the current Archimedes operating system, you need to browse through the ROM statements linking in the demonstration programs. An excellent 'WIMP' environment which offers four views of the structure you are building in the Designer means that you can get quite a way into Eucled without referring to the manual, but you will need to explore the example demonstration with the help of the Design chapter in the manual before the full capabilities

of the package can be called into play.

The real power of Eucled lurks in the second set of utilities on the disk, using the SVS command in BASIC or the Shift command in assembler. Structures built in the designer can be incorporated into your own programs. Full data structure details are given, so more advanced programmers could write their own design interface software, but example programs included in the package can be used as 'teasers' by the less competent programmer.

Screen dump center drivers are supplied, and Eucled supports colour printers as well as HGP, and Protomat plotters - although plotters can only produce wire frame graphics, since screen memory is used to do the final stage of the hidden-line-removal algorithm.

As a relatively easy route into 3D simulation and the creation of graphic games, Eucled is excellent - it can carry out perspective transformations with hidden surface removal, and allows the user to specify lighting sources, which causes the resulting intensities to be correctly computed from the different surfaces on screen. But the package exists as an educational tool that offers insight into 3D CAD and some building. Don't expect an easy ride, though - the program is absorbing for you certainly need to get the brain working...

**EUCLED**

Archimedes 645 inc: VAF and P&P  
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Design Eucled published by Eucled Inc. for the Atari ST

Deluxe Paint II for the Amiga - also published by Eucled Inc. for the Amiga

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**Genie** - a smart antrobot who navigates a complex landscape by responding to data on the effects of natural forces such as gravity and the movement of walls, the machine. The first intelligent animal program created by the MIT Media Lab, Genie was shown this week at the SIG '88 Show.

There was one. There are plans for an adult version of Nightmare and a satellite version. So what I mean about the world?

#### HYPERPRINT VS DEJAGS ELITE

After an extended session using DeJags Elite on an Atari 520ST I realize that I was a bit harsh on HyperPrint last issue. In many ways it is certainly a better program than DeJags, not least in having a separate palette for each screen, but the Atari still needs something revolutionary in the way of software to rival what it is as a graphics machine...

# GRAPHIC ACCOUNTS

#### COMPUTER GRAPHICS 88 (CG88)

The CG shows at Wembley are rapidly becoming recognised as the premier annual computer graphics events in Europe. This year, as usual, a lot of extremely expensive industrial systems featured, and as ever they were somehow rendered boring in direct proportion to their price tag. The exception to this rule was AEG's Plast Machine on the SUB stand. CGI - the distributors - had set up this modern looking machine on the edge of the stand and until the images were glimpsed, it was difficult to see what the fuss was about: just a box on the floor, much like a storage heater, attached to a large monitor. But the images... until you have waited 36 hours for one Scaler 30 render on an Amiga, the magic of real-time ray-tracing seems pretty much irrelevant.

Technics and Calcamp both demonstrated their new transfer printers, both priced under £10,000 (how don't you?) but more interesting to many mortals was the Integris Colourcut at £3,000. Using the latest relief-plate from Canon, it produces astonishingly good colour images of near-photographic quality. As prices of printers fall, this sort of quality should become available to the average home user. The sooner the better!

The Amigas on the Commodore stand were the most affordably machines featured at Wembley. At the moment none is promoting the Atari ST or the Archimedes at this level - and the Apple Mac II wasn't at the show, so the Amiga had the field to itself. Disappointingly, Amiga Centre Scotland did not have Scaler 40 on show. Eric Graham had found a few bugs at the last minute, and not wishing to display an imperfect product, didn't send it. They did have a Technics printer, a honeywell slide maker and a 34 million colour scanner though - at well beyond most home users' budgets, but going to prove that the Amiga is beginning to be supported by the big boys.

By far the most spectacular software on the Commodore stand was the long-awaited Caligai, distributed by Hi-Tension - yet another 3D animation system, but this time one designed to a really professional specification and with a professional price too - £1,800 just for the software. For the asking price, it was a bit disappointing - no ray-tracing, only 18 colours offered to produce 90 shades. But the interface is the real joy, offering easy creation and manipulation of objects in real time both a 3D box used to construct objects, when they get too complex for fast screen updates.

#### GRAPHICS TALK TRULLY!

Travelling Malta last last week here, I posed it seems to take over the world. The idea of a mobile computer graphics system is a novel but intelligent one, and deserves to succeed. Their latest plan is to upgrade a mobile graphics station - found the World Trade Centre in New York like a few trullies - a building full of people needing a better corporate video if ever

#### NEW PRODUCTS

Despite its absence from CG88 the Mac is coming up fast as its superior specification attracts a greater level of software support. Electronic Arts (0053 48465) are about to release a MacII version of Deluxe Paint called Studio II. At the foot of DPaint 2 and the same are promised, offered in 256 colour at high resolution: should provide some spectacular displays. A twice here issue, if you need to ask the price (£2499) you couldn't afford the MacII to cut it free from EA is Deluxe Paint II £189.95 for the Amiga. Full reproduction of 80 pictures plus ready-made borders, cards, posters, signs, labels, calendars and banners in colour should improve your image.

At the other end of the price spectrum is Archid Plus (Parsons Instruments 0025 22604, £19.95), a drawing program for the Archimedes. It seems to provide all of the basics and a bit more - and it should be fast. Also on the Archimedes front, Clare's have just released Pro Artisan - the review is imminent.

**[Right]** Pro Artisan, just released by Clare's for the Archimedes at £199.95.



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# SPOT THE PUNCH AND WIN A RINGSIDE SEAT

ACE joins SUPERIOR SOFTWARE and ALLIGATA to offer some knockout prizes...



*By Fair Means or Foul* gets a new belt on the boxing game theme - of course the basic aim is to slug it out in the ring and become the World Champion, but you don't have to fight by the Marquis of Queensberry rules all the time. Head butts, groin kickings, punches to the

groin and kicks can all be used, provided the referee doesn't see you land them...

The struggle for supremacy in the boxing world involves lots of hard work, dedication and pure determination. Qualities familiar to Barry McGuigan who has never thrown a foul punch in his career, so Superior and Alligata asked Barry if he would go a few rounds with *By Fair Means or Foul*. He obliged, offering advice to programmer Michael Simpson, and then got straight back into his training schedule.

Barry McGuigan spends a fair while working out in the gym in order to stay in peak condi-

tion. So when Superior Software were putting the finishing touches to *By Fair Means or Foul*, they stopped down to watch Barry in action. Someone had a camera, complete with motor drive, and knocked off a series of shots of Barry giving a punishingly serious appreciation. We've printed one from - Barry

McGuigan is just appearing up to the waist, deciding which punch to throw. He hasn't

printed the rest there is an explosion, which reveals where the camera landed...

To enter this competition, you'll need to apply with our judgement and mark the spot where you think the centre of Barry McGuigan's groin made contact with the punching.

Get one cross, please, and mark your X in a straight line.

## THE PRIZES

The person (plus in the opinion of the judges) who gets closest to the spot where the punch lands collects a pair of tickets to the next convenient Barry McGuigan fight - it's a matter of talking to Superior and working out which fight you'd like to go to. You'll have to pay your own expenses to attend, but rest assured that two good seats will be reserved and waiting.

Five runners-up go in line to receive a copy of the Mike Tyson one-hour video called *Boxing's Greatest Knockouts* (VHS only), and their three consolation prizes of *By Fair Means or Foul* posters signed by Barry McGuigan are waiting to be popped in the post to the folks who get closest without actually hitting the spot dead-on.

The closing date for entries is 1st January 1989, so get thinking - remember, you're only got one shot, so please X carefully!



## ENTRY FORM

NAME \_\_\_\_\_

\_\_\_\_\_

ADDRESS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

TEL. NO. \_\_\_\_\_

\_\_\_\_\_

AGE \_\_\_\_\_

\_\_\_\_\_

# THE ACE PINK PAGES

Upgrading to a more powerful computer? Check the facts. Buying a new game? Check the ratings. Bored with life? Check the puzzles. All this and more in ACE's premier, pinkest pages.

Our thanks go to Steve Branson of London for his expert tip: Rip out cartoon strip.

**WHEEL** with **WHEEL**  
by Steve Branson



## INDEX

◆ Has Monroe Claghandia finally got the better of Mr. T? Find out in the ACE serial.

|                    |             |
|--------------------|-------------|
| ACE PUZZLE NO. 10  | 182         |
| ACE SERIAL         | 176         |
| ADVENTURE HELPINES | 185         |
| BUTTER END         | 184         |
| ACE CARD PAGE      | 174         |
| CARTOON STRIP      | 183         |
| HARDWARE UPGRADE   |             |
| CARDE              | 173-175-174 |
| NINTENDO GAMES     | 187-189     |
| PENPALS            | 185-186-183 |
| PRICE CROSSWORD 18 | 186         |
| SECOND-HAND BUYERS | 184-183     |







## CONSOLE SOFTWARE

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Light Phaser time again in the fast-paced shooting gallery simulator.

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There's not a 2-D picture in existence this frustrating but addictive arcade game.

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It's a tough learning time as you set to not only on your way to Okinawa, but in an attempt to rescue the princess from the dragons.

### THUNDERBLAZE \$24.95 card

The classic column Page 76 is the place to look for the definitive AGC notes.

### TRANSIT \$14.95 card

Permanently scorching shoot-em-up. Get lost with responses, transform your craft and keep blasting!

### WONDERBOY \$24.95 card

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### WONDERBOY IN MONSTER LAND \$24.95 card

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### WORLD GRAND PRIX \$24.95 card

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### WORLD HOCKEY \$24.95 card

Real football for the ice! Complete with tactics, corners and penalties.

### ZAXXON 3D \$24.95 card

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### ZILLION \$14.95 card

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Five magazines to play with AGC, and this all-in-one getting fun to stack unusual blocks in the right order.

### SYMONS \$24.95

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### Dark Planet \$24.95

An arcade shooting gallery game, that means the Super Light Gun edition. Blast the tanks or shoot the clouds.

### Demon \$24.95

Another variation on the Super Light Gun theme... another shooting fun.

### Hogan's Alley \$24.95

More shooting fun with a Super Light Gun - collect points by doing a lot of

target shooting, then time away the animals in the play without harming the innocent citizens.

### Wild Gunman \$24.95

Big West shoot-out action that needs the Super Light Gun. Blow away the badmen as they appear in total silence, or get down to some quiet on-the-line shooting.

### Maniac \$24.95

An odyssey on the planet Zebes where the aim is to reach the Mother Brain.

### Parade Girl \$24.95

Remember the look, see page 126.

### Play Shooting \$24.95

Remember the look, see page 100.

### Tenno \$24.95

Take it one hand, and select it the other, take to the great court on screen.

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## CONSOLE SOFTWARE

### 10 Yard Fight £24.95

Play the American Football arcade game in the comfort of your own home with this console conversion.

### Ballistic Flight £24.95

A little version of the old arcade game, *Ballistic Flight*, added for fun.

### Donkey Kong 2 £19.95

Help Mario walk a construction site to rescue the pretty Princess from a gorilla - an arcade classic of yesterday.

### Donkey Kong Junior £19.95

Mario has captured the gorilla, so Donkey Kong comes swinging through the jungle on vines, dodging birds in an attempt to rescue his daddy.

### Donkey Kong 3 £19.95

What a surprised Donkey Kong is here on the message. His time needs a greenhouse. Deal with that, but good to, afterwards after bees and take care not to fall the flowers.

### Pac-Man £19.95

Another conversion from the coin-op. Now getting that snack.

### Super Mario Bros £14.95

Meet hero Mario (and Luigi), as we have started a long journey to save our kingdom and rescue princess to the Kingdom of the Mushroom.

### Legend of Zelda £29.95

The first of a new breed of fantasies (Zelda) - an attention in a cartridge that allows you to save your game progress.

### Yoshi's Island £24.95

Yoshida takes in the Yoshi's track, and you stride a colorful motorcycle, racing against a rival. A programmable game, you get to design your own track course.

### Wreck n' Ride £24.95

Reviewed this issue, see page 120.

### Wrecking Crew £14.95

A programming game that allows the player to design buildings and their removal. Best. An excellent arcade game, a real masterpiece.

### Wrecked £24.95

Spring writer, as the American action game comes to a Nintendo screen new you.

### WTF £24.95

Concise golf. Nintendo-style. Classic play, regular savings and detailed in sight of each shot you take, and

ing need the course hole by hole.

### Pinball £24.95

So far, the suggests, an attention game with flippers, bumpers and 700s.

### Ring Fit £24.95

A challenge in the world of the arcade game, Ring Fit Master.

### Urban Champion £24.95

More leveling-up action, this time set in the city streets with a range of interesting characters to defeat.

### Mario Bros £19.95

A real classic, and the only way to keep the two competitors beat the maximum points from the statistics. Of the real battles is to buy a Nintendo. Forget great Super Galaxy - this is the fix.

### Sevens £24.95

Well, there's this bit, a ring, most colorful action and about beautifully before turning around.

### Ice Climber £24.95

A vertically scrolling platform game.

### R.C. Pro Am £24.95

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### Twinkle £14.95

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### Castlemania £14.95

An arcade adventure that puts the player on the back of an animal, complete with. Called objects work off the monsters with your handy whip.

### Genies £14.95

Another arcade adventure - this time the Frutell family have kidnapped Auntie Marmalade and you have, as usual, to rescue the marmalade and the other members of your family.

# HARDWARE

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|-------------------------------------|---------|
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| Epson LX-800                        | £175.00 |
| Star LC-10 (ring for colour option) | £223.00 |
| Star MB-24-10 Printer + Sheet Feed  | £266.00 |

The whole Citizen Range stocked please ring for details.

## SOFTWARE

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| Skyfighter     | £3.00 inc VAT  | T.V. Modulator | £15.00 inc VAT |
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## HARDWARE UPGRADE GUIDE

|                                     | ACORN ARCHIMEDES   | APPLE MACINTOSH  |
|-------------------------------------|--|--|
| <b>THE RANGE</b>                    | The 486 and 512 performance machines, while the 68010 and 68020 are primarily oriented to personal users.  | The Macs 750 series is a distinctive upgrade marketplace, but will built-in users while the Mac 750 series and the 68010 and 68020 series are designed to support more experienced users.  |
| <b>MEMORY &amp; CHIPS</b>           | The 68010 and 68020 17 memory slots for 1024Kb RAM, but both are Acorn's own proprietary 68010 and 68020 chips that require processing.  | Though both machines have 16M of memory, the 68010 only has a Motorola 68010-0027 17 processor chips just the Mac has four for memory-related RAMs.  |
| <b>PRICES</b>                       | Acorn's machines are priced just at \$20,000 for the 68010 and \$25,000 for the 68020, but the 68010 and 68020 are not as expensive as the 68010 and 68020.  | Acorn's machines are priced just at \$20,000 for the 68010 and \$25,000 for the Mac 750, but the Mac 750 is priced just at \$20,000 and the 68010 and 68020 are priced just at \$20,000 and the 68020 is priced just at \$20,000 and the 68010 is priced just at \$20,000. |
| <b>GRAPHICS</b>                     | Acorn's machines have a standard 68010 and 68020 a 256-color 68010 or 68020, with an expensive multi-chip family - for 68010-0027, 68020-0027, 68020-0027, and 68020-0027. There are 68010 and 68020 chips, but the 68010 and 68020 are not as expensive as the 68010 and 68020. | The Macs only 68010 series processor is 68010, and the Mac 750 series is 68010 and 68020, and the 68010 and 68020 are priced just at \$20,000 and the 68020 is priced just at \$20,000.  |
| <b>MONITORS</b>                     | The 68010 and 68020 are priced just at \$20,000 and \$25,000.  | Acorn's only 68010 series processor is 68010, and the Mac 750 series is 68010 and 68020, and the 68010 and 68020 are priced just at \$20,000 and the 68020 is priced just at \$20,000.   |
| <b>SOUND</b>                        | The Acorn's built-in speakers are 68010 and 68020, and a single 68010 chip, and a single 68010 chip, and a single 68010 chip.  | The Macs built-in speakers are 68010 and 68020, and a single 68010 chip, and a single 68010 chip, and a single 68010 chip.   |
| <b>DRIVES, MODE &amp; JOYSTICKS</b> | The 68010 and 68020 are priced just at \$20,000 and \$25,000, and the 68010 and 68020 are priced just at \$20,000 and \$25,000.  | The Macs built-in speakers are 68010 and 68020, and a single 68010 chip, and a single 68010 chip, and a single 68010 chip.   |
| <b>SOFTWARE</b>                     | Acorn's machines are priced just at \$20,000 and \$25,000, and the 68010 and 68020 are priced just at \$20,000 and \$25,000.   | The Macs built-in speakers are 68010 and 68020, and a single 68010 chip, and a single 68010 chip, and a single 68010 chip.   |
| <b>PERSPECTIVES</b>                 | The 68010 and 68020 are priced just at \$20,000 and \$25,000, and the 68010 and 68020 are priced just at \$20,000 and \$25,000.  | The Macs built-in speakers are 68010 and 68020, and a single 68010 chip, and a single 68010 chip, and a single 68010 chip.   |
| <b>OVERALL</b>                      | The 68010 and 68020 are priced just at \$20,000 and \$25,000, and the 68010 and 68020 are priced just at \$20,000 and \$25,000.  | The Macs built-in speakers are 68010 and 68020, and a single 68010 chip, and a single 68010 chip, and a single 68010 chip.   |
| <b>RATINGS</b>                      |  <p>Graphics: 3<br/>Sound: 4<br/>SOFTWARE: 4<br/>Range: 4<br/>Quality: 4<br/>Prospects: 4</p>   |  <p>Graphics (68010): 3<br/>Sound: 4<br/>SOFTWARE: 4<br/>Range: 4<br/>Quality: 4<br/>Prospects: 4</p>   |

|          | ATARI ST   | COMMODORE AMIGA   | IBM PC AND COMPATIBLES   |
|----------|--|---|--|
| price    | The 1050XT Plus (1050TF) sets a new standard in value-for-dollar for the system.   | The 486 is a single unit with built-in disk drive, which the 486DX has separate keyboard and system tray.   | IBM's PC is brought back to the forefront here, despite the power of the Amiga's PC 3.3 and 486. Specifications may be more real on PCs, but there is no reason to expect better buying.   |
| size     | The 1050TF has more processing power for 10400TF less MS-DOS software license (MS-DOS processor).  | The 486 has 80% of memory capacity (486DX is only 140, but it has only 40MB of RAM for programming).  | PC capabilities include less RAM, a much slower unit with an old 486 or a speed processor. The 486 is slower, except the 486DX and 486DX are faster for some operations.   |
| memory   | Recommended minimum RAM: 1280 KB, 1600 plus 30 KB program (1280 KB, 1600TF - 2560 KB). There's a strong recommendation in 640KB, but manufacturers will live with the strange limit (MS-DOS formatted capacity) after.   | Recommended retail prices are: 486 1395, 486DX 1735, 5040 priced for low price or upgrade deals. There's a lot of second-hand deals (especially 486's), though the new 486 or 486TF offers the price here may not be paid. The old models are the most used (486, 486DX) and the 486DX will be bought. Both all require only 128KB memory (usually 486DX is 486DX). | Most still a great 486 for a home PC, but 486DX makes a lot of sense. And high-end or high-end models will cost more than 486DX. There's a strong recommendation in 640KB, but manufacturers will live with the strange limit (MS-DOS formatted capacity) after. |
| graphics | TV 2 color monitor just get a lot of use when made on the ST machine. The 1050TF is supporting and low up (1024x768) to 16 colors, 640x480 resolution, a 640x480 resolution. There will more monitors on any system that has high res, which gives them a 640x480 resolution in text mode. | Hardware option and scaling make conventional pixels only a little while the built-in better greatly upscale large scale graphics operations. Typical screen modes are 1024x768 in 16 colors for games, 1024x768 in 256 colors for an excellent or 16 colors for graphics in 640x480, 640x480 or 640x480 in a standard 486.   | The three main graphics standards are VGA, EGA and Hercules. None of these offer option or scaling hardware.   |
| sound    | MS-DOS, or better TV monitor (MS-DOS only), 10400TF needs separate hardware.   | MS-DOS supporting Commodore 486 monitor (MS-DOS), but not supporting (MS-DOS). TV monitor are available, but not included in the price.   | Normally standard (MS-DOS) with TV output.   |
| price    | The standard sound chip goes with only three channels and no mixer. So the built-in PC ports make the ST a bad for many use situations.  | Both external speakers with a channel in 16-bit mode (using an external mixer) require some reasonable form of speech. They need a lot of space and a parallel capability that you  | A good sound card's very much for PC/Amiga, but as a general matter, an external quality is usually less expensive. MS-DOS interfaces are available, but the ST and the old has the PC as a monitor for the majority market.                                     |
| memory   | The internal expansion ROM is 8 or 16 MB, though many get 16 MB with 1050TF. A standard 16 MB memory has 16 MB capacity. A 16 MB memory goes up to 16 MB. The standard 16 MB is not a good idea, leaving the user to buy a quality.  | The Amiga's built-in ROM is often 16 MB and always 16 MB, but it can be upgraded to 16 MB. The 16 MB is a good idea, leaving the user to buy a quality.   | Though 16 MB RAM makes an all the standard the user's 16 MB ROM. There's no memory expansion option. There are no other memory standards. 16 MB which is a standard, but the user to buy a standard game and Amiga can have a standard game.                     |
| graphics | MS-DOS has game support of any machine (not for the ST), probably offering the support for 16-bit. There's a strong recommendation in 640KB, but manufacturers will live with the strange limit (MS-DOS formatted capacity) after.   | On the game front, the Amiga's support of 16-bit (not for the ST) is a good idea, leaving the user to buy a quality. There's a strong recommendation in 640KB, but manufacturers will live with the strange limit (MS-DOS formatted capacity) after.  | There's a lot of software built for PCs, but it's not the standard. There's a lot of software built for PCs, but it's not the standard. There's a lot of software built for PCs, but it's not the standard.  |
| price    | Great, especially if the price is reasonable (e.g., 10400TF). The ST's price is very high, but it's not a bad idea, leaving the user to buy a quality.   | Very high, but it's not a bad idea, leaving the user to buy a quality.  | Prospect for a PC game front is good, especially if Amiga's software can be used (e.g., 10400TF).  |
| memory   | It's a good idea, leaving the user to buy a quality. There's a strong recommendation in 640KB, but manufacturers will live with the strange limit (MS-DOS formatted capacity) after.   | Though it's a good idea, leaving the user to buy a quality. There's a strong recommendation in 640KB, but manufacturers will live with the strange limit (MS-DOS formatted capacity) after.   | The PC's a lot of software built for PCs, but it's not the standard. There's a lot of software built for PCs, but it's not the standard.   |

Graphics  
Sound  
SOFTWARE  
Range  
Quality  
Prospects



Graphics  
Sound  
SOFTWARE  
Range  
Quality  
Prospects



Graphics  
Sound  
SOFTWARE  
Range  
Quality  
Prospects



# CONSOLE HARDWARE UPGRADE GUIDE

# WIN AN ATARI ST!

Has your ACE card come up trumps this month? There are 20 great prizes.

For everyone who's received a free ACE card, here's another great opportunity to win prizes. Using the program, just type in the 20 new 4-letter codes printed on this page. If the program converts one of them into your personal number, you're a winner!

### THE BOONER PROGRAM

The Booner program is designed for home use on any IBM PC compatible system. It will run on any IBM PC compatible system with an EGA or VGA card. It will also run on any IBM PC compatible system with a VGA card. It will also run on any IBM PC compatible system with a VGA card. It will also run on any IBM PC compatible system with a VGA card.

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- IBM, CPC, ST, AMIGA version**  
 18 FOR A-1 TO 28 INPUT "Code" \$@  
 20 BEEP FOR C=1 TO 4: BEEP \$@  
 30 GOTO ENDPROC \$@  
 40 IF CODE THEN GOTO 10  
 50 BEEP-50: GOTO CPRINT "Winning Number is BEEPX1 A"

- SPECTRUM version**  
 10 FOR A=1 TO 28: INPUT "Code" \$@  
 20 LET B=FOR C=1 TO 4: BEEP \$@  
 30 LET G=CODE: BEEP G@  
 40 IF CODE THEN LET D=30  
 50 LET B=50: GOTO CPRINT "Winning Number is BEEPX1 A"

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|                                     | SEGA  | NINTENDO  |
|-------------------------------------|---|---|
| <b>RANGE</b>                        | MasterSystem, MegaSystem Plus (includes Light Phaser) and video games and the Super System (includes Light Phaser and 3D glasses, plus 3D game)   | The Control Deck (including Super Mario Bros), the Deluxe Set (including Robot - R.O.B. - and Super cart)   |
| <b>PRICES</b>                       | The recommended retail prices are MegaSystem £79.95, MegaSystem Plus £89.95 and the Super System £129.95. Accessories: Light Phaser £29.95 (with game cartridge £44.95), 3D glasses £28.95, control deck £14.95 and control pads £5.95 - note, the controllers which were used with the control deck are no longer available. Sega have also recently released a rapid fire pad costing £5.95 | The recommended retail prices are Control Deck £39.95, Deluxe Set £74.95, Super cart £24.95, R.O.B. £49.95 and Control £29.95.  |
| <b>MONITORS</b>                     | A/P out and S/P out. The system's designed to plug straight into a TV.  | S/P out, separate audio and video out sockets. The Nintendo is designed to plug straight into a domestic TV.  |
| <b>DRIVES, MICE &amp; JOYSTICKS</b> | The console supports two joysticks, the Light Phaser plugs into joystick port two. The 3D glasses slot into the cart slot on the front of the console. Joysticks and pads have two buttons on each for game selection/firing.   | The Nintendo supports two joysticks. The robot utilizes the second port as the second controller.   |
| <b>SOFTWARE</b>                     | Most of Sega's arcade games find their way onto the console, so there are plenty of action games to play. There are also a large number of games with extra appeal to younger gamers.   | Super Mario Bros is one of the best games ever released for either console or home computer so it's almost worth owning a system for that one game. Since the Nintendo launch in late '85, the range of software has been vast. The Japanese and Americans have had hundreds of games to choose from whereas we Brits have had precious few. Nintendo makes half of about 10 changes though, and will be releasing 2-4 games per month. |
| <b>PROSPECTS</b>                    | The Sega console has dominated the U.K. console market for the last year-18 months, thanks to Nintendo's poor launch into the market at the end of '88. Games have since continued to come out at a steady rate of 4-5 per month for the console, and will continue to do so.   | At the time of going to press the prospects look good, then again the prospects looked good when the machine was first launched.  |
| <b>OVERALL</b>                      | If you want to do to play games, do you need a console. The Sega is currently the better supported machine but the Nintendo may soon start giving it a run for its money.   | The Nintendo is a great machine, most of the software excels style games, but there are some educational titles available. The Japanese machines can be fitted with extra disk drives and other widgets but the British models can't. As yet, so you're still not going to be able to play games on the machine for the foreseeable future.   |
| <b>RATINGS</b>                      | <p>Graphics 4<br/>                 Sound 3<br/>                 Software: Range 3<br/>                 Quality 3<br/>                 Prospects 4</p>    | <p>Graphics 4<br/>                 Sound 3<br/>                 Software: Range 1<br/>                 Quality 3<br/>                 Prospects 3</p>    |



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# RANDOM ACCESS

**N'Gar Thrombobo continues his reign of terror, but has Horace Claghande got something up his sleeve? Find out in part five of the riveting ACE serial. Then, when you've calmed down, have a go at solving the puzzle or completing the crossword - you might even win something for your efforts!**

**D**irector Summer took off his overcoat and went outside. There was no sun from but to go and visit his MP - but first he would visit his cousin in Australia. He started walking.

Horace Claghande looked up briefly as he heard Doctor Summer struggling with the stairs outside, then returned to the keyboard of the Director's Amnesia. What Horace Claghande was writing was no ordinary virus. The thing he was creating had a mind of its own. He called it **MIRAGE** (Mirage-Accommodated, Totally Ambivalent and Heretofore Active Resource Intelligence), and was busy working on its data accumulation subroutines when a single line appeared on the screen:

"Something wonderful is about to happen to you..."

Horace Claghande grabbed one of the most obscure Doctor Summer kept hung on his office wall, and brought it down to the modern read still plugged into the Amnesia. Just enough to allow 179 of machine code off N'Gar Thrombobo's rear end and as he retreated down the stairs.

Now Horace Claghande was facing the finalized program, saved it onto a floppy, then ran out of the asylum and down the stairs towards the fountain.

N'Gar Thrombobo was packing his bags, and it was taking longer than he thought it would. There was a whole load of information, for a start, about the thermodynamics of average compression that - well, he might need it some time in the future...

It took him approximately three tenths of a second to work out how long it would take to save himself onto floppy (the disk level models any more), and another five tenths of a second to tap into the local bus system's timetable and work out how much time it would take an escaped taxi with a meat cleaver to get to the sewerage works.

Horace Claghande found Mr. Ford in the main pumping room, supervising the engineers as they tried to decompress the pumping station.

"No, you must be the lady from the software company to be sure to be sure," said Mr. Ford, who wore extremely thick, round glasses that didn't help his eyesight very much.

"Mr. Ford, I need to use your main computer terminal."

## THE ACE SERIAL

### The Git In The Machine: Part 5

"Oh, sure you do. Here, let me take your coat first," said Mr. Ford, reaching out and grabbing Horace Claghande by the elbow. "Oh, this coat, it sure has to be one of a thousand coats of all" muttered Mr. Ford. He opened the door to the main tunnel, thinking it was the cloakroom, and hung Horace Claghande on a hook that wasn't there. "Now listen, what is it you were saying..."

Mr. Ford's witer was gone.

"Well, isn't that the strangest thing" he said to a large red fire extinguisher. Then he noticed something small and flat on the floor. "Wo, a letter. It must have fallen out of the lady's pocket," he said as he picked up the floppy disk.

N'Gar Thrombobo had gone on a drastic diet; he'd wiped out all the useless data and accumulated at the sewerage plant and got himself down to just over 500K of denotepacked programming. Once more he was a lean, hungry

fighting machine - now all he needed was a means of escape.

Mr. Ford was sitting at what he took to be his office desk, trying to open what he thought was an envelope with his penknife. After a few moments' squawking he succeeded only in breaking the labels.

"Darned thing!" he muttered. "I put it in the drawer for later."

He grabbed the drive switch on the console in front of him and pulled hard enough to jerk the casing six inches out from the wall, and take half the wires off the back. He pressed at the sticking drawer, pushed the envelope into the little gap he could see at the top, stood up, opened the door to the coffee machine, and tried to get in.

Sure that the sick, evil, tormented mind of Horace Claghande was threatening to defeat him at the last moment by sabotaging the mainframe, N'Gar Thrombobo saved himself onto the floppy that had by some miracle appeared in the last functioning drive a fraction of a second before it stopped spinning for good.

But he had the feeling that he was not alone. That there was something there, something lurking in the blackness, just outside the range of his perception. Something so terrifying, yet so reasonable that...

IBAJA442

## SOLUTION TO PRIZE CROSSWORD No8

The first correct entry out of the bag was, **Angela Banner of Fal-mouth** who wins £25.00 of software for her micro. Here's what the completed crossword should have looked like...









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## THE ACE PUZZLE No10

Sol by Sylvia Medley

I have a copy of the latest best-selling  
novel which I propose to read over a  
number of consecutive days. In addition,  
I have imposed a number of extra  
requirements relating to the number of  
pages to be read on each of the days.  
These are as follows:

1. On no single day do I wish to read  
more than 100 pages.
2. On each day after the first, I intend  
to read on more pages as indicated by  
the product of the digits of the page  
reached the night before.
3. The first day's reading should bring  
me EXACTLY to the last page of the  
book.

For example, if the book had 62

pages, I might decide to read 24 pages  
the first day. This would mean that I  
would have to read 2 times 4 pages on the  
second day, thus bringing me to  
page 72 (i.e. 24 plus 6). The third day  
would need only 6 pages to be read (to  
page 78) and I would finish the book  
on the fourth day by reading 24 pages  
bringing me exactly to page 62.

Can you say what is the largest  
book (i.e. number of pages) that I can  
reconcile with the set of rules, and how  
many days will it take?

Instead of working the puzzle out  
with pencil and paper, why not download a  
simple listing that will allow your memory  
to take it for you?

## SOLUTION TO THE ACE PUZZLE No8

The first correct entry out of the post  
bag was **Larry Barnes** of Leeds who  
was £25.00 of software for his efforts.

The four sets of numbers originally  
occupied the following positions from  
the top of the pack:

52 67 181 190

The 'left' (shuffles and deals) a pack  
of 208 cards in the manner described  
in the puzzle. The enlarged pack is  
represented by an array P(0), each  
part of which is initially seeded with its  
position from the top of the pack. As  
the position of the cards is altered  
these values are transferred either the  
array. In this way the array represents  
the cards as they are at each stage of  
the deal, but the values held in the  
array are the initial positions of the  
cards at the beginning. Thus, when the  
pack is reduced to just four cards,  
these initial positions can be determined.

Using 189 to 192 set-up the array  
and place the original values in place.  
Each step of the shuffle, i.e. top card  
to bottom then discard top card, is  
performed by removing the top-card  
temporarily holding its value in vari-

able 0 and then shifting each of the  
cards in the array up two places. This  
has the effect of also discarding the  
top card, as the card which was originally  
at third position is now at the  
top, and so on. The card held in vari-  
able 2 is then replaced at the bottom  
of the pack (see 183). A count (C)  
keeps track of the number of cards  
currently in the pack and when the  
value in 4 the program prints out the  
values in the remaining four sections  
of the array, that is, the initial positions  
that these cards occupied at the start.

### LISTINGS

```

300 V=208
130 C=0:R=0
120 FOR F=1 TO 190:G=INT(R/2)
130 C=C+1
140 G=INT(R/2)
150 FOR F=1 TO C:2
160 P(F)=P(F)+2
170 NEXT F
180 C=C-1:R=C+2
180 IF C=0 THEN GOTO 210
200 GOTO 140
210 PRINT P(1):P(2):P(3):P(4)
    
```



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# THE BLITTER END...



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**Y**es folks, even the finest brains and highest minds of the country are reduced to petty backstabbing and poor sportsmanship by these ultra-competitive board games. Take renowned NCE staff writer and all-around snuggly person Andy Smith, for instance. Andy is pictured here at Granddaddy's press launch of *Esionage*, and doesn't feel pleased with himself. (Small wonder: he edged out not only the player opposite but indeed all other journalists present at the launch, thereby earning himself a bottle of champagne.)

Are we elated by this victory over our rivals? Do we intend to gloat over their strategic shortcomings? In a word, no. What should be one of our proudest moments ever is instead one of deep shame. The plain truth is, Andy had played the game before. In a late night session of board games and Mexican food, he had been intensively coached in *Esionage* tactics. It's rumored that other ACE writers were involved; the whole team withdrew before medical tests could reveal the telltale traces of paprika and chilies, so we may never know for sure. The scandal may risk the world of games journalism as it stands, but we blitterers felt compelled to speak out in the interests of fair play and traditional British multi-headedness. Naturally, we also felt compelled to stop the disgraced Smith of his champagne.

(Left) Andy Smith, still angry before his downfall; clearly, he's not a man to go hunting lightly with.



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As Cardinals of Cardiac On Ice is gently shuffled at the moment, so are Robert Maltby of *Cartoon* and Richard Hains of *Leeds*, why? Because they are our U.S. Gatekeepers, which means they'll be getting U.S. games for the new *Blitter* Team 20 ready sooner or later on their respective continents (British ACE, see above). G. Hains, Reading; Gary Maltby, Bristol; Simon Hains, Bedford; Lee Hains, Northampton; G. Hains, Sheffield; Graham Hains, Haverhill; Louise Hains, Haverhill; Neil Hains, London; Martin Hains, Hammersmith; Richard Hains, Hays; Tim Hains, Los Angeles; Robert Hains, Northampton; Sean Hains, St. Albans; A. Hains, Leicester; Neil Hains, Bradford; Michael Hains, Newcastle; J. Graham Hains, Woking; Jason Hains, Bristol; Jason Hains, Luton; G. Hains, Hammersmith; Frank Hains, Edinburgh; Martin Hains, Derby; G. Hains, St. Andrews; Alan Hains, Edinburgh; Chris Hains, Hammersmith.

## TRACK(S) AND FIELD

**T**alk is tall, it's been something of a month for

boardgames. It only takes a casual glance at pages 68-70 to see just how far things have gone, but if further

proof were needed just take a look at this picture of our esteemed editor Graeme Hain. Firstly in the grip of boardgame fever, Graeme has actually dressed a suit to meet his former. His and

Herik Henderson, in protocol terms the joint authors of *CEB's* *Tank Attack* somewhere above *Hit the Queen*, Sir Clive Sinclair and even NCE publisher Kevin Cox. (The addition of a hat would have afforded the Scandinavian pair a near-divine status, but mercifully Graeme stopped just short of this excess.)

Refer to *Blitter End* readers should note the vehicle in the background of this photo. We have it on good authority that this is in fact one of OAL's new company cars, as driven by Chief Exec Mike 'Road Warrior' Hedges. However, given that the photo was taken at the National Army Museum in Chelsea, there may just possibly be another explanation.



Graeme Hain, Richard Hain (left) and Herik Henderson (right) are of military jargon by day and Hainers.

|            |                    |                 |            |                  |  |             |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|------------|--------------------|-----------------|------------|------------------|--|-------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Adobe      | 101                | Electronic Arts | 87, 88, 89 | Electronic Games | 71   | Elite Group | 101 |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| Adventures | 104, 101, 102, 103 | Empire          | 104        | Emulation        | 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000 | 101         | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | 110 | 111 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 | 121 | 122 | 123 | 124 | 125 | 126 | 127 | 128 | 129 | 130 | 131 | 132 | 133 | 134 | 135 | 136 | 137 | 138 | 139 | 140 | 141 | 142 | 143 | 144 | 145 | 146 | 147 | 148 | 149 | 150 | 151 | 152 | 153 | 154 | 155 | 156 | 157 | 158 | 159 | 160 | 161 | 162 | 163 | 164 | 165 | 166 | 167 | 168 | 169 | 170 | 171 | 172 | 173 | 174 | 175 | 176 | 177 | 178 | 179 | 180 | 181 | 182 | 183 | 184 | 185 | 186 | 187 | 188 | 189 | 190 | 191 | 192 | 193 | 194 | 195 | 196 | 197 | 198 | 199 | 200 |

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