

ACE

MAGAZINE OF THE YEAR

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Midwinter

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GAMES GALORE!

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SPITFIRE FURY...

Not content with producing a Battle of Britain game, Lucasfilm have teamed ahead and put out a full-blooded Battle of Britain simulator. Not only can you fly dozens of British and German planes, but you can also plan your Battle of Britain strategy - see pages 79-81.



ACE's resident aircraft expert reveals the pleasures of flight in an page 81.

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END OF AN ERA

It fair made us weep, gaw. As the ACE Team travelled back over the last ten years for our pilgrimage through the decade, even the iron-spirited Rik Haynes was seen to shed a private tear. Farewell Eugene Evans, programmer of the immortal Whacky Waiters, now lost down the brain drain (surely some mistake - it was a terrible game) to the USA; farewell the Microdrive ("...it will have a major impact for sophisticated personal/business software...") and where do Space Intruders intrude now (probably at number one in some far Eastern country). It's all there, in a giant three part series starting this month. However, when we actually got down to playing some of the Great Old Games, we got a bit of a shock. A few Mickering sprites jerked across the screen, something beeped, and then we got ERROR IN LINE 40055. We soon dried our tears: gameplay may be what it's all about, but give us gameplay AND solid-3D state-of-the-art displays (with digitised stereo sound) any day.



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The glowing games feast of Christmas features the rigours of *Hard Ocean*, the horrors of *Obitu's Shock*, the *Blitz* of *Block Lee*, the screens of *It Came From The Desert*, the factory of *Leisure Suit Larry III*, *No Tanks* - but you do get a *Wickery in Moonwalker*.



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ACE is here, now. The issue is far away. Bridge the gap with a subscription for Britain's most respected entertainment technology magazine - and get a free issue into the bargain.

NEXT MONTH

\$6000 A SECOND

Some sprites are cute; some sprites are vicious; but this man's sprites won an Oscar! ACE profiles John Lancaster, a man who can move mountains - on screen.



WAR!

ACE carries the industry's first in-depth report into the psychology, challenge, and achievements of computer wargaming. Will the final battle be between men...or sprites?

UPGRADE NOW!

Christmas upgrade voucher. And 16-bit owners get their own upgrade discounts on p151.

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V O T E D

ARCADE GAME OF THE YEAR



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DOMARK

- Colour Nintendo Gameboy?
- Beat yourself a console
- Codemasters go on CD...

ACE NEWS

GAMEBOY II

Just when you thought it was safe to start saving up for an Atari colour Lynx console, news comes from the East of a new Nintendo...

Nintendo is planning to launch a full colour version of its highly successful monochrome Gameboy, according to a number of unofficial sources. Its parent monochrome Gameboy hand-held system is doing a storm in Japan and USA with demand easily outstripping supply last ACE 275.

Meanwhile Gameboy is set for a UK debut at the Data Court Toy Fair in January - along with its rival Atari Lynx colour hand-held console. Some cynics say Nintendo will wait seven months before officially disclosing a colour Gameboy - thus allowing them to soak up the

profits from its phenomenally successful news deck. An ACE went to press Nintendo was unavailable for comment.

Meanwhile, Nintendo has just won its long-pending court battle with Tengen over the classic Tetris. Nintendo now has exclusive rights to the addictive game - after some confusion over what company had what rights from whom. Although the Nintendo vs Tengen court battle is over, there is still another \$400 million lawsuit between the two companies - this time over alleged patent infringement. The final judgment in this case will be in the few days...



STIMULATING!

A Catherine entrepreneur has developed a revolutionary new like-life entertainment ride-or simulator. Developed by Orinor Seat, the Stimulator is an amusement park ride similar to Walt Disney's Theatre-Simulator (as featured in ACE 275). Based around a Formula One racing car, the Stimulator is a fully-enclosed motion capsule - a scaled-down version of the many civil and military flight simulators - which can move at 20 revolutions per minute. In fact, the Stimulators are built by Environmental Technics for training Navy Pilots. UK gamblers can look forward to experiencing a Stimulator later in the year at their local shopping mall or amusement park - as for their UK counterparts we'll have to wait and see...



Walt Disney's Body Wars theatre-simulator in full swing

SEGA FOR RENT

Virgin/Megatecnic has hit upon another great marketing scheme to promote its Sega Master console - its going to let you rent (or buy) Segas from your local video rental shop.

Under the scheme, you can go into any RCA/Columbia outlet there are some 1700 around the UK and rent out a Sega console or games cartridge. Although market forces will decide the eventual asking price, a rough price guide would be £10 per weekend for the console (with a few games thrown in) and £2 per night for a game from a selection of twenty top titles. On the subject of the Sega's rental durability, Philip Lay - Sega Brand Manager at Virgin/Megatecnic - told ACE: "we're lucky the Sega's so bullet proof".

SHOP TILL 'YER DROP

Computer City Supercentre - the world's first computer supermarket - opened in a spanking computer palace last month in Garden Grove, California. As well as demonstrations of the latest hardware and software there is a software lab for testing programs. The normal assortment of low-inflation are supplemented by manufacturers such as Apple, IBM and Epson. The next Supercentre will open in San Diego, and Computer City plans to open 25 US stores over the next few years. Unfortunately a UK Supercentre doesn't look very likely, but you never know...



Steve, on CD... Starting Steve, that is!

COMPACT CODE MASTERS

Newsman budgeteers Code Masters has come up with a novel way to sell a games compilation... by releasing it on Compact Disk for Spectrum, C64 and CPC.

The £20 36-game collection (including Code Masters "classics" like DM Simulator, Fruit Machine Simulator and Four Soccer Simulators) comes on a CD and loads to connect to a CD player. Code Masters claims its CD will work with 99% of players, with an average load time of just 20 seconds. Serious software developers, Rainbow Arts already has a similar CD package for the C64 - though the Arts pack only includes six games and costs £30. Amiga, ST and PC owners will have to wait for their CD CD games due to "technical difficulties". Funny enough, Code Masters aren't calling the pack, CD Simulator.

BUDDING BUDO

Electronic Arts' latest PC release is an epic martial arts game with a multitude of movements and disciplines to master. The most startling thing about the Budokan is its beautiful graphics and wonderful sound: the picturesque backdrops are complemented by life-like sprites and nice little animated touches, like flying birds and waterfalls. Even the sampled sound effects through the internal speaker are impressive. As with many EA PC titles, the full complement of graphics modes and sound boards are catered for. AGE has played an unprecedented amount of the game, and it not only looks and sounds good but also plays extremely well - check out next month's issue for a full review. PC Budokan costs £24.99 and should be available now - other versions may follow later in the year.

NEWS FROM USA

• The *Wayland* movie from Universal Pictures - starring Fred Savage from the cult Channel Four Sunday evening comedy *The Sandlot* boys - tells the adventures of two brothers at the National Video Game Championships. It opened across America on 15th November, it should be over here during 1995.

• *John America* has bought up the rights to Indiana Jones: The Last Crusade from Lucasfilm Games. The game should be appearing in Europe later sometime this year. Previously, Alan Games funded the cover conversion of Lucasfilm's Indiana Jones and the Temple of Doom.

• Conversion games are to be converted over to Nintendo NES. No title details at present, but *Defender of the Crown* is sure to be among the conversions planned.

IN THE PIPELINE

Entertainment International is no player with its latest game that it's licensed the title out to leading US software company Lucasfilm and is planning console, console and handheld versions. With a provisional title of *Pipe Dream*, the game was originally created by John Dale at the Assembly Line, but once Lucasfilm got involved with the project, it underwent some tweaks in the looks and playability departments. *Pipe Dream* is one of those simple, but infuriatingly addictive, arcade/puzzle games like *Tetris* or *Sokoban*. Expect to see it sometime in January on Spectrum, C64, CPC, ST, Amiga,

NO SEXIST SOFTWARE

GAOS (Organisation Against Sexism in Software) recently celebrated its first anniversary. Sandra Vogel, founder of the organisation and keen ST gamer, decided to campaign against sexist software after playing one after another game too many. Vogel says, "I can see no reason why stereotypes of women for men should have to be used in computer games. One of the advantages this technology has over other games media is that you can do it really anything with a computer".

Membership to GAOS costs £2 (£5 overseas). Members receive six magazines a year, lists of recommended software and names of useful organisations. If you're interested make cheques payable to Sandra Vogel at Sandy Road, Wimbledon, London SW19 5ND.



Beat your heart out, Bruce Lee!

HARD DRIVEN'

AGE INTERVIEWS THE GUYS BEHIND COMPAK'S BEST-RATED RACER

Jorgen Fredrich and Mike Day are the programmers behind the ST and Spectrum versions of *Hard Drivin'* (reviewed on pages 46/47). Spectrum *Hard Drivin'* took five months to write. Day used a "fatigue domain" as a development system until the source code got too big, he then switched to a PC 386 DOS system. The final source code consists of 200K, including the latest graphics. His data, Day spent the first month spinning the polygon handling routines - the final game runs at 5 frames per second with a "virtually unlimited" number of on-screen objects. The CPC and C64 versions use the Spectrum's program code and

data tables, "converting the source code into the OS4 was difficult - the original OS4 programmer opted out - but the object shape data remains the same for all versions". What this means to C64 gamers is - unfortunately - monochrome graphics, but Day offers "at least the C64 dashboard will be more colourful". Day is 24 year-old Cambridge graduate and Record Breaker. He's going into the 1990 Edition of the Guinness Book of Records for breaking the existing record from Lem's *Dad to John G. Gears* in 34 days, 12 hours and 41 minutes - the

previous record was 39 days, 1 hour and 45 minutes, but only written one game before *Hard Drivin'* - Double Dragon on the PC. Day made the move from the PC to the Spectrum because, "the Spectrum is a simple clear cut machine to program with no complicated Operating System or graphic incompatibilities". Day believes there will be increased emphasis towards 2D games in the future: "The few potential graphics hardware will be put to good use". His next game will either be another Spectrum console conversion - probably Compaq/Amiga's *STUN Runner* - or a 58000 programming project developing complex 3D routines.

Jorgen Fredrich, a 25 year-old West German from Düsseldorf, wrote all the 16-bit versions of *Hard Drivin'* - except the Amiga version which is being written by the independent programmer's (see review on page 46). The game took about 6 months to write and was written



Jorgen 'Joel' David Fredrich

on the ST using Turbo C and Amiga Director. The final source code is 250K-400K with a ratio of 70% C, 30% Assembly. The hardest part to write was the rotation code, the most difficult version was the PC, due to its lack of horsepower and differing graphics modes. The 16-bit versions maintain a frame rate of 6-10 a second, with over 150 objects on screen at the same time. Fredrich started not writing utilities for the Apple II, but he got so hooked on the Star Wars console that he wrote a Mac version. *Hard Drivin'* is his second game, and he will probably be writing the 16-bit versions of *STUN Runner*. Fredrich focuses a trend towards 2D graphics and more complex games with "vertical worlds where four or five players can interact together..."



Mike Day programming, record breaker and part-time pugger

Single Processor	Multi-Proc
TOP FIVE RECORDS	TOP FIVE MULTI-PROC
1. <i>STAR FLIGHT</i>	1. <i>STAR FLIGHT</i>
2. <i>DRIVEN</i>	2. <i>DRIVEN</i>
3. <i>DRIVEN</i>	3. <i>DRIVEN</i>
4. <i>DRIVEN</i> for C64	4. <i>DRIVEN</i> for Amiga
5. <i>DRIVEN</i>	5. <i>DRIVEN</i>
TOP FIVE GAMES	TOP FIVE GAMES
1. <i>STAR FL</i>	1. <i>STAR FLIGHT</i>
2. <i>DRIVEN</i>	2. <i>DRIVEN</i>
3. <i>DRIVEN</i>	3. <i>DRIVEN</i>
4. <i>DRIVEN</i>	4. <i>DRIVEN</i>
5. <i>DRIVEN</i>	5. <i>DRIVEN</i>



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IN ARCADIA

HOMICIDAL FRENZY IN COIN-OP COUNTRY...

John Cook runs the gauntlet at the recent Associated Leisure Preview in London and discovers a promising new Tetris challenger...plus



BLOCK HOLE Konami



Tetris it, as you may know, has a global phenomenon. On Namco's it's lauded with the thing alone we are talking \$ million and counting! Counting very fast too.

Not surprisingly, that means that just about every software company in the world is trying to produce another arcade puzzle game to be the next Tetris.

There have been some pretty bad attempts so far - Taito's *Flirting* probably being the worst - but now Konami have come up with an idea that is the best of the bunch yet.

Block Hole is almost like Tetris in reverse; Tetris means Space Invaders, maybe? The game is this. You control a single space ship moving left/right along the bottom of the screen, just like Invaders. Likewise you fire vertically up the screen - but instead of laser fire, it's building blocks.

Down from the top of the screen comes a series of irregular shapes - levels of ones. If one of these shapes reaches the bottom of the screen then you loose a life. So how do you get rid of these shapes? You have to fire bricks at them to make 'em rectangular - then they disappear. Then they start coming faster and faster. Dead simple isn't it? But it works.

There are a few other complications, but this is essentially it - and I can personally vouch that it has much of the appeal and addictiveness of its big brother.

As one of the most popular games on offer at the Preview, expect to see Block Hole littering the arcades early next year. And the collective unconscious being what it is, maybe a 'similar' home computer version soon after that!



SPECIAL CRIMINAL INVESTIGATIONS Taito

In recent years, after Go Wolf, Taito's greatest success has to be Chase HQ. This was a chase driving game where you had to imagine you were in Miami Vice, driving a flash motor, cruising after assorted mode villainy.

When you caught up with them, what did you have to do? Bash the leader's car into them until they burst into flames and pulled over. It

was never like this in *2 Cars*.

But despite its success, I always felt that Chase HQ had something missing. That elusive touch that is the dream of all outsiders who have never driven in London (any speed during rush hours, I might add). And that is!

Simple. The ability to lean out of the car with a bazooka and blast all the other scam off

Many of the seaside arcade might seem a bit empty this time of year but, as usual, the trade is busy looking at the entrants of the cold-weather goal, browsing notes, and generally reflecting on what brought in the most money last season and what they'll have to try to make even more next summer.

To this end, there are two major UK trade exhibitions in the winter - the first of which was held recently in London - and very well attended too.

Arcade operators made the big trek to the Royal Albert Hall in London to see the latest hardware in action and they weren't disappointed. The big manufacturers take these shows very seriously and there were games that hadn't even been shown at the huge US AMU show a few weeks prior to this.

DEGREES OF DEATH

First the bad news. Just when you thought it was safe to go back into the arcades without sporting a fat jacket, both Sega and Sega come out with more electronic shooting galleries.

This is made all the more depressing by Sega's effort, *Line of Fire*, being its first attempt to produce an *Op Wolf* clone - having held out for so long. *Shores* is probably only *Line of Fire* allows Sega's well



Line of Fire

tried and tested up/in expansion technology, with well drawn scenery and human military figures coming towards you at a constant rate. All you have to do is engage to get onto the button then diverge both horizontally and frontal lobes.

Rather than limiting the player's land there can be up to two of your ammunition. Sega have planned for a bonus based on your percentage of hits - and overall the game seems an excellent example of its type - although I am still mildly dismayed that anyone should want to lay good money to blow away fake human beings.

At least *Line of Fire* tries to remove the action a little way from reality by using

large cartoon baddies with "Gulp!" in, to denote when you get hit.

Well, of course, had a big success with *Mechanical Attack* - a two player clone of *Op Staff* - which was, strangely, a great deal more successful than *Ten's* own followup to the mega-hit, *Operation*



Blast Busters

Thunderbolt. All this repeat this with *Blast Busters*!

This can be played by up to three players simultaneously - but gone are the human-like sprites. With this one you are shooting away ghosts, gobins and things that look like they've got tentacles and not, I'd call it a cross between *Op Staff* and *Namco's Spillatious* myself - and as with I guess, starting as my philosophical bet on, I'd rather see people playing this obviously surreal game than something more 'realistic'.

It's interesting to see if these second generation shooting matches have as much success as the former boxed - but you can bet they won't install either at the Red Lion in Hungerford.

PINBALL POWER

Two bits of good news from the Show, however. Firstly *Pinball* seems to be making something of a nice comeback - which only goes to show that some punters have got a bit of common. In the USA, the nearest split between video and pinball is around 45/55, but it's nowhere near that high in the UK - as yet. With the great looks that are being produced at the moment, however - *Black Knight* (2000), *Minsky Night* (Football), *Police Force*, *Doris*, *Bomb Busters*, etc, maybe that will change over time?

Secondly, someone has come up with an arcade puzzle game that is almost as good as *Tetra*, *Block Hole* - see below. Let's hope there are lots more to come.



Special Criminal Investigations



the road lies, hee, gibber, gibber! *Special Criminal Investigations* - effectively *Chase HQ II* - allows you to do this and by golly it is so satisfying that I've got the psychoanalyst booked already.

Controls are almost identical to *Chase*, with the addition of fire buttons on the strut of the steering wheel. Press it and - boring - at first you just get a pain cluster of a piece to administer both and police rolls.

But if we're good - yep, very good - the SA

drops you upgraded hardware by helicopter and then the fun really starts. Raboom!

Not the kind of thing you expect to get a great deal of intellectual stimulation from - but if they ever release an MGS scenario ROM for it you'll have to give me all of the cabinet with a voucher.



EXTERMINATOR Gottlieb

Gottlieb! Who are they? Well hold on a bit, *Gottlieb* generally makes quite good pinballs - the latest being a super-fast effort called *Bomb Busters*. But conceivably, it has now entered the video market - and in the worst possible way.

People like me often criticize manufacturers for lack of imagination and choosing to make safe and easy games. But then again, it's not our business on the line if the games board!

I anticipate someone at *Gottlieb* is either going to be very rich - or homeless - in the near future, as *Exterminator* is a completely new and fresh game. As such it seemed worthwhile to many operators.

The look of the thing for a start - digitized backgrounds and sprites. The theme, surreal stuff! You control a disembodied hand which can stamp on and fire at attack waves of horrendous aliens that come out of the screen at you.

A nonstandard control system doesn't help matters much - making the game quite difficult to get into. And I'm not even sure if I like it or not. But it shows that someone can still use their imagination and is still willing to take a flyer in this business. For that at least, I strongly recommend you give it a try.



Exterminator



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ACE LETTERS

YET MORE MOANS – AND VERY UNDERSTANDABLE TOO – ABOUT THE LACK OF VERSIONS FOR CERTAIN MACHINES, A HEART-WARMING STORY OF COMPUTER GAMING SOLIDARITY AND A SAD TALE OF A MOTHER'S GAMES OBSESSION DEPRIVING HER SON OF TIME ON THE MACHINE...

WHERE OH WHERE?

A few issues ago in ACE the Firefox game Rainbow Islands was reviewed. It was rated 9/10 and I thought it would be a great game to get for ST. Since then I have heard nothing about it. All the mail order companies I have phoned don't have it, it's not in any of my local software shops and I was surprised not to find it in your kind '80 numbers and drivers section. Can you tell me what's happened to it?

Also, do you know if the arcade game Prehistoric Isle will be converted to the home computer? In Golden Age being converted.

Craig Sutherland, Essex

There will be probably be an ST version of Rainbow Islands, but just at the moment it's anybody's guess when, or in what label, it will appear. As for the other two games you mention, we haven't heard of any conversions underway.

MOUSE GROUSE

Why do most games designers, programmers and software houses, it always include a facility to play from the keyboard and the mouse. Some of us out here use our computers for work and it hasn't got the room and it don't want to have joystick around. There are several games I would have purchased - but I was deterred from buying them as they were joystick only. I can fly around and blow things up perfectly adequately on Microsoft's Flight without recourse to the joystick. So come on programmers - make sure that your products are available to the widest possible audience by including keyboard or mouse or joystick playing.

Secondly, although I have read that some software companies are abandoning the Atari ST for the Amiga, are they really so foolish as to forget the hundreds of thousands of potential Atari ST software buyers?

Mike Taylor, Hamburg.

If you're interested in games it really is time you got round to buying a joystick; it makes a lot of games a whole lot easier and more enjoyable. However, we take your point - programmers should, whenever possible, include mouse and keys options. As for your second point we doubt whether software houses are quite so foolish as to abandon the ST. It's a strong market for them, especially in Europe, and they aren't going to forsake the chance of making more money, are they?

HOURS OF FUN

I must say I've had hours of fun playing with the 'Get 12 Issues Of ACE Comfortably Into The Folder' game that you gave away free when I last renewed my subscription.

Unfortunately, I have to admit that it has its bugs, although I did manage 11 issues before the folder exploded, shattering me and the bedroom with bits of wire, magazine articles, and other scattered debris.

Can I, through your pages, ask if anybody has beaten my record (which included last December's bumper issue)?

Malcolm Crawley, Southampton, Sussex

Despite a collective IQ that fails to make three figures we can reveal that members of the ACE team have indeed broken your record, smoothly inserting 12 of the year's issues into one folder.

GOD SQUAD

Dear mortal ACE readers, I am the Deity who plans to make sure that violent computer games stay, not only on Earth but in the whole universe.

I believe that a computer game does not turn JB. Good into that terminator or anyone else for that matter. Violent games are great for letting off steam, and not for great fun.

When my followers are killed on the field of Populous I turn to Operation that to do the job myself. No, I don't throw bolts of lightning at innocent humans, I don't even pick up an M16 and turn to extreme violence - I turn on my ST!

Why must some stupid mortals go against violent games? soon it will be video TV shows, I will never understand why some mortals believe that violent games cause murders and so on. It's not my Godness that it's because they never got to play a violent game!

I would like to make ACE the God of ALL computer magazines!

Scott Malota, New South Wales, Australia

Your wish is our command; from now on ACE is the God of all computer magazines.

ST SALT OF THE EARTH

At 8 pm for 20 hundred hours at those exact types say I received a phone call from a fellow ST user. He had seen my plea for help in your helpline column and proceeded to provide me with the cheat mode to Proggroft's Barbarian. In my hurry to load up I don't thank him for his long distance call. So to the Lancelotti (books who saved my fun (private joke) to be to say THANKS!

I'd appreciate you printing this letter as I feel it shows the good nature of ST users.

Tuan Woodhock, Eastons, Gwent

Fair warning the cookies of yer level, ain't it?

INFERNAL ENGINE

I was very interested to read your

article about the PC Engine. Our 13-year-old son has done us mad with computer games for the last two years. So, when he read a report earlier this year in various mags about the PC Engine, he had to have one.

So in June of this year when for months he had saved to buy one we went along to a shop in London. Out of excitement we got it home and - guess what? All it did was flash and roll up the screen. The game had cost £85 so I was hopping mad, so went back to the shop and it worked for them. We travelled up to London eight times; each time they changed parts and games but nothing helped. I demanded my money back, but all they would give me was a credit note. This we took, but when we went back they worked on another PC Engine as they didn't sell anything else my son wanted. Then I discovered it worked on my old black and white television - and on this that had vertical hold built. So we bought an old colour TV and,

THE BEST OF THE BEST

TRIAD



VOLUME 2



87 Menace
Menace will have you hooked for hours on end. The addictive "just one more game" feeling has overcome me.

87 Action
This game is a masterpiece of the way "action" is put into play.

87 Action
This is a superbly designed action game with a superb graphics and a highly addictive game with "single" victory for you. It's a masterpiece game that's worth for you. It's a masterpiece game that's worth for you.



87 Action
The most original and addictive game in an age.

87 Action
This is a game of the most addictive nature that you've ever seen. It's a masterpiece game.

87 Action
This is a game of the most addictive nature that you've ever seen. It's a masterpiece game.



87 Action
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87 Action
This is a game of the most addictive nature that you've ever seen. It's a masterpiece game.



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Single, it worked.

So now I read your article about PC Engines in ACE. I know it was not so. I think more research should have gone into this. Engine before it was allowed to be sold in the United Kingdom.

Mrs. R. Priestley, Croydon

It's a sad tale, Mrs. Priestley, and we can only sympathize with you. We're mystified as to why the shop wouldn't give you your money back. But at least with your old colour telly things seem to do a bit more for you.

MEAN MUM

Way back in 1983 my sister received a Spectry 486 for Christmas. All well and good for two years, then the problems arose.

One was that I accidentally bought a game, Haunted Hedges, which is pathetic. My mum can't let five minutes without it. And, two, the pressure pads are lost in the trunk to Daisy Thompson.

So as I got sick of this I bought a Q44 two years ago. The problem is, though, that we've only got one TV for the two computers, and I never get to play the Q44.

So it's asking you to do a little more on the letters pages and tell my mum how good or bad it is.

Paul Evans, Wilmsley, Merseyside

Time on Mrs. Evans - have a heart! It's just not fair denying your son as he has on the Q44. Give it a shot - you might even like it yourself.

BUG HUNTER

I have found a bug in the PC version of the Amazing Spiderman and Captain America in Dr. Doom's Revenge. Any time during the game you can view your position at the comic screens by pressing B. Later on in the game when you do press F in the State of Liberty scene. When you see the starting comic screen then press B and you should return to your saved position with full energy.

Alan Young

F-16 COMBAT LETTER

I write to express my disappointment with your recent review of Digital Integrations' F-16 Combat Pilot game on the Kings. I dispute that the game is superior or even comparable to Interceptor, or that it is the 'best of the bunch' as you describe.

Digital Integrations cannot be oblivious to the fact that a lot of serious Amiga simulation players enjoy the benefits of two disk drives. So why do they find it necessary to release an expensive 'quality' computer program which reduces the hapless purchaser to a state of constant disk-swapping? The game is far from user-friendly. I am no stranger to computers but it took me a good twenty minutes to figure out the Data Disk requests, which of course go unembodied in what passes for a manual. The graphics that greet the player in the main room are blocky and poor, the character set in which the text for messages is presented is barely legible, and the mouse pointer is flickery and jumpy.

The first of the product is nowhere near that of Interceptor. If you need reminding, load Interceptor up and compare the sounds on F-16 Combat Pilot. For the engine we hear an embulating cacophony of white noise - while Interceptor boasts a sophisticated engine noise and realistic weapon sound effects. On Interceptor we have responsive, intelligent controls - a quick stab on the keyboard is all that's needed for undercarriage, brakes, radar etc. - and it's all very clear on the display. Combat Pilot, however, is quite a different affair. Keypresses are 'sticky' and everything makes the same 'bleep' - there is no quick look, no quick response, and often pressing a key produces no real effect at all and it needs to be pressed twice. This is certainly not the way a simulation should be.

The aircraft movement is also vastly inferior to Interceptor wherever do we have the sensation of speed, nowhere can we investigate the scenery or accurately select within inches of control tower or suspension bridge. And as controls go, joystick response in combat Pilot is jerky and lacks any sort of 'feel'. The scenery can only be described as crap. A few old rocks and a lankily white building here and there to break up the monotony, and where are the 'out of cockpit' all round views on Combat Pilot as seen in Interceptor and rather underling Mikado? They're not - and we quickly lose another valuable minute. Of course, it may well be very realistic. It may well be that sitting down a real F-16 means one to continually and needlessly swap floppy disks. It may well be true that written instructions from the aircraft are near-legible. It may well be true that written instructions from the aircraft are near illegible. It may be an unfortunate side-effect of flying such aeroplanes that from one's cockpit mountains all look like great pink pyramids. The sky bucket's protection scheme I can live with - but then isn't get the into perspective when it's a waste of money and I feel that is a shame that popular magazines can no longer be relied on for good advice. Next time, regardless of how highly you rate a program, I shall make damn sure that I get an 'enhanced' copy from a friend before I lay out more of my hard-earned cash.

I have been an Amiga owner for a year but an ACE reader for only one issue. If you wish to keep your readership you simply cannot continue giving things like ACE to programs so flawed and of such obviously poor quality. In ten years it may well have

fallen, but it takes me four hours to earn £25 - and that's half a day of my life. I didn't need to spend money on the game - but putting my faith in your judgement I did so and I regret it. In please, in future, remember that just because a game is getting old (e.g. Interceptor) it does not mean that it can't still be the best of its kind or that you should forget it and needlessly expose potential rivals to the risk-inducing degree of synchrony introduced in the F-16 Combat Pilot review: the aircraft's stability is quite incredible. Caught And I, impressed and fed of the work of it is superlative. 'Chief! And how about' - an essential addition to your collection. Well, it isn't essential in mine and has provided the with about as much enjoyment as watching the plants plants grow at Newson Paged MacBooks.

So come on, mate, consider the users out here. To present reviews at this sort being expected it would probably be advisable to have more than one reviewer 'on the case' for any one program or to provide the names of the reviewers responsible for the individual reviews so that we know whose judgement may be more in line with that of the reading individual. This is the way the old Crash magazine used to work and I have not seen a better reviewing system anywhere else. And these days, with sales as high as £25-30, mistakes are costly.

Richard A. Harrison, London

ACE Reviews Editor, Laurence Southard, replies:

Unfortunately you seem to have missed, or misinterpreted this review. The phrase 'The best of the bunch' was comparing the Amiga version of F-16 combat pilot with other versions of the same genre. All in all in the review was there any direct comparison with any of the other products you mention.

I'm afraid that I really cannot agree with your rating of F-16 Combat Pilot. It is a program designed to appeal to simulator fans who are looking for realism, rather than general game players who would be more interested in graphics such as the out of cockpit view that you mention.

Regarding the problems that you list with flicky, any pointers and sticky keys, we experienced none of these. I could suggest that the problems may be caused by either a defective machine or defective software.

Although ACE reviewers try to be as fair and objective as possible in the way that they review games, it is impossible to ignore the fact that personal opinion and taste will always figure in any review in any magazine. It is possible that occasionally a reviewer's feelings about a product will not coincide with your own. In the case of the particular simulation I ought to point out that yours is the only letter of disagreement we have received. Furthermore, if you care to glance at our Stockmarket feature on page 163 of the December issue, you will see that F-16 Combat Pilot was the most highly rated program across all the entertainment magazines that month. Obviously I am not alone in my opinion of the product!

CLEAR FOR TAKE OFF

I have just read your write-up of the Bomber Flight simulator. In it Williams of Writer Graphics states that 28 sims before have been either commercial Laser Jet and Cosmos or they've been flight sim's. Now I'd like to know if there are any commercial jet flight simulator games around, as I'd love to take to the skies in a Boeing 737 or an Airbus 320, landing at airports like Paris and New York before getting back to Gatwick.

I know that Flight Simulator does have different scenery disks for Europe, Japan, etc., but so far as I know their flight instructions only cover Lasers and Cosmos.

It would be nice if someone brought out a commercial flight sim with the same cockpit detail as Falcon or F-35 and combined it with different scenery disks. I would be grateful if you could give me any info on games about, or if any software publisher plans to produce one.

A. Tomlin, Warrington, Essex

Hi, we don't know of any such games. There was an arcade machine from Taito called *Jet Memory Games* as well as *ABC-Air*. The problem with this thing was that hardly anybody played it — probably because it was too boring compared to the other delights on offer. There are two main problems with the kind of game you'd like to see: there's no fighting unless you introduce a hacking element and there's no great test of being able to operate planes such as the Cosmos needing more control than the big ones. So we think it's unlikely you'll see that game...

ARCHIE ANGST

I occasionally buy ACE as I find your game reviews the best of any magazine. However, I own a BBC II and clearly intend to upgrade to an Acorn A3000. Unfortunately I don't share G. Pardon's view that Archie games are receiving more coverage in ACE, if they are, it's very slow progress.

I am aware of 63 games currently available for the Archie and another 38 under development which should be ready by Christmas. How many have been test-

VERY, VERY SAD

I was, um, very very sad when I read a letter by another Dutchman (Eddy Bonnemans) in ACE from November saying that it's completely normal to copy games in Holland, and that computers are only bought because you can get your software for free and as such is part of our culture.

Well let me set this straight at once. Firstly should that up and stop generalising with everything he says because he makes other people think that the whole of Holland is a bunch of software pirates who find it quite normal to copy games. Well, it isn't true.

I have owned a D54, which included a lot of games, and of course there were copies, but I can proudly say that about 75% of the top-10-range games I owned were bought by actual in England, because it's cheaper!

Of course I understand why they copy: 1) they want to be able to brag to their friends about the amount of games they own. This shows how spoiled these DUTS really are.

2) The games they copy are indeed very impressive — which is no reason to do it. I read in his letter that he is a computer science student, who probably doesn't know anything about economics, otherwise he would have known that if the number of games sold goes up, the company can lower the price because they have to make less profit on each game to reach their goal.

It is quite unbelievable that Eddy is a student. It would be better to describe him as a man with the brains of a 12-year-old and someone who doesn't deserve to be Dutch.

Richard van Sits, Utrecht,

Holland

Start words — would Eddy like to reply?

tered in ACE? Yes, if you're lucky.

Sure, the user base is small at the moment, but then again how many have got the PC Engine? With its speed, graphics and sound capabilities there are going to be very few consoles that can match the Amiga's game-playing ability and of course it is first and foremost a powerful computer.

I look forward to the games promised by the likes of Denmark and Ocean and also to the smaller names like Impact, Petroscope, Clues and CD, all of whom should be congratulated for their efforts and for taking a risk.

In the meantime, how about ACE releasing Interceptor, E-Type or Karnak? The Archie deserves some attention and in the end it can only be good news for SII and Amiga owners too when games of the quality of *Jacky Vias* are converted to run on their machines.

Steve Card, Middlesbrough, Scotland

Take a gander at page 64 of this issue and you will find a review of *Interceptor* on the Archie — which, well, we promise, be the first of many reviews.

ONE BIT BRAIN

Someone with a one-bit processor for a brain actually had the nerve to compare a games console with a computer (ACE 26). What's your staff come get writing to you, telling you she prefers her Barbie doll to her brother's Amiga?

I don't care if the latest consoles go up to the 16-bitbit colours, and make your teeth move along with the action. They are TONS and a console isn't. I'd like to see Chris Evans design a cover for a slab magazine, make an advert with a DTP program, write a letter, etc., with his Sega. Computer users can do all of that (and a lot more) and still enjoy a good game afterwards.

Someone also complained about the low ratings of Sega games. No wonder — only 100p, but 100 up and 1000 up cost. What about GOOD games like RPGs and adventures? What about *Popsicle*, *Burgers*, *Martin* and *Jim City*, to name but a few ACE-rated games? Never seen one of those on a Sega. Someone mentioned *Thunderblade*? I played it once, and found it to be completely stupid and boring. Compare this with *F-35 Combat Pilot* and *Falcon* and you'll see what I mean.

And you, I don't look down on console players, but they have to play in their own league. It's like someone in a Leeds with some stupid idea thinks he can beat a Porsche. If your only device is playing games? Good, but a console. But if you want something that is a challenge every day, that is endlessly more versatile and creative and makes your brain work, buy a computer.

Lou Stijnen, Barchem, Belgium

Don't look down on console players? Come off it chum — you think they're the pits.

THEY'RE BACK...



双截龍

DOUBLE DRAGON

The Revenge



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Bloodwycch



**ARGUE! BARTER!
LIE THROUGH
YOUR TEETH!!!**



Atari ST Screen Photo



Amiga
Atari ST

£24.99
£24.99

As the people of the Bloodwycch awake to a new dawn, they find a stranger in their midst - from one of many more he has come. His task is to halt the demon that has dominated within the Castle of the Bloodwycch.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate - even lie through your teeth! The fully implemented personalities of all the characters in Bloodwycch allows a rich style of role-playing that has only been dreamed of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwycch for those that dare!

THE ACE STOCK MARKET

HERE'S WHERE YOU CHECK OUT WHICH GAMES ARE GETTING THE HOTTEST REVIEWS IN MAGAZINES AROUND THE COUNTRY - THE HOT RELEASES YOU MUSTN'T MISS. YOU CAN ALSO PRACTISE YOUR GAMES MARKET SKILLS BY PREDICTING NEXT MONTH'S FIGURES - AND WIN GREAT PRIZES! THE ENTRY FORM IS ON PAGE 24.

The ACE Stockmarket is really getting into full swing this month. You can see for the first time how the "share prices" of the various software houses have fluctuated from the Company Counter on the right and, if you were one of the many readers who sent in the form for Round One, you can check out whether you're due for a prize.

If you missed Round One, here's a quick recap. The stockmarket trades over four counters. The **500 Counter** features the top ten games on Amstrad, Spectrum, and C64. The **1000 Counter** features the top ten for the 50, Amiga, and PC.

In addition to the two "Puzzlecounter Counters" there is also the **Machine Counter**. Here the top five games for each of the six most popular machines are listed.

Remember that these listings are different. They are not your typical chart entries, which rely simply on sales. Here at ACE we've always advocated the method of charting a game that's been hyped outrageously can always end in tears. In the top, before everyone realises that it's a pile of rubbish and consigns it to the rubbish bin.

Instead, the ACE Stockmarket lists its prices according to the **reviews ratings** each game has received in the UK Magazines. Our researchers read every magazine they can get their hands on during the month, and the games that top the ACE Charts really deserve to be there. As you can see only use the Stockmarket to set prices, but you can also treat it as a valuable buying guide.

It's time to give a far and true overall picture of a title or company's rating, and to guard against "rogue" reviews, ratings are statistically weighted, and titles must have more than one single review rating to be included in the Machine Counter and the Puzzlecounter Counters. Similarly, publishers must have more than one product to qualify in the Company Counter. This explains why some titles appear in some charts and not others.

On the page overleaf you'll also find an entry form. Check out the Stockmarket each month, get a feeling for the way the market changes as the software companies release new titles during the year, and watch out for ACE rated games, any one of which may be a candidate for one of the Stockmarket prizes. And a really high rating could drive up the share price of the company that released it.

Then try to forecast next month's performance. There's £25 worth of software waiting for the first winner in each category to be picked at random on the following date. Don't miss it!

THE COMPANY COUNTER

Three three columns of ratings for companies each month in the ACE Stock Market. The first shows the current share for the month only, statistically calculated from hundreds of reviews in magazines during the current month. The second shows the amount of change - up or down - from the previous month. The third is the share price, the company's rating relative to its last performance. To get into the share price listing, companies need to be releasing products reviewed by magazines. To see their fortunes first, they tend to be consistently improving their product. In the short term, the "would wonder" will seem to do well in the longer term, consequently they will pay off.

Subscribers' forecasts took a slight Stock Market option when it followed up the beautifully-rendered Guide Reporter with Future Wars. But our Delivers keep up the rate of improvement. Future Wars' Delivers is obviously growing in popularity, while the Edge's budget level 500 is attracting some fast long-termers into golden-olive-coloured category.

ACE is for next month, by far Rainbow Arts, Rocksoft's case of the four titles of the moment lead the Machine and Puzzlecounter charts and this month's review ratings should see us share price rises.

Company	This mo.	+ -	Rating	Share	Change	Rating
Delphine/Palace	88.75	+28.00	107.80			
480 (The Edge)	85	+14.55	111.82			
Wetrix	80.25	+13.00	120.0			
Samelin	78.00	+11.75	119.52			
Samelin	78.00	+8.38	114.87			
Polyvox/Premier	75.25	+7.88	110.7			
System 3	68.42	+7.40	110.10			
Warrior	74.00	+6.87	108.76			
US Gold	68.50	+6.78	108.19			
Bethesda	74	0/0	100*			
Games						
Magnum Stone	70.27	0/0	100*			
Witcher	65.25	0/0	100*			
Compass	55.41	0/0	100*			
Impressions	48.3	0/0	100*			
Atari	41.87	0/0	100*			
Midnight	39.88	-0/14	99.80			
Activision	37.9	-0/19	98.34			
MegaTonic	35	-0/3	96.66			
Playgroup	33.8	-0/35	95.91			
Softdisk	29	-0/20	95.00			
Emule	28.88	-0/21	94.8			
1000 (The Edge)	28.87	-0/24	94.84			
ACE Stockmarket	25.5	-4	94.83			
Blue Wave	24	-8.88	94.27			
Elite	22.78	-8/13	91.87			
Microprose	21.9	-7.82	90.80			
Black Wolf	21.88	-7/21	90.20			
Proxima	19.89	-8/13	88.81			
Alternative	17	-1/0	87.04			
Indocon	16	-1/0	85.27			
MegaGames	15.1	-14/11	82.24			
Academy	15	-12/20	79.8			
Pin Point	14.77	-11/28	79.8			
Edmunds	12.33	-10/17	79.8			
Edmunds	12.25	-8/15	87.41			
POP	10	-9/10	86.7			
GOE	11.8	-17/11	85.63			



ACE is for next month, by far Rainbow Arts, Rocksoft's case of the four titles of the moment lead the Machine and Puzzlecounter charts and this month's review ratings should see us share price rises.

Company	This mo.	+ -	Rating
Microprose	79.4	+0.48	107.40
Dragon Inn	70.0	+0.5	106.4
Oscuran	77.77	+3.86	105.37
Virgin	68.4	+0.89	104.40
Kixx	71.3	+0.87	103.88
Epitaph/Gold	82.73	+1.26	102.64
Orion	83.48	+1.27	101.44
Image Works	85.88	+0.51	100.73
3DO/Gold	79.5	+0.21	100.41
Electronic Arts	75.38	+0.16	100.21
Novogon	84.15	0/0	100*
Witcher	84.00	0/0	100*
Leland P	81.80	0/0	100*
Beam-Jolly	86.20	0/0	100*
Dragon	78.00	0/0	100*
Rainbow Arts	74.15	0/0	100*



Entries marked with an * are receiving prizes.

THE MACHINE COUNTER

AMIGA RATINGS

File Control Plus	Digital Integration	97.91
Rock/Hitler	Random Arts	96.17
Simon & Magaluf	Image Works	95.87
Laser Squad	Blade	95.23
Batman - the Movie	Coconut	93.27

Topline/Palmer's Future World still topped charts a year ago, but it scores high marks here for Amiga ports. The File Control Plus also did well - how do you think? Digital Integration tops charts out of country!

AMIGA BIT RATINGS

Demolition	Navigator	94.83
Simon & Magaluf	Image Works	93.73
Interphase	Image Works	93.6
Paperboy	Blade	87
Comix - Summer Edition	LSI Card	86

Factor in the fact that Image Works and Simon & Magaluf still played out nice - you'll see those numbers and playing out for future releases - whereas Demolition is only a single hit game.

PC-COMPATIBLE RATINGS

Comix Command	Phoenix	94.26
Rock/Hitler	Activision	94.04
File Control Plus	Activision	93.76
Mr. T's Passion	Microline	93.4
Robbie Junior Act	LSI Card	94.76

We still continue to make play PC games, and our limited resources don't usually make it into most of the top ten for Microsoft as well, but the standard is under a wing and PC Comix command most surely to one of the top-most rated titles ever.

SPECTRUM RATINGS

Meth	System 3	94
Unsubstantiated	Coconut	93.99
Operation Front	Coconut	93
Batman - the Movie	Coconut	91.97
Ghost'n Goblins	LSI Card	90

Always tight in the Spectrum ratings, Simon & Magaluf's Unsubstantiated has made some impressive numbers - see their page for more info for something that's not there!

COMMODORE 64 RATINGS

Tube Chasers	LSI Card	90
Meth	System 3	90.9
Ghost'n Goblins	Blade	90
Power Card	Activision	90.07
Orange	Coconut	87.9

Ghost'n Goblins was another first runner of Tube Chasers as early entrants. It was interesting to see how the other Amigas score over the most recent of months as well, and you'll find the 64 ratings for the commodity high ratings! Ghost'n Goblins shows that some of the titles can perform best even with the latest products of today.

AMSTRAD CPC RATINGS

Batman - the Movie	Coconut	91.5
Christmas Collection	Navigator	91.5
Demolition	Activision	89
Dragon Sport	Coconut	89.75
Shredder	Virgin	75

Have been that the CPC (and even the best of the best Commodore) has made some impressive numbers - see their page for more info for something that's not there!

THE 16-BIT COUNTER

It takes an hour to get worth the wait for Commodore - the releases are coming out and it goes straight in a number one. Also scoring consistently over 90% is "Real n' Flat" - and with only a tiny fraction of the publicity of its competitors, its numbers are and three.

Commodore	Navigator (Am, ST)	94.12
Rock'n'Roll	Random Arts (Am)	92.17
Simon & Magaluf	Image Works (Am, ST)	90.87
Interphase	Image Works (Am, ST)	89.9
Future Wars	Highman/Palmer (Am)	89.78
Commodore Circus	Virgin (Am, ST)	87.24
Secret Car Power	Blade (Am, ST)	87
Batman - the Movie	Coconut (Am)	86.5
Paperboy	Blade (PC, ST)	86.26
Overnight	Navigator (Am, ST)	86

Building under: Ninja Warriors, Demolition, Indiana Jones - the Adventure

THE 8-BIT COUNTER

Here at ACE we've noticed a real increase in the number of titles that are worth the wait for Commodore - the releases are coming out and it goes straight in a number one. Also scoring consistently over 90% is "Real n' Flat" - and with only a tiny fraction of the publicity of its competitors, its numbers are and three.

Power Card	Activision (C64, CPC, Sp)	95.97
Christmas Collection	Navigator (C64, CPC, Sp)	95.87
Ghost'n Goblins	LSI Card (CPC, Sp)	95.5
Operation Thunderbolt	Comix (C64, Sp)	95.28
Indiana Temple	Blade (C64, CPC, Sp, Sp)	95.28
Ghost'n Goblins	Comix (C64, Sp)	95.78
Cube	Coconut (C64, Sp)	95.67
C & W Cop-De-Mis	LSI Card (C64, CPC, Sp)	95.67
Secret Car Power	Blade (C64, Sp)	94.76
Batman - the Movie	Coconut (C64, CPC, Sp)	94.56

Building under: Tanker, Dark Force, Warriors, and Dynamic Duo

THE ACE STOCKMARKET ENTRY FORM

Name _____

Address _____

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ROUND TWO

Read the form for a description to ACE Stockmarket, Priority Court, 35-37 Farnborough Lane, E.C.9 6AU, Clancy date 24th December 1988.

My prediction for next month's top five software houses on the Amiga Counter is:

- _____
- _____
- _____
- _____
- _____

My prediction for next month's top five games on the Commodore 64 is:

- _____
- _____
- _____
- _____
- _____

My prediction for next month's top five games on the Spectrum is:

- _____
- _____
- _____
- _____
- _____

My prediction for next month's top five games on the Amstrad CPC is:

- _____
- _____
- _____
- _____
- _____

My prediction for next month's top five games on the Atari ST is:

- _____
- _____
- _____
- _____
- _____

My prediction for next month's top five games on the Amiga is:

- _____
- _____
- _____
- _____
- _____

Notes: All entries must be received by the closing date for the month of December 24th 1988.

Non-members of ACE, or of any company associated with the production, distribution or sale of ACE magazines are eligible to entry.

Only one entry per household.

The decision of the judges is final and no correspondence is entertained.

80
10.0
80
80.0
87.0

Time
to
play
the
game

11.5
80
80.75
75

10.00
10.00



10.00
10.00

88.00
88.00
88.0
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10.00

10.00

10.00

10.00

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GOLDCUT GAMES

FROM DRUG BUSTER TO SAMURAI WARRIOR, US GOLD HAS A GAME FOR EVERYONE

Birmingham-based software company US Gold is preparing to blitz the games playing public with a colossal collection of games due for release between now and Spring. ACE has gone on the road to Birmingham (yes, we're that dedicated), taking a sneak look at the forthcoming US Gold line-up...

In the past, USG has suffered a fair amount of criticism concerning the quality of its computer games - particularly with its micro conversions of Sega's *Out Run* for instance. Taking note of the shortcomings, USG embarked upon a bold scheme involving the complete reconstruction of its management and software development structures. The result was dramatic. A few-look USG produced two of its most respected games: *Forgotten Worlds* and *Shinji*. Now USG plans to surpass these chart-toppers - both in terms of commercial success and technical standards.

David Baxter, Software Development Manager at USG told ACE, "I've experienced numerous problems in the past, especially in product quality and control - now we only use software developers that we know and trust."

Surprisingly, USG prefers to use software development companies instead of in-house programmers. The actual USG software development team is organized by Baxter and two other managers, with two game designers going each game a thorough going-over. But life for these guys can be tough going, as USG has a staggering 100 games formally under development at any one time.

THE USG SCHEDULE

As well as the prodigious Lucasfilm Games line *Battle of Britain* and *Loam* (prices on pages 133 and 130) and 55 licensed products, USG also has a myriad of coin-op conversions and original games planned. One of the first games due on the release schedule is *Shinji 'n' Ghosts* - the follow-up to Capcom's phenomenally successful *Shinji 'n' Casino* coin-op. *Shinji 'n' G* has been programmed by Software Operations, the guys that brought us the brilliant micro conversions of *Rubble Bobble* and *Blaxx*. *Commander*. Take a look at page



Loam made by Lucasfilm, designed by ex-Infocom Brian Moriarty - see overleaf.

66 to see if we think they've done as good a job with *Shinji 'n' Ghosts*.

Another Capcom coin-op conversion, *Block Tiger*, is due out next February across all major formats. BT has been on the cards for ages - "an absolute age", says Baxter - in fact it will be approximately 18 months late when it does finally arrive. BT is a six level, eight-way scrolling fantasy arcade adventure, with ST and Amiga versions programmed by Graham Lilly, Heroes of the Lance and the forthcoming *Dungeons of Dredmor*, C64 BT from Software and Spectrum and CPC versions converted by Terjes. Baxter characteristically sums up BT as "a big platform jobber", but behind the BT development story there lies a very sad tale, for an 18 year old programmer suffered a nervous breakdown while working on one of the micro conversions. He has now swapped to stock trading for a quarter - working as a market mechanic for Ford, who said programming computer games was easy!

Sega's *Castles* coin-op should be out a month later in March - with AmC 2 level agreements (*Forgotten Worlds*) handling the micro conversions. *Crackdown* is a simultaneous two-player, 3D-level action exploration

adventure featuring a slightly-overhead Gauntlet type view. A PC version is planned for May.

Among the other coin-ops licensed due are Capcom's *Demon's Wrath* - a slicked simulation twoplayer hack 'n' slash arcade adventure set in feudal Japan - due sometime in the Summer, Sega's fantasy-epic *Golden Axe* and the motorcycle racing *Shogun 'n' U.S. Squadron* from Capcom. Out of these lots of games, Baxter seems most enthusiastic about *Demon's Wrath*, claiming it to be the most blood-thirsty game he can think of.

AND THERE'S MORE...

Back in May's USG decided to commission a new label solely dedicated to producing original games - mainly on 16-bit formats with cassette and C64 versions under consideration. The as yet unnamed label has six games due for release over the next six months with a

view to work side release instead of USG's more usual Commodore-orientated approach. Two of the new original games, *Robin* and *Scherlock*, are particularly impressive *beat 'em ups*. *Robin* is being programmed by Binary Design

Newly Match an Archer (Landscape, Beach Beach) multi-stage simulation due out on Spectrum, C64, CPC, ST, Amiga and PC in January.





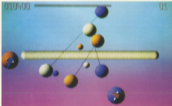
The Rotoscope graphics routine used in *Blade* took nine months to develop.

and features Rotoscoping – a new programming graphics technique which rotates the whole screen around you. It took Binary Design nine months to develop the Rotoscope code using LSG funding. The nearest we've seen to this technique is in the finger-Arcade coin-op.

Sphericals, on the other hand, is a totally original genre inside genre using hybrid graphics. Sphericals may be considered new to the Archonists, which would bring welcome relief to gamers played Archie gamers.

While on the subject of more exotic LSG micro conversions, SAM Caspe gamers (if there are any) will be pleased to hear about the SAM version of *Strider*. Amazingly, it will only take the programmer two weeks to convert *Strider* over to the SAM Archonists, the programmer is very experienced – with the Spectrum, CPC and PC conversions of *Strider* already under his belt. The SAM version itself uses ST graphics, Spectrum program flags and will have eight-channel sound. SAM *Strider* should be out anytime now.

Baxter ended our visit to the LSG offices with a list of future plans: "There will be 3D new Capcom games, a licensed (but coin-op) road racing game and another new label using the talents of a single well respected programmer with six original (30-bit only) games planned – all due before the end of 1990. And that's just the stuff I can tell you about!"



Sphericals like game that stars for particle physics what Einstein did for video games? (Phone © 1989 David Baxter & Rights Reserved)



Animated graphic screens in *Blade* style, but with more detailed graphics...

LOOM

—accompany a story line by Brian Korf. See for release in February '90.



GOLD MOMENTS

We plundered the USG photo-files for a few pics of recent Gold highlights...Award yourself a prize if you can identify them all...



Two infamous game players, now editors of two of A&E's older magazines, stop it out. What's there? What?



USG's Geoff Brown with three veteran contributors. What's going on? Who are they?



This group helped USG celebrate. What? And what and the best points? release?

ANSWERS:

1. *Blade Runner* (USG photo-files for a few pics of recent Gold highlights...Award yourself a prize if you can identify them all...)
2. *Sphericals* (USG photo-files for a few pics of recent Gold highlights...Award yourself a prize if you can identify them all...)
3. *Loom* (USG photo-files for a few pics of recent Gold highlights...Award yourself a prize if you can identify them all...)

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Goalkeeper	28	185	75	10	10	10	10	10	10
Defender	25	180	70	10	10	10	10	10	10
Midfielder	22	175	65	10	10	10	10	10	10
Striker	20	170	60	10	10	10	10	10	10

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ACE MAGAZINE • DECEMBER 89**

ACE FLASHBACK!

Before 1980 if you had a computer in your house, you would have built it yourself, and you would have thought of yourself as an electronics whiz, not a computer enthusiast. If you had a microcomputer at work, you would be in a specialist, electronics/science-orientated profession, and the money would in all likelihood be a Commodore PET. Your home computer would have taken days hunched over a hot soldering iron to assemble and you wouldn't be thinking of playing games with it. For that there were dedicated Atari consoles from the States.

And it was in the US where people were buying Apple II in hundreds of thousands, and the new Atari 400/800 machines. While the Atari's, like their VIC predecessors, were very much games machines, the Apple II were used for serious applications as well for games. American computer users tended to be richer, with more money to spend on serious commercial software.

It is more than likely that we in the UK would have gone on to follow the American market slavishly, and rely solely on American imports, were it not for one company - Sinclair Research. The ZX80, which sold to those electronics enthusiasts and the ZX81, which brought home computing to the non-specialist, gave the UK a distinct, better' flavor of its own.

By 1980, it was clear that 'affordable' computers would sell into the home market rather than later. Finally some of the burning issues of the day (such as primary residences to debate which will carry on into the nineties. For example, in August 1980, an article in Personal Computer World discussed three issues: a "does existing legislation cover electronic mail?", a "what is digital photography on a disk extension?", a "what is the correct intellectual property to afford to (suffer) to protect it from bootleggers and pirates?"

By 1980, Motorola was offering its new 68000 processor as a chip for the 80s, the 286 and 65816 were already well established, and IBM was introducing its first 486-based PC. The chances are that your computer uses one of these and yet they are all at least nine years old. What has dramatically changed computers into the colorful, fast, sophisticated machines of today are the advances made in terms of graphic processing, of dedicated graphics and sound chips, such as the early examples in the Commodore 64 to those of the Amiga today. Faster, bigger data storage systems have led to much bigger, multibyte programs. Desktops can now be made much smaller, drive matters, disk drives tucked into the keyboard - machines of a size which can be accommodated easily into the home. And finally, memory chips (DRAM) have shrunk, so that all of the technology that was available in 1970s' eight or nine years ago is now affordable and microcontrolled.

More evolution than revolution, really.

1980

ARRIVALS AND DEPARTURES

The Sinclair ZX80 - first shown to the public in February - was the first sub-£100 computer. Available for £79.95 in kit form and £99.95 ready-built, the ZX80 was a flat slab of white plastic. Those cooling vents along the top back are actually painted black lines - an optical illusion which was commented on in more than one press review. It had a touch-sensitive keyboard, an 8MHz, an 80C 1801 processor, which was a 'copy' of the Z80, and built-in Sinclair Basic. Graphics? Not produced until 1981, 'Sound? Forget it, Software? Not had to write it yourself - indeed, that was the whole idea of the ZX80.

Another kit-form computer launched this year was the Acorn Atom, for £125 as a kit and £150 ready-built. The Atom claimed to be 3.5 times faster than Apple II-type BASIC, "and it has the unique feature of including an assembler in the interpreter", but the Acorn Atom boasted graphics as well: a screen with a high resolution of 256 x 192, five graphics modes and 132 graphics characters.

Acorn suffered from production problems with the Atom, so much so that one retailer, described in Personal Computer World as the "nightingale" manager of Lash's Microdigital chain, announced to all and sundry that he would not stock the Atom in his next catalogue because he was too uncertain of receiving any stock from Acorn. That manager's name was Bruce Kenyon, the computer industry was to hear quite a bit more from him.

Atari had no UK division in those days; instead the Atari 400/800 machines were imported by Ingranat,

Get back! ACE storms the Tardis and heads back in time...to an age when yer average sprite came in two colours (black and white), jerked about the screen, and went 'beep beep'.



Floppy
Acorn Atom

Hewlett Consultants Founded: 1980

Having worked with Hewlett-Packard and Atari during the seventies, Andrew Rowson was an early buyer of the Sinclair ZX80. He began coding programmes and games for the machine, and submitting them to the few magazines which would then. Andrew made his name with 1000s of programs for the ZX80, ZX81 and later the Spectrum. His titles Maze made three light guns for the ZX81 before his 1982 program, *Headline for Traffic Control*, and the arcade games written by Stuart Turner in 1983-84 - *Space Wars*, *Starline* (multiple backgrounds) and *Jumpstart* - got real money in independent home magazines. He was also the oldest working independent games software publisher.

For more "take away tips on the ZX80" (and, 1980, Plus and High-End) see page 248, 1980, and written by Mike Miles (that was water). Periodical reviews.

Andrew Rowson, Founder of Hewlett Consultants



"The ZX80 really is a computer, powerful, fast facility computer, matching or surpassing other personal computers on the market at several times the price. The ZX80 is programmed in BASIC and you could use it to do quite literally anything from playing chess to running a power station."

—Scientist of Computer Science
—March 1980

at retail prices of £395 for the 16K model 400, £495 for the 48K 800.

EVENTS

If you visited WH Smith's outlet in Great Cross Shopping Centre in North London, you could witness a curious 'experiment'. Market development manager John Rowland was putting together the first 'Computer Knowledge' unit. A Commodore PET borrowed from a local dealer, a few copies of Byte magazine and a small range of books, "which were actually all about calculators because we couldn't find any computer books," says John, made up the display. The crush of interested customers around the stand was so great that it had to be closed off.

The success of the Great Cross venture led John to ask Clive Sinclair in September about selling the multicolour only ZX80 in WH Smith. "You suggested that rather than take on the ZX80, I should wait for his



"Sinclair 80 - the milestone point that shows it's a real... Advertising slogan from Terence Computer Systems

new product, then call unnamed," he remembers. "By Christmas 1980, it was officially the ZX80, and we were wrangling over how many units we thought we could sell. He thought somewhere between 15-50,000 would be about right, and gave Clive an order for 18,000 to put in 15 branches. We ended up selling 450,000 - in the two years of the ZX80's life."

The first PCW store moved to the Cunard International Hotel (now the Harlequin) in September. This was the last wholly business/hobbyist PCW store, before the games began to take over.

The 'first wave' of arcade games - Galaxian, Scramble, Defender, Double Dragon and Pacman - appeared as Space Invaders burst forth led the 'first wave' of Ping Pong and BreakOut had taken the arcade by storm in the early to mid-70s. A year or so later, crude variants of these titles formed the real beginnings of the games we know today.



Also in Harlequin Advertising

PeerFounded: October 1980

Peer was set up by David Foster on leaving after working out of Imperial College, London. By 1980, the company was enjoying considerable success manufacturing and marketing software programs for the ZX81. Peer's founder was a huge early sales. Interestingly, Howard Jones (King, Howard, Peer's partners in several games and other publishing titles at the Spectrum), Computer-Publishing Director - Peer took on the role of producing the integrated business software for Clive Sinclair's 6502 machines. It also took over on to produce its completely floppy-based (before these programs) titles.

At the same time, work began on Peer's ambitious development work which saw the light of day as the first Organiser hardware computer in 1985. Since then, Peer has concentrated almost exclusively on third-party software. The Organiser and to succeed the Organiser is seen through a variety of software and 386-based units, and were followed in September 1988 by the MS-DOS-based Computer - range. Peer is focused entirely on a new line of software products which will successfully replace on the market the Nova Exchange.

For the: Peer (London), 20th
Business - Peer (London)

Where are they now? Nolan Bushnell

Nolan Bushnell was the founder of Atari, which he set up in 1972. However, it had dissolved into games, when Nolan was the commercial chief program. Ping Pong in 1975, the second game for the first game was a title number called Computer Space. It's the second of an on more under the Atari brand before using the company to market commercial titles in 1978. Nolan then set up a company to design and manufacture video games through Atari Games in Fremont, a light headed by Nolan said. Today he also runs over to manufacturer Atari and AAPD, which makes a more 70 based by the Apple Macintosh. All the companies are based in California.

1981

ARRIVALS AND DEPARTURES

The Commodore 64 20 was shown publicly for the very first time at the January Consumer Electronics show in Las Vegas, and launched in the UK in June. It wasn't the first colour computer, but it was the first to sell for under £300, at £299.95. The 64 20 had 64K RAM, a full-size keyboard which was later used in the Commodore 64, and its own custom chip, VIC Video Interface Chip. It went on to sell over two million units worldwide over the next three years.

The first UK-produced VIC 20 game appeared in September. Published by Mr. Miro of £10, it was called Gold Rush, and the first person to complete it would win a bag of 22 carat gold.

The Sinclair ZX80 got its first games and Clive Sinclair was reportedly "toiled out" that programmers had produced graphics on the computer. The program was Space Invaders and readers of Tim Hartnell's book Making the Most of Your ZX80 could either type it in, or order a ready-made tape from Ken MacDonald of Belfast.

In March, the Sinclair ZX80 was announced by the newly rebranded Sinclair Research, and given an elaborate welcome by computer enthusiasts. 20K with just 1K RAM, and still with that fat touch-sensitive keyboard, it was nevertheless a great leap beyond the ZX80, and furthermore, less expensive, at £499.95 in kit form and £59.95 ready built. It had a much lower chip count, thanks to its own custom chip designed by Sinclair and built by Forrest. It had a much improved screen display, it could produce graphics, it could do floating point arithmetic - in short it was genuinely useful as a computer rather than the electronic assembly exercise which is how buyers tended to treat the ZX80.

The more the market grew, the more it became only a matter of time before the mighty conglomerate IBM launched its microcomputer. The PC may have been behindhand compared to computers like the Apple and Commodore who were forging ahead in the new industry, but its solid, pioneering specification - Intel's 8088 running at 4.77MHz, a single disk drive, 16K RAM, but at reasonable - and an equally solid price of

Who said this - and about what? (around at the end)

"It marked the beginning of a 'new wave' of personal computers aimed at the home... it's well made, well packaged and would fairly look out of place alongside the family PC."



\$3,000, plus the IBM name ensured plenty of corporate sales.

[1981 saw the first of the truly commercial software houses, in those with full-time staff, proper offices and advertising budgets. Proton, Bug Byte and Quicksilver led the way out of the back bedrooms, the latter run by Nick Lambert and John Hales, who later took on a certain Rod Coopers to look after the company finances, incidentally, run the company.

Quicksilver produced the first ever Spectrum game. Space Invaders at £5.95, in 1982. Bug Byte spin-off companies such as Software Projects and Imagine went to achieve success of their own (see 1983). Eventually both Bug Byte and Quicksilver went on to become labels of Emulation Entertainment, while Proton evolved quite differently.

EVENTS

The ZX81 finally made it into W H Smith, the centre piece of a display which included books, magazines and software. The demand was so staggering that WH Smith had to cut 500 staff on a crash course to train

them to switch it on and run a small program to demonstrate the machine to customers. This was the computer's first real entry into the high street multiples, and it gave home computing some much needed visibility as a leisure pursuit.

On September 26, the first ZX Monitor three open to doors to the public. Held at the Central Hall in Westminster it was attended by several hundred Sinclair devotees. Entry was free of charge. Over in the US, Hoom launched the first Zork adventure for the Apple II.

STORIES

Sinclair suffered its first serious setback when the ZX81 was rejected by the BBC. Initially, the BBC had selected the Hewlett-Packard's Terminals as the nucleus of its forthcoming series on computing; this machine had started life as a Sinclair Radsons project in 1978. Hewlett-Packard, rather to everyone's surprise, turned the BBC down and the way was left clear for Apple-headed by ex-Sinclair employee Chris Curry, assisting the then successor, the Proton, and Sinclair staff, seeking the successor to the ZX81, to compete for the contract.

There simply isn't space here to detail all the back-scratching, foot-shooting and press speculation that accompanied the award of the BBC contract. As everyone knows, the BBC chose Acorn, and the Proton became the BBC Model A clone.

**Where are they now?
John Hales/Nick Lambert**

In 1982, John Hales Software bought Quicksilver, in part with Nick Lambert and Proton, shortly enough to reinvent the whole. Both moved to Guernsey, where Hales set up, with his own company, Hales-Software, mainly on the ground, the whole of BT games. Hales now continues to work back in Guernsey. Quicksilver's co-developer Rod Coopers led a Sinclair-Software Software Department in 1988, which later became an office of Emulation.

1982

ARRIVALS AND DEPARTURES

Everyone wanted to jump on to the home computer bandwagon in 1982. The Sinclair ZX Spectrum, launched in April, led the pack and heralded the beginning of games computing in the UK. These machines that followed in its wake had nothing like the brand loyalty that Sinclair had built up from ZX81 days, and most did not initially impress on Sinclair's appalling standard for product line strategy.

In comparison, the Commodore 64 could have come from another planet. Its specification, which doesn't look too terrible today, was way ahead of its time, and made visitors to the Third International Commodore Computer show in June, when it was presented, gasp in astonishment. The 64k memory really was huge at that time, its proper keyboard compared very favourably with the rubber-keyed Spectrums, it had 16 colours and no attribute clash problem, as the Spectrum did, sprite graphics, a 40 column screen and the SID - Sound Interface Chip - built in. But, to begin with, you paid for all that mighty technology: the 64 was launched at £290 at the end of 1982. And no C24 joystick or software included, either.

In the UK the Commodore quickly joined the Spectrum as a first choice computer for buyers, without ever rivaling it. In the rest of the world, it was a di-

"We hope to produce at least two new games each month - and all our software will be original rather than versions of existing arcade games."
David Lambert, Imagine Software (Popular Computing Weekly, January 6, 1983)



Falcon Patrol
John Barnes

"We designed the Apple II with six guys and it's about to become the most-installed computer of all time. We designed the Apple II with a comprehension of 1980 and it still doesn't work."
Steve Jobs

CDS Founded: 1982

In the first British edition, the Williams began by programming for the ZX81 in his back bedroom, making a game called Death Adventure. To get the operation at a commercial stage, he took the program along to the UKM shop, where the managing director, Mike Hurdell, took out an licensing interest in home CDS Home Systems. But he proved the company as a sales company in July 1982. In December 1982, CDS opened its first shop in Doncaster - there are now 14 - and a few months later (also bought by Williams) UK CDS now employs over 100 people, with interests in full price and budget software, training, distribution, open and close distribution, packaging and printing.

For more: *Games Adventure* (1982)
See our earlier *Williams' Choice*, *Games Followed by Steve Jobs* (see previous)

ment story. The 64 became the world's best-selling computer in the US it cleaned up. Aggressive price cutting by Commodore, headed by Jack Tramiel, led to a price war and near financial ruin for rival Atari. The Dragon 32, was launched in July and sold in Boots on terms similar to WH Smith's exclusive contract with the Spectrum. Its 128K RAM, graphics and basic all compared favourably to the Atari's best. The Newbreed, finally saw the light of day, produced by Grandy Business Systems, which had bought the project from Hewlett-Packard.

The first Japanese home computer to be sold in the UK was the Ford 800, which was really a computer/console hybrid. And let's face it for the Cric. I, huge and all, rubber key board and 16K RAM. The Lym was a 280-based machine, with some impressively large memory configurations and high resolution graphics, which simply never made it into the high street stores in great enough number to sell. Finally, there was the curious Jupiter Box, developed by Steven Vickers and Richard Atkinson, who had both been on the Sinclair Spectrum design team. It was another 280 derivative machine, which is chiefly remembered today as the only home computer to sport Forté as its default language. This proved to be its downfall.



Hobbit
Melbourne House

"It's done it again. Steve Jobs has come up with a device to produce which will have enormous appeal to people wanting to find out more about themselves from without - it's something that we've used a lot."
David Doolittle, Personal Computer World, June 1987

"Our Microdrive, when it comes out, will revolutionize mass storage thinking."

Mark Brinkley, Senior Research
Program Computing Research, Fuji-
xerox 1/18, 1983



International Football
Computers

Who said this - and about what?

"It will have appeal as a
games machine because of the
very high speed and because
the language allows such
sophisticated user-defined
graphics."



Galaxy
Imaging

Virgin/Mastertronic Virgin Games Founded: February 1983

My company took excellent sales from 'Virgin Games, set up by Neil Ravenscroft, was a natural expansion for Mastertronic's 10 year and success company, and was set up in a similar environment. The quality of the programs immediately impressed other Virgin set up an in-house programming team, the Gang of Five. In 1984, in 1985, Virgin Games thought that (before Games and its range of licensed board game competitors, and in October 1985, it acquired a state-of-the-art, five-story budget software house. The software then transferred a whole lot to form a new company, Virgin Mastertronic. This involvement with Mastertronic gave Virgin its first entry into hardware, becoming the sole distributor of the large games console range in the UK in November 1987.

Four (the other an initial batch of activities which were relatively unsuccessful), Virgin Mastertronic was the company's name.

Best ever editor: Science (at times), by the Gang of Five

Digital Integration Founded: February 1982

Steve Marshall and Paul Swift, like so many others at the time, transferred from first programs, Digital first. In their second time, a replacement into work at the Micro-Ascent Government on to the UK. One new developer, Digital first is subsidiary of the Digital Computer in the UK which, with sales of over \$100M through the East, established companies in a number of countries. Both Digital first and Digital Computer were considered as the UK's largest in 1982, and Steve and Paul gave up their jobs to go full time in it.

Best ever editor: Digital first 1982
Best ever editor: Digital first 1982, all editors

EVENTS

In November, Sony launched the 5.5 inch disk drive in the UK. Those of you with 1.44MB versions may care to note that Sony's original single density drives stored 2,048, the double density a 'massive' 4,096. Starting price was £235.

January - and the sacred 2M Monitor: Bunting at the awards with arcade clones, writers could try out and buy 2M80 titles such as Invaders and UK Break-out from founding Liverpool publisher Bug Byte, Defender, Invaders, Q5 Scramble, Asteroids and Galaxian from Quadevco, Monkey Business from Airc, or JD Master Maze from J. Gray Software. No prizes for guessing which of these were based on Space Invaders, Pacman, Galaxian, Scramble and Defender.



APPENDIX AND DEPARTURES

Ready of new releases lined up at the starting blocks in 1983. The Acorn Electron was announced in January with a scheduled release date in March. It finally rolled out of Acorn over a year later. In May, Microtech, previously a Spectrum alternative keyboard supplier,

showed off its 280-based main, the Microtech 80X. Mattel announced that the age of its Aquarius would close in September. IBM dipped a toe into the home computer market with the PC Jr. 1,000 4868 and a 3.25" disk drive for \$1,000. The Coleco Adam was dubbed the 'top' of Jane's Consumer Electronics show in Chicago, but by Christmas, Coleco was having so many problems with shortages and reports of faulty machines, that it was glad to have the Cabbage Patch doll to fall back on.

A game called Petaloo caught everyone's imagination. Publisher Legend Software claimed it was the "first computer music", a Atari-sounding jigsaw with 'Independent' characters in which the outcome could be different every time. And at \$14.95, it was a nice little sampler for Legend.

In 1983, software, which had hitherto been distributed by artificial versions of arcade games, began to identify. Adventure games like The Hobbit, by Melbourne House, and Level 9's Colonial Adventure and Snowfall had significantly improved owners. Golem's Q&A became available towards the end of 1983, and

Where are they now? Commodore Max, Ultima and Vic 10

Actually, none are still out of the same computer. Instead an increased focus on its other major computer lines. All three manufacturers were announced announcements at shows. The UK's market was notable for offering a lot of maintenance equipment for the PCjr, while the Commodore line the latest announced 800 KHz and good problem (flowers at a 100 x 100 screen. It never arrived, and was widely speculated by press reports of a 100 and 200, which eventually became the 100 and Plus.

led to a thriving cottage industry of 'homebrew' adventures. It was a good time for UK adventure writers, since Infocom titles, such as the famous Zork series, and adventures by Scott Adams, were not only available in the UK, and certainly weren't converted for any home-grown machines like the Spectrum.

EVENTS

The PCjr show was again at the Barbican, and was the first of the afternoon what-long games-fests that became the PCjr show of the late '80s. Star turns by Imagine and Limasoft.

Bug Byte, one of the largest and most well-known of the software houses which had grown up around the DR1 and Spectrum, was going through turbulent times. In January, its head programmer Capone Evans, and senior staff David Llewellyn and Mark Butler broke away from the company to form Imagine Software, and its first game, Arcadia, for the Spectrum and 80.

Microsoft Founded: November 1983/June 1985

Although Microsoft was set up by Bill Gates and Paul Allen, most everyone in the industry at the time (and in its own right) in November 1980, it did not become a company in its own right until June 1985. Gary, Steve included such educational games as Chess for the PCjr. First Steps with the 8088-based Q&A. Thinking Party 1985. Gates also published in Spring 1984 (President) the first copy (which, because of the Spectrum's lack of the hardware, was never published) of a magazine called 'Image Home'.

Microsoft founded using its marketing skills for home-grown good software and it began to make a specialty of the operating system in 1987, using its Windows version as a springboard. The Microsoft Group bought the computer PCjr and Spectrum hardware (now up for sale again) in addition to its software and the very Microsoft market's was given a new image Home.

Best ever Gary Capone 1983 (written by the first founders, Steve and Paul Allen)
Best ever editor: Paul Allen (written)

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... 30, became available shortly after-
... ward. At first, it appeared that
... Imagine could do no wrong. At-
... tardo sold strongly and the company
... presented a flamboyant, affable
... style. It appointed Bruce
... Evans, the "incomparable"
... Menzies as CEO in 1980, to
... lead its marketing, there were
... lots of first cars and first
... lifestyles, and Imagine finished
... 1980 on a high. In November, Big
... Byte lost its second batch of per-
... sonnel when Alan Bates and
... Matthew Smith, programmer of the
... to Atari 800, left to form Soft-
... ware Projects, Smith with the
... Atari 8000 input unit.

... Alan Bates earned nearly a quarter
... of his total staff - about 5,700 peo-
... ple - after posting "disastrous"
... financial results, despite announc-
... ing a new 12000L computer with
... 640 KB, and cutting the price of
... the 8000L from \$499.00 to
... \$399.99. By the end of the year,
... Warner Communications was look-
... ing for a buyer for the ailing
... games company.

... One Goetz, 47 years old,
... was named The Guardian Young



Boulder Dash
First Atari Software

Who said this - and to whom?

"Are you going to sell sugared water
to children all your life when you
could be doing something really
important?"

Where are they now? Eugene Evans

... Head developer The Bermuda Project for Microsoft in 1980, before moving into project
... management rather than programming. His first and only contract job. ...
... where in Chicago a year ago company has produced five or six, ...
... published in all by Microsoft.

... Businessman of the Year in March.
... In June, he received a knighthood
... in the Queen's Birthday Honours.

STORIES

... In the summer, Samrat Comput-
... ers changed its name to Sun Com-
... puters, and opened off one of
... home computing's longest running
... pages of revised release dates,
... name changes and confusion with
... the sun-entertaining tale of the
... Enterprise.

... The Sun Enterprise, we were
... told would be a computer "with
... electronics built out". Dedicated
... chips handling graphics and sound
... the "Rock and Dora" chips, if you
... will, large memory expansion
... potential, the Enterprise had it all -
... on paper. What it eventually
... appeared at the end of 1980, it
... was hardly not obsolete, but cer-
... tainly nothing groundbreaking
... more.

"The Microdrive should have a
major impact on the Spectrum
software market, not only for
games, but for sophisticated
personal/business software
like spreadsheets or database
applications."

Personal Computer News, August 4

Acknowledgements

... Many thanks to David Tebbutt, and
... David Kelly, for their help and for
... bringing me through their
... respective magazine collections.

REVIEWS

... A34 1980 Personal Computer World, May 1980. At a review of Texas Instruments
... 8004 computer.

... A32 1980 Review of Software of Apple-Centris about the Apple III (Popular Computer
... 20, March, November 13, 1980).

... A36 1980 Review of the introduction of Apple IIc, by John Sculley, then of Personal Co.
... (currently credited as the inventor of the microdrive) leading to the Apple IIc presentation
... during the same event.

SOCCER MATCH

NEW DANGERS

FREE
WIN A TRIP
TO ANFIELD

OUT IN OCTOBER
ON ATARI ST
CBM AMIGA



IMPRESSIONS



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QUARTER, MAKE NO
COMPROMISES"

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The gladiator's battle cry ... take no prisoners, give no quarter, make no compromise.

- Strategically undersea war tactics
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- 88 plus new musical soundfiles
- 8 levels with 88 screens
- 40 different aliens
- Multi graphics system built, terra, fire, crystal
- "Way and roll" over 27 multi functional extra weapons
- Five style configuration of weapons and satellites



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BETRAYAL

A web of intricate possibilities
but fair play isn't one of them.



In the pursuit of power, the end justifies the means . . .

Your opponents will betray you. They will cheat, lie, pillage and kill - and try to blame you if they are caught! They will plot and spy against you in a fight for raw power and wealth.

Betrayal involves a long, hard, ruthless struggle, starting with the acquisition of towns, cultivation of your lands and culminating in the

honing of your military strategy and execution of political subterfuge.

Betrayal is available now for your ST and Amiga at £24.99, C64 and Spectrum cassette at £9.99, and C64 and Spectrum disk at £14.99, and PC at £24.99.



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THEIR FINEST HOUR

ACE
RATED
933

The Battle of Britain

ACE trips the flight fantastic with Lucasfilm's latest historic air combat simulation...

Summer 1940: the future of Britain lies in the hands of a few idealistic, young, but very brave RAF fighter pilots equipped with just 530 fighters up against the might of Hitler's Luftwaffe with over 2000 aircraft. Given the choice which side would you have gone for? Well, with this new Lucasfilm historic flight simulation you have just that choice, and the chance to fly eight classic aircraft from the period. You could even alter the outcome of the Battle of Britain if you're good enough!

FLIGHT OF FANCY

Now called *Hour: The Battle of Britain* is a classy product from start to finish. The PC version comes



"If the British Empire and the Commonwealth's best for a thousand years, you will still say: 'This was their finest hour!'"

Winston Churchill, 1940

on four disks with a staggering - and extremely impressive - 200-page manual detailing everything you could possibly want to know about the Battle of Britain - the Lucasfilm game and the real thing.

On loading, you're presented with a menu selection screen detailing the game's options: training flight, combat flight, custom mission, play campaign, review combat records, review combat film or exit. Training flight lets you practice flying, shooting and bombing in various situations. Combat flight throws you into one of a possible eight historically accurate missions for each of the eight aircraft included in the game. If you get bored with the preselected assignments, you can build your own missions using the Mission Builder utility included with the package. Play campaign allows you to take part in several campaign missions. You can also review the combat records of the pilots and crews who have flown in

RELEASE BOX

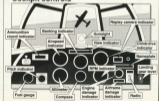
IBM XT	C4.996	FEBRUARY
AMIGA	C4.996	FEBRUARY
IBM PC	C4.996	FEBRUARY

THEIR FINEST HOUR: THE BATTLE OF BRITAIN

Continuing the historic theme first shown in its earlier Battlehawks 1942 air combat simulation, Lucasfilm has produced a superb flight sim in *Their Finest Hour: The Battle of Britain*. Although the control mechanisms aren't that responsive and the PC graphics are slightly jerky, the sheer fun of playing through the numerous capturing missions and the chance to fly eight classic aircraft make this game an attractive purchase for any budding ace.

ACE RATING 933

Cockpit controls



THE HEROES



Douglas Foster

Foster explains his first experience after a plane crash in 1939: "I was in the front cockpit when we were shot down from France again. From July 1940 to August 1941 I flew on the night side of the sea and then on the French coast when we were shot down from France. I never returned to the sea in the way I had described before."



Brian Lister

Lister explains his experience after an air battle: "After the war I became a pilot and flew in the RAF. I was in a transport plane from the coast of France to the interior of France. I was shot down in 1940. I was in the cockpit of the plane when it was shot down. I was the only survivor. I was rescued by the RAF and returned to the UK in 1941."

your mission, and review the combat film which you can "rewind" during every mission.

PLANE SAILING

The *Fineest Hour* lets you fly eight single-seat fighters, double-seat fighters and dive bombers, and medium bombers: Spitfires, Hurricanes, Messerschmitt Bf109, Messerschmitt Bf110, Junkers Ju87 Stuka, Junkers Ju88, Dornier 17 Flying Pencil or Heinkel 111. Each aircraft has its own characteristics, advantages and disadvantages but the general control methods remain the same for all eight.

Early the most general in-flight control feature is the review combat film option. During a mission, you can switch a camera on and record the ensuing action onto "film". You can then playback the results and use a VCR using a comprehensive variety of view modes from the ground, air or even a turret!

LARGEFILM'S FINEST HOUR

The ACE team are well impressed with this one – it has everything you could possibly want: authenticity, character and most importantly playability and addictive-ness. Whether you're a lightning fan or not, you can still gain a great deal of absorbing enjoyment from commanding a Squadron, taking out a few Hut over the English Channel, while managing to return in time for four o'clock tea at Mrs Miggins' per-house. It's great in-flight entertainment. Check it out.

THE RIGHT STUFF

After a daylight run over the English Channel, Pilot Officer Tony Messerschmitt was forced to land in the North Sea on the side of flight. Knowing that his fuel levels in the process, he then caught a ferry to Southampton, but arrived too late to repair his Squadron. He made his way to a bar in a Southampton hotel, had a few drinks and spent the night. The next morning he telephoned his Squadron and told the captain, "If you want me to go on fighting, you'd better send someone down here to get my kit."

REMEMBERING THE FEW

This year joins the Battle of Britain 50th Anniversary Appeal dedicated to helping staff and personnel and their families – there's a target set for collecting £25 million. If you want to get involved or make a donation contact: The RAF Benevolent Fund's Battle of Britain 50th Anniversary Appeal Limited, 31 Grosvenor Street, London W1A 3PH, Tel: 01 493 2007.

"Never was so much owed by so many to so few"
Winston Churchill

Turning inside the enemy



When attacked, German aircraft frequently resorted to flying in a defensive circle. If the attacking fighter could turn inside the circle he could bring his guns to bear and forcing it no danger of being fired upon himself.

World War II fighter aircraft

During the 1930s a new generation of airplanes was developed, moving away from the wood and wire biplanes of the First World War and making use of flush-riveted metal stressed skin monocoque construction, retractable undercarriages and enclosed cockpits.



The aircraft everyone thinks of when talking of WWII fighters. Continuously developed during the course of the war it was the only fighter which maintained its superiority for the entire duration.

The Supermarine Spitfire

How an aerofoil works



When air flows around an aerofoil it is forced to travel faster over the top surface than the bottom. This creates an area of low pressure above the wing and a high pressure below the wing. The difference in pressure pushes the wing upwards.

The Messerschmitt Bf 109

The first prototype Bf 109 flew in May 1935 and was powered by a 16-cylinder Daimler-Benz V engine, although the full production version used German-made engines. The 109's V-cylinder had a maximum speed of 346mph at 14,500ft, a range span of 9,875mi and was 32ft6in in length. It was armed with two 7.5mm machine guns and two 20mm cannons.

Attack on Middle Wallop: The ACE Photo-Story



We go to intercept the Ju 88 but are instead attacked by the SP100 - which we then have our attention to...

After flying a valley at us, the SP100 banks towards the sun in a classic manoeuvre.



...let's get that shot from another angle!



While tracking our Spitfire on the Middle Wallop airfield runway we come under attack from a German Ju 88 medium bomber and SP100 fighter.



Meanwhile, the Ju 88 makes a bombing run on the airfield...



Thankfully the Ju 88 misses its target.

We catch up with the Ju 88 and let him have it!

BLACK THURSDAY

On August 25th, 1940 a group of Junkers Ju 88s from 1/LG II used a low-level approach to attack the airfield of Middle Wallop. They arrived so unexpectedly they surprised and all but wiped out 2 British Squadrons on the ground. Only a few Spitfires of 609 Squadron managed to make it airborne while bombs were exploding behind them in the hangars. The day was named "Black Thursday".

THE LEADERS



Hugh Dowding
—RAF Air Chief Marshal

Dowding, a professional aviator since 1914, was the commander-in-chief of the RAF during the Battle of Britain. Despite being the central figure from 1935 to the outbreak of the campaign, "Bunny" Dowding was the second command. A leader for the British air force, and was subsequently relieved of command on November 24, 1940 - to let the RAF see some love.



Hermann Göring
—Luftwaffe Reichsmarschall

Forming one of three flying ace quartets with six victories and a Blue Bird medal for being the first to shoot the Nazis in 1938, going on to invade the British, capture their communications, bring the RAF communication down and lead the Luftwaffe during the Battle of Britain after being the Battle of Britain and German leader campaign, and was eventually captured by the Allies on May 10, 1945. He was awarded several other military honours in World-War-II, including the Iron Cross.

HUG TO HUG

Compare the Lutetian view from a Spitfire 86's cockpit with the real thing...



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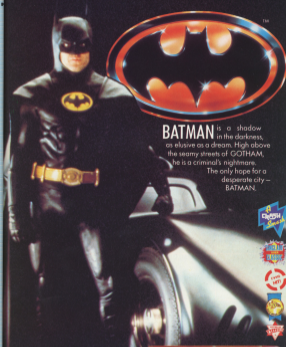
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in the darkness,
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SHADOW OF THE
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THE BEAST IS AMONG US

This is it - A whole new dimension in computer games
 50 frames per second arcade quality scroll
 350 screens - 132 unique monsters
 13 levels of parallax scrolling
 900k of emotive music
 2Mb of graphics compressed in two disks.

A TRULY MASSIVE GAME FOR THE AMIGA 500, 1000 & 2000

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Screen Shots from the Amiga version

AMIGA: £14.95 / £19.95 (UK) COMBO: £20.00

SCREEN TEST

PIC CURVE POWER

The PIC - Predicted Interest Curve - is the most sophisticated reviewing tool around. Here's why...

The curve is divided into six sections, indicating the player's attention level after one minute, one hour, one day, one week, one month, and one year. But the info you are asked for then just what your interest level will be at any given time (although that's obviously important to itself)...

For example, a high one minute rating means that the game must look fantastic and get you all excited from the word go. That means it's probably a good game to show off to the neighbors - after all, they probably aren't going to pay attention for much more than a minute, after which they'll go back to drinking coffee and making rude remarks about "those awful board games the boys play these days".

The minute, hour, and day ratings can tell you a lot about a game too. If there's a 500 here, followed by a nine, you've got a game that may take a bit of getting into - not recommended if you like to get down to something quick and easy. Alternatively, the graphics may put you off for a while until the gameplay starts to go. Check out the PIC command for more details.

Finally you've got the month and year ratings. The better a game holds up here the more interesting it is.

It's your hard earned cash. PIC curve construction takes a lot of playing on the part of ACE reviewers. PIC curve analysis is an art in itself. The reward is knowing just what you're getting when you make the decision to splash out on *Masters of Deceit*, *Demolition Derby*, *Demolition Derby*, or *F10 Strike Eagle II* - just one of the month's excellent examples of today's software technology.

PREDICTED INTEREST CURVE



PICs give you more than a rating - they represent the entire life of a game... you see

DON'T FORGET THE UPDATES!

PlayStation hits three new formats, plus Paralympic Predictor and Continental Group on the ST and PlayStation's attractive ball-blasters on the PC. Check out p.123/4.

THE ACE REVIEWING SYSTEM

PIC CURVES

The latest feature to the ACE reviewing system charts the interest level that a game attracts over a specified time. The curve is an unambiguous & consistent measurement of the steps the PIC has taken on the PIC Curve Power panel on the page.

Each individual curve shows the interest level that the game's implementation of a specific machine, these two include ratings for:

GRAPHICS

An overview of the game's graphics with the inclusion of each machine given into account. A professional graphics panel will allow you to compare the game's graphics with an accompanying image and

AUDIO

the music and sound effects in the game. A high rating is

available on most board machines like the Spectrum and PC if the computer's sound-effects are clearly identifiable.

NO FACTION

This, combined you have to use your brain. The rating indicates the risk of mental effort - which some people actually enjoy. Only the ACE readers are generally recommended for more intelligent than their fellow gamers, so the ratings may be lower than you expect.

FUN FACTOR

Basically a measure of how fun the game is. Games like *Demolition Derby* and *Demolition Derby* require virtually zero thought but are still remarkable good fun. Most average games will have a rating of 500. Some games may be designed for instant satisfaction. Games don't have to be either fun or intelligent - they can be both.

AGE RATING

This is not yet started out of the air but is calculated from the unexcused PIC Curve. Forget it until you're taking a game review and then it'll be very obvious but it's not the best of ideas as well. Just because a game costs 500 you can't say it's not meant to be. Not recommended if you're following it a general guide to what the rating means.

500-1000: a classic game, recommended without reservation.

800-900: superb games, but perhaps lacking the brightness depth to last into the month and year ratings.

700-800: not quite recommended, but suitable for a couple of weeks to the graphics that last the night.

600-700: for fun only, when it's hard to be very good if you like that sort of thing.

500-600: this will be good things going for it, but the game clearly has some noticeable problems.

400-500: problems with graphics and programming make this an average game.

300-400: the only of the graphics but the design may probably benefit in the full release.

200-300: things are getting really serious now.

100-200: 2000 games rating on it things. Under 100: nothing has been achieved this appalling level of rating if anything else, it would be worth leaving it for free.

VERSION BODIES

The latest version specific information on graphics, audio, loading problems etc. If there's a lot for your machine but it's not in demand, it'll be covered in an update in a later issue.

THE TEAM

includes Steve Cook, one of the original editors of the reviewing magazine (he, known to thousands through his many other game-related columns, including *Crash's* movie blog, the PC-games, and the fairly *Magnum* *Crash*).

Steve Cook is the man who's responsible for making game magazines (S&P, in the mag, *Lobby* for us). Experts get fed up with writing for three and a half years and then they're back to work. Steve's been playing games since he was a kid. He's got a lot of experience in the world of game magazines.

Steve Cook is ACE's new staff editor - *Crash* has been playing games since he was a kid, but some of them are probably well known to you. Steve has been playing games since he was a kid. He's got a lot of experience in the world of game magazines.

ing there could be one such a game to be read, but he could push them to and let you of about it. Other reviewers include Mark Stevens and Gordon Douglas (both of whom would be under the heading *Demolition Derby* another magazine) but *Demolition Derby* was written by their father. Finally, *Demolition Derby* is a bit of a game. Steve Cook is the man who's responsible for making game magazines (S&P, in the mag, *Lobby* for us). Experts get fed up with writing for three and a half years and then they're back to work. Steve's been playing games since he was a kid. He's got a lot of experience in the world of game magazines.

We don't review anything until we are 100% certain that we're got it right. We've checked them out thoroughly - now you can too.

TENGEN'S *Hard Drive!* managed to go up a gear in its numerous racing rivals in the arcade earlier this year with its realistic handling controls.

Tengen have concentrated their efforts on making the car handle like a true racing simula-tion - rather than banking stacks of code on pretty scenery and background graphics.

The visual effect of this approach is to create a game that looks very simple - basic perspective line drawings and blocky angular shaped vehicles on the road. But what *Hard Drive!* may be considered to lack in graphics it more than makes up for in game play.

You are placed at the controls of a super fast sports car competing in a race against several other cars on a choice of two tracks.

The Start track features three exciting challenges: the Bridge Jump, Loop-the-Loop, and the Bank. It is also the part of the game where the main thrills and spills are to be had.

Getting the speed and approach right as you go into these stunts is the key to success - and mastering this control will take a good deal of practice.



HARD DRIVIN'

DOMARK put the hammer down

Steering the car in *Hard Drive!* also appears quite difficult on the first few attempts - but this is very much by comparison with other racing games that actually operate quite anatomically under joystick control. *Hard Drive!* is much more realistic. If you swing wildly out of control in one direction then in your attempt to right your position you are likely to swing pretty strongly in the opposite direction. Skidding also needs to be mastered if you are to become a skilled *Hard Drive!* ace. The skidding is excellent fun and can be used to particular advantage on the Bank.

The computer helps you master the steering and acceleration with a variety of on-screen prompts. Steer wildly out of control and you may find yourself driving down the road in the wrong direction - but the computer points this out to you. Because of the delicacy of the steering a directional arrow moves slightly to the left and right. Keep this centred and you will not go too far wrong.

Another feature there to help you is the action replay sequence. This gives an out of car view of the action (as opposed to your view of the road from the drivers seat, i.e. you are viewing the whole car). Particularly exciting viewing it makes too, especially if you come off the Loop or the Loop track at high speed. But it is there for more than mere entertainment - it enables you to try things out and see how the car performs.

A choice of automatic and manual controlled gears are available. The automatic gear enable you to concentrate on the stunts and the race - but once you have become hand-

► Spectrum version

RELEASE BOX

ATARI ST	115.995k	OUT NOW
AMIGA	115.995k	IMMINENT
SPECTRUM	115.995k • 114.995k	OUT NOW
AMSTRAD	115.995k • 114.995k	IMMINENT
CGI/128	115.995k • 113.995k	IMMINENT
IBM PC	114.995k	IMMINENT
UPCOMING	Approx 120.000k	JAN 1992

ACE
HATED
937

united with the controls you may decide that real manual gears.

As you squeeze the accelerator the white lines in the middle of the road soon start to disappear quickly underneath your car as if reality has been removed. The feeling of speed is very convincing due to the very low perspective you have of the road.





ST VERSION

Not a perfect conversion of the original, but the sound is fine, the music, and handling controls will do anything it can to match. One of the way best racers now available for the ST.

GRAPHICS 8 16 FACTOR 0
 AUDIO 8 FUN FACTOR 8
ACE RATING 927

SPECTRUM VERSION

The main race window features a monochromatic display. Despite this the graphics are very detailed and the track moves fast enough to be convincing. It is slightly noisy but this is only to be expected. Thanks to the programmers' credit, many single important game day elements had been included - right down to the action replay. Once again a Spectrum conversion of an advanced version is pulled off against the odds. First class Spectrum racing.

GRAPHICS 8 16 FACTOR 0
 AUDIO 7 FUN FACTOR 8
ACE RATING 904

The tracks are dotted with checkpoints which measure your progress against the game clock. If your speed is good enough you may get a mark of the Phantom Fluxon locomotive controlled car in a race around the Start track.

The Phantom makes a tough adversary and accelerates away from the start at great speed. Taking him on is for the advanced Hard Drive - but it is a challenge well worth building up to.

ST Version

Action racing view of the Loop the Loop track. The driver looked sufficient speed to pull it off.

ST version

Driver's eye view of Loop the Loop. Four down, deep breath, and close your eyes.



The appeal of Hard Drive! is in the pure joy of racing along - over taking other cars, and the sensation of speed that is created in the process. The starts are the king on the cars, but in the end it's the racing that remains as the main attraction.

Hard Drive! appears to have an addictive look that many of the current crop of racing cars lack. Both have captured the addictive spirit of the game for home consumption. Irresistible and certain to be the Dem Dem's biggest hit to date - possibly even popping at the other Christmas races to the number one slot.

• Expert's Legacy

PREDICTED INTEREST CURVE



Especially timeless entertainment as Hard Drive! is likely to become the favorite racer for many gamers - and thereby get many regular spins.

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WONDER BOY III

Hack'n'slay with cutie power on the SEGA.

WONDER Boy is back in his third incarnation, once again bringing the art of the silly sprite to the Sega. As with the other Wonder Boy titles, you play the adrifted hero as he carves his way through various battles (some of whom look in the least bit threatening), in a platform based action adventure.



Wonder Boy confronts the evil fire-breathing dragon. Even if he manages to defeat the monster, it will not be worth. The dragon has something ready up its sleeve.

This time you begin your adventure as per any day of the week. You know, it's the usual wonder hacking routine (no sweat). But things start to go wrong when you come across the nasty old Dragon. When last it you manage to mortally wound him he throws a terrible curse and turns you into Lizard Man (yuck). Which only goes to prove what you suspected all along — Dragons are really bad news.

Well, so you bring over split risk — you're a hard case and you're going to have to work out how to regain your normal form. It isn't all bad news, however, you do look very cute as a Lizard Man-like; it suits you. Even so, you'll probably not want to stay that way for too long.

The screen lets in a magical beam known as the Star-mender Cross (no, not an award for heroic stardry but the only thing that can restore you to normality). The rest of the game concerns your quest for the said

Cross, and involves the usual boss with a whole host of colorful nasty enemies.

The game is quite enjoyable to play and has some nice touches. The sprites are fun and well animated (look out especially for the way Wonder Boy himself shifts to a halt when you stop). The scenery features are very good too, like the giant springs which launch Wonder Boy/Lizard Man onto higher platforms. Good arcade adventure fare for the committed.

— Laurence Savory

RELEASE BOX		
SEGA	EST. MS. COST	OUT NOW
GRAPHICS	7	10 FACTOR
AUDIO	6	10M FACTOR
ACE RATING 875		



GHOSTBUSTERS

The classic spook license now haunts SEGA...

IT'S always a rather pleasant surprise when a film title turns out to be a good game. Such was the case with the original (Ghostbusters) game, released way back in 1984. Activision, the company responsible for the title, chose to concentrate on the more obvious action sequences from the film rather than worrying too much about a subtle plot. This approach seems to have worked well.

The game on the Sega plays much the same as it did on the original computer version. You begin with a small amount of cash with which you can buy a basic ghostbusting



Our heroes roam in, too (Seems and ghost-trap at the ready, in an attempt to bag a few more ghosts. They had better get it right, though, or they'll be silenced.

vehicle and equip it with the essential pieces of equipment needed to go out and bag ghosts. Once you have kitted up, it's time to drive off and rid some streets.

In the first section of the game proper you are presented with a map of the city. The Gatekeeper and The Master of the Ray are both wandering around. If they happen to meet and make their way to Ecto-1, then things start getting really messy. Meanwhile, you guide your ghostbusting combat around the streets, tracking the ghosts before they accumulate and form Mardianman-man.

In the second section of the game it is which you have an overhead view of your ghostbusting vehicle driving through the streets. You must avoid other traffic, while sucking up the swirling ghosts with your ghost vacuum. Once you arrive at the intended building you enter the section of the game which actually requires some sort of skill. Here you must manoeuvre your ghostbusters with their ghost trap and beams to capture all of the ghosts floating in front of the building. If you fail to trap them all you will be silenced. Ah, your ultimate aim is to build up enough points to enter Ecto-1 before the city's PR image gets too high. Then you can

break paid the Mardianman man for your final confrontation with Gema.

The appeal of Ghostbusters really lies in the sheer variety of the gameplay, even though some of the sections are ridiculously simple. As an added attraction, the better you do, the more complex and useful the equipment you can buy. This feature is likely to keep you coming back to the game, even after you have played it several times.

— Laurence Savory

RELEASE BOX		
SEGA	EST. MS. COST	OUT NOW
GRAPHICS	7	10 FACTOR
AUDIO	6	10M FACTOR
ACE RATING 725		



SWITCHBLADE

GREMLIN's little Cyber Knight goes forth into arcade adventure land

The cyber world of *Thexex* is about to enter a new era of darkness and despair. The dark lord of nightmares, Frank, having slain for 10,000 years his fraily waken. The Freblade has been broken, and its sixteen pieces scattered through the underworld where Frank now reigns. The slaughter has begun, and all of the Stakeknights, its-tech warriors of Threxex are dead. Al, that is, except one. The last of the Cyberknights, Heu, is Threxex's last hope.

Knowing stuff isn't if! You, naturally enough, play the hero (Heu) (sorry about that), in this platform-based arcade adventure with beat-'em-up elements. Your task is to search the undercity for the sixteen pieces of the Freblade. Once you have collected them all you will be ready for your final confrontation with Frank.

During your search you will have to tackle the many evil creations of Frank. To begin with you have a basic series of punches and kicks to defend yourself with. Fortunately for you, your Cyber Arm is reprogrammable. Heu takes that means Power Ups, and lots of 'em. Rather than have a whole gamut of complicated joystick moves for each offensive movement you must use a power bar (a la *Rampart*) to gauge the strength and type of each punch/kick you make. This depends on the length of time that you hold down the fire button.

Make short stabs of the button and you will throw light punches. These are quick, but not very powerful, so you will have to keep con-

tinuing away of your opponents for quite some time before they disappear in a puff of pixels. Hold the button down for long enough however and you will execute a perfect sweeping kick - powerful enough to dispatch most bad guys with one blow.

The actual display shows only the areas you have already explored. Any areas you have not yet entered are initially dark. This makes the whole task of exploring the complex a lot more interesting. Other areas are accessible only after you have smashed your way through a crumbling wall, so it pays to be thorough. This is especially the case with regards to power-ups and bonuses, which are frequently hidden behind crates.



If he's quick enough, Heu can grab the crystal above him for a bonus.

Graphically, *Switchblade* is quite nice. The sprites are not that large, but this does allow for a large playing area. There are also some fairly useful status playing alongside the usual spot effects. Gameplay seems to be polished just about right as well. The combat method works well, and allows you to get straight into the game without having to absorb half-a-dozen impossible controls. Well worth a look - there should be something here to satisfy most people.

■ Laurence Corbett

RELEASE BOX

AMIGA 500 179.954 884947

AMIGA 179.954 037408

AMIGA VERSION

Good, but you might not be quite as much of a fan for a fairly simple reason. It's not a game that I would describe as an Amiga game, because in that it doesn't make the most of the one control device you will use on it. You'll find that only you have going for it is how easy it plays, and once you've got into the swing of things.

GRAPHICS: 5.5 FM: FACTOR: 5
AUDIO: 7 FM: FACTOR: 7
OVERALL: 6.5

BEWARE



THE HOUND OF SHADOW

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"The game's storyline is well researched and absolutely more absorbing..." *Amiga*

ELECTRONIC ARTS

ONSLAUGHT

Colourful battle-lust from the berserkers at HEWSON

WHEN you've had one of those really hard days at work, everything that can go wrong has gone wrong, and you're just about ready to explode, there's nothing better than taking on a whole army single hand-edly and having a good back for half an hour or so. Let me tell you, it's a really good way to shift that old tension kryptonite, and in case you haven't got a few friends handy who are willing to be hooked about a bit, Hewson have come up with the perfect solution—Onslaught.

It, like us, you have always thought that conventional wargames were a bit dry (my apologies to all those hard-core table-top war enthusiasts out there), then Onslaught is the game for you. It is based around the mythical land of Gargore. A land populated by warlike tribes, each of whom worship one of the many gods (all neatly explained in the rather detailed manual). You play a lone warrior, also a follower of one of these gods, who sets out to conquer the entire land (ambitious eh?).

There are several phases to the game. The first presents you with a square battle map, divided into a grid with each cell representing either a kingdom, a temple, or a landscape unit. Landscape units are shown as mountains, water, and so on. You cannot cross these unless you have collected the relevant magical charms, available at certain later stages of the game. By moving the cursor over an adjacent enemy kingdom you are shown an information panel giving you the alignment, fate, strength, and so on of the people who reside there. If

ed, these are set against equally brilliant background graphics and a colourful, produced by, which obviously means some pretty intensive software watching.

You begin at the far left of the battle field and must slink and hark your way through the enemy forces to reach the opposite side of the field. It's not just a case of ploughing your way through however, for if you let too many of the enemy get past you then you will lose the battle. To start with you are armed only with a mace, but as you kill your opponents they leave shields behind which can be collected to give more powerful weapons. Selecting weapons can prove a little tricky in the heat of battle. Fortunately, there is a later mode that automatically collects and selects weapons for you. The only disadvantage with this mode of play is that your score is never entered on the score table.

The second stage, siege, is much like the first only you actually enter the enemy's fortifications. The third stage, mind battle, is a sub-game in a completely different style. It supposedly represents the psychological battle between you and the enemy leader. This involves moving a cursor around a wheel-looking board with fading areas, and firing at it, while avoiding return missiles, and collecting bonuses. The same section is also used if you attack a temple. Should you win this last stage, then you have successfully conquered the kingdom.

As you slowly conquer kingdoms on the battle map you will also have to contend with plagues and rebellions, making it just as difficult to keep king-kind under you as it is to gain them in the first place.

Onslaught is a superbly presented game, with a lot to it. It is quite enjoyable to play, but the method of selecting weapons and the war-like on-screen action can make it difficult to keep pace with the game. This is a shame, as it does an otherwise excellent product. I also suspect that conquering kingdoms could become a bit monotonous after a while. Having said that, if you enjoy a bit of frantic 'hack 'n' slay', then this is definitely the game for you.



You have to learn to be inspired by a passing charge. While he's dying (war's time to admire the colourful bits), think, but don't think, can be edited by the player.

PREDICTED INTEREST CURVE



When high expectations are not disappointed, the net result is a less exciting game though.

RELEASE BOX

START UP	CD ROM	CD ROM
AMIGA	CD ROM	386/486

BY HEWSON

Your immediate reaction will be: "That's never been on an CD." The graphics are incredible. Forget any notion of old 2D colour limitations on this game. The handling is as good as you can expect from the CD, being in mind that, on the machine, it's a fairly processor intensive activity. Hewson haven't let you down in the sound department either. They've obviously worked hard on getting the old warriors' blood into combat to the limit. Load, Unload, Fast and Furious... what more can I say?

GRAPHICS	9	10	FACTOR	9
SOUND	9	10	PLAY FACTOR	9
ACE RATING 850				



The battle map, showing the territories that make up the war-torn land of Gargore.

you now press the fire button you can attempt to conquer them.

Conquering kingdoms is the main, meaty part of the game, and is achieved in three stages: field battles, sieges, and mind battles. The first two are quite similar and are the best parts of the whole. When you first see the graphics for these stages you are going to be absolutely gobsmacked. You are presented with a always scrolling view of your warrior battling, close and tight, with the opposing army. The sprites are absolutely first class, incredibly detailed, and extremely well-animated.

© Laurence Scott

ATARI...THE POWER BEHIND

ARC

REACH OUT FOR THE POWER

ARCADE POWER



STAR BREAKER

The year is 2249. The Galactic Exploration Federation has been sending probing coms to nearby star systems in the hopes of finding alien life. In the past 20 years, there's been one hit out of the New City Systems of planets (there, except for the nearby planets, but not to mention that you can't see planets). Members of the Galactic Federation's Gold Level Division New Chicago in the midst of underground research created by the same planet. The directors of the Galactic Exploration Federation have offered a substantial bounty to anyone who can find the planet's secret visitors. You can't just ship to Star Breaker through space and find the New Chicago.

ATARI ST - AMIGA - IBM PC 219.95

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LAST NINJA 2



Once beaten, but not destroyed, the evil Shogun Kusaki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kusaki's growing powers, the ancient gods used all their wisdom to bring you, the Last Ninja, across the edge of time and confirm your arch-enemy once more. You arrive in this intriguing and awesome modern world bracing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kusaki once and for all?

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WEC LE MANS



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© Bucci

DOUBLE DRAGON



Skilful programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in home computer versions.

Join in deadly combat with savage street gang of the infamous Shadow Boss. No whatever weapons come to hand as you pursue the gang through the slums, factories and wooded outskirts of the city to reach the Black Warrior Island, for the final confrontation with the Shadow Boss himself!

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FUTURE WARS

PALACE SOFTWARE Import a great Gallic graphic adventure.

ADVENTURES have been something of a revival recently—but not, perhaps, in the way that many old adventure devotees might have hoped for. The best adventures seem to have finally shed a death (at least in the sense that none of the larger commercial software houses offer for the moment any more), when a company like Level 9 finally already made a commitment to graphics-based, puzzle-like, and more on from a genre it has been renowned for, this position that change is in the air.

There has been a noticeable move towards more complex graphics, and simpler, though more sophisticated, ways of interacting with the machine that was afforded by some of the early adventure classics. This is, perhaps, not surprising, given the widespread availability of machines like the ST and Amiga which both boast a powerful processor, large amounts of memory and easily accessed graphical input devices.

Companies like Sierra-Online have led the way forward with celebrated titles such as Leisure Suit Larry, Police Quest, and Space Quest. These are all distinguished by their high reliance on detailed background graphics, animated sequences, and the use of the mouse for movement and selection of many of the commonly used functions like saving and loading games. The Sierra games never completely divorced themselves from text input however, and although they all use an admirably advanced parser, which does make things easier, you still have to make the machine understand what you want to do through typed phrases.

If that's right, the new graphic adventure from French developers Delphine Software looks quite a bit like the Sierra adventures, but the resemblance is only superficial. An immediately noticeable difference is the superior quality of both the graphics and sound effects. They are not just good, they're first class. Much the same goes for the animated sequences which occur at particular points throughout the game. Attention to detail, especially in the presentation, is found throughout.

PREDICTED INTEREST CURVE



It will take a while to get into the game, but you won't be disappointed. Shouldn't take too long to come through.



Impressive isn't it? This is just the opening location, and there's plenty more about what comes next.

For example, rather than cursors, text boxes, and menus (locking out huge areas of the screen), they are presented as white text on a translucent grey background, as in Channel 4. This way, you can still see the graphics beneath them.

Movement is achieved by moving the pointer to your planned destination and clicking the mouse button. The best, in an office window cleaner, then attempts to walk towards the spot you have indicated. When you come to give him other instructions you discover the beauty and economy of the Delphine system that has been used to create the game—no text entry!

By clicking the left mouse button you call up a menu of standard adventure commands: EXAMINE, TAKE, INVENTORY, USE, OPERATE, and SPEAK. Once you have selected the option

you require, you move the pointer to the person or object you wish to apply the command to. For instance—if, in a standard text adventure, you would type OPEN BLUE DOOR, with Delphine you would select OPERATE, then move the pointer over the blue door and click.

There are several advantages in this system. Firstly, there is no fiddling about trying to find just the right word to use, secondly, unless you're a touch fussy, this method is much quicker. Another benefit that is probably not immediately apparent is that there are a limited number of combinations of commands and objects/verbs, so even if you cannot solve a problem logically, you can probably do it eventually through trial and error. It can save periods tiring the parser in disgust! This does mean that this adventure is likely to prove a bit less frustrating than most, especially for novice adventurers.

The actual plot concerns the thwarting of alien plans to disrupt history making their conquest of Earth in the 4th Century inevitable. You have been unwittingly drawn into this rather messy state of affairs. You find yourself being dragged through several time zones in an attempt to put a stop to the diabolical machinations of the aliens. This provides plenty of opportunity for to varied graphical locations and problems, that should be enough to keep most people happy for some time.

Although I can see that Future Wars might not appeal to adventure purists, it does succeed in making the genre accessible to a lot more people. It is certainly an enjoyable, well-presented product with a bit of style, and I wholeheartedly recommend it if you fancy an adventure that is a little different.

• Lucien/Softlab

RELEASE INFO

ATARI ST	12-1988	£19.95
AMIGA	12-1988	£19.95
IBM PC	12-88	£19.95

AMIGA VERSION

In Future Wars there is none of the objects we wish you may have to come to expect from adventures in the past. Indeed you are treated to superb graphics, stunning sound, and detailed animation. The Delphine system makes good use of the Amiga's mouse and graphical capabilities. A stunning product.

GRAPHICS HIGH QUALITY
SOUND FINE QUALITY

AGE RATING 11-13

DRAGON

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BATTLE SQUADRON

All this and Hybris Two from ELECTRONIC ZOO.

IF there's one word that sends Amiga-owning shoot 'em up freaks into an apoplectic seizure, it's *Hybris*, released near the beginning of last year. Discovering Software's US inspired blaster did for the Amiga shoot 'em up what F-14-88 Interceptor had done for the Amiga flight sim — mainly because at the time there were no decent quality blasters about, apart perhaps from *Silverdancer* and *Torban*.

Such was the critical success of *Hybris*, a follow-up was inevitable — and here it is. It's not an official sequel — there's no *Hybris II* subtitle or anything like that, but it's by Martin Pedersen and Torben Larsen, the team behind the original, and after one look at the game there's no denying the similarities. In practical terms, *Battle Squadron* is really *Hybris 1990* — a 12" version of the original, with Martin and Torben taking the original formula and giving the graphics, sound and gameplay an elaborate overhaul.

The most notable new addition is the simultaneous helicopter option that seems really lacking in many shoot 'em up these days. Fight the good fight together with your mate to make the task that much easier — and enjoyable. There's a level of healthy competition produced as a result — you're a team when it comes to killing the alien park, but as soon as a weapon capsule is released, it's every man for himself.

And taking of extra weapons... There are 25 in total. *Hybris*, too, had the weapons set upgraded through a series of stages? Well that's how it works here, but there are four separate and upgradeable base

weapons, each represented by a different color capsule. There's not too much difference in style or performance, and it all comes down to personal taste which is the best weapon, but check out the Magna Waves for some wholesale destruction! And of course there's a complete set of smart bombs for when the going gets tough.

Each level is broken down into two halves — the first takes place above the planet surface, where the aliens thankfully aren't too nasty, while the remainder is fought out underground, in the planet's subterranean caverns. This is where things get sticky as the huge stationary alien that were such a pain in *Hybris* make a comeback — but this time they're bigger and badder. Look out for the gargantuan Venus Flytrap!

Of course the well-oiled battles are back, but they're badder and more vicious than ever. This time around it's not just a matter of pumping them full of lead — most of them have to be taken apart piece by piece in the correct order.

As weapons go, *Battle Squadron* does the job — the programmers could have copied out and done a few really exotic levels, but the complete facility that's been done here means you've got a whole new shoot 'em up that will manage to retain the winning feel of the original. It's tough — at least as tough as *Star Wars* — but a moderator screen (provided) that shows you to go around with numbers of lives, alien speed, mine weapons and so on to give you a head start.

Aesthetically it's a winner — a real improvement over the original with bigger, badder nasties and — something which *Hybris* lacked — proper varied landscapes. Check out the mechanical level for some jaw-dropping effects!



Searching action from the programmers of *Hybris*.

All in all, *Battle Squadron* must go into the top three Amiga shoot 'em ups, along with *Space Inv* and *Silverdancer* — not to be missed.

• Gary White

RELEASE BOX

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No other versions planned.

AMIGA VERSION

An excellent soundtrack, comprising a plethora of themes and angles does the business, and graphics take their toll to touch it. It's the little touches like the night left/right scrolling that give the the edge. The only quibble is that there's not enough of depth to the backgrounds — perhaps some parallel scrolling would have helped? Games play-wise however, it's top-tier, Homeless UK's, The Big Cheese, July Good News.

GRAPHICS: 9 IQ FACTOR: 3
SOUND: 7 FINE FACTOR: 8

AGE RATING: 067

PREDICTED INTEREST CURVE



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THE THIRD COURIER

Berlin sounds like an exciting place these days. A quick visit with a former foe to flip a block off the Iron Curtain for posterity, a few free beers from emotional missteps, flowers from evasive passers-by, in fact just the place for a holiday if you fancy seeing history unfold before your eyes.

On a rather different level, Berlin is also the scene of Accolade's latest offering. It's a change experience to wander up and down the Karlsmar in the game while simultaneously watching a TV program featuring footage of real and emotional Germans tumbling down the same street. With such strong competition from current events, can the game hold its own?

TFC takes place in the old Berlin and the wall is most definitely in place. The program gives you the opportunity to create a number of Agent files, each of which effectively defines a player character who may then be "activated" to enter the scenario. Your objective is to recover stolen NATO defense plans before they can be sold to the Russians by any apparently defunct Westein agent.

Each time you play you can select any one of your filed agents, and "activate" him for help. Relevant characteristics include the standard RPG-style attributes, but these have a rather subtle effect on the action during the game. What's most important is your ability (or otherwise) to handle a gun and your current potential for healthy living, both of which determine how long you're likely to survive constant attacks by partisans, muggers, drunks, and assassins.



A policeman confronts you in the street near your apartment. All encounters take this format: a graphics display, and limited interaction. If you kill someone, you can usually take their weapons.

You start the game in your apartment. The display shows your current location; there are three categories of location display rather as in The Bard's Tale series. Interiors of shops and apartments are revealed as single full-screen views. Interiors scroll towards you with a perspective view each time you move, and these are also the equivalent of "dungeons"—sparsely detailed perspective interiors that scroll in a similar fashion.

As the Iron Curtain is swept aside, ACCOLADE plunges you back into the Cold War. NATO plans are missing, and it's up to you to create an RPG-style character and get after them...

Encounters involve the relevant monster or colleague appearing as a detailed figure superimposed on the current location graphic. A descriptor of the encounter is flashed up, and if things turn nasty you'll be keeping a close eye on your character attributes on the right of the screen. It doesn't take many shots from a policeman's NATO rifle to get the health down to zero.

Commands are all menu-driven but the design of the menus can mean rather laborious multiple selections for frequently needed options. For example, confronted by a policeman demanding your papers, you have to ACCESS, USE, US PASSPORT items (no. Adding in an ENCOUNTER menu could cut this and other hassle factors down considerably.

This may seem like a small problem, but it's compounded by the game's most serious design flaw: over-frequent and uninteresting encounters. While you explore the city, you're constantly challenged by color who only want to see your papers. In the end it becomes so tiresome that it becomes a real distraction to further encounter. Other



An interior designed in style - this is a hotel.

encounters are just as dull and after being told to get lost by the nth identical looking barman in the nth identical looking bar, you're looking up at the staff for something else to play.

Your search for the NATO plans involves similar repetitive gameplay as you question everyone you meet (almost always with identical, uninteresting consequences) and explore all possible locations, most of which look exactly the same. Back in your apartment your computer occasionally drops heavy loads in the form of e-mail from your superiors. After taking the first couple (with a sense of relief rather than achievement) I returned to the house to find that the solution was practically handed to me on a plate by my boss.

As you move along the street, different categories of establishment are flagged by icons at the bottom of the screen: a bar to your left, for example, or a hotel to your right. Unfortunately all bars look the same from the outside (as do all other building categories) so you have to visit each and every one in your quest. This soon becomes rather tedious since the rewards are not numerous enough to compensate for the disappointments.

Things do hot up later on as you get further into the case, but it is a tremendous whiggle against the impulse to reset the machine to get this fix.

The Third Courier is a disappointment. A slick user interface conceals what is, essentially, a very simple game mechanic which lacks variation in gameplay and ultimately fails to raise the adrenalin levels. Great, but where abouts for the brain.

■ See p. 143 for reviewer details.

LANDSCAPE

Accolade graphics, viewed by both of us, may be quite excellent.

ENCOUNTERS

The most subtle and most interesting aspect of the play may be the way the game handles encounters. It's very well done.

TECHNIQUES

The most interesting aspect of the game may be the way the game handles encounters. It's very well done.

SYSTEM

The game runs on the Amiga, with other and similar systems. It's a very good game.

ACE RATING

875

Had a game that is going to send someone's brain spinning. The 875 rating of the reviewer isn't arbitrarily handed out to a critic's pen.

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ocean

LEVIN WORLD



* Great fun, colourful and addictive too! Overall rating: 81%

A. Smith

Amiga Format (January issue)

* It's one of the best 16-bit exploration games around. A great combination of platform and arcade adventure action. Overall rating: 81%

Computer & Video Games (January issue)

* Taimeworld is a lot of fun! Overall rating: 78%

Play King C16P (January issue)

A game created by Blue Byte



Available on ST and Amiga



Screenshots from Amiga Version

UBI SOFT

Entertainment Software

The original Leisure Suit Larry was a milestone in computer gaming: it was one of the first titles to achieve significant penetration of the PC-compatible market and was partly responsible for software houses in the UK launching their attack on PC owners.

The formula for all the games is pretty simple. Fat, balding programmer Al Lowe has created his avatars: personae Larry Laffer to pursue his male fantasies in the form of a stable relationship with a good-looking gal. Although

many felt don't live up to the promise of L.S.I., in this new title the favour is more subtle, the locations more interesting, the animation more polished, and the storyline more absorbing. Throughout the game a series of excellent animated cutscenes include seeing little streets of paper slip through photocopies, being beaten up by your boss, longing for Passionate Pat in the piano bar of the Casino, and seeing several women in various states of undress.

Watch out - he's back! SIERRA-ON-LINE's animated need with an insatiable desire for romantic encounters is once again in pursuit of a mate. This time, he's after Passionate Pat, who's got a thing about Pulsating Pectorals. Is this really just 'good clean fun', we wonder...

Larry's a one-man man, however, he can only achieve his status by flirting with every body he meets, and so far the game has ensured that he meets quite a few.



You've got 4000 points to score. What are they by looking at yourself in the mirror. You've got to look your best for Pat...

It's this last bit that makes up the first of the innovations. Previous L.S. titles have been widely criticised for their pandering to male fantasies, but L.S.I.II definitely goes one step

further and introduces graphics that are vividly designed to be as seductive as pecks can be. This may be new to the eye, but it's also undeniably exploitative of women's bodies in ways that the earlier games weren't. If that sort of thing bothers you (and I'm not overstating this - the game has very clear mild pornographic boundaries) then the experience is going to be marred as a result.

Another snag

1. KNOWLEDGE	95
This is the most advanced version with added voice controlled dialogue on Larry's location - if you forget I guess the old PC version allows this option.	
2. ENCOUNTERS	95
Lots of them, including some that might be considered good in other adventure titles. It would be nice if there was a highlight on the previous dates though.	
3. CHARACTERS	90
Always get one, but you spend most of time chasing the same girl. Most of the others are created by computer-generated images.	
4. SYSTEM	90
Once completed returning to an unvisited scene of scenes. Requires PC system recommended.	

ACE RATING 890

Leisure Suit Larry has become almost a legendary figure in PC gaming. The latest title comes, fit, at the 1000000 mark. It's a pity however that the game seems to be heading towards increased female nudity.

need a fast PC with VGA or VGA to get the best out of them. On a big standard machine, many of the animated sequences are too slow to be played. The game isn't as fast as some of the earlier titles (King's Quest IV in particular) but the speed still aggravates sometimes. It's also questionable whether text entry is really suitable for this sort of game: speed of interaction might well be improved with a mouse-driven command system.

L.S.I.II, despite its shortcomings, a very enjoyable romp and possibly the best of the Larry games to date. Let's hope we don't have to wait too long for the next one...

● See p.143 for release details.

LEISURE SUIT LARRY III

After his initial success in L.S.I., Larry kicked off L.S.I.II by being, in the first scene, to compare of the previous game. He then had his love on a Pacific island, but in this latest title the same thing happens all over again. Life with Larry is obviously not a bed of roses, so our avatars is forced to abandon his flabby Bermuda comb, don once again his appealingly fatless leisure suit, and set out on the search for a new companion in the island paradise of Pastoony.

With one or two innovations, it's hardening to report that L.S.I.II is definitely quite a bit more enjoyable than the last game, which

ness in the game concerns the way events are handled by the plot. For obvious reasons, certain things have to happen in sequence, but at the same time it's clearly an advantage to allow the player to wander around as freely as possible. This means that you often attempt to Larry and an action, only to be told that you can't do it now but you might like to try again later. The developers was a feature of several early text adventures and nowadays game designers usually find a way round it - in this case some heave.

The only other criticism is one that applies to all Sierra games, and that's that you really



This one-eyed babe is more interested in smiling and conversing than in your body. Tough luck...

MYTH

SYSTEM 3 weaves 8-bit magic

It is very easy, when you have become used to the sort of quality and presentation usual in the best 32-bit games, to dismiss new 8-bit products as inferior titles designed to run on inferior machines. It is not easy to believe that computers like the ZX Spectrum and Commodore 64 have already been pushed to the limit. There has been some very impressive software developed for both of these machines in their long histories. Many programmers have found ingenious ways to get around both machines' shortcomings. So surely nobody is going to get anything more out of them? *Myth* System 3 have done just that, with *Myth*.

The idea is that one of the gods, Demons, has rebelled and begun to change history. It is

his job for any of the good gods to intervene directly in the course of history, so they assign a more mortal (that's you mate!) to travel through several time zones in order to put things right, and ultimately face Demons himself. The zones you must travel through are Hell, Ancient Greece and the Halls of the Gods, Ancient Norse, and Ancient Egyptian areas.

In each zone you find colorful, certain levels in the correct order to restore the natural course of history and then go forward to the next zone. Unfortunately for you there are a number of creatures and traps in each section which, unless dealt with carefully, will slow your progress to defined your self against them you initially have nothing, but your fists, but other weapons can be collected as the game goes on. The idea is that, as the planned confrontation with Demons gets nearer, your powers become more and more god-like.

The game itself is essentially a two-dimensional scrolling game with platform elements. Now hold on there, before you turn the page, this isn't just any old platform game, it's the best I've ever come across, and I've played a few platform games I can tell you. So what really makes *Myth* stand out from the crowd? Well, the first thing that strikes you is the quality of the animation. You've never seen anything like this on either the Spectrum or the C64. Each figure is given a life of its own. Forget stiff walks, unrealistic jumps, and unconvincing combat — you won't find any of those in this game. Every sprite from the beginning of the game to the end is captivating. As if that wasn't enough, just wait until you start moving the central character. The degree of control that System 3 has managed to squeeze out of the humble joystick is quite incredible. You'll really enjoy the way you can freely adjust your jumps and leaps, or the way you can duck and weave with the sword when you are tackling enemies.

The quality of the graphics alone would be enough to recommend this game, but there are yet more goodies in store. There is enough variety

here to keep even the most easily bored person going. Each section has a very different feel to it, creating its own very special atmosphere. Take, for instance, the wondrous lightning while you are fighting aboard a Viking boat in the Ancient Norse era, or the gloomy, echoing halls of Medusa in the Ancient Greek era, both extremely good effects better executed than anything I have seen in a similar vein. Then there is the way that weapons and items you collect must be used at the correct time and in the right way to complete each section but you can't just back your way through. The final confrontation is also very surprising, but you are going to have to find out about that for yourself. Add to this a tremendous soundtrack and good effects, and you have one of the best 8-bit games ever created.

● Laurence Coother



Oh dear! It looks as if you have been caught between the devil and the deep blue sea.

C64 VERSION

For a perfectly formed title you've not seen anything as accomplished as this on the humble Spectrum. Having seen the game on the C64 first, I would have expected the programmers to have replicated on this version, and given the usual monochrome screens, not to — not only have they used all the available colors (ten, all eight of them), but I challenge you to discover any major attribute such as how you don't know the Spectrum that well, let me tell you, using bits of color in a game of this type and managing to avoid attribute clash is not only very difficult, it's **NEAR IMPOSSIBLE**.

But, alongside the tremendous technical achievement, there is just as good a game here as there is in the C64 version. Controls are slightly different, mainly in the way that qualities are raised and each section is finished, but the atmosphere and variety is still there.

The one thing we couldn't check was the soundtrack, which has yet to be implemented, but all of the other elements were complete and extremely impressive. If you are a Spectrum owner you should buy this game. The chances are you won't come across a better product for your machine.

GRAPHICS 9 ID FACTOR 9
AGEING 9 FUN FACTOR 9
ACE RATING 90%



Spectrum? Never mind the impressive sprits, just look at these state-of-the-art colours.

PREDICTED INTEREST CURVE



Might not look very special at first sight. Just wait till you play.

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*12 versions to be released in 1985.

C64 VERSION

This great looks like an Amiga game that someone has managed to get running on a C64. Superb animation, tremendous sound, and bags of atmosphere make this a must buy. If you want another reason for getting with your C64, its 200 flags, and there's lots of words in there. I was impressed — you will be too.

GRAPHICS 9 ID FACTOR 9
AGEING 9 FUN FACTOR 9

ACE RATING 92%

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Prices shown from April 27, 1988.

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John Menzies

TURBO OUTRUN

US GOLD goes back to the long and winding road with a sequel that's been widely awaited in the hope that it improves on the original!

APES evolved into humans, woolly mammoths evolved into dinosaurs and Outrun evolved into Turbo Outrun. And somehow I don't think that Sega's classic roller coaster got the best deal.

Sega's pioneering racer had everything: cars, girls, sun, surf and a beach-slopping soundtrack. The sequel had everything too - the only trouble was that it was the same everything. Any additions that were made in the second version were at best cosmetic and at worst a detriment to the gameplay: the Turbo button actually made the fastest format more difficult to handle, while the changing backgrounds hardly made an ounce of difference to the action.

AMIGA VERSION

You don't spend all that money on Commodore's wonder machines to sit looking at awful 2D-graphics and listen to the disk drive churn.

GRAPHICS 3 10 FACTOR 2
 SOUND 4 FUN FACTOR 2

ACE RATING 60%

ATTENTION C64 GAMERS

C64 Turbo Outrun slipped onto our desks as we were going to press. Specially it felt and plays a lot better than the 16-bit versions - read next month's ACE for a full update.

PREDICTED INTEREST CURVE



Drive that can...downhill.

The fact is that the original Outrun is one of those games that simply can't be bettered - in the arcade at least - so a sequel hasn't just got a tough act to live up to, it's got an impossible challenge ahead of it. But as far as the home computer conversions go, at least the second stab gives US Gold a chance to make amends for the dismal quality of the original effort.

Unfortunately though, that chance has been wasted. Programmed by UCE, funds in this case it can't stand for Upr Entertainment, the suffers from all of the original's faults and adds a few for good measure. The most immediately affecting feature is the awful visual style: the cars and backgrounds are frustratingly two-dimensional, creating no feeling



Movement in the ST version is disappointingly blocky, and - even worse - the speed just doesn't impress.

of depth - but there's quite a lot of detail in the roadside signs (what a weird sense of priorities!).

And to cap it all, there's a massive wad between levels while the program loads the next chunk, which is intolerable in this day and age and also serves to make the gameplay even more stagnant than it already is.

Turbo Outrun has nothing new to offer and doesn't even pretend the old proved to any great effect. There was once a great deal of potential in this unnecessary sequel, but UCE's version has made the worst of a bad job. It's No.1 for the petrol tank with sugar - and failed to sweeten the pill.

Chris Foster

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ST VERSION

At least the long wait between levels is cut out on the 10MB machines, but otherwise (unfortunately) it's business as usual.

GRAPHICS 3 10 FACTOR 2
 SOUND 4 FUN FACTOR 2

ACE RATING 60%



There's a lot to like about Turbo Outrun, but the price, frankly...



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GHOULS 'N' GHOSTS

Grave goes on at US GOLD

GHOULS 'N' GHOSTS

is the sequel to Capcom's coolest game ever - *Ghosts and Goblins*. It played like a *Green Berets*' fairy tale and was the coolest thing you ever saw. Complete with a knight in shining armor, a princess to be rescued, magic spells, and spiky zombies and ghouls wailing up out of the grave yard.

All first glance the sequel looks very much like the original - but it is actually a good deal tougher. Five levels of difficulty before you confront Lucifer in the final show-down, where you can rescue the princess, may not sound like much - but once you start losing knights before getting anywhere to speak of on the first level, you soon see that you are up against one tough game.

The giant golden Sun bears the knight's entry to level 5. He is difficult to kill because of his habit of leaping all over the screen.

You begin your quest armed with an unlimited amount of darts that you use to take out the various nasties that confront you as you dash from left to right. The weapon can be exchanged for an axe, fire bomb, shield, or knife by grabbing the power-ups that appear in the occasional treasure chest.

One of the best power-ups to get is the magic suit of armor which gives your knight temporary invincibility, but caution tends to



restrain with the treasure chests. Instead of a power-up, certain treasure chests contain a magian who pops up and turns you into a duck - which is no joke when you've got a princess to rescue and half a dozen zombies racing behind you.

If you survive the gullies and manage to see off the mad boxer midway through level one you will come up against the first end-level boss - a long-necked demon with a seemingly insatiable appetite for your armor or lack. If you get the better of him he drops the key to the next level.

The real challenge is more of a platform test than the shoot 'em up nature of the first





Pump the giant knight full of life until he drops the key. This opens the door to level 2.

The key's yours. Watch out - level 2 is even nastier!

PREDICTED INTEREST CURVE



High arcade conversion that will take considerable time to master.

ATARI ST VERSION

Very bright and colorful graphics are enhanced by the use of a black background. The game is very similar to the Capcom coin-op. Fast and colorful in its game play. Good use of sound effects and a suitable pace make for a first rate ST arcade game.

GRAPHICS: **B** SOUND: **B**
 ACTION: **B** FUN FACTOR: **B**
ACE RATING 90%

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well. A series of intricate rope bridges have to be negotiated - without falling through the various holes that appear should you place your knight's foot on a rocky section of ladder. You won't actually fall that far - just below you is a pit complete with giant skulls and other ghostly creepy crawlies. At crying out for love. Jumping out of the pit back into the rope bridge requires very deft use of the joystick - you have to jump slightly upwards and then quickly change direction to enable your knight to achieve his footing on the pit that is constantly moving.

If you survive this level and make progress in the following three you will begin to appreciate the fact that success depends on speed. The knight needs to be constantly moving forward - not just to avoid the ghouls and other nasties that are constantly willing to spit out of the ground, but also because there is a time factor to be taken into account. Only too long on any level and you are likely to be told that you have "Run out of time".

It is the graphics that set Ghost 'n' Goblins a good few degrees above the dozens of "rescue the princess" arcade adventures that have done the rounds. The detail of the knight and of the zombies and ghouls, their movements, and the background make for a very pretty



arcade game. It turned heads when it appeared in the arcades and appears to be converted to a high graphical standard in all of the home versions ACE has seen.

But this cabinet should not blind gamers to the toughness of the challenge provided by Ghost 'n' Goblins. This is not for the uninitiated. You will find it addictive and enjoyable but be prepared to invest a goodly number of days - even weeks - of gameplay if you are serious about defeating Lucifer and rescuing the princess.

◆ Expertise



Don't stand and fight - this mad tower is the middle of level one to frustrate those any of the end-of-level nasties. Be wary...

MOONWALKER

Wacko Jacko's soft shoe shuffle put US GOLD in the limelight.

MICHAEL Jackson's launch on computer had all of the trappings that you would expect to be associated with the world's number one pop music megastar.

US Gold did Jacko proud in the third department with a mega bash at London's trendy Lighthouse Club. There was booze and food in abundance, dancing till dawn, a cabaret spot by his Mayday, and even a Michael Jackson look-alike doing his stuff on stage for the hair-dressers, promoters, distributors, retailers, and buyers who gathered in to be right-hand for the best title out of the PC show.

While all this partying was going down, Emerald Software were putting the finishing touches to the game across the Irish Sea in Newcastle.

Their brief was to follow the Moonwalker film as closely as possible - not easy when you consider game flow follows the storyline as, first things first is trapped in a robot and must find eight pieces of a bunny rabbit suit before looping on a motorbike, whizzing through a city destroying bags of drugs, shooting it out with Mr 'Drugs Basher' Big's Iron Troopers in a night club, and finally enjoying Katy, the little girl who has been kidnapped by the drug dealer etc. It all ends with a shoot out in Mr Big's command where Jacko has to destroy his giant laser cannon before turning into a space ship and shooting off to the stars where, presumably, he belongs.

This far fetched derangedo doesn't matter a jot in the film as it merely serves as a plot-line for the spectacular song and dance routines. Computer entertainment has got a long

way to go before it can rival the best of Hollywood's film makers, let alone Michael Jackson's feet, and so as a game structure it appears a little well, lame. Hardly the most appropriate label for a superstar.

That, however, was the brief and you can't blame the programmers for it. It is also possible that they were hampered by Michael Jackson's publishers. The press release reads 'Michael cannot be, Michael cannot be seen in the screen. No violence! Michael Jackson is very introverted, so there are no weapons in the game until the 3rd level'.

No weapons until the third level? What is supposed to happen then? Does MJ come to be introduced for the level Shady storm mountains. Shooting it out in a nightclub with a bunch of storm troopers seems just a teeny bit removed from non-violence. It does, however, make for one of the best bits of the game.

Amazingly, in the face of all this nonsense,

Emerald have produced a full-blown game. It is not a game for hard core gamers, winners of tough arcade adventures, and slake of the art shoot 'em ups. It is however well suited to younger players - particularly if they are MJ fans.

The opening main game is Pacman like - combining the aspects of collecting the various bits of the suit and seeing the player's outline take shape with the more traditional diversion of avoiding your fans, most of whom have varying movement patterns and strategies. It's a shame there are no power-ups in this level - as it would have greatly improved game play if you could have had a go at some of the enemies. But then it's not level three so you are not allowed to be violent yet. The best you can do when the going gets tough is run away. But you have a limited amount of energy for this so it's best saved for the really tight corners.

Once you get the suit, hop on the bike, and enter level two you are initially disappointed to find that it is pretty much identical to the previous level. However, there are more things to collect though - ten enemies to be precise - before you can metamorphose into the flycatcher. You are racing against a time limit so you have to make use of the radar panel to locate the enemies and gather them in the quickest way. Unlike most computer game radar devices this one does actually need to be used and does also work. Bonus points are earned by destroying the bags of drugs by driving over them.

The nightclub scene is a welcome relief from the maze levels. At least you can grab a gun and start blasting the enemies that appear at the windows in this horizontally scrolling level.

The graphics are far superior in this section. Jacko walks and runs with some of the elegance that you would expect from the best classic top-down music.

An even better shoot 'em up to be had on the final screen when you attempt to destroy Mr Big's giant laser. All introverted introversion goes out the window as the game turns into a good old fashioned shoot 'em up. Jacko is now a robot and has to shoot all of the gents before he gets to the giant laser.

Only four levels of play - but reasonably absorbing game play - result in a game that's a definite treat for MJ fans (a valuable piece of memorabilia?). Game play is more suited to



Level One and you're all killed out with your bunny suit.

younger players - which is fine because most of MJ's fans are. The sadist for everyone else, however, is that the game is definitely not a 'treble', but not in a totally bad, not something, in short, that you'd make a long bet for.

Expansions

BT VERSION

Disappointing sound track. The BT is capable of a lot better than this and when you consider the material Emerald had to work with there is no excuse for the awful (introductory) rendition of the 'Bad' along the track. Graphics also leave a little to be desired on the first couple of levels. Slightly not one of the best BT games around.

GRAPHICS	7	IQ FACTOR	4
ADVICE	4	FUN FACTOR	4
ACE RATING 650			

RELEASE BOX

AMIGA	£19.99	AMN/NT	
BT	£19.99	OUT NOW	
IBM PC	£24.99	AMN/NT	
SPE	£2.99	£14.99	AMN/NT
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PREDICTED INTEREST CURVE



Not enough variation in gameplay to raise the interest levels high either in the short or the long term.

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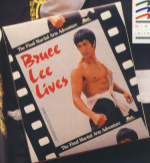
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TOOBIN'

DOMARK shoot the rapids in a rubber ring

JET and **BI** are two reformed cool dudes, and like nothing better than strooping down to some crazy shorts, hopping on their boats and launching into the nearest river. One bright Californian day, they decide to do just that — but this time they picked the wrong river.

The wrong river, to be more precise. Sick of the ponds back home, they decide on a spot of globe-trotting in search of some real action. Their paddling jaunt takes them along the Amazon, Yukon, Nile, Rio Grande and Colorado, and they're pretty crowded rivers these days. In fact, Jet and Bi have to be extra cool to get through the kind of hazards they face on this last trip.

For example, each river has its own unique wildlife, such as hippos, crocs, submerged trees, snakes, bats, man-eating crocodiles, submarines and (in a nightmare section) a band that hurls at you with a rifle. There are plenty more obstacles, all of which will deflate your rubber tube; and if it all gets too much, you can get rid of them with an expertly lobbed Coke can. Then there are hazards on the bank. Trees topple and fall into the water, engines launch lines at you, snakes use you as target practice for their blowpipes, sewage softens up nearby rocks. In canyons, rocks fall in the water far too close to your Bermuda shorts to comfort.

It's not all bad, though. If you're a particularly well-built manipulator, bonuses lurk around river corners. Pass through gates without touching them for big points, collect cans to stock up on ammunition, chase after beach balls to speed you up, and collect pubbies for extra lives. In fact, if you manage to collect tons of points and avoid being killed, you'll qualify for extraordinary cool status.

At the end of each sub-stage you make a decision to paddle left or right through a canyon, choosing one route over the other determines which sub-stage you face next — and some are definitely more difficult than others! This is just one aspect of the game which makes it all the more enjoyable to come back to time and again.

Like the arcade parent, the home version of *Toobin'* are great fun. The control method has been translated well from the joystick



Working on his inflatable, Jet can throw these cans to remove dangerous obstacles and reveal bonus objects. Flaming into a tree, being hit anything else that's sharp, will puncture his rubber ring and shorten his.



In two-player mode, Jet and Bi battle it out for points and prizes. The river course is whole lot smaller when there are two tubes wobbling around.

control system, and it only takes a minute to get used to. If you get bored of the solo game (which will take a long time), there's always the two-player option. Not only does this halve your credits, it also means you can push your mate into the nearest bag and pinch all the Coke cans before he can grab them. Whether or not you've played the console, take a look at *Toobin'*, because it's one of the most enjoyable games around this Christmas.

— Gordon Hughes

You're not alone out there on the river. Those gnarly path blimps of you, crocodiles chase you from behind, hippos wobble up and gobble you up. What's cool now?

AMIGA VERSION

Detailed, colorful graphics, tailored full-screen scrolling, great music and heaps of playability make this a brilliant conversion of the console — even if it's not completely accurate. Just the kind of game to cheer you up.

GRAPHICS	A	IQ FACTOR	A
AUDIO	B	VALUE FACTOR	B
ACE RATING 800			

RELEASE DATES

ATARI ST	02/1988	BRANDY
AMIGA	02/1988	OUT NOW
SPEC CD	03/1988 = 04/1988	BRANDY
MSX2+	03/1988 = 04/1988	BRANDY
OSCAR	03/1988 = 04/1988	BRANDY
IBM PC	02/1988	BRANDY

PREDICTED INTEREST CURVE



Fun from the start, the gradual difficulty level, two-player action and large number of levels guarantee its longevity.

DRAGON SPIRIT

Does Domark's Dragon do justice to the coin-op?

DRAGON Spirit is a relatively obscure and very tough coin-op which takes the vertically scrolling shoot 'em up theme into the realm of fantasy.

Light completely different levels lie ahead if you populated by unique opponents—all of which will reduce your Blazar by one unit. Lose three units and you forfeit a life. At the end of each stage there's a fairly typical confrontation with a pretty awesome enemy which is very tough to kill.

Your basic weaponry consists of fire-balls bombs and the ability to spit fire-puffs, but this ammunition can be enhanced by bombing eggs on the ground. Blue eggs give you an extra head, and red ones give you an extra power unit; eventually, you can work your way up to a powerful flame-thrower.

SPECTRUM VERSION

Probably best played with joysticks, since with a Dp stick you can't fire and bomb at the same time (unlike the ST and Amiga versions). The graphics are nicely defined and animated, and the speed and toughness of the arcade game are well captured here.

GRAPHICS: 0 10 FACTOR: 4
 AUDIO: 4 FUN FACTOR: 0

AGE RATING: TBS

Other enhancements come from killing feeding enemies. These include extra points, shields, megafires, multi-directional fire, bombing flames and spinners.

In the end, Dragon Spirit is just a standard vertically scrolling shoot 'em up, but using a dragon as the main character rather than a fighter plane or spacecraft is a nice touch. All versions characterized by poor sound effects, and that's the only real let-down. Domark's conversions contain all the features of the original coin-op and if you liked that, you should look at this.

— Gordon Houghton

JAMM ST VERSION

Smooth vertical scrolling and a pretty mean difficulty level make for a good game; however, the playing area is a bit small (compensated for by a sideways level scroll), making it harder to anticipate attack waves. Still a good conversion, though.

GRAPHICS: 0 10 FACTOR: 4
 AUDIO: 0 FUN FACTOR: 0

AGE RATING: TBS

AMIGA VERSION

Probably the saved version of them all—though it gets a bit tougher around levels five and six—and the dragon is a little slower to respond at first. It comes with a pleasant tone, but more should have been made of the firing and bombing effects.

GRAPHICS: 0 10 FACTOR: 4
 AUDIO: 0 FUN FACTOR: 0

PREDICTED INTEREST CURVE



Initial frustration gives way to satisfaction as you learn to pick up into a weapon and avoid the predominant attack patterns.

RELEASE BOX

JAMM ST	(12.995)	OUT NOW
JAMM A	(12.995)	OUT NOW
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ROLLER COASTER RUMBLER

TYNESOFT'S Corkscrew Simulator

WATERY eyes, heaving guts, white knuckles. Kiss the feeling if you do you're probably one of the millions of people who go in roller coasters for the express purpose and pleasure of turning their internal organs upside down. Most of the theme parks have clipped corners for the wicker, so if you're still bent on pursuing the thrills and spills of the corkscrew, you'll just have to rely on your computer simulation of all that rough and tumble fun.

As solo player or one half of a team, more team of two, you're equipped with nothing but a leg-standard roller coaster car and a couple of bunnies strapped on to the front and back. The basic idea is simple, just blast the hell out of any obstacles that appear on the vector graphics track.

Targets range from multicolored balloons dangling innocently from the roller coaster dividers, to huge airborne ships dropping missiles all over the track. In between, there's a whole selection of hazardous projectile objects — exactly what they're supposed to be in anybody's game — placed at intervals along the line. Occasionally throwbots and cylinders completely block your path. If you don't manage to shoot them in time, they'll do a limited amount of damage to your car. Hit too many and your damage meter plummeted down to zero sending the roller coaster completely off the track.

The track itself is viewed in first person perspective from either the front or the back of the car. You travel at standard speeds (like spins, very fast downhill unless you alter them using the relevant keypresses to accelerate or brake).

The objective on each level is to hit a specified amount of targets in a specified period of time. If the timer runs out or you run out of bullets, the run is over and you've lost the game. Finish with time to spare and you move on to the next track.

If you get bored of just going round and round the roller coasters, there's actually an extra option on the Amiga and 3D versions, which lets you leave the park and go off into the surrounding landscape to blast whatever takes your fancy. The PC version even lets you try at a normal ride.



Explosioned yet? No, sir, we're not.

PREDICTED INTEREST CURVE



A roller coaster simulator which just looks that extra natural number.

The package comes with its own health warning: 'Roller Coaster Rumbler is only for the totally radical number!'. All I can say is that the totally radical number must have a very powerful imagination. Jerky 3D vector graphics do not adequately capture the excitement of a roller coaster ride. It's difficult to blanch at hair-raising turns and death-defying dips when the track in front of you is an unambiguously woody wimpler affair.

It's a pity because all the basic elements of a good game are here: different tracks, lots of

obstacles and even a convincing sense of speed (only if you use the speed up option). The movement is very jerky, especially if you choose off-track mode, and sound effects are uninteresting though you get a decent sound track tape stream of (not ultimately it's on the vector graphics that the roller coaster crashes). Quake-factor is what Roller Coaster Rumbler definitely lacks.

■ Neil Harris

SMALL VERSION

Best presentation and running heavy-metal style soundtrack tape can't make up for the hair-raising excitement that this so unambiguously lacks.

GRAPHICS: 4 3D FACTOR: 3
 SOUND: 4 FUN FACTOR: 5
 ACE RATING: 6.5

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TWINWORLD

Can a jumpy-jumpy, collect the objects, thwart Ultimate Evil, teeny-weensy sprite-tyt scenario still cut the mustard in 1989?

UBISOFT surprise us...

ANY set of instructions that starts off with the heading 'The Legend of the Sacred Amulet' must surely strike terror into the heart of the majority of computer gamers. I ask you: The Union with Mother's school of game design.

Yep, we're scarcely in the Advanced Computer Entertainment market here, with a little man jumping around collecting 24 pieces of some stupid magic amulet that an evil something or other has scattered to the four winds. Fat and Evil (and will eat and all the good little points will have their private parts drawn down).

Nevertheless, apart from the astoundingly low quality of sampled music at the start of the game, as far as jumpy-jumpy games go, I quite enjoyed *Twinworld*. And I'll tell you this much - it's big! Two ST discs worth of jumpy-jumpy! When the sprites are this small, that's a lot.

The scam is that your nicely animated sprite, Utopia, has to battle his way through the lands infested with evil, killing monsters for

him to go back and take the labor under the alabaster to come out on the other side.

Such a banal scenario most live or die by the implementation - and I'm happy to say that, on the whole, programmers Blue Byte have made a great job, capturing an almost Super Mario feel in *Twinworld*.

The physics of your little hero appear to have been coded very well, so he has weight that is sensibly governed by gravity and momentum. This is in turn exploited by some of the puzzles - you make a jump, say, and if you don't reverse thrust straight away, it's the love for you, my friend.

Firing the bubbles isn't exactly straightforward either, with the exact parabolic trajectory depending on whether you're jumping upwards, standing or brooching - you'll find the bonus you get for brooching a monster - all very depending on what type of bubble you are, too - and the species being easily changed by a 100 in the space bar.

Some of the jumps are difficult - some of the puzzles are a bit infuriating - and you can proceed in the sure knowledge that if you haven't poked all the world items up before you get to meet the chief baddy, he'll probably punned you to bits anyway.

But if you are the sort of person that craves the kind of eggs/victory gratification that this sort of game can deliver, however limited that subset of human beings might be, then this will undoubtedly be an essential purchase.

Those of us with more eclectic tastes and



Stunning scenes and clear graphics in *Twinworld*.

less means, however, would probably still rather go for *Block Dungeons* or wait for *Dynamic Debugger*.

John Cook

RELEASE BOX

ATARI ST £19.95 MEDIUM

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No other versions planned

ST VERSION

No serious technical staff here, and the sound could have been a bit more polished. However, the basic animation techniques are slick and

GRAPHICS 8 3D FACTOR 7

AUDIO 6 FUN FACTOR 7

AGE RATING T14

PREDICTED INTEREST CURVE



After gazing in disbelief at the old-fashioned physics you get the upper hand.



You can't hear the music in this shot - just as well!

points land points mistakes if you summon the merchant - trying to make difficult jumps across lava filled pools, armed only with three types of magic bubble.

You'll find you have a limited number of these, but hits can be obtained all

round the shop by picking up the magic potions that are littered around the levels.

Each level has an upper bit on the land and an underworld bit - which often can only be accessed by having the correct key to get into a particular door. Look out for the odd left holes, however, which you can use to get to the underworld without using keys.

This underworld part is important, as it runs parallel to the upper bit - so if you find a jump that is just that little bit too much to take, on the surface - chances are you're going to

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With special moves you decide that a lone fighter is the best option. You can choose one of eight different characters; they don't look very different on screen, but, as you discover after a while, they do behave in genuinely different ways during the game. Some characters are better at fighting the Mountain Warriors, for example, whereas others are more skilled in gule (such as the Bushido Monk).

After losing your substitute you unleash fire on the Tera fortress. This is a full-screen environment (but Outright have added a lot of scrolling, which makes the rooms seem larger than normal) and allows a bigger, more detailed main character — an unusual idea and one which works well. If this character gets killed, his magical belt will transport him back to base to recuperate — but he will have lost valuable time.

Most rooms contain special items to help you in your task: food, weapons, special

potions and wands (experimentation needed), and keys which to the end stage. When you're not searching and solving, you're battling it out with the opposition.

They introduce 3D forest perspective games have never worked too well on the 68k, unless like *Farlight* and *Realms* were a bit too slow and only *Head Over Heels* managed to be addictive enough to compensate for the lack of speed. *Bushido* doesn't have the addition of *Head Over Heels* (there isn't really enough to the best "win up action or enough problem solving), but it is very fast and very playable. Anyone who likes a good arcade adventure should check it out.

—Gunter Houghton

684 VERSION

A pleasant Oriental tale accompanies the really pleasant (and really hard) game. Everything here is in the package.

GRAPHICS: 8 IS FACTOR: 7
SOUND: 7 FUN FACTOR: 8

AGE RATING: TBS

PREDICTED INTEREST CURVE



Once you've got used to all the game's effects and elements, there's enough fighting and searching ahead to keep you hooked.

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RALLY CROSS CHALLENGE

ANCO versus Super Sprint

IF you've ever mispent happy hours grogging furiously in your pocket for yet more ten pips to shove into the slots at the local arcade, you'll know all about Super Sprint and its clones. You'll also know that what singles this particular style of racing game out from the others is that it lets up to four players take part simultaneously. The official Super Sprint conversion has only managed the usual two. Now, if you've got the right joystick adapter, you can race your throttle and tear up the road in a rubber-burning gang of four. That's if you've got an ST or an Amiga - IBM owners are stuck with gruesome ticsomes.

As per usual there are four drivers per race with nonhuman competitors to make up the number. Whoever comes last gets replaced by a computer but if you make it into the top three, you're rewarded with points (6 for a win, 2 for second place and 1 for third). You can use these later on, if you feel the customizing your motor.

Each player is given access to a personal monitor screen before the action starts. It's at this point that you get to select your control method, not just from joystick or keyboard but from an additional selection of three different joystick controls. It all hangs on whether you prefer your acceleration automatic or manual (either by pushing the joystick up or pressing the fire button). It's a nice touch, though there's not all that much to choose between them.

You also get to make your choice from a menu of car improvements. These include turbo acceleration, more sensitive steering, improved road holding capabilities, a higher top speed and reduced braking distance as well as increased pit efficiency to reduce pit times. This is also where you'll be able to fit your points into extra equipment in between each race.

The single screen tracks throw up all sorts of obstacles in various combinations of barriers and dirt hazard berms, bridges, railway tracks, roundabouts, fords and chicanes. Hit anything, and your mean machine immediately tumbles into flames and is replaced by another in a few yards' back. Drive too fast, and you'll end up spun off the track, wasting valuable seconds. If it should get dark in the middle of a race, your headlights automatically come on.

None of this is particularly new or innovative, but it's a tried and tested formula which has proved extremely addictive in the arcade. It also relies heavily on a user-friendly control method and that's exactly what Rally Cross Challenge hasn't got. It's far too easy to crash

for a start. Touch a barrier, rock a chicane or graze the side of a bridge and your engine tumbles into flames and you're temporarily out of the race. After a few laps of expediting around the track this can start to get extremely frustrating, especially as the computer drivers never seem to make the same mistake.

It's all the more disappointing because the excellent graphics, slick presentation and wide variety of courses are a constant reminder of what Rally Cross might have been, if it weren't for the control method (this would be a top-class racing game. As it stands, it's just too awkward to be anything more than mediocre).

Key Points



Rule 1: Even Rally Cross Maniacs! competitors who jump the lights are automatically eliminated.



Anco's Rally Cross looks and sounds a lot like Super Sprint; why it doesn't play as well.

RELEASE BOX

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PREDICTED INTEREST CURVE



Non-racing Super Sprint derivative which is rewarded by your controls.

AMIGA VERSION

Despite the control difficulties, the colourful graphics, a wide variety of courses and lots of animated details make this look very attractive. Sound is limited to a few blaring effects. It's still the best driving game of this type out on the Amiga though, as Super Sprint (available on the ST) has never been converted for the machine.

GRAPHICS	7	100 FACTOR	3
AUDIO	2	100 FACTOR	4
ACE RATING 657			

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It's primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, there's warning - interceptors closing fast! I quickly select dogfight mode and am a *Schinder*. We both fire at the same time - challenge and a high-g turn outmaneuvers his missile. Almost explosion! He's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch to the ground radar and aim the laser-guided Mavericks. I fire six missiles in quick succession. Jammer automatically locking on to each tank. With the targeting around me I look for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

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SILKWORM

It's not just live after insects, a negotiation with the Rubikquad results a miss from out of Afghanistan, you're still under threat. There's no one left to press the Pause button as the battle has switched to capture and plans. Non-stop shoot 'em up arcade action.

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The aliens just got wrong. They're not going to take their business being the first on computer to selling them. So they've come down to their knees to plead the pitiful side of the sun based life forms calling humans. Can you stop them? Somebody has to do it.



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VIRGIN GAMES
24 BRICKEN YARD
118 PORTOBELLO ROAD
LONDON W11 2DB

As you can see, Interdictor's graphics could hardly be described as realistic — they are fast though.

FLIGHT simulators have always been among the most popular forms of computer entertainment and the Archimedes has, at last come of age, with the arrival of Interdictor.

Put in control of a high-performance jet, your task is to fly along an enemy valley, destroying gun emplacements, clearing airfields and generally causing as much havoc as possible to the other side.

You start at your own base, armed with a selection of weapons. Rapid cannon fire destroys gun bases, whilst more powerful rockets enable you to blow up anything from enemy targets to bridges. Heat seeking missiles make ideal deterrents when air-to-air combat is the only option left.

As well as weapons, your jet is equipped with all the usual instruments you'd expect on board. A radar and a map allow you to theoretically spot enemy aircraft before they spot you.



INTERDICTOR

CLARES send the Archimedes skyward, but the interest level remains earthbound...

whilst various meters provide information regarding your height and speed. A head-up display permanently oriented over the front cockpit view shows the rate of climb using a scale of pitch bars. These are numbered from 0 to 9 and move up or down depending on your current attitude (or angle).

Control of the aircraft is provided through the mouse, or by using an optional joystick (available from Interdata). Sensitivity of control can be anything from sluggish to feather-light. The middle setting gives the best compromise, although it's worth changing to be lightened when accurate control is needed, ie. flying under low along bridges. In 'Autoland' (intermediate auto rather like stabilisers on a bicycle, keeping you levelled) when control gets out of hand, very useful.

Now, enough of the theory. How does it fly? Express us, break it off and we're away. Pulling the mouse back slightly, raises the nose and the jet lifts off into the blue skies.

One of the main selling points of Interdictor is its 'attention to detail', although I would hardly say that the odd 'system' and the occasional rectangle go to make up a 'realistic landscape'. Most of the 'stationary' graphics are the bridges. The actual plotting can be a bit haphazard; at one time, the view out of the right window showed two mountains, with the farthest plotted on top of the nearest!

The enemy aircraft, tracks and targets are by far the best graphics in the whole game, although it is a pity that you'll get close enough to take a decent look. Perhaps if a little more thought had gone into the landscape, the 'real-

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ARCHIMEDES VERSION		
Fast as you'd expect, but the power of the machine could have gone towards handling a more complex scenario rather than simply dishing out speed. Good sound though...		

GRAPHICS	T	HD FACTOR	D
AWARD			
AGE RATING 650			



istic' label would be justified. Maybe it's meant to be. Just you're flying over and all the trees have been cut down!

Flying the jet is easy enough and it doesn't take long to master rolls, loops and other acrobatic feats. I can't help feeling it's all a little too easy though. Taking off along the width of the runway and going straight into a vertical climb I think not. There's no mention of the Horner in the instructions but who am I to argue? Coasting is realistic though. Hit the ground and you're dead!

Fortunately graphics aren't the only part of a game. This is no Chaplin film and sound makes an appearance whenever possible. Whether it's the roar of the engine as you taxi along the runway, or the thudding explosions as your rockets bring the bridges down, all the sound-effects are excellent. Played through a decent amp, you could almost believe you were there — in the plane, not in the bridge!

To sum up, what could have been an excellent game is obscured by some careless mistakes, and also a general lack of interesting 'traps' to die. The whole program goes fast, although this is mainly due to its being run on an Arc, and the time left isn't much going on any way!

Fortunately Interdictor isn't a touch on the latest 16-bit simulators (Bomber for instance, which is a shame). The Arc is capable of so much more and I hope CLares realise this. Given it's raw power, the Arc could and should out-perform any 16-bit machine available.

What there is of Interdictor is playable and fun for a few hours. Once you've bombed the bridges and managed to land the jet a few times, there isn't much to hold your interest.

Let's hope the first flight simulator for the Arc isn't the last.

• Rob Miller

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VEGETABLES



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OUT OF THIS WORLD

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IT CAME FROM THE DESERT!

CINEMAWARE produce their best game yet: great graphics, great sound, giant ants...

EPIC — that's one word you could use when describing the latest — and equally great! — game to come over the Atlantic from the Cinemaware Corp. It Came From the Desert. Three Amiga discs this time, gals.

Power up the first disc and BLAMM! — special effects, sampled music, sampled sounds, the works. Not so much a loading screen, more an introductory disc. In 1989 you'll have set up Defender of the Crown to impress the neighbors. In 1989 you play in Deso 1 of Desert. But what about the game itself?

Creeping again from movie cliché, this time Cinemaware have captured the '60s movie feeling perfectly for the original sci movie like Attack of the Killer Tomatoes. In a delight I send up of a game — never lapsing into the kind of mind-slapping that would break the spell — the program enters into a conspiracy with the player to believe that he (or she) is part of the cliché, unfortunately in Geological King Sheelie working in the small SDR desert town of Lizard Breath.

You are a relative newcomer to the place, conducting research into the material content of various fragments, when a particularly unearthly specimen gains shape and inhabits the town and — unbeknown to the innocent inhabitants — somehow produces a brood of giant ants that will swamp the town in 35 days. Unless you can intervene for the good guys!

In fact there are five parts to It Came From the Desert. First you have to collect enough evidence to convince the local Sheriff that the problem is real and convince him to call out the National Guard. After that... you don't the forces against the invader and finally seek out the lair of the ants and destroy the Queen Ant and the nest. No problem, eh?

Cinemaware being the company that it is, the standard of both static and animated

graphics is impressively high. In the past, the main complaints have been against gameplay — here there is more than enough game and playability in it to satisfy most gamers.

The main shell of the game has two elements — your view of static locations, in which you can interact with a particular person shown to be present, via a highlighted response menu plus a scrolling map of the town. Moving the screen pointer to each location will give you its name, plus the amount of time it will take you to get there.

Time is, in the present context, clearly of the essence and the game is played realtime, with a second of real-time accounting for a minute in Lizard Breath.

The attendant audio sequences are a mixed lot. The sound-effects and lights (where you have to shoot off the giant antennae, incidentally) are simple, relevant and well implemented. The above view games where you are fighting the ants on-map are fun and have a direct bearing on the outcome of the game. Whether the same can be said of the table fight (some of the inhabitants are a trifle violent) and the 'Checker' driving game is more open to debate.

However, fail in any of the games and you find yourself in a hospital sentenced to any number of days on a diet of Jello. Attempted escape (so as not to loose time) leads into a hilarious top-down game where you try to evade the hapless, running staff and make it to the main entrance! Purring sampled screams of... That's Hest! abound to make this game a comic subjugant!

Taken as a whole, ICFO is probably the best yet from Cinemaware — with special merit going to an atmospheric soundtrack — and any-



Shouldn't it be... **SHORROCKS**, honey?

one who improved previous efforts are certain to enjoy this one.

But the fact that it's a 1 Meg only game and in many ways the gameplay itself, show that the company has probably reached the new limit of what can be achieved using its current design philosophy and technology. Never satisfied with second best, it's interesting to see which way they go next.

John Cook

RELEASE BOX

AT&T ST	£24.95	AVAILABLE
AMIGA	£24.95	AVAILABLE
IBM PC	£24.95	OUT NOW

AMIGA VERSION

As usual Cinemaware do their best to provide the utmost out of the machine. It's your technical feast, for the highest quality of presentation.

GRAPHICS	5	IQ FACTOR	5
SOUND	5	PLAY FACTOR	5

ACE RATING 995

PREDICTED INTEREST CURVE



Definitely one to show the neighbours, and enough variety of gameplay to keep you going for quite some time.

GHOSTBUSTERS

Four years after the block-busting success of GB1 and David Crane's funky computer adaptation, **ACTIVISION** serves christmas spirit with its turkey...

SNORTING because you're the only one out of pursuit — as actor James Belushi was (so it is rumored) unfortunately enough to find out, it not only cost him his life but a leading role in one of the biggest grossing comedies of all time.

A staggering box-office revenue of \$200 million has tentatively spawned numerous cash-ins, including two lockstep cartoon series: The Real Ghostbusters and Smokey And The Real Ghostbusters plus associated paraphernalia such as action figures keep the bills ringing.

A film sequel was inevitable, but it almost didn't happen. Fortunately the original crew got back together and as a result Ghostbusters II was able to pick up the story. Four years after the team battled the demonic gubbekeeper that was terrorizing Spengler, Weaver's fringe, paramilitary forces return to the city — and when Weaver, now a single mother, returns strange things happening to her body...who's she gonna call?

The reunited Ghostbusters find themselves doing battle with a new of slime (which grows in response to people's negative emotions) flowing under New York and threatening to engulf the city. The slime's destination is traced to an NY Gallery in the centre of the city, and in it lies an ancient and mysterious painting of an evil eerily-worried called Vigo.

Activision's computer adaptation of the original film has repeatedly sold in excess of 2,000,000 units, which read please its designer, the non-legendary David Crane (who was also responsible for finding Bruce Little Computer People). The task of converting the sequel feature was carried out by Fairfield Incredible Shrinking Spooks and the conversion of Time Scapers.

But whereas Mr Crane chose to exploit the general Ghostbusting theme of the film as opposed to more specific elements like the Manhattan Man, Fairfield has chosen to exploit specific aspects of the film — three 'key' scenes, interspersed with choice snippets of digitized imagery from the film.

A sampled remix of the original Ghostbusters theme and a neat introductory sequence create a film-like atmosphere before the game proper begins. The first section sees a Ghostbuster-behaved Dan Aykroyd (he wasn't dressed like this in the film) being lowered down a shaft. Spooks attack from all sides (but in the film they didn't), and Dan shoots them with his weapon while swinging from side to side — he must aim in to collect three pieces of a totem which is used to collect a sample of slime from the view below (well, Dan did have

to collect some slime in the film, but he was already armed with the scepter).

Fast-forwarding through the best part of the movie, Section Two has you in control of the Statue Of Liberty and a crowd of native New Yorkers. The idea is to guide her along the horizontally scrolling street, shooting incoming ghosts with her torch. The crowd is used to collect the scepter (reused by dead 23 ghosts while awaiting other ghosts on the floor. Quite where the torch and ghosts come from is anyone's guess).

The final section sees the Truckers invade the Art Gallery in a confrontation with the arch-villain Vigo, having carefully lowered the four Ghostbusters down a rope into the gallery (but not too fast or they die), your first objective is to dispose of Janosz (Vigo's mortal minion) and rescue the body to prevent Vigo's power being boosted. But then Vigo steps out of the painting and, via telekinesis, pulls the baby towards him. Quick! Avoid the stringy bolts he unleashes and shoot him to win the game.

Control of each Ghostbuster is transferred via a separate screen, complete with digitized highlights. At least in the gameplay you're free to roam around with pulse guns, and has with slime guns. Janosz has to be shot with the slime, and Vigo kills steps out of painting once the body is recovered with the scepter.

Apart from the titles and explanatory text, a digitized picture of Vigo is shown following the team's failure, and Janosz is heard to say: "You are like the buzzing of flies to humans".

And that's your lot. Even more astounding



but true, these three scenes take up three Amiga disks (a staggering FOUR on the ST), and it's a case of musical chairs until you turn off. Sadly, Ghostbusters II looks like being one of the biggest turkeys you are likely to see this Christmas. It fails to succeed both as a film conversion and as a game in its own right, interestingly enough the film was originally going to be called The Last Of The Ghostbusters. After this, it's over it is.

■ Star factor

RELEASE BOX

AMIGA	£24.99	BMG/ST
ST	£24.99	OUT NOW
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ORIGIN	£12.99/£14.99	BMG/ST

PREDICTED INTEREST CURVE



Watch And Vigo software at its best. See the film format — it's considerably cheaper and much more entertaining.

ST, AMIGA VERSIONS

Two graphics, detailed but not amazingly colorful. Sound is very impressive sampled stuff — the Ghostbusters theme. Both 2D-d versions make excellent use of their machine's potential, but early snippets of the 3D versions show that it's the graphics rather than the presentation which really determines the quality — or lack of it.

GRAPHICS 7 IQ FACTOR 6

AMIGA 10 IBM PC FACTOR 10

AGE RATING 101

NEVERMIND



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Screenshots taken from the Amiga and PC Versions

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EMITHEX RAINBIRD CLASSIC



GALAXY FORCE

ACTIVISION convert Sega's eight-legged arcade monster.

GALAXY Force was a coin-op for the sea side piers and larger downtown arcades. An eight-legged monster with a hydraulic seat, massive screen, and speakers tucked into every nook and cranny, it was a monster — even by Sega's gaudy-tan standards.

As is often the case, the deluxe hydraulic version was something of a loss leader for the larger number of coin-ops that were to follow. Unfortunately for Sega, the game just didn't seem the same without your seat being thrown back as the ship zoomed forward. After one short summer season *Galaxy Force*, the zenith of belt-and-wristle hydraulic arcade entertainment, had just about disappeared.

Meanwhile, Activision boss Rod Couzens announced that returns to a press gathering at the London-Intercontinental Hotel that his company had signed the rights and would be converting it for home use in Christmas '94. A few months dropped again is distasteful. Was this conversion premature?

The results of this conversion are very far from what most people who have played the coin-op would regard as being a game of *Galaxy Force*. There has to be a point where the experience of playing the home version is so different to the experience of the coin-op that it is reasonable to ask the question: are they the same thing at all, and — if not — is it therefore fair that they carry the same name?

The coin-op had amazingly fast, detailed, and colorful graphics with a space ship for you to control that could slow down, speed up and turn through almost 360 degrees. The ST version is slow, has blocky graphics utilizing a very limited colour palette, and does not fly through 360 degrees, or anything remotely like it.

The five levels are selected by pulling the joystick to the right bringing into view a camera view of the terrain on each level. They vary from aerial combat to caverns, trenches and deep space. Apart from blasting anything that is locked onto by your concentrated cross-hair, your aim is also to penetrate the enemy fortress and destroy their HQ.

Each of the five levels plays very much like the last one. There are power-ups but these offer little discernible difference to your ship. Shield strength and energy bonuses are registered in your control panel as is a digital display of the time left to complete your mission.

About the best part of the game is when you are made the fortress and have to bang right and left to avoid crashing into the walls but this too is let down by poor control of the ship and the inability in certain situations to 'right' your position should you collide with a wall.

What *Galaxy Force* boils down to is a very



ST does space really shouldn't be as blocky as this.

rudimentary 3D structure as with average graphics and sound. The coin-op relied heavily on the capability of its four 32-bit processors and 16-bit sound processor. The game design was never much to write home about — and without the all singing, all dancing, roller coaster hydraulic cabinet it just isn't the same.

• Eugene Lucy

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ST VERSION

Details over the development route onto and from come to ST *Galaxy Force* (can't follow it is one of their proudest achievements, the 3D nature and smooth movement. Its graphics are VGA, only 1MB, standard.

GRAPHICS	A	10 FACTOR	B
SOUND	A	1000 FACTOR	B

AGE RATING 300

PREDICTED INTEREST CURVE



Not exactly in the great tradition of arcade conversions, *Galaxy Force* fails to impress from the start and never recovers.



ANYBODY remember Paul Sharpe? Well, if your pre-1984 gaming history doesn't go back beyond a couple of years, it's a good bet you don't. But if you're a seasoned gamer, you're most likely to recall "The Paul Sharpe" as young Paul was the man behind *Spindizzy*, an aptly-named clone of Atari's *Missile*, and one of the first all-time computer classics which, sadly, never made its way into the 16-bit.

Now, after a two-year absence, Paul has returned with *Quartz*, another brilliant clone - but this time he's not drawn inspiration from any one game, but from every shoot 'em up ever written! *Quartz* traps you inside a huge crystal, with the simple objective of escaping - aka.

Anybody who knows anything about physics will tell you that a crystal is composed of many different layers, and it's these layers that form the basic layout of the game. The



QUARTZ

synchro of the entire game is the Lattice, an eight-way scrolling shoot 'em up set in the core of the crystal and based on the classic Asteroids. Here, though, the asteroids are replaced by coloured Halons that float around the Lattice. Shooting the Halons break them up into smaller Quarks, which in turn become collectible Neutrons when shot. Collect the correct amount of each colour Neutron, and they can be traded in for a powerup, and this is where the real fun starts.

Your ship is equipped with three energy weapon slots (upgradable to six), where weapons are placed when purchased. This system allows any combination of the ten weapons to be fitted, so - depending on your playing style - you could have three Stingers, an Octagon, plus a Bomb and a Flame, or...anything you like. The function keys switch the weapons on and off, allowing you to switch over to the correct weapon for the next section.

RELEASE BOX

AMIGA	CD-ROM	CD-ROM
ST	CD-ROM	CD-ROM

AMIGA VERSION

It's assumed, as usual, apart from the soundtrack, it's more technically accomplished than the ST's as you would expect with sampled speech, but it's not the same fancy fare - it's a more standard affair that doesn't work quite so well.

GRAPHICS	9	10	FACTOR	4
SOUND	8	10	FACTOR	9

ACE RATING 90%

The man behind *Spindizzy* returns with a stunning shoot-em-up for FIREBIRD.

After a minute or so of blasting and collecting, you are dragged off course into one of the four other layers of the crystal. The Atomic Zone is the classic left-right scrolling shoot 'em up with a number of level twists including areas of flame, for example, similar to those in Super Mario Brothers and The Maelstrom, and end-of-level baddies that need to be destroyed one at a time.

The last scrolls from top-to-bottom. Nothing special there, but the streams of aliens are accompanied by meteors that come (SUT) of the screen at set, Galaxy Force-style, gun rotations, and an even tougher game. The last scrolls from right-to-left and plays like a mirror image of the Atomic Zone, but is much tougher due to the deadly force fields and electric storms. Finally there's the Organic Zone, a classic bottom-to-top vertical shooter in the Asteroids mold where everything has an All-or-Nothing pliers feel - look out for the rotating laser at the end!

When one of the sections is completed, it's back to another, tougher Lattice, starting with aliens as well as Halons. And so it goes on...



ST VERSION

The soundtrack is perhaps the version's strongest aspect - but missing, barely and overwriting over an 8-bit game theme should be. Don't wait for the CD layout!

GRAPHICS	9	10	FACTOR	4
SOUND	10	10	FACTOR	9

ACE RATING 90%

Quartz is sheer brilliance - virtually flawless in every aspect. Each of the four separate levels is a respectable game in its own right, but bundled together they make an awesome combination. It's tough...but not so tough as to be frustrating or off-putting. Astoundingly, it's a streamer, with Bob Stevenson's top-rate graphics and a touch of class, together with some of the best soundtracks heard on the ST and Amiga to date. *Quartz* is an amazing game seriously made. Release it in the shoot 'em up halls.

■ Gary White



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DIYAMOND
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DRAKKHEN

THE FRENCH TAKE THE 2002 DRAKKHEN

RPG Français from Info-
games...

OF late, the French have started losing a more than serious threat to the British software market. With the excellent *Futuro Wars* taking the shelves over Christmas and now *Drakkhen*, it looks like 2002's going to be a really year for the Gallic software tycoons.

Drakkhen is a stylish role play, set in your typical run-of-the-mill fantasy world, bringing together four adventurers to slough over yet another hoard of evil demons. As with most RPGs you have to create your little band before scratch, but you cannot revert the dice to change a character's statistics, so it's quite easy to have a varied party. With a choice of fighter, wizard, magician or priest you can play the field and have an immense number of abilities at your disposal.

All commands are issued via the mouse and the return key, then through a pleasantly big operating console. When the group travels across the land, they move as a unit. Pressing return divides the party into the four members. From there you can send each one on a separate job.

The only problem with moving the group for a character to a different location is the time factor; first you select where you want

them to go, then sit back and wait for them to get there, taking all of that a minute at times.

Manipulating on screen items is achieved by placing the cursor over them then clicking the left button, similar to the system in the *Sims* games. There is also a list of commands which are accessible when an individual character is selected, including a useful search facility.

Interactions between computer controlled characters and your team is basic, but effective. You're given the choice of greeting, questioning or impressing them. Most of the time any of these will obtain a useful reaction, though on the odd occasion they will attack.

Combat is also executed in a simple, effective manner; merely click the pointer on the creature you wish to main and the character nearest will strike a blow. Naturally you can expect some fierce retaliation. Spells can be used by the magician and priest and are operated in much the same way as the combat,

select a spell and click where you want to activate it.

As RPGs go *Drakkhen* is a fine game, though perhaps lacking the depth that makes a classic game. But on the whole a fun, lasting fantasy quest.

— Mark Petersen

RELEASE BOX

WIND UP	CD ROM	OUT NOW
AREA	CD ROM	IMMENT
No other versions planned		

BT VERSION

The major plus is the speed. Combined with the smooth command system, the game flows very smoothly. The graphics are excellent, but outside a few nice surprises later on in the game. A word about DDD.

GRAPHICS	8	IQ FACTOR	7
AREA	10A	POP FACTOR	9
AGE RATING 8/10			

PREDICTED INTEREST CURVE



Great fun to get into, and a pleasure to be immersed with. Typical of DDD attention to detail, but in the end the action loses interest.



The four adventurers (seen in the status panels to the side of the screen) begin to explore an ancient building. As you can see, *Drakkhen's* atmospheric 3D graphics are extremely impressive.

Austerlitz

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*Get ready to experience the
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The date is the 2nd December 1805. The place is a few miles east of Vienna in the province of Moravia. Ranged across the frozen Paviau heights on the crest of the Austro-Russian army facing them, between Sattler Hill and the Great Moravia to Napoleon's Grand Army. The greatest battle ever to be fought by France's 'Eagle Emperor' is about to begin.

Using a unique system developed by Dr. Peter Tarcus, **AUSTERLITZ** gives you the opportunity to relive the battle. The battlefield is represented in your screen in remarkable 3D graphics. You can actually observe your troops as they move and fight their way across the terrain.

Your orders are written out for your Corps Commanders, just as they would have been at the actual battle, and then relayed by messenger boys. All orders might be misinterpreted, ignored or even fail to get to their intended destination, and even if they do arrive, it all takes time - exactly the sort of problems faced by Napoleon and the Russian Czar Alexander on that cold winter day.

Play **AUSTERLITZ**, and take up the challenge that gives you the chance to recreate the history books!



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Written and designed by Dr Peter Tarcus. Illustrated by Peter Calverley

THE CYCLES

ACCOLADE put the PC on two wheels and give you 15 tracks to choose from.

EXACTLY what kind of bizarre classes you'd get if you found a spreadsheet later with the average PC user must stretch even the most wild of imaginations. I can imagine the scene now.

Dressed in full MS-DOS reg. with tandem - he approaches the machine, nonchalantly mounting the metal chair, he steps off the stubbed leather seat cover IBM Retail and peers at the International Bonneville Machines 45 MHz 386 with an 80 Mhz hard disc.

The internal drive grovels into life as the whole kit slogs power into the customized monitor. As the C program barrels onto the screen he sends the mouse scurrying across the desk into a full blown wheeled and taking the first double click mindfully fast, brings up...well...the Cycles probably.

Published by US from Accolade, programmed by the Canadian mob at DS, The Cycles is very much a transatlantic product aimed at the recreational PC user and attempts to capture the thrills, spills, licks, and chills of international Grand Prix motor cycle racing, but it's nothing if not comprehensive.

As you come to expect from US software, there are options, given before you even get foot on the pedals. Take a practice lap, a single race, or go for the big one - a full season of 15 races, each with a different track. Occur a difficulty level - there are five in all from easygoing auto gear change, under-usable bike and boy scout cooperation to full manual, full realism on a track full of Hell Angels.

Choose name, number of laps per race, then go on to choose your weapon - 125cc, 250cc or the big mutha - 500cc - racing beast. Four cylinders, six gears, 26length of full week, Good! So on to the race itself.

Selecting one track from 15 international venues (the first track is Donington Park, not Silverstone - trust you find your own is a classic over the handicapper's job, rather than the behind the bike view of, say, Hang On or Road Blat. First thing - you take one lap to qualify for a place in the grid. Second.

Using joystick or keyboard, the controls are simple enough - throttle/down, left/right,

change up or change down - and quite responsive. Particularly good news for non-standard joystick users is that you can brake your stick before the race.

Zooming off the grid at high speed for the higher difficulty into levels results in spectators far ahead of you have the track to yourself and there's no denying that it's fun. Going into a turn does not tilt the horizon - that stays level the whole time - but the handlebars turn in, and the right clutch hand animates when you change gear.

Handlebar seat touch is the way that track gradients have been handled, with quite realistic dips and hills to encounter - certainly the best I've ever seen on a PC to date.

From the lag, get a good position and the real thing starts - against one other guy. Some drive pretty damn fast and all seem to get in the way just when you'd rather they didn't. All ex-bike messengers probably.

The whole event is undoubtedly a good left and if you want to take on a whole season the program even allows you to save position and come back to compare the marathon another time, but does The Cycles ever manage to make you suspend your belief that you are ever doing anything other than playing a computer game? Unfortunately not.

Partly it's the handsome limitations of the PC. Most of us will have to put up with Spectrum-standard sound - although those with Tandy sound or Ad Lib boards will do much better. The graphics can't be too blame - CGA is fine and VGA is, well, adequate, yucky VGA.

Probably the biggest lack of speed as the major factor. It's not that Cycles is slow, far from it, but it doesn't seem to deliver quite fast enough to convey that extra bit of realism the hardware computer labor will hunger for. Makes you wonder how much of an overhead that very nicely implemented, but largely unused, rear view mirror takes up!



Zooming up to the finish (with most of the other competitors ahead of you unfortunately) to grab the 60 on the PC.

However, The Cycles still comes well into the category of "quality product" and as long as your expectations are not unrealistic will not disappoint if you're looking for a fun race game with enough options to make sure you'll be playing it for more than the customary couple of weeks. For another reason to consider buying a sound board, too!

John Cook

RELEASE BOX

IBM XT	[2.995]	IBM/CDI
AMIGA	[2.995]	IBM/CDI
IBM PC	[2.995]	CDI NEW

PC VERSION

The sound rating given is for the unexpanded PC. Observed the game makes good use of the world's fastest growing games market.

GRAPHICS	8	IS FASTER?	0
SOUND	3	FUN FACTOR	7
ACE RATING 773			

PREDICTED INTEREST CURVE



Good fun to get into, and a pleasure to be hooked with (you'll be hooked to death, but in the end the screen looks interest).

In 1989 the Wall cracked... ...in 1948 a nation cracked.



As a nation is torn apart in one of the greatest political upheavals in modern history, this is only but a foretaste for a far more sinister event that has taken place.

An atomic bomb is about to be dropped on a German town and is believed to be headed to the Soviet Union. As a lone American agent, you must save the city questioning the military plans and accepting Soviet and interrogating the stubborn figure of the commandant.

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EAST vs WEST BERLIN 1948



SNARE

THALAMUS ensnare late night game addicts with their newest puzzler

QUEDEX remember that? Well, unless you're a CGA owner who enjoys puzzle type games you probably won't. The idea behind the game (which incidentally gained an ACE Rating of 924 in our very first issue) was that you controlled a ball rolling across a series of planes. The aim was to visit each plane in the quickest possible time, but in order to do this you had to solve some very tricky problems first. The resulting game was addictive enough to keep even the most considerate person playing all night.

Thalamus' latest puzzle, Snare, is very much in the same vein. This time, rather than a ball, you control a small spaceship which glides over a platform. Using the joystick you can control the craft's speed and direction, as well as making it fire and jump. Turning it a little confining of first because the whole screen suddenly flips through 90° (and you become accustomed to this it can be very disorientating, especially if you make several turns in quick succession). Eventually you finish solving of it, but it is not quite as confusing watching somebody else play.

Mending jumping is absolutely essential, because there are many occasions in which you have to leap chains between platforms. It's not just a case of moving to the edge of the platform and leaping either. You have to carefully gauge your speed on the approach. Get it too slow and you won't make the distance and consequently end up plummeting to a very sticky sea. Approach too quickly and you'll probably overshoot and smash into a wall on the opposite platform.

Again the idea behind this game is to find the transporter that allows you to visit each level. Occasionally a level will be divided into several sections, each of which is linked by a further transporter pad.

Solving each level is not quite as simple as

gliding about until you find the ball however. Firstly, each level is divided up into corridors by walls. Half one of these and you're a game. Secondly there are a number of special tiles strategically placed on each level. Each of these has a different effect on your craft if you pass over them. The effects vary from minor inconvenience (like preventing you from turning) to disasters (sending you hurtling forward at full speed towards a nearby wall for instance).

Each of the different types of tile is colour coded, but it is all too easy to forget which does what. This is the one small gripe I have — it would have been better if each tile had a completely different design rather than just being a different colour. The problem is not enough to spoil the game however.

Another problem you have to face are the alien ships which patrol each level. These help to set traps rather than attacking you directly. Contact, however, is still deadly. It will do you no good whatsoever to simply leap every alien ship you come across. Some of them are indestructible anyway. Many of them are essential to the completion of the level. In some cases you must riden the alien by building new walls to force the enemy ship to lay new tiles for you.

There are also switches which affect some part of the platform you are currently on. Unfortunately they can also be activated by the alien. It is most distressing when you are about to cross a bridge which has been destroyed by throwing a switch, to find it suddenly reappear because some inconsiderate alien ship has run over the same switch.

The first few levels of Snare are not that long, but you will soon find that quite a bit of lateral thinking is required if you are to progress. The arcade style aspect should not be quickly forgotten either. At times you need a pretty devious joystick technique to overcome some of the design obstacles the programmer has put in your way.

If you don't like games that require too



All heart & transporter, but watch out for the alien craft.

much thinking than I can't really recommend this to you. On the other hand, if, like me, you enjoy putting the old grey matter into play from time to time then this is just your cup of tea. Go ahead and try it — you'll find it frustrating, but I guarantee you'll be back time and time again until you complete it.

● Lorenzo Scatena

RELEASE BOX

COM/32 13 Rm 012 306 OUT NOW

No other versions planned.

CGA VERSION

The graphics are really not all that bad. In fact to be fair as far as we can tell they are functional. There could have been improvements here, but fortunately the game is not spoiled too much by the hardware. The sound is generally good, and not too obviously important when you're trying to think of your best. On the other hand the SA is an invaluable and very addictive game.

GRAPHICS: 3 10 Rm 012 306

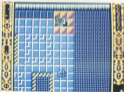
SOUND: 3 Rm 012 306

ACE RATING 925

PREDICTED INTEREST CURVE



It will probably turn most appeal about you've solved a few levels. If you manage to solve it you are unlikely to go back to it again.



The switch in the corner forms a useful bridge. The alien ships will eat again.

CLOWN-O-MANIA

STARBYTE clown about with manic 3D platform fun

MATTHEW Smith's well-known and ancient debut, *Manic Miner*, was one of those rare games in which simplicity was the key to success. It featured small, but cute sprites, an uninvolved scenario, and straightforward two-dimensional play screens. It doesn't exactly sound like a recipe for an inspiring game, does it?

The game was a runaway success. Highly playable and extremely addictive, it set a precedent for games to come and—together with other classic titles like *DuckDuckGo* and *Pac-Man*—helped establish the golden rule that large colorful graphics, imaginative or light-hearted sound, and highly convoluted gameplay are not prerequisites of a great game.

Too many, however, to *Starbyte* for rejecting current trends towards highly complex scenarios and producing a game which has many of the qualities of *Manic Miner*, and combines them with another great classic in the same vein—*Pac-Man*—bringing both concepts up to date.

In *Clown-O-Mania* you play *Beppo*, a circus clown. One day he discovers a map showing the way to a land of many wonders, and decides to give up clowning for ever to go in search of these things, eh?

The actual land *Beppo* finds is made up of a series of three-dimensional platforms on which are arrayed small round crystals (each a measly 1 point worth) and more exotic angular crystals (each a handsome 10 points worth). These *Beppo* must collect in *Pac-Man* style as quickly as possible. There are also various modes of varying shape, colour, and deadliness to contend with.

Movement is achieved using the joystick (which actually takes a little getting used to because of the angle of the controller). To get between levels *Beppo* must use little yellow ladders. Occasionally there are funnels which he can fall into (designed to be much lower platforms or trampolines) and volcanoes which can be used to reach higher ones. The only other means of traversal (over large distances) are banners. These are little square blimp-like things which can move faster than just going to be extremely frustrating.

Just in case you think that all you are getting here is a topdog up 30 *Pac-Man* variant, I ought to say at this juncture that there is plenty of thinking involved as well, especially on later levels. For example, you will discover squares which change colour as you walk over them. If you manage to complete the level leaving all of the squares the same colour you will earn a massive 10,000 point bonus. That's not as easy as it sounds. As the levels become harder you will frequently find that you "bait yourself into a corner" as it were, and have to undo all your careful work to get yourself out again.



Clown-O-Mania: reestablishing the art of the simple game?

As if colouring squares wasn't enough, you will also have to master the use of pyramids. These come in two forms, blue pyramids, when dropped, become obstacles which prevent the movement of any monster. But try to cross them, so you can use them to fence monsters in. White pyramids, on the other hand, will destroy any creature that come into contact with them.

There are many goodies to be had to help you on your way. Clown masks will give you extra lives; Royal Shakes can be collected and fired at the monster; and jumps can be collected which allow you to leap over gaps. The latter two (shoot round the screen at a rapid rate, so collecting them is not that easy).

Once you get further into *Clown-O-Mania* you will also begin to encounter other interesting features like conveyor belts, speedup belts and other similar items, all of which must be taken into account as you plan your completion of each level. You will find that you enter through the first few levels quite quickly, but don't worry—there are plenty of them and they get tricky very quickly.

If you enjoy games combined with fast action then *Clown-O-Mania* is most certainly recommended. It's very easy to get into, but should still provide a long-lasting challenge. Smooth multidirectional scrolling, colourful, well-animated sprites, and pleasant background tunes all go to make up a very polished and entertaining game.

— Laurence Scott

AMIGA VERSION

If any computer looking game, it can't really sharing the market, but it plays well. Good use is made of a lot of scrolling horizontal and vertical bars in the background to give a sense of great depth. Not bad for...

GRAPHICS	4	10 FACTOR	7
GAME	7	FUN FACTOR	8
ACE RATING 8.0			

RELEASE BOX

AMIGA	CD ROM	OUT NOW
BT	CD ROM	RECENT

PREDICTED INTEREST CURVE



Quite a challenge, but once you've solved it you are unlikely to come back for more.

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ARC

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THE POWER OF LIFE & DEATH



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Assessing the battle this picturesque 16th century island principally. Decades of warring have created a stalemate between two feuding princes. Each controls approximately equal territories, towns, villages, subjects and armies but war is provoked by a burning ambition for autonomous rule. Take in this princely domain, lead your armies forward to bloody conflict and towards ultimate victory.

• Comes in boxes (40 strategic operations) • High resolution color graphics • Animated battle and sound effects • Two player test run on Atari 5200 Amiga - in 1984 PC

ATARI ST - AMIGA - IBM PC - £24.95

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Midwinter

It's nearly five years since Mike Singleton launched *Lords of Midnight* upon an unenviable gaming world. The program offered a whole new dimension of game-playing experience by combining strategy with the revolutionary "land-squaring" technique. 250,000 troops, lots of player characters to recruit, and thousands of graphic locations made it a true blockbuster.

Unfortunately none of them later games really lived up to the promise of LOM. Although *Exocon*'s flowage and other titles were impressive, they lacked the magic combination of simplicity, immediate appeal, and strategic interest that made LOM a winner. The long wait for a true successor in *Lords of Midnight* may now be over.

The scenario for *Midwinter* is simple but compelling. Just as the world gets used to global warming and is casting around for a solution to the problems of the rising sea-levels, along comes a massive meteorite that lands into the jungles of Sumatra with the force of a 100,000 megaton bomb. Dust and debris are hurled into the atmosphere, cutting off the sun's rays and leading to a rapid cooling of the earth's temperature. And if that wasn't bad enough, a second natural catastrophe (volcanic eruptions caused by an earthquake in Central America) compounds the situation. Earth temperatures plummet to 25 degrees and *Midwinter* has begun.

One of the big attractions of the game is the detailed research that has been put into the scenario. It may sound horrific, but every element has been closely vetted by experts at the Climate Research Unit of the University of East Anglia, one of the world's main sources of expertise in this subject. Whatever set of the scenario you try to knock, the result is a solid chunk of authority and not the hollow ring of fiction. Which makes playing the game far more compelling.

Set on the island of Midwinter, the plot is simple but effective. *Midwinter* is a 400-mile-long landmass formed by falling sea-levels. Subtlety is the keynote again: the fringing city of the island was freed after the game design team checked out Admiralty charts for the Arctic area.

In the new Ice Age, *Midwinter* offers salvation to a small group of pioneers who, by establishing their bases (subtlety again: the designs were taken from similar establishments in Iceland), have created a more hospitable environment. After a generation of successful colonization, the wanderers begin to realize to discover they have lost contact with their colleagues living in the southernmost parts of *Midwinter*. Someone, it seems, is intent on sealing their island sanctuary and, in doing so, condemning them to death from cold and starvation.

COLD WAR

The scenario of the game from this point on combines strategy and action in a manner very similar to *Lords of Midnight*. Just as in that game you were attempting to halt the advance of Doomdark's forces either by destroying them or by penetrating Doomdark's stronghold, so in *Midwinter* you must prevent the lead-

2000 troops,
32 player characters,
10000 control points...
Microprose/Rainbird
prepare to launch Mike
Singleton's latest
blockbuster.



The *Midwinter* team: (l-r) Martin Wirth, Paul Mitchell, Rob Davies, Peter Jones, Hugh Robertson, and Mike Singleton.

lines from falling into enemy hands, recruit alien forces amongst the other wanderers, and force either a military or strategic victory. Whatever happens, you have to destroy the enemy camp at the south of the island. If all the lead lines are captured, you lose...

The similarities to *Lords of Midnight*, however, are soon forgotten when you start playing. Unlike LOM you have a full-scale 3D fractal generated landscape to travel over. Furthermore there are three different ways of travelling (sailing, ice-hugging, or hang-glider) and each has certain tactical implications in terms of speed, vulnerability, and the ability to access certain parts of the island.

Strategy is more dominant in *Midwinter* too, since the program offers very comprehensive mapping functions that enable you to track enemy movements and generate battle plans on a large scale. Information on the current status of the struggle is therefore easily available at any time.

You have to recruit up to 12 allies in the struggle against the invaders. Here again there have been considerable advances over the early *Singleton* titles. Each character has a complex profile and history that makes relationships vital in establishing alliances. The all skills to the strategic elements, together with your characters' own display in a wide range of areas.

The graphic display of the game is superb. *Midwinter* makes clear use of a limited palette to display a detailed fractal landscape that scrolls very rapidly in all directions. Land contours are all faithfully repre-

ON YER SNOW BIKE!

There are four principal means of transport in *Midwinter*, each with a corresponding view of the surrounding landscape.



↑ Your old goggles...



↑ This is the view from your trusty snow goggles: you can see, but there are some places they can't reach. Mark used by the copyright.

Hang-gliding in *TMW* may be fun, always provided you can find a thermal updraft. Here you're not over the hills. Note the 'red' location...



needed, so that if you follow an enemy probe buggy you can see its tail rise and fall as it negotiates the icy slopes. (As for fast-down one hill, and you could come to grief if there's a steep slope at the other side of the valley. Topography plays an essential role in the strategy of the game, its implications ranging from simple ambush techniques to the feasibility of hang-gliding from one cliff-top to another. Even the terrain is linked, so it may rise, to the terrain below.

Gameplay is quick and easy, driven by a selection of attractive icons that enable you to move between various command modes. Once in control of a character your principle actions are driven either from the movement or decision screens. You can swap characters at any time, whenever they may be, provided you have previously recruited them—you start with just one and must make friends quickly to survive. The game has that classic combination of simplicity and depth that could well make it a winner.

GAME OF THE YEAR?

Microprose have gone through several major changes recently. After first acquiring the three Telecommunications labels, and marketing the licensee games, they were stretched in forming two new labels of their own, Microstyle and Microstate. After learning a few tough lessons, the company have now settled down and are planning a new Advanced Computer Entertainment strategy. Over games, more time and money spent on development, and hopefully what we'll miss in terms of quantity will be made up by quality.

Since releases like *M1 Tank Platoon* and *Gunship* were scarcely negligible achievements, it's difficult to see exactly how much more resources Microprose

MAPPA MUNDI

The map screens in *Mohandev* are certainly impressive. The display is built around a 30 million triangle, fractal generated landscape. A button panel enables you select different displays, advertising other screens, heat zones, and other game elements.



Here you are at full screen size, with the 'character current location' option selected.



The zoom screen in and out enables you to select different features.

MOHWYTER TECHS-PORN

Map: dual display ('satellite view' light source shading) and topographical 10000 control points fractal generated, equivalent to 40Mbytes of data.

20 million triangles of graphic detail
3000 unique place-names
400 miles of playing area at game level

Characters: 32 player characters
18 attributes and skills
20000 moving troops

Display: Up to two side view
Up to 400 triangles per frame
Buildings have up to 30 faces



You can select light-source shading too, useful for planning tactics of manoeuvres.

Countable Harrow Pringle
Rogue Officer
Age 28 years
Current Location:
White Horse Valley

Lately fallen to, Harrow Pringle has been awarded a star by the military even realizing it, he regards himself and Flann as good friends but, in truth, they are little more than his private issues. Outside military he spends his wife's salary and very occasionally his own funds, that Harrow's not being hard for some decisions.

CHARACTER AND SKILLS

Morale	Excellent
Strength	Excellent
Agility	Excellent
Endurance	Excellent
Intelligence	Excellent
Charisma	Excellent
Leadership	Excellent
Accuracy	Good
Stamina	Excellent
Shooting	Excellent
Chivalry	Excellent
Swimming	Excellent
Climbing	Excellent
Stealth	Excellent
Endurance	Excellent
Strength	Excellent
Agility	Excellent
Endurance	Excellent
Intelligence	Excellent
Charisma	Excellent
Leadership	Excellent
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Agility	Excellent
Endurance	Excellent
Intelligence	

THE MISSION IS VITAL – THE ODDS ARE AGAINST YOU.

F15 Strike Eagle II

F15 Strike Eagle II is a whole new computer air war! Dogfighting is the name of the game. The air battles with enemy aircraft. Die with death in you fight your 'bomber' and head to the skies. Success depends on making the right choices – not Super smooth, very slow action takes place over 250,000 square miles of a theater terrain. Superb, real-time action based 3D graphics make it feel as though you really are in the thick of the action. Hundreds of options, four difficulty levels and a great amount of mission and weather make F15 Strike Eagle II perform for dogfighting veterans and novices alike.

F-19 Stealth Fighter

MicroProse's F-19 Stealth Fighter transports you into the real world of Stealth Technology. You'll take charge of one of the USAF's most valuable and secret assets, you must carry out missions deemed too dangerous for normal aircraft to accomplish. Amazing three-dimensional graphics add a totally new dimension to F-19 Stealth Fighter. In you fly, undetected, at 78 feet around both on- and off-base within Command Territory. F-19 is not just a flight simulator – it's an experience!



Gunship

Gunship has earned that honor over the best ground combat flight simulations. Featuring the AH-64 Apache, one of the most advanced attack helicopters in the world and developed with the help of top attack helicopter pilots, Gunship lets you bring on a high-performance helicopter that can fly low and slow, hover, attack, fly backwards, rotate and go into a full 360-degree turn power down through some of the most beautiful combat zones in the world. In the face of enemy, it is always fast and always ready that makes you feel the technology behind the man. The spirit of attack is real.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA

WHAT'S THE SCORE?

MicroProse's action games feature a depth of realism, excitement and strategy rarely seen before in computer entertainment.

TWO SCORE GOLD PIECES

Pirates, played by over a quarter of a million square miles, offers unparalleled gameplay and adventure on the high seas;

SCORE TO SETTLE

Airborne Ranger's fast-paced action challenges your skills and reflexes over a dozen missions deep behind enemy lines.



WHAT'S THE SCORE?

Soccer was the world's first true football simulation – from indoor league to World Cup Final, it's just like the real thing:



MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

NO MERCY-NO SURRENDER

A NEW 3D DUO FROM LOGOTRON ENTERTAINMENT

BAD COMPANY...

You've fallen into Bad Company. In this place there are no good guys, just you, your sidekick and wave upon wave of insectoid enemies who have just one thing in mind - the total destruction of every human they set their nasty little bug eyes on. No quarter is asked and none is given, you know what to do - if it's alien, blast it!

Bad Company is programming legend Steve Bob's latest and greatest masterpiece with scrolling of vanishing point perspective surfaces, the latest superfast 3D sprite techniques and featuring:

- Simultaneous two-player option
- Unique choice of weaponry, with fire power boosters
- Choice of eight different combat tactics
- Uncountable waves of screaming insectoid attack

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END NOVEMBER '89. PRICE £34.99



STAR-BLAZE...

StarBlaze is pure solid vector 3D. Shout 'em up from the programmers that brought you 16 bit Elite! To qualify as a Taminian warrior in an intergalactic war of unparalleled ferocity, you must prove your prowess by taking on scores of ferocious alien attack waves and live to tell the tale. How will you do it? With quick reactions and the fastest trigger finger on the planet!

StarBlaze is a game which draws upon the strongest features of the classic arcade titles to introduce a wholly original style of game to the arcade genre, featuring:

- Over a hundred different attack patterns
- Action-packed gameplay in stunning solid 3D
- Five colourful backdrops (forget boring starfields)
- Infield, smart bomb and extra power pickups

ATARI ST & COMODORE AMIGA
END OCTOBER '89. PRICE £19.99



END OF COVER ART



THE
LOGOTRON ENTERTAINMENT

STANDSTY 4900, 107 ST PAULS ROAD, LONDON W11 1JL

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KEEP THE THIEF



Every adventurer worth his or her salt makes good use of the 'WAL or GET' command - but *Keep the Thief* sets a rather different slant on this innocuous pastime. Rather than allow you to wander round the world lollygagging through shops, and fawning with the owners simply buying a blind eye, the game takes a rather more realistic view of theft. Get caught 'WALing' anything in the city of Tel'Merion and it's curtains...

You take the title role, as permanent exile from your home town for persistent anti-social behaviour. Your new hunting ground is the Tel'City area and the city of Tel'Merion in particular, where once the evil God-King Tel'lor held sway. Here, rich pickings are an offer for the successful thief, but *Keep* has its 'to' to learn in order to survive, let alone become the new God-King which is your ultimate objective. Since *Keep* has it that the aforementioned Tel'lor - banished by present events - is still alive somewhere in the land, it's questionable whether this objective is entirely foolhardy.

Starting in the jungle near the city, your first necessity is to equip yourself with weapons and armour to give you a fighting chance of survival. Unfortunately such items are expensive so you'll often have to steal them from under the nose of the smith or lock around for valuables which are less well guarded elsewhere.

The streets of Tel'Merion contain some pretty wealthy households who often leave valuables lying in full view and apparently unguarded. However some citizens are rather less trusting than their fellows and use a variety of subtle traps to protect their goods from the likes of you. Armed guards on patrol are a further hazard, so you might by your luck in the jungle instead, where the pickings are not so

rich but the monsters and outlaws there generally carry some personal wealth, and even, occasionally, useful items of weaponry and armour.

The screen display is divided into several sections. The top half shows, either a still graphic of your location, a 3D representation of the combat area, your spell mixing cloth and ingredients, and a direction indicator.

During combat an overhead view of the combat area is shown as a small scale map supported by a radar like display of your direction of view. Below this is a long narrow panel in which any trees or monsters are shown in 3D perspective.

Below the main display is the heart of the control system. A set of boxes, some currently available command words. Clicking on these other implements the command or calls up a further submenu. The system is very easy to use and quick to learn.

In addition to items, many knowledge-based functions are available on the menu bar including options to reduce the numbers and resis-



tance of random monster encounters - very useful while finding your feet. Several status displays are also available from the menu. Your abilities in climbing and draining traps are shown as both percentages and partially filled bars as are general attributes such as strength, hit points and magic points. You can also monitor current levels of sleepiness, hunger and drunkenness. All the displays are clear and easy to read and instantly accessible at any time.

All good fantasy worlds cater for magic and this is no exception. Spells are created by

It's a steal!
ELECTRONIC ARTS have come up with a novel adventure, featuring RPG influences, a menu-driven operating system, and a sense of humour.

mixing ingredients on your spell cloth and include such gems as Bendis' Aid for healing and Flicker Flicker for light. To mix spells you need to own the appropriate spellbook of which there are several to find. Their daughter the magic class goes to decide which ingredients are needed. While many common ingredients are available at the herb shop, more exotic numbers can involve a long and dangerous trek to obtain.

Combat takes place in real time and requires both tactics and fast reactions at times. Both ranged and close quarter weapons can be used as may come spells if already prepared. But be warned, once in combat the battle is to the death, usually yours, so save often as ambushes are frequent.

Keep the Thief is a well crafted RPG which should offer hours of exploration and discovery. The whole game is shot through with humour, often in the form of snails and pat-downs, which help to sell and maintain a very enjoyable atmosphere. Its style is a nicely well-balanced combination of traditional adventure and character building with plenty of flexibility to explore and try out ideas.

LANDSCAPE 80
Clear, colourful graphics, excellent graphics, superb sound, excellent mechanics. Scenery and other graphics above and not up to the standard of other fantasies.

ENCOUNTERS 75
Lots of fun, exciting characters against whom you can't get your wits and skills, although occasionally a limited to get overpowered.

GAME LEVER 85
Works, but not difficult to play, the above range of options in the standard setup to survive well, good value hours of enjoyable play.

SYSTEM 80
Very easy to install, but changes of environment date

ACE RATING 85%

Keep the Thief offers a fresh and original approach to the genre. Easy to access to both RPG and text graphics, adds a personalising challenge for experienced and novice players alike - and it's fun!

MYSTERY OF THE MUMMY

The year is 1912, the place Hamburg in this new adventure from Rainbow Arts. Programmed by Tom Ware, the game casts you as a lawyer who, together with his dear companion Wilhelm, is approached by local resident Rudolf Rabenberg.

It seems a mummy belonging to Mr Rabenberg's father was stolen from an exhibition several years ago and never recovered. How times has changed! He asks you to do an important African mummy in it to be put up for auction. Your task is to discover whether the two mummies are in fact one and the same. As a typical adventurer of the era, you are due in Munich on Thursday and today is Sunday — your time is therefore limited.

The screen display is divided into sections which show a clock with the current time, a short text description of your location and conversations with other people, a set of icons for



controlling the game, a picture of your location and four bars showing your level of money, hunger, thirst and tiredness. Next is a mixture of mouse/arrow and typing instructions, names etc.

A quick glimpse at a new detective-style graphic adventure from RAINBOW ARTS. In the style of some of the recent French mysteries (Montville Manor, for example) you explore Hamburg in a search for a missing mummy...

Gemplex consists initially of exploring the town by visiting various addresses and asking people you meet about other people. With well over a hundred characters the permutations are mind-boggling. The game also includes several action sequences which range from tab-waging exhibits from the bottom of a lake to mopping about in a formal laboratory with chemicals brought from the local chemist.

To aid you in your task you are provided with a map of Hamburg, showing 188 numbered places and a telephone/address book listing the residents, theatres, hospitals etc. From your hotel room you are able to contact many people by telephone, while others may be visited either on foot or by car.

Since I haven't got very far into the game yet I'm reluctant to give this one the benefit of a full rating. Stand by for more details next month.

DRAGONS OF FLAME

US GOLD continue the Heroes of the Lance saga but tone down the hack'n/slay elements.

Remember Heroes of the Lance? Did you manage to recover the Oaks of Mohalar from Kharast's guardian? If so, you'll enjoy the follow-up in the Dragonstone series.

Dragonstone forces have spread out across the face of Storm with only the Quabreit elves still holding out. Although the elves still fall the Companions still have a chance to free the slaves of Pael Tharkis and recover the longlost Hyndmeyer. The Companions must run the gauntlet of swarming Dracorian forces to succeed.

Play takes place in the open initially with the party seen from overhead as they move about the countryside. However the Dracorian forces are everywhere and battle is joined from the first moments of the game.

As combat becomes imminent the overhead view changes to the more familiar screen shot as used in Heroes. Fighting is a matter of aiming low, middle or high at the enemy or casting ranged weapons such as spears from a safe distance. If you're anything like me you'll find yourself furiously waggling the joystick anyway just to stay alive! Following combat the press of a key returns the screen to an overhead view.

All your characters are shown in games at

the bottom of the screen together with a compass pointer on the left. Accessing commands is achieved by pressing the space bar to bring up the main menu. From here various actions can be selected such as spell casting, changing the marching order, manipulating objects, saving/loading etc. Also available is a command to show a map of the whole area of the quest in case you get lost.

Pael Tharkis is made up of several levels containing a variety of secret doors and traps and is very similar to Heroes usually with your character shown side-on against the background scenery of wells, doors, passages, etc.

The display's improvement however. Bright primary colours make identifying objects and characters much easier and quicker which in turn makes the game more friendly than its predecessor.

While Heroes of the Lance had too much of the hack & slay and too few strategic elements for my liking, Dragons of Flame seems to have a far better balance, therefore appealing to a wider range of adventure tastes. Although basically an arcade adventure, the game contains enough puzzle elements to satisfy most followers of the fantasy genre.



Colours in Dragons are much less muddy than they were in Heroes and easier on the eye to look.

THE DEEPEST GAME EVER...

Aquanaut

The company that produced 'The Krystal' bring you an inter-active arcade adventure written in the spirit of 1940's cinema heroes, taking place deep under the Ocean in a maze of underwater caverns and then in the Fabled City of Atlantis. Surmount the perils of the deep with a clever strategy and slick joystick control... the underwater world could be yours.



Screen shot from...



Screen shot from...

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swordfish and jellyfish

POWER UP YOUR 16 BIT

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WITH THIS MACHINE DEDICATED ORIGINAL SOFTWARE FOR ONLY £9.99



Throughout its long history, France has seen many disasters and spectacular events. During the XV century, the land was close to extinction... a miracle was needed. That miracle was Joan of Arc.

Available on
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Screenshots from various formats.

Is it a present? Certainly not! Hollywood takes the player into the exciting world of high stakes gambling, realistic and testing game play against your friends or if it is a of the most accomplished and glamorous players you'll ever meet... they not only look fantastic, they play a mean game of poker too.

Available on: Amstrat 127 - Amiga



Screenshots from various formats.



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MECHANICUS™ • DETECTOR™



TRICKS 'N' TACTICS

FEELING LOST? TNT GETS THOSE TRICKY GAMES MAPPED OUT

TV Sports Football

If you enjoyed this game as much as I did then by now you are probably at the stage where you want to improve your playing skills. These 18 gems from M. Dhaepier of *Intermedia*, Kent might prove helpful in doing so.

1. Fake punts are the best to use.
2. Don't run with your quarterback.
3. Always pass the ball at the earliest opportunity.
4. Passing to the left is generally better than to the right.
5. Make sure the ball is thrown in front of the leftback.
6. Don't make long passes as there is probably a number of the opposition further up the pitch.
7. Run along the edges.
8. Try not to pass into the end zone. Try to run the ball in.
9. Run straight ahead and go diagonally when there is someone running in front or behind you.
10. If you don't do well in your first three downs, go for a field goal instead of making a risky fourth.
11. Field goals have more chance of going in from the 40 yard line.
12. Never go for the punt.
13. In defence use blitzes as often as possible.
14. Use Time-Outs only when you are losing.
15. Use the 4-3 alignment rather than the 6-1.
16. Use the go-out formation rather than the T formation and the shotgun.

The Darker Side of Freescape

Liam Hughes of *Intermedia*, Essex has straddled through *Dark Side* from incentives, and here gives us the benefits of his insight into the game.

Start by destroying ECOs 3-5. Now go to the Regulus. Go into the building that is in front of you when you are facing North. In here you will see fuel rods and shield blocks. Collect all of these.

Now destroy ECOs 6-8. This will give you quite a bit of time. Now go through either *Unleashed* or *Prisoners*. Walk by the prison sensor until you get thrown in prison.



More C64 Pokes Galore

Never let it be said that ACE games, C64 games. After a whole TNT column to themselves in November, C64 fans can celebrate the new year with yet more gems. This time they're from ace hacker and stacker Koen Smets, Louven, Belgium. Thanks a million Koen.

XEB (Justified Lines)

POKE 16956,170
SYS 286,12 To restart

LEONARDO (Justification)

Museum
Football
Biller

GERARD WING

(Justified Lines)
POKE 4518,173
SYS 4096 To restart

(Justification)

McHenry (level 2)
Classics (level 3)
Rivoked (level 4)
Sunshot (level 5)
Dooligan (level 6)
D Gibson (level 7)



MIL. HELL (Justification)

CAHRE44ALLUCIBOT
LEVEL 2
SALDFHARELLUCIBON
LEVEL 2

When inside collect the *Tele* and *Cristal*. Then get out, fly in this by shooting into the boxes, you will either be going up, fuel or shield. Soon the door will open. When you have exited the prison you will be in the tunnels. When you have got out of the tunnels, go and destroy ECOs 9-15.

Now go to *Unleashed*, enter the building in the West. You do this by shooting the block above the door about 10-15 times. When inside *Jet-Pac* go to the top, here you will see two fuel rods, and two shield blocks, and a *Teleport Cristal*.

From here go to *Igniter*, go into the building East of the main. To do this you have to *Jet-Pac* over a force field, then get into the building. In it you will find four *tele-transporters*. Now go and destroy ECOs 15-20. Go to *Sethys* and collect the four fuel rods.

Now you can get the other *Cristal* *Teleport Cristal*. Destroy ECOs 20-24. Go to *Psyche* and go into the *freescap* and shoot the *cristal* that takes you to *Prisoners*. Here you will find the fuel *Teleport Cristal*. Use this to take you to the *PEREOL* sector. Take the letter S, then go back to *Psyche*, and go

through the open gate. Destroy the final ECO and the game is complete.

FIRST STRIKE

(Justified Lines)
POKE 38236,173
SYS 2051 To restart

ROCK DANGERBOAT

POKE 2795,173 (infinite lives)
POKE 11193,173 (infinite dynamite)
POKE 18698,173 (infinite bullets)
SYS 24480 To restart



KING OF THE BEACH

(Justification)
Salsol (level 2, Chicago)
Cedric (level 3, Hawaii)
Taffel (level 4, West)
Sunshot (level 5, Seychell)

(Try these for other 6)

Logic off
Chess off
Chess off
Sat on
Disk on

(Basic tips)

- *Always play with simple
- *Smash after the reception
- *When playing on the left side, set-up in the upper corner
- *On the right side set up in the lower corner
- *Play it a bit
- *Look at all the girls after 3 rounds

through the open gate. Destroy the final ECO and the game is complete.

CPC Capers

Right, C64 gamers have had their fun, now it's time for some truly mind-boggling delights by Amsted editors. These tips, once again, come from Liam Hughes of *Intermedia*, Essex.

ROAD NUMBER - KILLER

On the selection screen type L81 for infinite lives.

100%

Let us tell you — I'm impressed. When I played Pygmalion's very nice game, The Shadow of the Beast, I thought it was extremely difficult. I certainly wasn't expecting so many chests, keys, and solutions to be sent in the queue. Obviously there are plenty of A&E readers out there who can beat anything the lull-wire Houses challenge them with.

Anyway, as with the good stuff, the solution below has been compiled from those sent by Mark Barber of Preston, Lancashire, and Darren Davis (Peter Matthews [pseud.] of Southampton in Hampshire). Both also sent maps of the first level, and Darren also supplied the map for the castle level.

Follow the arrow left at the start. Punch the buttons and the ladders, remembering to jump the griffer



● Turret ▲ Stronghold ■ Laser Gun

Beastly Business

careful, it's difficult to see). When you reach the door in the tree, enter it.

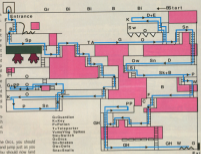
Once you are inside the tree go right, and jump the fireball that appears from behind you. Now descend the ladder and punch the bar when it reaches the lower part of its flight. Go down the last ladder and run towards the giant insects. Now crouch and keep doing low punches until they are all destroyed. Now go down a platform, then up to the right, continue going right, then down to the right, and down again until you can not go down any further. Now go left and down, then continue left until you reach a point where acid is dripping from above.

Try to avoid the acid, and continue until some area approach you. Run towards them, and as they bring their swords, let them have it.

Once you have finished off the Goli, you should see the end of the platform. Run and jump out as you are about to fall off the edge. You should now land safely on the opposite ledge, from which you can retrieve the key.

Now step off the platform and fall to the lower ledge. Here you can collect a strength potion which will give you full health. Move right, punching the green snakes as you go. Now climb up the ladder and go to the left. Some more purple ones will come towards you. Use the same method to kill them as you used before.

Run up to the guardian and crouch when it breathes fire. When it stops breathing, stand up, and punch the ball that it holds over. Now crouch again immediately for you'll get fired. Repeat the process



until the ball breaks. You should now shoot light bolts. Walk right and enter the teleporter. You will appear at the position marked on the map as 'A'. Go right until you meet the next guardian.

Fire the bolts at him until he dies. Don't let him touch you, or you will be squashed. Run right after you have killed him and kill the area as follows. Try to avoid the spikes (not easy).

Now go up the ladder and up again. Go across to the left, and when the eyes bounce up, run under them one at a time. Stop it between each one, as a

G1-Guardian
G2-Worms
G3-Red Spikes
G4-Red Spikes
G5-Red Spikes
G6-Red Spikes
G7-Red Spikes
G8-Red Spikes
G9-Red Spikes
G10-Red Spikes
G11-Red Spikes
B1-Red Spikes
B2-Red Spikes
B3-Red Spikes
B4-Red Spikes
B5-Red Spikes
B6-Red Spikes
B7-Red Spikes
B8-Red Spikes
B9-Red Spikes
B10-Red Spikes
B11-Red Spikes

red devil will also come to you. Dispatch this with a punch. When you get to the outside of the jail form, get the key and go back across and down. Now go to the right, and kill the seal, then go right and down the ladder. Blue devil should begin to fall from above. Stand in front of the point at which they fall and punch them. Now jump quickly past the snakes if you have enough energy left; it may be easier to run through them all.

You should now come to some owl heads. When the first of these goes up, run for it and continue running through the devil (unavoidable). Go down to the dog and jump it and then fall down. Continue running and kill the bee as before. Now punch the skull you see by one until you reach another position which you should collect. Go down the ladder and jump the worm. Continue down and then run along and a large bee will fly above and drop fire bombs. Stand in between the bombs and jump the frog.

Now move down avoiding the crawler. Go left and kill the ghost, and then go up and collect the power punch which you will take damage from while collecting (unless you have previously pulled the lever which shuts off the electric field around



it). Now go down and right and avoid the thrusters. Continue right until you reach the worms. Get as close to each one as possible, and when it goes, run up to the dragon and crouch, then punch his tail. When it dies, quickly run into the well and climb out into daylight.

At ground level go east punching everything until you get to the cone. Before you go inside, collect the light so you can see. Once inside retrieve the tool then make your way down to collect the laser gun. Now disable the field with the tool in order to proceed, killing the monster and collecting the jet pack.

On level two just beat everything. On the final level punch everything, and kill the giant at the end to finish.

OK, you're saying, that makes it easier, but it's still f*****g difficult. I agree, and so does Greg Stone of Cheshamford, Derbyshire. So to help out those players who are still dying after five minutes' play and long to see more of the great graphics in the game, here is his cheat for infinite energy:

When the loading screen with the picture of the boat appears, press and hold down the fire but not on the joystick and the left mouse button, until prompted to insert disk two. Now proceed as normal and you will have infinite energy.

AFTER BURNER - ACTIVISION

Levels 1-10 are easy, so try to gain as many bonus lives as possible for later levels. Concentrate on shooting planes down as missiles are easy to dodge.

Levels 11-18 are slightly more difficult, still try to shoot planes down rather than worrying about dodging missiles.

Levels 19-22 are difficult. You will lose some lives. Stop shooting planes and start dodging the missiles. To do this, move up and down. Don't try and pick up any rhythm as the missiles are not fired in a set sequence. If you try to shoot your forward vision will be obscured and you are more likely to get shot down.

On all levels except 8 and 17 go at maximum speed. Levels 5, 18, and 23 are just landing and collecting except 23 where you have completed the game.

OPERATION WOLF - ACTIVISION

Level 1 is simple - just keep your sniper in the middle and occasionally move up, and of course down for supplies.

Level 2 is the same as level 1 except you should go up a lot more for the paratroopers. Level 3 is the same as level 1 except that you should not worry about health too much because the villagers will replenish it. Use a grenade when there are too many trees.

Level 4 is as level 1 except you do not need to worry about ammo as the arms factory is your target. The coopers are a real problem here.

Level 5 is as level 1 except you should shoot permanently at some points.

Level 6 requires you to kill 100 men, so with little time, fire everywhere, and try to use all your grenades over the first half of a level. There are many grenades to pick up.

Forgotten Worlds

This one comes from MIRA that of Country Road, Malvern, and is a solution to the first three levels.

Level 1

Collect as many Demies (oranged) as you can. Blast your way through them

in a straightforward manner. Don't try and shoot the first lot of ground based aliens. Go to the shop. Buy everything on sale. Once you are out of the shop, fly and kill the spider-like rocket aliens. They inflict most damage. When you're near the end of the level, guide your man through the gate to the dome

and before they close temporarily. Now guide your man to the bottom right-hand corner as fast as possible and the dem-god will die automatically!

Level 2

Kill the lizard and other aliens with your machine. Stay first and etc. from shop (don't buy multi-directional fire). To avoid giant worms, stay as close to the top of the screen as possible. To destroy gun-turrets, stay at the bottom of the screen and shoot across (your v-cannon will protect you from their shots). To kill the dust dragon, position your man directly above the dragon's head and make him face towards the bottom left hand corner, and keep shooting. The dragon will die (your v-cannon will kill the lizard.)

Level 3

Kill the alien in a straightforward manner. Go to the shop. Buy the necessary equipment. Don't buy laser cannon. When a star shaped building appears. Guide your man to the bottom right corner, face the top right corner and keep shooting. Once you have reached the top, reposition your man at the bottom of the screen and so shots will touch you.

Once you enter the three gates to the god of war, position your man at the bottom left corner, facing up. The arms of the god will not touch you now.



When you reach the head, move a little to the right and fire up at his shoulder. When it blows up, move to the other side and do the same with the right shoulder until that blows too. Now make your man face to the top-left corner and move a little to the left. Now shoot his nose until he dies. All this takes a little practice.

Level 4

Sorry, but you're on your own for this one!



Megatips for a Megablast

Khalid P. Houshader has sent in this complete guide to the *Stratos* Booster's first rate shoot-'em-up. *Level 2* - No escape now - get reading and then get tapping.

First a note on pistols. I have a Zapack and a Quakshot turbo, both of which have excellent auto-aim options. If your pistol doesn't have this then buy one as soon as it becomes available (step 1). It really comes in handy when your trigger finger gets sore.

Weapon & Shop Table

What to buy and what to sell

STEP #	SELL	BUY
1	(nothing)	Health (and all of other spend things)
2	Beer	Crackleshot Booster x 2
3	-	-
4	-	Cannon Powerup x 1
5	-	-
6	-	Lower Powerup x 1
7	-	-
8	-	Lower Powerup (if you need it)
9	-	Life (if you need it)

This table shows the items I bought to complete the game, but at step 5 you may want to try out some new weapons.

Homing Missiles - so good in getting them all they are great early fire just before the halfway back to level 10

Bombs - very effective, but if you already have subrocks you will have no room to carry them, if you want to try these out then sell one and buy more.

Protection - makes your shield last longer. I prefer a life instead.

Drone - quite good, but better when powered up.

Claw - useful for getting out of sticky situations.

Laser - the best weapon when power is 3. Tears through every thing in its way.

Strap Stapes - if you want a weapon, this is the thing to get.

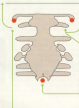
Misses - these are effective if you can remember the positions of the waves, so a well laid stream can

diffuse a complete wave.

Drone Ball - useful in the rock passage (level 3) for destroying serpents behind you. Sometimes it disappears. In my experience it was usually in a corner of the screen or not on it at all. Bring it back by keeping the fire button down and moving the joystick. If this doesn't work then the ball has expired.

Flamer - this isn't really effective with autoaim because the fire button needs to be constantly pressed to give a continuous stream. Limited range.

Health - (unless you are less than three quarters full don't get it, except on level 4 where there's no free health).



Level 2

- Go up and shoot the eyes.
- Go along the top.
- Shoot the other eyes.
- Go down and shoot the tail eyes.



Guardians

Level 1 - Shellfish

Shoot it in the eyes.

Level 2 - Iron diground

Level 3 (0.5) - Crab

Shoot its eyes. To avoid it, move in a rough figure of 8 pattern. Watch out for those extendible claws.

Level 3 (0.0) - Serpent

At this point you should have at least 2 flame weapons at the side. Position yourself outside of the screen-left exit and as he emerges, keep your firepower aimed on his head as he moves across. He should then blow up leaving loads of money.

Level 4 (0.5) - Dragon

As it appears, go right to the side and advance upwards. Your subrock should finish off those small heads. Then hit the tail at the very end and go down, but don't stay at the bottom. Just until the dragon's head is in view. Just after he has landed, go right to the bottom and as he leaves it where it burts into, his head should

Level 4 (1.0) - Chameleon

Just advance up the side and dispose of his eyes. Now push your self forward) next to his feet and you can get the body with the subrock as well. This seems having to dodge the tongue.

Level 5 (0.5) - Tank

Pick up the homing missile while destroying the barrels. Near position your laser dead centre so you can blast the tank without getting hit by its own laser.

Level 5 (1.0) - Battleship

If you haven't got a power 3 subrock then you've got no chance really. First shoot the engines until they stop. Now go on off both barrels. Advance up the side destroying the barrels. Watch out for little serpents hiding you from behind. Destroy the lasers and then go down. Pump the ship's rear full of bullets and enjoy the ending.

Level 2

- Circle around the island destroying bridges.
- Make sure that when you are shooting the spider you are as far away as possible in front of it. Otherwise you will be slightly punished against the island and all the money will go downing to.

Level 1

Rock Passage

- When gap appears, forward and let my with side shot



TINTIN ON THE MOON



"Hello central station! Here is the moon rocket. Tintin speaking. I have just regained consciousness. Everything seems OK, we are now taking over the controls of the rocket." Around the rocket, you will relive with Tintin and his friends the most exciting adventure the world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Boris, the traitor, who wants to make the expedition fail? Will you be able to find the saboteurs to put out the fire, even while floating in zero-gravity (which isn't everybody's idea of fun)? Will you succeed in finding and disarming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé...

Before Armstrong there was Tintin and... may be you!

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The console crackin' team are back again. Jojo Cicero and Mark Hook of Cardiff, South Glamorgan are back again with more amazing tips - this time we have the maps for rounds 1-9 of Spy vs. Spy on the Sega.

round 1



round 2



round 3



round 4



round 9



round 5



round 6



round 8



round 7



KEY	
LD	Ladder Up
LD	Ladder Down
—	Door/Connection
S	Start



CORNER

CONSOLE

BattleTech Specs

Each BattleTech Centre console contains 17MB of RAM and 16 proprietary PU boards, which make up the graphics, sound and control systems. The consoles communicate with the other consoles via a local area network. The consoles main screen can display 256 x 256 objects in real time using a maximum of 64000 colours in screen 4:3 ratio.

The game's world can split between two playing screens. The primary 'real time window' screen and a secondary screen used for video and other information. ESP designed the primary screen graphics system differently than most military type simulators, which made the graphics look realistic but a lot of graphics requiring excellent fast motion processors to handle the calculations instead. BattleTech Centre graphics system uses 16000 'uniform' 'tiles' images which were originally created as a CAD system and rendered using 'splitting' shading, source lighting and edge smoothing. The graphics system also can a fast and simple geometry engine which can forms hardware using of the images it receives and allows 3D transformations such as mirroring, mirging, flip and keyframing.

Primary screen:

Graphics processor	486 (3-D RAGE)
Resolution/throughput	480x320 colours per pixel
Frames/throughput	300 'tiles'/images in real time
Sound resolution	32K/200
Maximum colours on screen	64000
Real colour palette	32 million colours
Random memory	64 Kbits of local, 1MB system or 1.5-2MB
Display image in memory	10000
Visual geometry engine	Hardware scaling of graphics images and polygons, 3D transformations.

Secondary screen:

Game and graphics processor	486 (3-D RAGE)
Screen resolution	320x200
Colours on screen	64
Internal colour palette	4096

Sound system:

Processor	486/3
Digital samples	48K/18 with 12 channel
Channels	12
Works on channel	3.0
Memory	4.0M/16M

The sound system incorporates three sound generation channels, giving it the ability to generate spatial, unrelated sounds from other single sampled channels, sampled sounds with frequency-control and pitch-bend sounds.

Cockpit controls:

1. 32ft control systems, each containing three firing buttons
 1. Analog throttle
 1. Analog foot pedals
 50. Miscellaneous switches
 8. Miscellaneous rocker switches
 130. Joystick (optional)
 150. Joystick (optional)
 120. 8 segment LED alphanumeric display
- Each cockpit has access to a keyboard controls and uses a standard video output.



As each object is placed on screen, it's assigned a colour palette which consists of 256 colours. Palettes are assigned based on the object type, location and situation. An example of this palette use is distance. In the real world, an object gets further away it tends to blend into the background - the palette system mimics this perfectly.



BattleTech Centre uses a new series of images for the entire game to save players over the next six months. This particular OneMileBee serves mostly as a fire-support role.



use a huge multimillion mainframe computer," says Mike Hanson, director of BattleTech Centre system development at Incredible Technologies. Reconnex adds, "In the past only governments could afford this sort of thing. ESP has found a way to bring the person on the street the same sophisticated imaging of commercial and military flight simulators used by NASA and the Air Force".

PLAY THE GAME

The BattleTech Centre is an environmental complex which simulates a fictional universe, the core experience being an eight-player battle. Each player sits in an enclosed cockpit, whose simulator allows each participant to see a graphic image of the other player's vehicles, their movements and the surrounding terrain. The BattleTech Centre operates in a 1600 square foot location, encompassing a lobby area, two combat information systems, embarkation hall and two launch areas.

The lobby area is decorated as a warroom of a giant starship with 1012 video monitors broadcasting battles newsfeeds from the tables, cockpit simulator instructions and 'God's Eye View' of games in progress. This, coupled with uniformed staff, surrounds players with sensory cues of a science fiction universe. In the Combat Information Centers, a uniformed officer hands players their sheet of orders and

they are allowed to form team strategies, escape the terrain of their mission and obtain information on the universe via a 'user friendly' computer. The launch areas are demarcated by eight cockpits (each 12 feet by 3.5 feet by 5 feet).

The simulations are connected via computer network to produce a real-time simulation experience in an interactive, 3D environment. The terrain, vehicles and mission change every game, so each time you play there are new challenges. In addition, for the first time, the opposition you face is not a computer, but another player who thinks ahead, learns from their mistakes, and is unpredictable.

Each BattleTech Centre will have two eight-player games going on simultaneously. The Centre can change its fictional environment every 30 minutes. The game software and videos are changed and the result is a new universe and vehicle type to master. The first two environments created for BattleTech Centre are based on M&A's BattleTech and Reconnex Legion role-playing games. BattleTech is set in the year 3050, where the members of the Battleteam are huge, muscle Battletech steeds. Reconnex Legion is a game of starfighter combat in the year 5000. ESP will create several other environments in the future.

The BattleTech Centre books reservations for teams, or its and match individuals as they arrive to make up teams for each game sequence. A half-hour experience will be priced as a pair with a trip to the cinema or squash-court.

COMING TO A THEATRE NEAR YOU!

ESP plans to develop 150 BattleTech Centres across the United States and Canada, and has a license for distribution in Japan. Each complex will cost approximately \$750000 to build - \$500K for the electronics package and \$250K-\$250K construction cost. The first BattleTech Centre was scheduled to open in Chicago before Christmas, but has been delayed until March 1990 due to licensing problems. Reconnex enthusiasts, 'sites in Las Vegas and Los Angeles are under negotiation. We're also in touch with major UK arcade companies and theme-park engineers - we hope to have a deal signed soon..."

BEVERLY HILLS

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Cop

BEVERLY HILLS



TYNE
SOFT



Look out, Beverly Hills
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UPDATES

A ROUND UP OF THE LATEST MAJOR CONVERSIONS

PICTIONARY

The latest versions - ST, Spectrum, Amstrad



Pictionary on the ST

Demarc: Amiga **Version:** reworked issue 26; **ACE Rating:** 7/10

Having managed to capture the license for the most popular board game of all time (*Clued*) *First* — for those who've been living in a cocoon for the last few years, Demarc have now turned their attentions to the lat-

est Tuppole board game — Pictionary. The idea (behind this one is that one member of a team draws a picture and the other players have to guess the word that the picture is intended to convey within a set time limit. Guessing the word correctly allows you to move your counter further round the board.



Pictionary on the Amstrad

ST VERSION

£24.99/£6

The first thing that struck me about this version was how well the drawing ability actually stands up in its own right. All of the functions are particularly easy to access (just a single key press for each), and there are enough of them to produce some quite intricate drawings. The art tool is particularly useful and powerful. As an added bonus, once you have completed a picture you can save it in a Macintosh format. It is thus a fairly simple matter to import it into most

commercial ST art software.

I'm not convinced that paying £25 for Pictionary on the ST is preferable to buying the original board game. However, the ST and other versions do have the additional appeal of being able to assign all the picture drawing to the computer (essential if you're playing solo).

◆ **ACE RATING:** 7/10

SPECTRUM VERSION

£20.99/£6 £24.99/£6

The first thing I expected to find on loading up this version was an inferior double package, so I was pleasantly surprised to find that this was not the case. All of the functions available are easily accessed with either the pointer or a single key press. The chief advantage of this and other *Clued* versions is the lack of a mouse for drawing. I tried playing with the keyboard controls, and to be quite honest, drawing anything other



Pictionary on the Spectrum

than very simple shapes proved to be a longwinded and painful process. It is still quite fun to play with the computer drawing the picture, although if you have the cassette version be prepared to wait during the frequent tape loads as the next block of pictures is got into memory.

◆ **ACE RATING:** 5/10

AMSTRAD VERSION

£20.99/£6 £24.99/£6

The presentation here is slightly better than on the Spectrum version, although the sound is still limited to a heavy title tune and the occasional bop when you select a function. There are still the same difficulties with drawing without a mouse, although it is a little easier if you use a joystick. Again, not a bad effort, but both this and the other *Clued* versions are a little overpriced.

◆ **ACE RATING:** 6/10

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ACE GALLERY

ACE READERS PROVE THEIR PIXEL PROWESS...

Here at ACE, we're well aware that our readers are a talented bunch and as these pages we're going to prove it. The stunning pieces of artwork that follow have all been produced by ACE readers on their own PCs. Impressed? So were we. If you think you can do as well or better, then send your masterpieces to ACE READERS ART, Freely Court, 30-32 Farnington Lane, Lynton, OX19 3AG. Your artwork should be supplied on a disk or cassette with a slideshow program that can be passed and loading instructions. Ensure that all disks and tapes are clearly labeled with your name and address. Please enclose a stamped addressed envelope if you require the disk/cassette to be returned.



CHRISTIAN CAPSTAFF, Great Yarmouth
AMSTRAD CPC 464

These two pictures (just go to show that you don't have to own expensive 1000 hard-core to produce great artwork). Christian drew these pictures of Superman and Road Runner using OCP's Advanced Art Studio, one of the best art programs available for 8-bit machines.

Both pictures make good use of strong colour and well defined lines to achieve the necessary cartoon-like quality. Notice the good use of shading in the Roadrunner picture to make up for the limited colours available on the CPC.

ANDREW WALLIS, Brough, North
Humberdale
AYAKU 87

The Flintstones and Monkey King were both initially drawn using Advanced Art Studio, and then finished off with Omega 4.000 (an excellent 87 art package characterized by its ability to run with 640k) and to work in all three screen resolutions.

Andrew has clearly stuck to the principles of cartoon art to produce these pieces. Keep all your lines strong and simple and go for bold, distinctive colours. You will be surprised at the degree of imagination, personality and wit you can incorporate into a good cartoon without resorting to complex, detailed drawings.



SEAN RYAN, Waterford, Ireland
COMMODORE 64

These two Batman pics are superb examples of the sort of thing you can do even on a machine with low resolution and a limited colour palette. Sean has not been afraid to put shadow to good effect. This is always a good idea because it gives the picture a more dynamic three-dimensional quality than is usually achieved from. Sean has combined this with the use of lighter colours to produce effective highlights.





ANDREW WALLIS, *Brough, North Humberside*
ATARI ST

The *Pinstones* and *Bookies Bang* were both initially drawn using *Advanced Art Studio*, and then finished off with *Eggsie Elite* (an excellent ST art package characterised by its ability to run with 3000 and to work in all three screen resolutions).

Bookies Bang closely sticks to the principles of cartoon art to produce these pieces. Keep all your lines strong and simple and go for bold, distinctive colours. You will be surprised at the degree of expression, personality and action you can incorporate into a good cartoon without resorting to complex, detailed drawings.



POB, *London*
ATARI ST

Pob used *Eggsie Elite* to produce the colourful main picture, and an interesting distortion of the standard ST desktop. The only one that I've seen of the pictures have light shining in them, I had to use the *Eggsie* screen mode to make sure they were accurate enough and had few or no rough edges. I hope these pictures show that almost anything can be achieved with a palette of only 16 colours.

1 BATMAN

Batman - The Movie from Ocean

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from US Gold

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Trade fans who like their games spaced with plenty of action and nothing around you're certainly going to enjoy this.

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IN THE PINK

NINTENDO COMPO145

Now's your chance to get going with portable games playing. Nintendo are offering you the chance of getting your mitts on the stunning Game Boy pocketable console. Plus – those lively people are putting up the Nintendo Deluxe NES home system.

GAMES YOU'VE GOT TO HAVE132

The ACE updated guide to the games you just have to buy. Check them out, and then look at your collection. Remember – it's coming up to Christmas and time to give yourself a treat.

BRUCE LEE VIDS!140

Crash! Pow! Mindscape are giving you the chance to add the COMPLETE set of Bruce Lee videos to your collection. And they're offering 10 readers copies of the great Bruce Lee game! ...

ACE READERS PAGES158

Stacks of ads that might just contain the very second hand thing you've been looking for – or the help you need to crack that game that's been bugging you for months.

COMPO RESULTS154

Are you in for a big prize? Or even a little one? Find out on our results page.

THE ACE PRIZE PUZZLE155

Have you got a brain the size of a planet? Of course you have, and of course this month you really are going to win that exclusive prize for eggheads.

CRAZY CAPTION COMPO!162

Richard Branson's in a pickle 'cos he can't get his balloon breath. Now in a competition that's Virgin on the ridiculous we're giving you the chance to win the latest Virgin Mastertronic game – but only if you come up with a brill caption.

DIARIES AND DATES142

All the events you need to know about in the coming month...

members of the year that should not be missed.

RVF

Bloomington, UT \$24.95, Amiga \$29.99

RVF offers a near endless supply of first-person live action as you retrace your Florida 88. Attention is detail is paid off all along the route with your being the like a patch start after a crash, the excellent use of music and simulation.

SPIDERTRON-IG

En Informational \$14.97 \$14.95/88

Guide your spiderlike character around the game area, collecting the colored points in the correct order. The built-in construction set means you'll be tinkering out your own levels on the line. Come home.

SUMMER GAMES

SeaSoft Games \$34.95-\$55.95 \$34.95/88 the PC \$29.95/88

Five sporting simulations of high quality but none have quite captured the playability and style of the original Summer Games and its immediate successor, Summer Games II. One or so players can take part in high jump, gymnastics, synchronized diving, the sport shooting, swimming, soccer football—and others—in a wonderfully high-graphics and smooth animation throughout. Control of your athletes can be complex as graphics is recommended.

SUPER SPRINT

Decks, Deacons \$34.95 \$34.95/88 \$14.95/88 Spectrum \$29.95 \$29.95/88

One of the better racing simulations currently available. With up to 16-lap

players all competing at once. The action is fast and furious and it will take a halfhearted car to complete some of the more tortuous circuits that occur later in the game.

THRUST

Final Front \$pectrum \$1.95 \$1.94 \$1.95/88 Amirex \$1.95/88

Tastefully variates controls and a large helping of realistic physics make this budget title an absolute must. Flying slow through the caverns of an alien-like planet, you have to pick up fuel and destroy hostile gun barrels, without crashing into the terrain walls. Tough enough as it is, but then you've got to make the return journey with a heavy load going under your craft. Very intense.

URIDIUM

Hexxon \$pectrum \$8.95 \$14.95 \$12.95/88 \$8.95/88 \$14.95/88

The plot or resistance of floating island evens that float through and attacking them while dodging around any large obstacles. Great realistic looking backgrounds and the beautiful scrolling you'll never see get the feet and shoulders above the corporation. A game not to be missed, especially now that 104-versions come packaged with the excellent Pacalpac.

ZARON / VIRUS

Superior Software \$pectrum \$29.95 \$29.95/88 \$29.95/88 \$29.95/88 \$29.95/88 \$29.95/88 \$29.95/88 \$29.95/88 \$29.95/88

A solid three-dimensional shooting game with such graphics, perfection and flexibility add to the game's fun. It has an excellent replay. Now the 1.04 version has arrived and they're out at

ADVENTURES

After a brief surge of RPG-related popularity, the traditional text-entry adventure is rapidly disappearing. But for those of you who swear the powers of the imagination, the verbal twist, and the thrill of encountering other characters, this game genre still has much to recommend it. Here are some of the all-time great computer fantasies...

good as the 1.04 version.

BEYOND ZORK

Infocom/Activision \$14.95 \$19.95 \$14.95/88 \$19.95/88 \$14.95/88 \$19.95/88

Infocom's attempt to make it on the role-playing market is a great success. Like the original Zork of Quidor, it is a game that combines the wit and ingenuity of one of the world's most original software companies with state-of-the-art writing and graphics. Indeed, but with an on-screen mapping facility.

CORRUPTION

Redbox \$Amiga \$7.95 \$9.95 \$7.95/88 \$9.95/88 \$7.95/88 \$9.95/88 \$7.95/88 \$9.95/88 \$7.95/88 \$9.95/88

The tale of a noble drabing, infidelity and double business deals is unlikely to appeal to adventureists who prefer to wander through vast (perhaps infinite) settings. But for those who are fed up with traditional adventure, it's like a breath of fresh air. Superb graphics, great atmosphere and a real-time plot makes this a terrific game that grips from the start.

FISH

Magpie Texts \$PC \$29.95/88 \$29.95/88 \$29.95/88

More gameplay than Corruption, better game design than Zork, and not as quirky as The Puss. This is definitely 88's best role-playing game. Best of Dances. Good stuff indeed.

GUILD OF THIEVES

Redbox \$C64 \$7.95/88 \$7.95/88 \$7.95/88 \$7.95/88 \$7.95/88 \$7.95/88 \$7.95/88 \$7.95/88 \$7.95/88 \$7.95/88 \$7.95/88

One of Britain's newer adventure software houses—Magpie Texts—managed to produce a traditional treasure hunt with superb graphics and some very lively puzzles. Puss's 41 puzzle helps to create a convincing game world with humor and imagination.

INGRID'S BACK

Lead \$Amiga \$7.95/88 \$7.95/88

A great follow-up to Gracie Ringer. Lead's 9 have really got to grip with the use of chat windows in their games and how to program them very effectively.

JEWELS OF DARKNESS

Redbox \$C64 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88

Lead's 9 have got together three of their classic releases, Cabinet Adventure, Dungeon Adventure and Adventure Quest in one bundle. The games have been updated with graphics and sound resolutions and are as close to the original quest of adventuring as you're likely to find.

LINKING HORIZON

Infocom/Medalion \$C64 \$19.95 \$19.95/88 \$19.95/88 \$19.95/88 \$19.95/88 \$19.95/88 \$19.95/88 \$19.95/88 \$19.95/88 \$19.95/88 \$19.95/88

Infocom's tribute to P. Lovecraft and the nonconformist game world you may want to see you discover something very new by bringing up the college libraries. Superb fiction game that defies you to stay it after dark...

ACE CLASSIC

TIME AND MAGIC

Medalion \$pectrum \$14.95 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88

This completion of the user's game, 1.04 of Time and Magic has been reworked with better parsing, better resolutions and picture added. Super-world if you don't already own them.

ZORK ZERO

Infocom/Activision \$14.95 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88 \$14.95/88

PUZZLES

If you're after a game that will provide you with a real challenge, without necessarily requiring large doses of strategic thinking, then it's a puzzle game you want.

BONE-CRUNCHER

Superior Software \$C64 \$9.95 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88

It had first light, the novel release may appear to be solving more than a few. It's a puzzle game. However there are a number of innovative graphics features which you'll never see get the feet and shoulders above the corporation. A game not to be missed, especially now that 104-versions come packaged with the excellent Pacalpac.

DEFLECTOR

Gracie Ringer \$C64 \$9.95 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88 \$9.95/88

Deflecto are the order of the day here but the spirit is present in the player team to connect a laser beam to a receiver and at the same time destroy a

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number of cells that use an screen as well. You'll need to make full use of the screen, therefore, constantly analyzing and recharging blocks if you're to achieve your aim. Clear the first screen and you'll only have 50 more to do. Recharging stuff that's mostly obsolete.

• **AGE RATED 99+** • **ST**

HERBULLS

Freemove • C64 \$9.95 • Spectrum \$14.95 • Amiga \$7.49 • Atari ST \$14.99 US

Guide eggs to the top of eight towers using the use of platforms, lifts and ropes that form the roads that form the tower. It's a highly original game that offers a fine balance between frustration and an addictive, willed to which is the extra twist. This makes it a good-looking, addictive winner of a game.

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SENTINEL

Freemove • Spectrum \$9.95 • C64 \$9.95 • Atari ST \$14.95 • Amiga \$7.49 • Atari ST \$14.95 • Amiga \$7.49

Strategic and compelling strategy game played over the Cleopatra format of a planet dominated by the Sentinel. Handle carefully you have to absorb energy while trying to stop the Sentinel from destroying you. It also has an excellent trigger fire, very original and easy to use. One of the best strategy games ever. (10,000 possible land scores.)

• **AGE RATED 99+** • **AMIGA**

SKULL GHOBBY

Freemove • Atari ST \$7.99

Reckless clown that completely outdoes the original in this particular machine. Aggressive but delicate about you're slipping your diamonds in diamonds over a hundred different screens with a fine level for each screen. Multiplayer scores on playability feature screens to tags with and a choice of scoring points and an entertaining soundtrack.

AGE RATED 99+ - ST SPECTRE

Freemove • C64 \$1.95 • Amiga \$1.95 • Atari ST \$1.95

The winning combination of strategy, featured shooting and great graphics make Spectre a worthy follow-up to the original. It's a game that's fun to play for \$1.95.

• **AGE RATED 99+** • **ST**

TERRIS

Microsoft • Spectrum \$9.99 • C64 \$9.95 • Atari ST \$11.95 • Amiga \$11.95 • Atari ST \$11.95 • Amiga \$11.95 • Atari ST \$11.95

A fascinating geometrical puzzle. You'll have to plan the moves of the pieces to make them fit into a hole. This is a good-looking, addictive winner of a game.

• **AGE RATED 99+** • **ST**

THINK!

Freemove • C64 \$1.95 • Amiga \$1.95 • Atari ST \$1.95

Originally released by Acorn, it's a game that's fun to play for \$1.95. It's a game that's fun to play for \$1.95. It's a game that's fun to play for \$1.95.

• **AGE RATED 99+** • **ST**

XOR

Spectrum • BBC \$9.95 • C64 \$12.95 • Amiga \$12.95 • Atari ST \$12.95

Extremely tricky maze game involving the player

controlling two shields, and collecting marks. Through 21 stages, which increase in complexity as you progress. After a later stage, fish and chickens (to name) after blocking the marks and just waiting.

SPECIALS

Original works that are simply unclassifiable feature in this section.

ATP

Digital Integration • C64 \$11.95 • Amiga \$11.95 • Atari ST \$11.95 • Spectrum \$11.95 • Atari ST \$11.95

Standard contact flight simulator that's a bit of a change to digital integration. The simulation is excellent. The emphasis is on speed, not on accuracy, the result being a pure fun.

• **AGE RATED 99+** • **SPECTRUM**

DAWK SIDE

Freemove • C64 \$9.95 • Atari ST \$14.95 • Amiga \$7.49 • Spectrum \$9.95 • Atari ST \$14.95

The second game using the Freemove programming system, which sets more of a course challenge. The 3D graphics are again superb as are the tanks and puzzles.

• **AGE RATED 99+** • **AMIGA/ST**

ELITE

Freemove • C64 \$14.95 • Amiga \$14.95 • Atari ST \$14.95 • Spectrum \$14.95 • Atari ST \$14.95 • Amiga \$14.95 • Atari ST \$14.95

Set the best space trading game. Elite set a standard for other companies to follow. One of the first space games to use vector graphics. It's a shooting and trading effort set across several galaxies, with plenty of variety to the game play. You can trade legal goods to wealthy trade systems, or run the gauntlet of pirates in the galaxy's danger spots with your hold full of contraband. Other way

to follow you and bring your own to a premature end. Later on, things hot up in British, hard-core and still concepts going up. Smooth scrolling, simple graphics, this one requires planning.

There's a nice bit in your 3D cockpit, and on the way to it you'll find your way.

• **AGE CLASSIC**

INCREDIBLE SHRINKING SPHERE

Freemove • C64 \$9.95 • Amiga \$9.95 • Atari ST \$9.95 • Spectrum \$9.95 • Atari ST \$9.95 • Amiga \$9.95 • Atari ST \$9.95

It's a nice, nice world where mice, use and make moves to provide an interesting game. The puzzles and the endless ways to solve them will have you rolling around in delight.

• **AGE RATED 99+** • **ST**

M1 TANK PLATOON

Freemove • PC \$9.95

This is a welcome break from flight sims that boasts enough detail to keep even the most computer-obsessed player, and at the same time has a breadth of challenge and combat scenarios that should satisfy the most ardent gamer. A winner.

• **AGE RATED 99+**

MAGNETRON

Freemove • C64 \$9.95 • Amiga \$9.95 • Atari ST \$9.95 • Spectrum \$9.95 • Atari ST \$9.95

Fasten and action New-Term style. Save the world by dismantling eight satellites. Blast parts from enemy ships to regenerate your own and hopefully make you a big winner. The ideal game for Quaker's firm looking for a unique, new challenge.

AGE RATED 99+ - SPECTRUM

QUERX

Freemove • C64 \$9.95 • Atari ST \$9.95

In this impressively challenging game you must clear a metallic ball through ten different screens of traps, bombs and obstacles, all within a set time limit. This simple game-concept has a host of added features to make it particularly pleasing; you can vary your speed time to the next screen, for example, and beside the different screens or 'play' in my order you wish. Excellent graphics and utterly absorbing play.

• **AGE RATED 99+** • **ST**

SPINDIZZY

Freemove • C64 \$9.95 • Amiga \$9.95 • Atari ST \$9.95 • Spectrum \$9.95 • Atari ST \$9.95 • Amiga \$9.95 • Atari ST \$9.95

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TOTAL ECLIPSE

Freemove • C64 \$9.95 • Amiga \$9.95 • Atari ST \$9.95 • Spectrum \$9.95 • Atari ST \$9.95

The first game using the Freemove system is a bit of a departure from the first two, but it's still an incredible game. In total eclipse you're battling against time back in the 1900's trying to prevent the moon exploding. For arcade adventures you love puzzles, the Freemove system is a godsend.

• **AGE RATED 99+** • **AMIGA/ST**

STARGLIDER II

Freemove • Atari ST \$29.95 • Amiga \$29.95 • Atari ST \$29.95

One of the best examples of a game using vector graphics, in the full advantage, gets the extra 3D treatment and comes out looking every bit a winner. You've got a large task to complete and there's plenty of 3D graphics to boot, making the combination of shooting and exploration that stands head above the competition.

• **AGE RATED 99+** • **ST**

MINORAGE • PC \$14.95 • Amiga \$14.95

This is easily the best interpretation of Star Trek yet. The gameplay provides absorbing and challenging hours of fun. A must for Trekkers and a worthy space strategy simulator for anyone else.

TAU CETS ACADEMY

C64 • C64 \$9.95 • Amiga \$9.95 • Atari ST \$9.95 • Spectrum \$9.95 • Atari ST \$9.95 • Amiga \$9.95 • Atari ST \$9.95

Fight mutants, shoot em up and it's about which are both incredibly smooth and well put together. The attention to detail is impressive as you get on learning mutants in a space school. In Academy you get to manage your own space station just as well.

• **AGE CLASSIC**

TOTAL ECLIPSE

Freemove • C64 \$9.95 • Amiga \$9.95 • Atari ST \$9.95 • Spectrum \$9.95 • Atari ST \$9.95

The first game using the Freemove system is a bit of a departure from the first two, but it's still an incredible game. In total eclipse you're battling against time back in the 1900's trying to prevent the moon exploding. For arcade adventures you love puzzles, the Freemove system is a godsend.

• **AGE RATED 99+** • **AMIGA/ST**

WIZBALL

Freemove • C64 \$9.95 • Amiga \$9.95 • Atari ST \$9.95 • Spectrum \$9.95 • Atari ST \$9.95

Become Wizball and conquer the whole creation that's more an aim, taking the spectrum and rendering the landscape grey and blue. One of the most playable games around, despite the simple screen.

RPG

Role-playing games have exerted an enormous influence on modern game-styles. They combine the atmosphere of text adventures with the action of arcade games and the brain exercise of strategy — but their graphical presentation tends to be weaker than other game genres. Gameplay centres around developing characters by raising their experience and skill levels in conflict with other, computer-controlled entities. All that — and a quiet too...

THE BARD'S TALE II

Electronic Arts, £54
£14.95, Amiga £24.95

The highly successful predecessor to Bard's Tale II, *BT II* has the advantage of being slightly easier to advance. The Amiga version features some very nice sampled music (heard when you enter a temple and occasionally coloured graphics). Lots of towns, you can update your statistics (characters, their attributes and equipment) for use in *BT II*.
ACE RATED 5-5

THE BARD'S TALE III

Electronic Arts • £54
£24.95

The latest Bard's Tale game offers a number of refinements over its pre-decisions (all of which are still well worth taking a good look at). First, the graphics are better animated. Second, there are (single) combat screens which take careful account of the distance between you and your opponents. Finally, the game's large and somewhat excellent save for money.
ACE RATED 5-5

BATTLETECH

Electronic Arts, £29.95, £7

BattleTech features some incredible cartoon sequences, arcade style action, role play and strategy. In short a com-

puter-adapted, first round balance leading the opposition and learning the magical, tactical and geographical secrets that will enable you to defeat the forces of evil (or underground). Superb.

comp, great looking, interest, and tough challenges galore.
ACE RATED 5-5

WASTELAND

Electronic Arts • £54
£14.95

Change your mind about USA shopping habits? (Soviet and Cuban troops in the wasteland etc). The atmosphere may not be as good as the Bard's Tale series of games, but

the extra dimension of strategy (using the oil, cash and coal in order of the *BT* series) may help.
ACE RATED 5-5

BRAIN GAMES

Fed up with mindless blasting? Want a game that offers you an opponent who's worthy of your skills? Then this is your section...

CHESS MASTER 2000

Electronic Arts • £54
£29.95, £24.95 • Amiga £24.95 • Atari £7.29.95 • £29.95
£29.95

Designed chess game on the Amiga, with excellent graphics. 2D or 3D view point. 32 levels of difficulty to suit all the young colossus you could wish for. Plus some fairly nice speech synthesis.
ACE CLASSIC

DUNGEON MASTER

Electronic Arts • £54
£24.95

Quoted as being a 'Masterpiece in Interactive Computer Entertainment', *Dungeon Master* offers 32 levels, loads of spells, atmospheric graphics and sound. All going to make *Dungeon Master* one of the best role-playing adventures to have appeared on any machine.
ACE RATED 5-5

COLOSSUS CHESS 4

£29 • £54 • £9.95 • £24.95 • Amiga £29.95 • £24.95
Spectrum £9.95

Best bet for fast matches against, with options of 2D or 3D view, captain levels of difficulty and a

mutual options which enable you to play, watch, wait out chess problems, etc. against a five computer opponent.
ACE CLASSIC

COLOSSUS MAH JONG

£29 • £54 • £9.95
£24.95 • Amiga £29.95 • £24.95

Reminiscent oriental game of strategy and chess. A chat program and a chat manual make this an easy to use and highly entertaining system of software for veterans and novices alike.
ACE RATED 5-5

INFOGRADES BRIDGE

Infogrames • Amiga £22.95 • £29.95 • £29.95
MSX £22.95

Graphically the best of all contract bridge simulations, with large playing cards stacked against a suitably green baize background. Plays a good game for a computer, which often fails to bid ahead in the negotiation and fine adjustments, and features a wide range of options and bidding conventions which you can toggle at according to your style.
ACE CLASSIC

POWERPLAY

Amiga • £54 • £29.95
£24.95 • Amiga £29.95 • £24.95 • Amiga £29.95 • £24.95

If you want to test your general knowledge, as never you'll be better off with the original and still being combination of

strategy game and quiz than with the utterly monster-sounding *Trivial Pursuit*. Powerplay is graphically very pretty in its setting on vibrant Olympia, home of the Gods.
ACE RATED 5-5

SCRABBLE

Leisure Games • £54
£22.95 • £24.95 • Amiga £29.95 • £24.95
£29.95 • £24.95

The hugely popular word game translated very successfully onto the screen. And, equipped with a matching large vocabulary from 71 discs (which some change-making words on some occasions). Good enough to give even strong human opponents a tough game of the higher levels.

WAR GAMES

Fancy yourself as a master of grand strategy, marshalling hordes of troops and sending them off to do battle on your behalf? Look no further than the ACE war games section...

ARHHM

£25, Spectrum £9.95, Amiga £9.95, £54 £29.95

One of the oldest quality war games featured in the section. Another was made up the land in the field. A few of the repeated strategies, but separate scenarios and one of the toughest computer opponents you could ever wish to meet. A thoroughly absorbing strategic effort that can be used as one of the best teachers.
ACE RATED 5-5

CONFLICT EUROPE

Monopoli, £7.24.95, Amiga £29.95, PC £94

The 1st of progression of Theatre Europe. Lots of nice graphical and sound effects. The computer controlled intelligence is marginally sophisticated but still enough to give a challenging game. The correct balance between strategy and movement throughout. Great for beginners and intermediate players.
ACE RATED 5-5

THEATRE EUROPE

£55, Spectrum £9.95, £54 £29.95 • £24.95, Amiga £29.95 • £24.95

The perfect game for 1st of series who go given with any other they look at Conflict Europe. Theatre Europe is the successor to the excellent 1st of game. The graphics and overall play are not as sophisticated as, but on the whole it still is one heck of a game.
ACE RATED 5-5

EMS

Reaktor, £7.69.95, PC £24.95, Amiga £24.95, £24.95

Probably the greatest war game to date. EMS' also 3D systems enables the creation of almost any but the history, as well as a very sophisticated computer opponents play. On top of this are add-on scenario packs and a very real one-to-one play to keep you going for even longer. As a result purchase
ACE RATED 5-5

Astonishing level of detail in this one playing.

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Vector Graphics has spent a long time on this one — and it certainly shows. The game lets the balance just right between controlling simulation and entertaining game. Highly recommended.

★ ACE RATED
 825

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

Simulated Arts • Spectrum • C64 • CPC • ST
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By a multitude of aircraft from an early biplane to the Space Shuttle. It's entertainingly different from your standard flight sim and there's no lack in the game that it will take many hours of instruction for to experience and master all the available options.

★ ACE RATED
 812

F-16 COMBAT PILOT

Digital Integration • ST
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This took over a year to develop, and you can feel that quality of work when playing it — it's one of the most realistic flight sims on the market. If you are a connoisseur of flight simulators then this is an essential addition to your collection.

FALCON

Softsource
 Handype/Microsoft • ST
 £24.95/MS • Amiga
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If you really want the terror, exhilaration and

adren everythingspace-advance cocktail of central flying, this game delivers. Make no mistake, this game is the real thing. An essential purchase for flight fans.

★ ACE RATED
 845

FLIGHT SIMULATOR II

Subsys • C64
 £25.95/MS • ST £24.95/MS
 • Amiga £24.95/MS • PC
 £25.95/MS • MSB
 £25.95/MS

The flight sim that put the genre on to the map. Thoroughly realistic flight sim of a domestic Cessna plane, which is used used by flight schools to train

would be pilots. Can be enhanced by a variety of Society titles.

ACE CLASSIC

INTERCEPTOR
 Electronic Arts • Amiga
 £24.95/MS

Is the best flight sim on the planet or not? Perhaps not. It doesn't simulate — it certainly wouldn't take you to the real world either — but the program contains excellent and genuine tool sets for that. In truth, if you want to do things in combat with, not to mention graphics and SO on smooth training period, use no further.

★ ACE RATED

RACING SIMULATIONS

If you can't have too much of a good thing, even if the excitement is liable to give other old timer a good going over. Racing sims have really come into their own over the past couple of years — and this is where you find out how to get the best of motor racing action — all from the comfort of that armchair in front of your computer...

LOMBARD RAC RALLY

Mindscape • ST • Amiga
 • PC

Race through many types of terrain, such as mountains, hills, and through many types of weather conditions, such as fog or night. The game has a nice atmosphere, and though the variety of gameplay may be a little low, it's still a game you'd be playing for a good while.

FERRARI FORMULA ONE

Electronic Arts • ST
 £24.95/MS • Amiga
 £24.95/MS • PC £24.95/MS

A lot of things are still left a game that was way

ahead of its time to start with. Take the wheel of a Formula One Ferrari race on some of the most famous racetracks in the world. A true through-1990.

R.V.R.

Mindscape • ST £24.95/MS
 • Amiga £24.95/MS

The challenge is the first Sports Based Racing Game released, and it's a real nice one. This one puts you into the world of performance like riding an engine other than the Honda CR750. Brilliant graphics, brilliant sound, brilliant game.

STUNT CAR RACER

Mindscape • Spectrum

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 • Amiga
 £24.95/MS • PC £24.95/MS

This places itself in the annals of computer history as being one of the most amazing spectacles to watch, as some play. The game is first-person perspective, with the outside world made up of really fast uncut-off sections, and the impression of motion is unbelievable. An amazing experience, and a true winner. Where can things go from here?

SUPER HANG ON

Electronic Dreams • Spectrum
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 • Amiga
 £24.95/MS • ST £24.95/MS

• Amiga £24.95/MS

Not too much a simulation it is a perfect one for non-racing fans. Excellent graphics, excellent controls.

THE DUEL - TEST DRIVE II

Amiga • C64 • ST • Amiga • PC • MSB

Accidents tend to right at the top Drive brings with the (speed) and to an extent they succeeded. There's nothing serious about the game. It's just a lot of fun. It doesn't claim to be technically or visually accurate, but why should it?

THE ARSENAL

This may not be the place to die it, but it's got to be said and there's a way space here, so why not? Arsenal are finished. They may not matter to you, but here in the ACE office it's an issue of great importance. You see, ACE's student, failed etc. ad manager, Gary Williams is in Arsenal season ticket holder. He's got paid over the fact that Gary comes from Blackpool. Last May he was cocked, as Michael Thomas scored the last minute goal at Arsenal that secured the league championship.

Well, you've heard we Gary Williams. He'll write this a mere 18 hours since Arsenal were finally beaten by Liverpool at Arsenal. It's only a few days since they were hammered 3-1 by both Chelsea Athletic and not even George Graham could blame it on the plastic pitch.

It's the end of Arsenal (boo!) Gary Williams made his season ticket at Highbury for a place on the benches at Stadium Park, football home of the famous 'Latics' Watch this space...



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WIN A HAND-HELD GAME BOY OR DELUXE NINTENDO CONSOLE, COURTESY OF NINTENDO



TEN NINTENDO FACTS

- 1 Nintendo is responsible for approximately 90% share of the US home video game market.
- 2 24 million copies of the 3rd game installment are set to be sold in under 100000 units per year from numerous publishers, including game, fan and distributor.
- 3 21.2 million Super Mario Bros. game cartridges have been sold in the US since 1985, 12 million The Legend of Zelda game cartridges have been sold since US since 1987, and 12.1 million Super Mario Bros. 2 game cartridges have been sold in the US since 1988.
- 4 Nintendo introduced its 100th anniversary in 1989.
- 5 Japanese consumers are considered among 14 million for their Nintendo sales, and 100 million additional units, making Nintendo sales from 500 million units and growing from one generation to another.
- 6 Nintendo was the first video game manufacturer to offer software with a programmability feature and tournament settings.
- 7 100% of 30 months between the ages of 12 and 17 like Nintendo games.
- 8 Nintendo Power, a bi-monthly and subscription magazine, has more than 1.2 million subscribers.
- 9 Family US Nintendo Network has 4.4 million subscribers that Nintendo's online community is one of the largest for Nintendo game characters.
- 10 Every Thursday morning, American kids can tune into a national Nintendo cartoon featuring the Nintendo Nintendo game characters.

Launched at CES in Chicago last June, the Nintendo Game Boy is a fully portable video game system which uses interchangeable cartridges and offers multi-player action, monochrome LCD display and digital stereo sound. The Game Boy will be officially launched in the UK at the Earl's Court Toy Fair in January.

With each Game Boy you get the superlative Super Nintendo licensed Tetris game, three marionettes and Video Link - an ingenious link which lets up to three players to connect their Game Boys and compete tournament style among themselves.

In addition to Tetris, there is a legs, and two exciting, story of Game Boy titles including Super Mario Land Underminer and Tetris.

Although its UK price is yet to be set, the average Game Boy US retail price is \$49.95, with \$29.99 for game cartridge.

The Nintendo NES is the most popular video game system in the world, the Deluxe NES includes control stick, two hand-held controllers, RGB Model Operated Manual, Game light gun and two game cartridges (Dark Hero and Super Mario Bros). As well as a huge range of games titles like The Legend of Zelda, Super Mario Bros 2 and 3, and Graham, Japanese Nintendo researchers have developed an exciting range of peripherals which include Powerpad (an interactive electronic mat which allows the player's body movements to control the on-screen action of the character), Hands Free a controller which helps the physically disabled enjoy home video game play with the help of a "Go and puff" device, and a computerised training machine.

GO FOR IT

Winning a Nintendo Game Boy or Deluxe NES could not be simpler, just answer the following questions:

1. What was Nintendo founded? (1 000 000 1767 to 1987)
2. Which computer console or video game would you most like to see awarded to the Nintendo Game Boy? Why?
3. Finally, tell us which are your 100 favourite sets (top of performers in the month) and your 100 least favourite artists. (Don't worry - there are no "right answers" for this question, we just want to hear your views, and whether you say will or not may affect the outcome of the competition.)

Please enter your answers to BLOOM, OFFICIAL on the back of a postcard. Don't forget to include your full name, address and telephone number.

Send your completed card and to:
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THE PRIZES

The Nintendo Game Boy will be awarded to the first entry - a draw of random from the entries received prior to the closing date - giving the winner instant access to question 10. The Nintendo Deluxe NES will be awarded to the second correct entry.

WE DRESS

- 1.0 The closing date for entries is 7th January 1990.
- 2.0 Congratulations to BMAP and Nintendo and not eligible for entry.
- 3.0 The editors' decision is final and no correspondence will be entered into.

PC Games played from 1987 to 1992. TRUES MAGES™ are not yet available and will be sent on day of release. Please send CASH FOR ACTION VHS RLS and other titles to: DRETT AG, TRUENAGE LTD, 8 BUCKINGHAM PALACE GARDENS, BARKING, ESSEX, SS9 5BL. Please note that some of our computer titles contain P & P or UK tax stamps with CLOD. Less than £1.00 and export with £1.00 per title. Business rates add £2.00 per year for games. Titles covered will include real, cheap titles. Tel: 0208 588788.

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2015	1.00	1.00	1.00
2016	1.00	1.00	1.00
2017	1.00	1.00	1.00
2018	1.00	1.00	1.00
2019	1.00	1.00	1.00
2020	1.00	1.00	1.00
2021	1.00	1.00	1.00
2022	1.00	1.00	1.00
2023	1.00	1.00	1.00
2024	1.00	1.00	1.00
2025	1.00	1.00	1.00
2026	1.00	1.00	1.00
2027	1.00	1.00	1.00
2028	1.00	1.00	1.00
2029	1.00	1.00	1.00
2030	1.00	1.00	1.00
2031	1.00	1.00	1.00
2032	1.00	1.00	1.00
2033	1.00	1.00	1.00
2034	1.00	1.00	1.00
2035	1.00	1.00	1.00
2036	1.00	1.00	1.00
2037	1.00	1.00	1.00
2038	1.00	1.00	1.00
2039	1.00	1.00	1.00
2040	1.00	1.00	1.00
2041	1.00	1.00	1.00
2042	1.00	1.00	1.00
2043	1.00	1.00	1.00
2044	1.00	1.00	1.00
2045	1.00	1.00	1.00
2046	1.00	1.00	1.00
2047	1.00	1.00	1.00
2048	1.00	1.00	1.00
2049	1.00	1.00	1.00
2050	1.00	1.00	1.00
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2056	1.00	1.00	1.00
2057	1.00	1.00	1.00
2058	1.00	1.00	1.00
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2063	1.00	1.00	1.00
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2065	1.00	1.00	1.00
2066	1.00	1.00	1.00
2067	1.00	1.00	1.00
2068	1.00	1.00	1.00
2069	1.00	1.00	1.00
2070	1.00	1.00	1.00
2071	1.00	1.00	1.00
2072	1.00	1.00	1.00
2073	1.00	1.00	1.00
2074	1.00	1.00	1.00
2075	1.00	1.00	1.00
2076	1.00	1.00	1.00
2077	1.00	1.00	1.00
2078	1.00	1.00	1.00
2079	1.00	1.00	1.00
2080	1.00	1.00	1.00
2081	1.00	1.00	1.00
2082	1.00	1.00	1.00
2083	1.00	1.00	1.00
2084	1.00	1.00	1.00
2085	1.00	1.00	1.00
2086	1.00	1.00	1.00
2087	1.00	1.00	1.00
2088	1.00	1.00	1.00
2089	1.00	1.00	1.00
2090	1.00	1.00	1.00
2091	1.00	1.00	1.00
2092	1.00	1.00	1.00
2093	1.00	1.00	1.00
2094	1.00	1.00	1.00
2095	1.00	1.00	1.00
2096	1.00	1.00	1.00
2097	1.00	1.00	1.00
2098	1.00	1.00	1.00
2099	1.00	1.00	1.00
2100	1.00	1.00	1.00

16 Bit New Titles

Game	ST	AMIGA	PC
Almond Boat	15.00	15.00	---
Fighting Wizard	15.00	15.00	---
Spectrum Dots	15.00	15.00	---
Powahh	15.00	15.00	---
Shuttlecock 2	15.00	15.00	---
Super Wednesday	15.00	15.00	---
* Vader	15.00	15.00	---
* Chase HQ	15.00	15.00	---
* P20 Suburban	15.00	15.00	---
* Lost Planet	15.00	15.00	---
* Operation Thunderbolt	15.00	15.00	---
* Jetpack	15.00	15.00	---
* Commando Chase	15.00	15.00	---
* Double Dragon 2	15.00	15.00	---
* Ninja Warrior	15.00	15.00	---
* McQueen	15.00	15.00	15.00
* Groer	15.00	15.00	---
* Area	---	15.00	---
* Swamp Valley	15.00	15.00	---
* Hammer the Mouse	15.00	15.00	---
* Tatum	15.00	15.00	---
* Hard Drive	15.00	15.00	---
* Laser Squad	15.00	15.00	---
* Golden Stone	15.00	15.00	---
* Fox Tennis For	15.00	15.00	---
* Paper Manager	15.00	15.00	---
* Jaws	---	---	15.00
* 3 Came From The	---	---	15.00
* Desert 1 Mega	---	---	15.00
* Chase Strike Back	15.00	---	---

18 Bit Special Offers

Game	ST	AMIGA	PC
Alan Smit	---	3.00	---
Barbarian (alt)	3.00	3.00	---
Baro Commando	3.00	3.00	---
Bomber	3.00	3.00	---
Cartoon	3.00	3.00	---
Furber	3.00	3.00	---
Rallycar	---	---	3.00
Operation Blast	3.00	3.00	---
Crash Academy	---	3.00	---
Cozy Cart	---	3.00	---
Go Jo Jo	3.00	3.00	---
Elite Strike Back	3.00	3.00	---
Star Wars	3.00	3.00	---
Return of Jedi	3.00	3.00	---
Fort Break	---	---	3.00
Mark III	---	---	3.00
Sam and Volky	---	---	3.00
Funstonia Wars	3.00	3.00	---
Highwood Hills	3.00	---	---
Jumpin'	---	3.00	---
Let Pops	3.00	---	---
Mario	---	3.00	---
Mario Whisker	3.00	---	3.00
Spaz and Ben	3.00	3.00	3.00
Clash	3.00	---	---
Funny Blob	3.00	---	---
Pocket	3.00	3.00	---
Ploppin'	3.00	3.00	---
Planets Encounters	---	3.00	---
SDI (Amiga)	3.00	---	---
Sea Strike	---	3.00	---
Shedways	3.00	3.00	---
Shyline	3.00	3.00	---
Snakey	3.00	3.00	---
Snakey 2	3.00	3.00	---
Snakey 3	3.00	3.00	---
Snakey 4	3.00	3.00	---
Snakey 5	3.00	3.00	---
Snakey 6	3.00	3.00	---
Snakey 7	3.00	3.00	---
Snakey 8	3.00	3.00	---
Snakey 9	3.00	3.00	---
Snakey 10	3.00	3.00	---
Snakey 11	3.00	3.00	---
Snakey 12	3.00	3.00	---
Snakey 13	3.00	3.00	---
Snakey 14	3.00	3.00	---
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Snakey 20	3.00	3.00	---
Snakey 21	3.00	3.00	---
Snakey 22	3.00	3.00	---
Snakey 23	3.00	3.00	---
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Snakey 26	3.00	3.00	---
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Snakey 30	3.00	3.00	---
Snakey 31	3.00	3.00	---
Snakey 32	3.00	3.00	---
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Snakey 48	3.00	3.00	---
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Snakey 50	3.00	3.00	---
Snakey 51	3.00	3.00	---
Snakey 52	3.00	3.00	---
Snakey 53	3.00	3.00	---
Snakey 54	3.00	3.00	---
Snakey 55	3.00	3.00	---
Snakey 56	3.00	3.00	---
Snakey 57	3.00	3.00	---
Snakey 58	3.00	3.00	---
Snakey 59	3.00	3.00	---
Snakey 60	3.00	3.00	---
Snakey 61	3.00	3.00	---
Snakey 62	3.00	3.00	---
Snakey 63	3.00	3.00	---
Snakey 64	3.00	3.00	---
Snakey 65	3.00	3.00	---
Snakey 66	3.00	3.00	---
Snakey 67	3.00	3.00	---
Snakey 68	3.00	3.00	---
Snakey 69	3.00	3.00	---
Snakey 70	3.00	3.00	---
Snakey 71	3.00	3.00	---
Snakey 72	3.00	3.00	---
Snakey 73	3.00	3.00	---
Snakey 74	3.00	3.00	---
Snakey 75	3.00	3.00	---
Snakey 76	3.00	3.00	---
Snakey 77	3.00	3.00	---
Snakey 78	3.00	3.00	---
Snakey 79	3.00	3.00	---
Snakey 80			

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ONLY MENTION MEGADRIVES OFFER THE FOLLOWING:-

1. ALL ARE PAL/RGB (SCART, AMSTRAD, 10845 MONITORS ETC).
2. COMPOSITE PAL OUTPUT - NOT INFERIOR VERSIONS WHERE THE DATA BUS CANNOT BE USED OF FUTURE GAME/PERIPHERALS.
3. COMPATIBLE WITH JAPANESE/AMERICAN/FUTURE UK 16 BIT & 8 BIT GAMES. THIS IS CURRENTLY THE ONLY MEGADRIVE COMPATIBLE WITH ALL 16 BIT SYSTEMS ON SALE IN THE UK/EUROPE.
4. WORKS IN EVERY PAL SYSTEM (WITHOUT A LEAD HANGING FROM THE BACK!!).

ONLY **£199.95** WITH FREE GAME (ALTERED BEAST,

SPACE HARRIER II, SUPER THUNDER BLADE, ALEX KIDD).

ALL TITLES IN STOCK, RING FOR DETAILS.

PC ENGINE PLUS



ONLY £199.95 WITH FREE GAME.

OUR PC ENGINE WORKS WITH ALL PERIPHERALS NOW (SEE NOVEMBER ISSUE OF ACE MAGAZINE

FOR EXCLUSIVE REVIEW). NEW MACHINES IN STOCK,

ALL SOFTWARE AND HARDWARE IN STOCK, RING FOR DETAILS. (ALL MAJOR CREDIT CARDS TAKEN).

PERSONAL ARCADE PLUS MACHINE

THE NEW "HOME ARCADE" IS AVAILABLE NOW! RUNS SEGA, NINTENDO, PC ENGINE, ALL HOME COMPUTERS (SEE C&VG FOR DETAILS) 100% ARCADE MACHINE - IT RUNS THE FULL RANGE OF PCBs (WITH JAMMA CONNECTORS). COMES IN FOUR COLOURS AND IS READY BUILT - NOT FLAT PACKED

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Nintendo

NEW "DIMENSION PLUS", AMERICAN NINTENDO CARTRIDGE CONVERTORS AVAILABLE SOON. THESE RUN ALL OUR CARTRIDGES IN EVERY NINTENDO SYSTEM IN THE WORLD! THEY ARE 100 % GUARENTEED TO WORK IN EVERY COUNTRY, THEY HAVE THE OPTION ALSO TO RUN ALL JAPANESE GAMES AS WELL.

(CURRENT OWNERS OF OUR JAPANESE CONVERTOR CAN "TRADE UP" TO THE NEW SYSTEM).

AMERICAN TITLES INITIALLY AVAILABLE ARE:-

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SKY SHARK

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ROBOCOP

1943

CONTRA

AFTERBURNER

DOUBLE DRAGON

PACMAN

TOOBIN

MEGAMAN II

LEGEND OF ZELDA II

LIFEFORCE (GRADIUS 2)

GRADIUS II (GRADIUS 3II)

GAUNTLET

SUPERSPRINT

NINJA DRAGON

ROLLING THUNDER

KYBOTS

ALIEN SYNDROME

THIS IS THE NONTENDO GAME CONVERSION THAT BREAKS THROUGH THE SYSTEM BARRIERS !!

(FULL DETAILS SENT ON REQUEST WITH SAE)

WE CAN CONVERT EVERY GAME TO RUN ON "DIMENSION PLUS" IN EVERY NINTENDO SYSTEM IN THE WORLD!

NINTENDO GAME BOY/ATARI LYNX

FULL DETAILS WITH SAE

DELIVERY OF ALL AVAILABLE ITEMS BEFORE CHRISTMAS

ALL MAJOR CREDIT CARDS TAKEN

MENTION TECHNICAL SERVICES

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PO BOX 18, HELENSBURGH.

ALL MENTION PRODUCTS NOW HAVE A FULL ONE YEAR GUARENTEE AND ENGLISH INSTRUCTIONS!

GREAT DEALS!

Christmas is coming and and your friendly local computer dealer is trying all the arts of friendly persuasion to get you into his shop and sell you some nice software. And with offers like this going down are you foolish enough to resist?

BOOTS UP THE WINNERS

Get in the spirit of the season by giving your mind a turning towards finding yourself in a complete fit. Christmas. If you buy US-Card's winners package (all formats) contains Thunderbase, Skatworks, LED Storm, Inevitable Success, all at only 100p each. And get the bonus of 100p from any software department at Boots, you'll find an order form inside the box waiting for you to fill in this game.

Send the form off to US-Card before the end of January and your choice of game will pluck through the letter box a few days later. Amiga and ST owners, be warned! You cannot get 100p on that! US-Card's Woodstock is on your wants list, and

into Boots to buy it, and you'll get a 20 voucher which you can just hand in the case of any Michael Jackson CD, record or item.

BADGED SOFTWARE

Playing with Michael Jackson and Madonna, but showing out to your local WH Smith or John Menzies. No vouchers, but there's a nice 100p Michael Jackson badge with every copy of Madonna bought in these outlets.

GOODIES AND GIVEAWAYS IN THE NORTH AND MIDLANDS.

The games chain Monotype seems to be particularly giving software away. It's still doing its seasonal good, from its prizes, discs and 7-

star (on a number of major titles. Should you buy 'Outright', 'The Dreamcatcher', 'Relaxing', 'Golfbusters II' or 'Hard Drive' from Monotype, don't whatever you do, forget to pick up your competition entry form. Once filled in, this form will be entered into a Monotype grand draw.

Prizes are: Unforgettable and Relaxing videos for buyers of these games; and 250 software vouchers with Outright. First prize for Hard Drive and Golfbusters 2 are software vouchers for a software £200, and Golfbusters owners-up will get free Outright coding tickets. Get to the front of the queue and there are further goodies on offer: a free Tablet or calendar when you buy Outright, an A4 poster to go with

Golfbusters II (the exclusive 'Smart' poster bag with 'Hard Drive', but studies on all these will be limited).

HERE WE GO, HERE WE GO

Use either Lawson's great! Check out your local store and display stores after buying your US-Card games. Lawson's there is a big competition going on between the value and 250. Fill in your chance to win a season ticket at either Ashburton or Goodwin Park, or it's well worth entering.

VIRGIN VOUCHERS

Christmas always leaves a gaping hole in your wallet, but if you buy your presents from any Virgin outlet (Games Centres, Regulators, whatever the special Virgin voucher

offer might use the shop a lot. Buy any product for the value of £10 or more, before Christmas, and you will get a book of vouchers, in various denominations, adding up to £1. These can be redeemed any purchased at any Virgin store. Can't be lost.

There are Monotype stores in the Avonlea Centre, Manchester, Birmingham, and the Broadway Centre, Nottingham. Kingsgate, Wakefield, the Metro Centre, Gateshead, the Greenmarket, Ripon (after 10p); the Kingsgate Centre, Bradford, the 3rd Ring Centre, Birmingham; and the County Arcade, Leeds. One of these must be near your Virgin store. If Gates Centre outlets at London's Colindale Centre (at Marble Arch), within the M1 corridor, and at the 1000

and Bristol, and also in Middlesbrough, Brighton, Dublin, Edinburgh, Glasgow (at Union St and Ingle 50, Leeds, and Nottingham.

All offers and promotions are subject to availability of stock. Although we do our best to ensure our dealer provides information a accurate of the time of going to press, ACE cannot take any responsibility for changes or cancellations to dealer plans.

ATTENTION DEALERS!

Don't keep your promotions, competitions, special offers, etc. a secret. Tell us at ACE and we'll tell everybody else.

ACE DEALERS FORM

Dealers - don't keep our readers in the dark: you want to sell, they want to buy. It's the perfect relationship. Send details of your promotions and events to us, and we'll let everyone know about them. Just fill in the form and send it with your press pack to: ACE DEALERS PAGE, Priory Court, 30-32 Farringdon Lane, LONDON EC1R 3AU

COMPANY.....
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THE ACE CHRISTMAS PRESENT...

For 8-bit owners who want to upgrade to ST or Amiga...

For 16-bit owners who want a memory upgrade, external floppy, or colour printer bargain...

Yes, it's true!

Every ACE reader can get £20 off his or her Christmas present simply by using the vouchers below. We've negotiated this special deal with Shekhana Computers. You can find out more by either calling at their shop or telephoning (details below). Your purchase can't be made either by mail order or in person. The offer expires on January 30th 1992, so don't be late!

Voucher Number One will give you £20 off either an ST or Amiga. Check the telephone number on the voucher for current prices to which the discount will apply.

Number Two will give you £20 off any one of the following:

- an Amiga or ST 0.5MByte RAM upgrade (normal discount price £100, yours for £80 with the ACE Voucher)
- an ST or Amiga external floppy drive for only £80, with the voucher.

Voucher Number One

This voucher entitles the bearer to £20 off either an ST or Amiga when purchased from Shekhana Computer Services.

Only one voucher per household. Offer expires January 30th 1992.

The voucher may be redeemed in person at:

3 Goshawk House,
High Road,
Wood Green,
London NW10 0JG (opposite The Hawk club)
Tel: 01-493 3411.

or by mail order from:
Shekhana ACE Voucher Offer
604 Green Lane,
London
NW10 0JG
Tel: 01-493 8800 or 01-493 3407

Voucher Number Two

This voucher entitles the bearer to £20 off any ONE of the following:

- an L100 printer (usual price £299.99)
 - an L104 colour printer (usual price £270.00)
 - an ST or Amiga 0.5MByte RAM upgrade (usual price £100)
 - an ST or Amiga external floppy disk drive (check by telephone for current normal price).
- Only one voucher per household. Offer expires January 30th 1992.

The voucher may be redeemed in person at:

3 Goshawk House,
High Road,
Wood Green,
London NW10 0JG (opposite The Hawk club)
Tel: 01-493 3411.

or by mail order from:

Shekhana ACE Voucher Offer
604 Green Lane,
London
NW10 0JG
Tel: 01-493 8800 or 01-493 3407

PRIZE PUZZLE

Sent by Annette Moxley

To herald in the 1990's, here's a crossnumber puzzle based on the current year. As you can see, this number has already been entered at 3 across that's the easy bit. Your task is to find two values, A and B, such that the representations given will also fit into this grid.

Incidentally, if you try this before the new year, it's no use putting '1989' in at 3 across. If you do, there is no solution possible.

The Clues

Across

- 31 The current year
41B
51A
61A times B

Down

- 11A squared
21B squared

A quick note for puzzlers

We are hoping to increase the number and variety of puzzles appearing in these pages. If you have any comments or ideas that you would like to put forward on Pink Page Puzzles, write to us at **ACE Magazine, 30-32 Farringdon Lane, London, EC1R 3AA.**



PRIZE PUZZLE JANUARY 1990 ENTRY FORM

Name: _____
Address: _____
Telephone: _____ Listing enclosed (optional)

Completed entry forms should be sent to: ACE Jan '90 Prize Puzzle, 30-32 Farringdon Lane, London, EC1R 3AA, by 7/1/90.

Results

Because of our little hiccup with the November puzzle (which means printing it again and extending the deadline), there are no results this month.

Oh, never fear, the results for the previous two puzzles will be printed in the February edition.

Please note that puzzles are now referenced by month and year, not number.

February will also see the return of the much missed ACE Free Crossword. So all you word addicts out there will soon be able to get your fix again in your favourite Computer Monthly.

MONTHLY PAYMENT TERMS ARE NOW AVAILABLE THROUGH CLEARING TRUSTY FINANCE ON ALL PURCHASES OVER £2000. PLEASE RING FOR DETAILS

ACROSS	DOWN	ACROSS	DOWN	ACROSS	DOWN
<p>11 ACROSS 11A Squared 11B Squared</p> <p>12 ACROSS 12A Squared 12B Squared</p> <p>13 ACROSS 13A Squared 13B Squared</p> <p>14 ACROSS 14A Squared 14B Squared</p> <p>15 ACROSS 15A Squared 15B Squared</p> <p>16 ACROSS 16A Squared 16B Squared</p> <p>17 ACROSS 17A Squared 17B Squared</p> <p>18 ACROSS 18A Squared 18B Squared</p> <p>19 ACROSS 19A Squared 19B Squared</p> <p>20 ACROSS 20A Squared 20B Squared</p> <p>21 ACROSS 21A Squared 21B Squared</p> <p>22 ACROSS 22A Squared 22B Squared</p> <p>23 ACROSS 23A Squared 23B Squared</p> <p>24 ACROSS 24A Squared 24B Squared</p> <p>25 ACROSS 25A Squared 25B Squared</p> <p>26 ACROSS 26A Squared 26B Squared</p> <p>27 ACROSS 27A Squared 27B Squared</p> <p>28 ACROSS 28A Squared 28B Squared</p> <p>29 ACROSS 29A Squared 29B Squared</p> <p>30 ACROSS 30A Squared 30B Squared</p> <p>31 ACROSS 31A Squared 31B Squared</p>	<p>1 DOWN 1A Squared 1B Squared</p> <p>2 DOWN 2A Squared 2B Squared</p> <p>3 DOWN 3A Squared 3B Squared</p> <p>4 DOWN 4A Squared 4B 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FORGET THE PRESENT TAKE OUT THE TIMES TOMORROW'S UNDERGROUND TODAY

BRUCE LEE LIVES!

To celebrate the launch of the new Bruce Lee Lives computer game, (Whisper: a genuinely shiny one...)

THE COMPLETE COLLECTION OF BRUCE LEE VHS VIDEOS (INCLUDING WAY OF THE DRAGON, ENTER THE DRAGON AND FIST OF FURY) AND A COPY OF BRUCE LEE LIVES COMPUTER GAME

PLUS

10 COPIES OF BRUCE LEE LIVES COMPUTER GAME

THE GAME

The master of the martial arts, the unstoppable, the King of Kung Fu, BRUCE LEE IS BACK. Meet 3000 Software's Software World game, Bruce Lee Lives (intended on page 49). "The phenomenal arts adventure" allows you - through practice and battle - to become Bruce Lee - master of just one discipline, Bruce's own deadly form of martial art.

Among the new features found in the game are: opponent Artificial Intelligence and a control

panel facility. The unique use of AI lets you instantly measure your technical and counter attack, even for those! To win each final match, you must completely alter and master your fighting method. The programmable music control facility lets you choose from any series of fighting moves - punches, kicks, kicks, etc. - and assign them all to one control trigger.

"You don't just play Bruce Lee Lives - you enter it!"

WHAT YOU HAVE TO DO... To win these fabulous Bruce Lee prizes just answer the following questions.

1. Who isn't a movie martial arts star?
a) Bruce Lee b) Chuck Norris c) Gary Williams

While he grows on the back of a postcard and give it a gold-plating fit to your favourite colour or, please, no colour game... How you beat a million-chest made or second best? Perhaps a

order for post-performance? How about a well-meant letter to thank Bruce Lee?

Don't forget to include your full name, address, telephone number and computer format.

Send your entry to:
BRUCE LEE LIVES
Plus Page Competition
ACE - Poetry Court, 30-32 Farnington Lane,
London EC2A 4JH.

Closing date for entries is 7th January, 1990. The first correct entry to reach the editor from the entries received prior to the closing date will win the prizes and a copy of the game. The next 10 entries to do so will each win a copy of the game.

Please note: employees of BSW, Media and Software Publishers are not eligible to enter. The editor's decision is final and no correspondence will be entered into.

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All you have to do is send off the form below, together with your payment; Entries to the Pink Pages cost just £4.00 each. (Except for Helpline, which is free).

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- The service is NOT open to trade advertisers.
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- Helpline For Sale
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The BLITTER END

XMAS SILLY SEASON STARTS HERE!

It's been a strange month for the ACE team... Gary 'Noddy' Williams is off the coast, RA 'Hissus' Hayes can't be made to stand another drink either, and Jim 'Whe' that girl 'Wills' hasn't made a move on a girl at month! How are they going to cope with the Christmas Party Season? And to top it off, Jake 'Coast' is borrow 20p. Coak has disappeared into the Bermuda triangle - and he did not even leave me a Christmas present!

In love with Lawrence!

Did you like the illustration of HP Lovcraft in last month's ACE, issue 27, page 327? If the answer is yes, you'll be pleased to know you can get this classy HP Lovcraft 'Continuum' design on T-Shirt (Sizes: Large and Extra Large £7.95), Limited Edition Print (Only 300 copies, signed and numbered by the artist £3.50) or Signed Letter Print (£2). Please make cheques/PON payable to D.C. Designs (at UK orders post free). Order from: Dave Carson, Flat 10, Block J, Peabody Estate, Honeysuckle Road, London SW1P 2NR, DC Designs also does personalised designs, send SAE with your enquiries.

Mani Lynx Competition

The closing date for the Mani Lynx competition (for further details ACE issue 27, page 173) has been extended to 7th January, 1990.

ACE... ACE... ACE...

And the award for this month's most boring press release goes to... our best bits of non-

ACE TOP TITLES

Lawrence

- 1 Interceptor • Image Works
- 2 Stormlord • Newton
- 3 Spies • Nintendo Gameboy
- 4 Rock 'n' Roll • Rainbow Arts
- 5 Myth • System 3

Rik

- 1 Rock Off • Amia
- 2 Spies • Nintendo Gameboy
- 3 Battle of Britain • Lucidart
- 4 Road Driver • Gornak
- 5 Battle Squadron • Electronic Arts

More

- Lionair Soft Larry 3 • SansonLine

Jim

- Crystal Quest • Mac

Supers

- 1 Spies • Nintendo Gameboy
- 2 Woods of Ghosts • Capcom
- 3 Demoliter • Navigator
- 4 Big Red • Jaleco
- 5 8 Multiply • Irem

Gary

- 1 Spies • Nintendo Gameboy
- 2 Rock On • Amia
- 3 Covid Master • Sega

ing... Amiga Centre Scotland for its Multiport Board press release. It quotes 'From CDR, the best serial, one parallel, and optional SCSI port expansion device comes complete with built-in high-speed serial networking support. It features 2 Serial Ports (DB9 RS-232) and 8 ports (DB 9S-422), 1 (optional) parallel printer port, optional SCSI hard drive interface, and full CDR, netAppleTalk compatible hardware. Gary 'Whe', development consultant, said 'It dramatically expands the Amiga's I/O capabilities. This opens up so many possibilities for Amiga expansion that we know people have been waiting for'.

Well, I'm sure you agree, it's pretty exciting stuff, isn't it? But if you've got SCSI format supports aren't among your most desired possessions, you can always check out next month's ACE for the latest games news, views, reviews, prizes, interviews and other words that don't end in 's'. But for now, cheer and have a very merry Christmas.

GB/001

NEXT MONTH

In the next all action issue of ACE we take an in-depth look at computer board games including the greatest board game to date... Amiga's Rick DM, interview Danceswinging graphics wizard John Lasseter, talk to The 'Whe', Denmark's body bosses, give you music madness the complete buyers guide to MIDI, life and everything, plus much more...

ACE 29 goes out for sale Thursday 4th January, 1990.

CRAZY CAPTION COMPETITION

Don't do it Richard, being a mischievous and multi-talented personality can't be that bad! Whether or not you give for Richard Stanton, you could get your grubby little mitts on a copy of 'Vigilante' before's latest game for your computer. All you have to do is give us a caption for the pic and a game tip for your favourite console, console or computer game. The pic was taken at a recent press party (ACE was there in full force) to launch the Sega Challenge games championship. The winning entry will be chosen by panel of well informed, sensible and extremely unbiased judges - that lets out most of the legal system! I hear you cry - but fear not because it's a panel of just one, i.e. me! The winner will be the person with either the funniest, most boring or totally insane caption. Send your entries (with attached copy of letter) to: 09029 214 THE MEXICANUS, Blithe End Competition, ACE, Pooey Court, 30/32 Farmington Lane, London EC1R 3AL. Don't forget the games tip, and include your full name, address and computer model. Entries must reach us by 7th January, 1990.



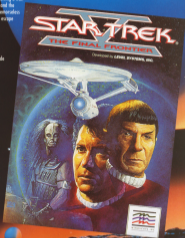
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