

# ACE

■ ST ■ AMIGA ■ C64 ■  
CPC ■ SPECTRUM ■ PC  
■ NINTENDO ■ SEGA ■

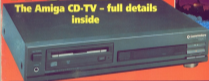
## 3D SENSATIONS

State-of-the-art 3D programming reveals the secrets of tomorrow's worlds

# ADVANCED COMPUTER ENTERTAINMENT

## IT'S HERE!

The Amiga CD-TV - full details inside



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**Wonderlands**  
Magnetic Scrolls  
new game system

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Over 40 games reviewed and previewed





# Discover Gold in 10

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On every corner, in every street, a quiet revolution draws the generation of a new age into a spellbinding challenge against that icon of modern living... the computer.

If only the driving forces behind this revolution in entertainment could recognise with the same fervour with which we the reader and clients of their illustrious public.

However, amongst these pioneers of computer games software stands one company, alone, a shining beacon in the art of computer entertainment. There is no other company that has displayed such enthusiasm, no other company that can demonstrate an unspooled track record and no other company that has recorded as many milestones in technical innovation, sophistication and breadth of product interest. From arcade action, through graphic adventure to strategic simulation there is only one company that has taken of the best to ensure the user enjoys nothing but the best.

In a world in which so much is disguised behind darkness and mystique, there is one company that has been proud to set the standards by which others must be judged - that standard is gold.... **LEO GARD** .... it's what your computer has been waiting to measure.

# Your City

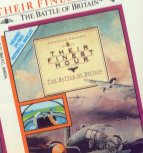
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 THE BATTLE OF BRITAIN  
 THE BATTLE OF BRITAIN



**THEIR FINEST HOUR**  
 THE BATTLE OF BRITAIN

LEO GARD, THE BATTLE OF BRITAIN





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## SPECIALS

### COMMODORE CB-TV! ..... 19

The machine that could change the face of computer entertainment is here. Get the full, hard story...

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Magnetic Toronto claim people will not believe the raw power of their new game system.

### YOU'RE NEXT! ..... 67

Find out what happened when a group of ACE readers attempted the final ACE Conference. The fun, the frolics... and the freeways. And you could be next.



The Commodore CB-TV—setting a new benchmark for the CB of the 90s.

## VIRTUAL REALITIES

ACE gets 3D this month with a series of exclusive articles that will carry you far into the silicon wilderness of the future. On page 16 you can explore the next generation of 3D software and hardware, and exercise your right to vote on the future using the ACE Debate Line. Then on page 32 you can find out how the professionals create state-of-the-art 3D environments. Finally, there's a near-forgotten look at 3D in the graphics on page 76. This 3D issue is part of the ACE Specials plan that has already brought you reports on the Games and Hypermedia. And there are many more to come...



Illustration created by Jonathan Smith using Softdisk's Arena 3D software. The all-weather magazine graphics, the arena, and motion control.

## THE ACE TREATMENT

Screenmag now has three new sections for computers, consoles, and CD software. If it's hot, it's here.

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# WIN THE

# DECLARATION OF INDEPENDENCE!

WE HOLD THESE TRUTHS TO BE SELF EVIDENT...

...That all men are created equal, that they are endowed by their Creator with certain unalienable Rights, that among these are Gameplay, Challenge, and the Pursuit of High Scores; that to secure these Rights, Software Makers are instituted amongst Men, deriving their just powers from the Hardware they Program on; that whenever any Form of Software becomes destructive of these ends, it is the Right of the People to go out and buy something else.

We, therefore, the Representatives of the UNITED GAMESPLAYERS OF GREAT BRITAIN, in General Congress, Assembled, do, in the Name and by Authority of the High Scorers of this Land, solemnly Publish this Issue of ACE Magazine, complete with its exclusive coverage of Ninja Turtles, Kick Off 2, and the Commodore CD-TV in the hope that it will show the World that we Gamesplayers mean business, and that the time has come for the World to recognize that Electronic Entertainment is the Law, AND THE

LEW SMALL PRESIDENT!

Signed, Jess Blazyn, gamesplayer, Minter McShoul, programmer, Davville Snork, hacker  
(One abstention: Sqr Thripz, alien)

P.S. If you really want to declare independence, check out the rest of Revolution on page 11.

## GAMEPLAY

### SCREENTEST ..... 37

The Good! Kick Off 2! Blast 'Em, Sim City: Focus Edition, and more CD and console sections. That's 20 pages of solid gameplay musings.



Play more! Kick off it all in page 37 - and you can also check out Italy, 1990, World Cup Soccer, and the surprisingly powerful Thriller (Champions on page 100).

### NEW BALLS PLEASE! ..... 92

Eugene Lacey tells his Wimbledon Centre Court story and goes out and buys a whole load of tennis shoes instead. What movie? Oh! Total earned!

### ACE NEW WORLDS ..... 63

Pat Winstanley checks out Chronospect II and the ST and Amiga versions of The Thief's Curse.

### TRICKS AND TACTICS ..... 63

Four pages of solid (handy) tips for the professional at heart.



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Yours, ehum. You know who you are. You write that letter - and we printed it. Heaven help us.

### THE ACE CLUB ..... 96

How you can win a trip to Hollywood, save money on the magazine, and keep up with the Jones.

### SHOW BUSINESS ..... 29

Break previews of the forthcoming Computer Entertainment Show in September - the first ever games-only national exhibition.

### PAGE 11 ..... 11

Another issue in the life of the software industry's edited page longing rows of up-and-coming games releases.

### IN THE PINK ..... 99

The complete software and hardware reference section for gamesplayers.

## WIN! WIN! WIN!

### IT'S TRUE! ..... 26

The awesome Neo Geo console is the games machine that every least-kid-dreams-of. Now ACE and IBM are giving you the exclusive opportunity to have one in your bedroom. Go for it, get lucky and watch your friends die of envy.



Illustration by Larry... (Small text, partially illegible)

# NEO GEO

# FLIMBO'S *Quest*



Take one innocent character, Flimbo, add a very broken heart, a plunk of bassoon and one delicious demerol to distress.

Sprinkle a host of cameo roles featuring a deranged professor's genetic mutations and you would be mixing the ideal ingredients of a cartoon style adventure game - for excellence.

**FLIMBO'S SERIOUSLY DETERMINED, BUT  
OH SO SERIOUSLY CUTE...!**



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# news

## Have You Won the Fujitsu FM Towns Computer?

At last, the moment you've all been waiting for - the announcement of the lucky person who has won the exclusive ACE Microsoft FM Towns postcard competition from issue 24. Thanks for your huge response, it was overwhelming.

The people at Microsoft were so pleased with your response that they've decided to generously donate 4500 worth of runner-up prizes. That's 10 copies of Quady and 10 copies of Inad. The 100 ACE-rated Quady from Imaginatics is "a must for anyone who likes an involved game which recreates the old pony market". It's available now on ST and Amiga for £24.99ds with a PC version due in the future. Inad is a top-rate 2D FMtown computer package of shocker banger (Commanz), Splendid (Imaginatics) and Blast (Moby Puggs) for Amiga and ST.

Here are the runner-up winners: JIMMY TURNER (Manchester), RICHARD PARKER (Holland), PAUL WINTZLE (Carnegie Island), SHROGGARTY (South-Island), S J LLEWELLYN (Kirkcaldy, WA), GREEN (Bristol), MARY BELLAMY (Tone & River), DIBLE CHASSCHAID (Kew), SHALIM MUSTWA (Dubai), DUNCAN WOOD (Hampstead), HELMIG RING (Oxford), CORNELL PHILLIPS (Glasgow), GLYNIS STAFFORD (Salisbury), RICHARD HEKMAN (Dunstable), NETH DURE (Eastbourne), JACQUE BOGLANN (Russett), JOHN SHAWHILL (Glasgow), FRED COARTY (Glasgow), PAUL SHEDDEN (Glasgow) and D-IMPACT (Glasgow).

Congratulations! We have 10 of them, you've just won a Fujitsu FM Towns 10 bit CD ROM computer worth over £10000! Sorry if you didn't win anything this time, there's always the next ACE competition...

## Computer Games Hit the Movies

Did you see the recent film *Wendies* season on Channel Four? The German film director's latest project is a movie based around an advanced computer game.

Intit *The End of the World* is set in the beginning of the 21st century. Computer-generated images, designed by Sean Houghton of the Frame Store, will be used for a dream sequence that occurs throughout the film. The movie also features a nightclub scene with a pop promo of David Byrne of Talking Heads. The novel aspect of this is the special effects people have used computers to make Byrne appear 10 years older.

Japan's NHK is producing an HDTV 4-high Definition television display for the film at its prototype effects suite in Tokyo. *The End of the World* is coming to a multiplex screen near you next year.



A month of celebration from Collobour's 10th Anniversary video

## The Music of the Moment

Some Like it Cold: the latest LP from Collobour in conjunction with Hardware, is cyberpunk in affect. An invitation to take a detour into the future.

Collobour's Matt Black and Jonathan Miles were the first UK DJ's to make a debut record back in '87 - the start of the sampling revolution. Since then, they've worked with Lisa Stansfield, Yazoo and James Brown.

In '89 Collobour met computer freaks Miss Horner and Robert Peppercorn and formed Hardware, a graphics house dedicated to proving that the fringe, Max/MSP and Softimage vision are the next logical step in video-tech.

Another first came with Collobour's Christmas Break, the first music video created entirely on a computer.

Hardware's latest project are longform videos for all five on Collobour's *Some Like it Cold LP*, to be released on VHS and CD. They mix live action from artists like Queen Latifah against 3D model animations, backgrounds generated using chess theory, grabbed and processed pictures, and computer artwork.

Collobour produce the bass-heavy dance beats, Hardware produce the crazed cyberpunkish visuals.

## ACE News Service goes Interactive



ACE is establishing yet another industry first this month - we can now offer fully interactive news services for gamesters, providing short, regularly updated reports, every week on gamers' tournaments, games gossip, and games in progress. You could also win a free software prize - every week.

Unfortunately, last month's trial went disastrously wrong after we were given an incorrect telephone number by the organisers. The person responsible has been in touch to repair this mistake... just like after our profound apologies to everybody who tried to call us - we have made good use of this time by making the service fully interactive.

So don't panic, the ACE interactive service news service will be fully operational from Tuesday 12 June. The number to ring is **0898 555563**. Calls cost 30p per minute plus, and 20p per minute off-peak. The service is updated weekly on Tuesday at midday. Give us a call if you want to hear of the latest gossip from the ACE's show in Chicago.

**Dial 0898 555563**

from Tuesday 12 June

## Dear ACE, Why do you keep on covering CD technology?

# ...HERE'S WHY!

As we wait to press, the launch of the "CD Amiga" was rumoured to be only days away. After months of denial by Commodore, ACE secured exclusive details from the States - with the proviso that there may be minor alterations to the specification prior to launch. Here's the full story...



The Commodore CD-TV. Here there this photograph is of a pre-production model - there may be minor variations to the appearance of the final version.

It's called the CD-TV - and the name is important. This isn't just an Amiga with a CD-ROM, it's a whole new ball game.

First, Commodore intend this to be the machine that blasts computer entertainment into every home. Even the Dickson-Smythes are going to find it difficult to resist this one, however snooty they may have been about their next-door neighbour's addiction to laser-4. Not only does the unit play all their music CDs it has music CD routines built into ROM so you can do all the clever things that expensive, intelligent CD players can't, but it will also offer access to a library of software titles unless anything seen before on a home computer. Check out the software panel elsewhere on this page.

Second, the technology of the unit goes beyond a simple Amiga with CD-ROM attached. So far, CD-ROMs have simply been mass storage devices (mainly attached to PCs and PC Engines). The advantage is

that you can store tons of graphics and sound data, but the disadvantage is that you can't put all the data off the disk at once. In particular, you can't put sound and graphics data simultaneously, so you're unable to implement what is often referred to as "talking head technology". TV means being able to animate a computer graphic and put accompanying sound off the disk at the same time.

The CD-TV has full talking head capability. That means you can add a whole new dimension of sound to existing Amiga titles, and develop new ones that really make use of the CD-quality stereo the system offers. You can also map Amiga generated sound over CD stereo tracks. And since you have the equivalent of 750 Amiga disks in a single CD, which costs less to produce than tape, featured

you've got a lot of space for sound and graphics.

The problem of putting data off the disk also effects another potential use of CD. Since your CD has the storage capacity to hold video images, it would be nice to present visible sides for animated footage within games - like the old Dragon's Layer laser disk games, for example, or a film license with actual sequences from the movie.

Unfortunately this means pulling even more data off the disk than it does to reproduce sound.

Commodore are making the extraordinary claim that they will be producing a full Motion Video FMV adapter for the CD-TV. This upgrade will be possible because of the "open architecture" design of the CD-TV which positively encourages upgrades and third-party additions to be connected to the unit.

If the FMV adapter does materialise, then the CD-TV will offer a complete home entertainment system for playing music, CDs, videos, and computer entertainment titles that combine stereo sound and FMV. Add the existing colour graphics and sound capabilities of the Amiga and you really do have the entertainment machine of the future. And that's what ACE has been campaigning for for the last twelve months. At last, it seems, the machine has arrived that could serve as a platform for truly Advanced Computer Entertainment.

## THE COMMODORE CD-TV

### AMIGA OWNERS UPGRADE

"Yes, existing Amiga owners will be able to upgrade to full CD-TV capability later this year. Commodore plan to produce a small unit that will connect into your Amiga (1616K or 6416K) as soon as possible. These Amiga owners are very, very important to us," said Gail Wellington of Commodore, "and we aren't going to let them down."



# Sprites at the Speed of Light

**P**icture your world at the speed of light. Einstein predicted it in his special theory of relativity back in 1905. But no one has ever seen how objects would look heading at 99% of the speed of light. Until now. Reaching beyond the range of human imagination, three researchers from Carnegie Mellon University in the States have developed an algorithm enabling them to generate graphical simulations of objects seen at these incredible speeds.



Regular lattice viewed at velocity of 0.99c. © 1999 Helling, Dunn and Goodfellow



Games will soon use Einstein's special theory of relativity. We hope you find out why...



Robert HP Dunn and Peng-Kang Hsing help visualize relativistic effects in 3D space.

**"The most beautiful thing we can experience is the mysterious."**

—Albert Einstein

Regular lattice viewed at velocity of 0.999c. © 1999 Helling, Dunn and Goodfellow



A regular lattice viewed at velocity of 0.9999c. © 1999 Helling, Dunn and Goodfellow



Regular lattice viewed at velocity of 0.99999c. © 1999 Helling, Dunn and Goodfellow

Peng-Kang Hsing and Robert HP Dunn, working in the Imaging Systems Laboratory of the Robotics Institute, visualize the effect described by Einstein by incorporating the finite speed of light and the fourth dimension, time, into ray-traced graphics.

"We've developed an innovative ray-tracing algorithm to describe Relativistic Effects in Space-time (RECTE). Our algorithm, called RECTE-frame, simulates a generalized world in Spacetime and gives the fine details implicit in the Special Theory of Relativity that have not yet been made apparent. These novel simulations disclose the non-intuitive results of Special Relativity and, by visualization means, advance beyond the findings of past revelations concerning relativistic effects," say Hsing and Dunn.

But what has this got to do with games? Possibly everything. RECTE-frame could revolutionize the world in video games. Imagine it. Sprites bending back into themselves, transforming into amazing geometric shapes not yet seen by the human eye. Moving Star-ship II will never be the same again.

Wow. Japanese console and PC manufacturers are clamoring to claim the RECTE-frame code. American and European entertainment companies aren't standing still either. And it doesn't stop there. More people want RECTE-frame to enhance the special effects in their films. Carnegie Mellon University has already copyrighted the code, and has patents pending on the mathematical formulas. After all, there's no RECTE-frame for the wicked. Or is there?





# july SUPPLY

Rik Haynes recounts the hyper without the hype

**Fact:** UP AND AWAY is the debut game from a new software development team, Expanding Minds. **More facts:** Split-screen display, platform parallax scrolling, over 20 individual interactive programmed characters. **Yet more facts:** Up and Away will be published on the Imageworks label this autumn for ST and Amiga. Can you handle another fact? In America, 84% of organ transplants are successful in prolonging life.



A recent EA News sensation, better known as a Free Release elsewhere in the biz, stated: "FLOOD, an original game from Bullfrog, the developers of Populous". There was more. "Despite the phenomenal success of Populous, Bullfrog feels that certain games players were left out due to the game's sophistication. It is their current intention to produce games appealing to all markets. Flood has been designed with the younger player in mind, this is reflected in the funcore and overall feel of the game." It ended, "Flood relates the sad story of Quilly, a slightly overmight was green Blobble, the last of his race. Flood is a true 16-bit platform game."

Three youths who spray-painted 'Hitler is Back' on their New York school wall were sentenced to study the holocaust for a school test. John Carney, a Westchester County Judge told them, "I don't wish to punish any of you. I wish to educate you".



Soul-It-erie brother, is there still a part of you that wants to live. Soul-It-erie sister, is there still a part of you that wants to give. Check out Adamik's brilliant Killer R/ter soundtrack. Check out Jason Kingsley's computer graphics in the Killer video. Check out Kingsley's new-age game, MURDER, for US Gold in the autumn.

The title, PROSPECT I - THE WINDING CHILD. The company, Electronic Zoo. The game, Platform. The features, "Full colour beautifully animated backdrops, 16 different levels, 8 end of level challenges, different shops and shopkeepers, secret bonuses, 22 original pieces of music, 24 sound FX, detailed 16 colour animated corridors, 48 colour map screen to chart progress, impressive introduction and real sequence, a three disk product." The end.



"Our planet is hurt. Badly hurt. At a breathtaking pace personkind is exhausting all that makes survival on Earth possible. Our world is being stripped bare and checked by pollution. The balance of nature has been upset. We all share responsibility for what is happening."

**FALCON MISSION DISK II.** New Improved Falcon. Beyond Visual Range Missions. Radar Seeking Missions. Intercept Missions. Unfathomable capable of launching two separate attacks on your territory using up to five aircraft. Interdiction and ground attack missions. Mission Disk 2 published this summer by Microsoft for Amiga and ST.

**Kraft General Foods is one of the world's largest food manufacturers. Its brand names include Maxwell House, Cafe Hag, Maxwell House, Birds, Dairyline, Vitafite and Philadelphia.**



The Sales Curve has created a Storm. A new entertainment software label. The first game, SAINT DRAGON. Horizontally-scrolling shoot-'em-up coin up from Japan. Rescue an imprisoned giant dragon. Other games to be released. SMYV, RUD-LAND, BIG RUN.

Last month 37% of the American TV audience watched the 22-year-old pilot episode of I Love Lucy.

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 METAL PLAYABILITY...  
 EVERY "DYNAMIC" GAME GIVES YOU...



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IN POST-HOLOCAUST MANHATTAN **AFTER THE WAR**  
 BRINGS YOU WILD STREET ACTION.

# Hate Mail

**Just as we introduce our new CD Screentest section, along comes someone who thinks CD is rubbish...**

## DIY SURVEY

Here you'll find out how we introduced our new CD Screentest section, along with the three phrases in question. I think it's a great idea to do an item like this in the magazine each month, as the CD is now in September. I'll be writing back to you on software titles. However, before we decided to launch the list, I had to spend a long time researching the market and in-

terviewing people going to write what my research found out and to also voice my own opinions on the three subjects.

**Software Licensing - Good or Bad?** The results I got showed a massive 90 to software licensing. Of all the people interviewed, only just over 1.7% said that they actually found a licensed game was more enjoyable and more fun to play than an original game. The public felt that they could never rely on a license to be playable or even well programmed. Nearly everyone agreed that they felt on the whole that original games are well programmed and well thought out.

My personal opinion is very much in line with the majority of the public. I feel that the licenses are actually killing the industry. A massive 96% of all people interviewed actually want the price of software to go down. The

reason why the large software houses won't reduce the price of games is this. It is clearly always the large software houses who write the licenses and to quote Gary Brody of GIGAM, "The disadvantages of software licensing are the huge costs involved". Who has to pay the cost of the license? The end purchaser.

The second reason why the licenses are killing the industry is because the technology in the arcade is just too far advanced for that of even the most powerful home computer. Everyone wants to produce the latest arcade hit but just how can you put the contents of an average arcade machine with 80000 and 280 processors, dedicated graphics chip, dedicated sound chips and with a library of several megabytes onto a 10MB computer with 128MB of memory. It just can't be done. Three and four years ago when everyone

owned either a Spectrum, C64 or CPC600, the arcade games that were being converted were relatively easy to convert. These games like *Street Fighter Sports*, were again both simple ideas, but so amazingly addictive. Today, programmers try to convert *Afterburner*, *Hard Gear* which just can't be done. As for the future, they'll never convert well to a computer mainly due to the poor story line.

The third reason why licensing is killing the industry lies with the programmers. All the big software houses have their own in-house programmers. These people do nothing all day but sit at a screen and program a computer. These people who have been with the software houses for some length of time must be so short on inspiration, it is hardly surprising that they often produce such rubbish. Of course, I am not saying all the license firms are bad. A lot of the newer ones - *Santa Cruz*, *Assembly Line* - are very very good. However, the future of good games lies with today's young programmers who are growing up with 16bit machines and using 16bit techniques as opposed to the old 8bit ideas and techniques. They have got enthusiasm, drive and most important of all, new ideas.

**Golden Disk**, In the survey about 50% of the public want conversions of the disks if they are released at a budget price. Most 30 bit owners have agreed to a 16bit machine from their list and say "Is there a game like Jet Set Willy?" The answer is unfortunately no. Games today are often just too complicated to be really playable.

My opinion is that we need the golden disks to compete against the licenses. To quote Gary Brody again, "There is better money being with licensed games". What would you buy if you were in a shop and saw Jet Pack for 44.99 or Ten On Ten for 10.99 for 22.99? There can't be many Spectrum centers who have never played Jet Pack. Even if the conversion is good, you have only lost £5 on average to £20 which means that a lot more people would be willing to take a chance and buy the game. It can't take much for a good young programmer to produce an exact copy of an old game - especially Spectrum games - and then just sit up - as in the case of *Mean Mean* - and put them on the same disk for a budget price. This way, everyone is getting a good deal. The original software houses, although they're unlikely to let with us, and the end purchaser would both be happy with a situation like this.

So many games get false reviews. Most magazines only review the graphics and sound in a game, and judge the game according to this - although thankfully you don't. This can't be done. Nearly all good old 8-

## WHY BOTHER WITH CD?

Having been making your magazine since it was first published, I can honestly say that the quality of mail has gone downhill.

Since GMP have taken you over, typographical errors have crept in, sentences missed out and generally annoying mistakes have been seen at most. Although you do have more features - a good thing to some extent - and offer me stuff I feel the general quality of writing has diminished somewhat. I know that the editors you have at ACE are excellent - I've regularly used to enjoy Eugene Lacey's input in other magazines.

What annoys me most about ACE now is that so soon have we bought an Amiga, ST, PC, Sega, Nintendo, PC Engine et al, we're bombarding us with all the information about FM Towns and CDi. The Towns is not bothered about - it is your job to tell us what's new anyway, but the CDi, DDI, etc is really getting on my neck. You're being going on about it now for the first year, if not more, and it is becoming a bore. The whole chance of CDi has been ruined since Philips announced Compact Disc mini-rip. Can we please give it a rest and, instead of threatening us with machines we'll most likely never have, devote more time and space to more classic-to-familiarity.

I would personally like to see more "opinion reports" on up/downloading software, games or services which I think would serve a much better service to the reader than listening to ACE "rave out" about machines that 99.9% of the British computer-using population has never used!

Don't take this letter as a put-down, I enjoy ACE immensely but rectifying these few points would, I think, serve to improve the enjoyment. P.H. in Coopers, Shearwater Head and The Canal.

**DMC CASSEY, aka Zappa on Computer, West Midlands**

• While we live in a free press, we also live in a free contributor criticism. Production problems are a nuisance on any magazine and the GMP purchase involved a tremendous amount of administration work which meant less time to sort out things like typographical errors. However, we think the magazine is now better than ever before - unless this issue with its world exclusives on CD-TX, Ninja Turbids, and much more. And we are now taking on more staff to allow us to pack even more between the covers. We're searching for a talented Staff Writer to join us on ACE. Do you intend? See the actual advert in the Feb Pages.

Our Staff on ACE is simple. We are here to develop a platform of expertise and information on the technologies that will - whether you like it or not - dominate gaming during the next few years. No other magazine covers as wide a variety of informative games topics as ACE does. No other magazine provides the definitive game reference material that ACE does. That's not a promise, that's a fact. We're just as happy to cover a CDi title as a classic Spectrum game or console title. ACE technology, however, will be part of tomorrow's Advanced Computer Entertainment. Check out pages 89 if you don't believe us... And you get a prize for quoting your mail!



**WHAT DID YOU THINK?**

Here are the results to the ACE Builders on Software Licensing, Software Sales Growth, and SAM Coups...

**SOFTWARE LICENSING - GOOD OR BAD?**

What was said before...  
 "The advantages speak for themselves. By establishing contacts with the manufacturers, we're helping to give the game market a more assured future."

Gary Bracy, Software Development Manager at Ocean

"By selling the market, it opens innovation. The same is more important than the game."

Mark Wolf, CEO of Spectrum 2

It's not about...  
 "It's an anti-culture thought software licensing is a good thing and about customer."

It's not about culture thought software licensing is raising the software game industry and alternative shaped.

What was said after...  
 "I've never mentioned by this result, it's not reflected in the sales of games, 47% of people agree with me, only don't they buy original product?"

Gary Bracy

**SOFTWARE SALES - NEW VERSIONS OF CLASSIC GAMES**

47% of ACE voters thought they'd like to see new releases of classic games and that games on 16-bit machines and the machine yet to come.

50% of ACE voters thought they'd rather have them and money invested in brand new titles of the ACE software.

**IS THE SAM COUPE WISE?**

50% of ACE voters thought the SAM Coupé's main idea of advanced computer entertainment.

47% of ACE voters thought the SAM Coupé idea their vision of a machine.

but games had simple graphics and less sound but had superb playability. Today's biggest hits, Ace III and Populous have simple graphics - although the graphics in Populous are very good - but they both have bags of playability. This is the main ingredient needed for a good game, not the graphics or sound. So many people forget this.

In the SAM Coupé ACE? In my opinion the technology in the SAM is wasted. There is a lot that is good in the SAM but it really needed to be a 16-bit machine to compete with today's computers. I can understand how the younger Spectrum owner

who wants an improved Spectrum will be over the moon, and for the younger first time buyer it is the perfect fit, but for the older more mature person, it is a wasted because it is limited by it's Spectrum compatibility. While the processor is fast, it's not got the power or speed of a 16-bit processor. The most annoying thing about the SAM though, is that it has clone like 16-bit machines are well-established size and there isn't the room in any market for an upgraded Spectrum.

So you say in your magazine, the Coupé's in the terrible catch 22 situation as it hasn't got the software that it needs to get the sales, if it had been released two years ago, while the 16-bit machines were at \$400, then at \$250 with a disk drive, it would have got the software support that it needed and that would have made it the perfect ACE machine, but alas, now it's not to be.

Finally, if there is anyone who has written an add-on game on the ST or Amiga that they think is worthy to be released as a budget game or as part of a compilation, then please get in touch with the...

PHILIP HARRISON, 100 Chambers Court, Eaten, Warwick CV4 5EY.

**FLAWLESS PLAYABILITY**

I enjoy your magazine but that is not why I am writing. After first owning a Spectrum 486, then a 684, I now find myself computer-less. I am somewhat having problems choosing a machine though I don't want to lose the 'my computer is better than your' debate. What I want to hear is, as I only want to play games, which machine is supported by the most playable and original software?

The Spectrum was, in my mind, the machine with the most playable games. The technical ability was not so good, so programmers concentrated on the game and left the rest to it, when games are expensive as they are now, who wants to start off fantastic graphics and listen to hardware sound but is nothing what the game I am playing is about. It is to lack of software companies using the technical merits of a machine and licenses to add inferior products. I am sick of the software companies here leading us with a million variations of the same game.

Anyway, after 'upgrading' to a 684, I was really very impressed with its technical merits and performance, but I was very unimpressed with the unreliability of gameplay. Registering to a magazine I lost the machine shortly afterwards and considered buying an Amiga until my friend brought one. There is nothing wrong with the machine, in fact it is excellent, its just a pity 100%

of the programs aren't and why shouldn't they be? I think most of us already know the answer. My advice is the unfortunate programmers naming a sound by producing games, better than fiction, it is to go home, clear a space in your bedroom and think long and hard about what it was that got us all hooked in the first place. It was people like you with the ability and ideas who wrote after long periods at a time, the kind of classic games people enjoyed playing, e.g. Master Blaster, Jeti-Rite, and the kind of classic games people wanted to buy. Don't worry too much about selling your games, all I believe the magazine you are now reading will receive your game if you send them a copy, as that is their bread and butter. Good product sells itself and an independent advert in the back of ACE magazine with recommendations from reviewers will go a long way to ensuring that you enjoy the fruits of your labours. Just take a leaf out of Jeff Miller's book.

Please don't make lots of highly rated games I could try and how well these programs are faring in the charts because, to me, we have all been brainwashed into appreciating the type of product which six years ago would have received poor reviews, but now stands out from the crowd as 'quality' product.

Another machine I considered buying was the Atari Lynx. Fabulous though it sounds as, each game is priced at approximately £20. Sixty five, I thought the high price of software was because of prices on the Lynx cards are actually under price, as are, I expect the cartridges for the consoles. The hardware manufacturers, it appears, are really trying to see consumers off. What I don't stand to technological progress, it does seem a shame that after many people have begged, borrowed or stolen to buy the new 'state of the art' hardware, the company suddenly announce a new and even better product. Computers aren't like a cheap pack of vitamins, to be replaced every few weeks, and it is high time the manufacturers realised this. I seem to hear that, as I write, Ace have an upgraded Lynx, almost ready. Then why the hell don't they release it instead of this and that? Profit, perhaps. Will software for the Stock, Action, Waterman singles, of the rights and hardware like the Rap music of the retailers I don't know today, give tomorrow.

Two friends of mine, who both owned Amigas have after much expense arrived at the same conclusion as myself. We have in tandem decided to search through the local shops and pick up one of the many second hand Spectrum 486 computers to be had. The ones that are still in use, are still actively selling the owners, not to let go at any cost

because it is better the deal you lose than the deal you start. It is a shame that in the same, when technology can progress so much, but with regard to most things in life, it is what you do with it that counts and I'm not necessarily taking about graphics and sound, speed plays probably the largest factor. To me, the ultimate computer would be the one with the Cost Grouper chip, the Fast Processor chip, the Super Sounds chip and most of all the Master Playability Chip. Though sadly, with the exception of the Spectrum, all free computers have disappeared the letter.

In conclusion, all I want is to play playable, original programs with good graphics and sound on a computer which I won't need to replace within a year and not be ripped by software manufacturers using any as an excuse for high prices. I have 68k-16k bits in my belly.

I hope this letter will do the whole industry a lot of good and let other disillusioned users know that they are not alone.

ANDREW HUNT, WEST YORKSHIRE

There are good and bad games for every machine, that's why there's ACE - keeping you informed of the good and selected of the bad.

**SAM COUPE COMPATIBLE**

Now that the MCT SAM Coupé is out, I would like to say that it is a brilliant machine, it has a superior sound capabilities to any 8-bit computer or the Am 65 and breathtaking graphics - close to a 16-bit capabilities and a very fast BIOS.

The Coupé comes after buying new software - there is no way for the buyer to discover whether a program will work on the Coupé using the Emulator, or if you're lucky (but not have access to the Spectrum) 486 OSM.

The solution is simple. Software houses ensure that any new games will be written so that it will work on the Spectrum and the Coupé and put on a label something like 'SAM Coupé Compatible', and also list the old games and put on similar stickers if they work on the SAM. Only then can we be confused. Coupé users find out whether it's joy.

I'm pleased that some companies are taking an interest in the SAM Coupé but I hope they will soon start including Coupé specific games in their range, then it will really pay off. Finally, MCT have put a lot of hard work into the machine and they deserve to succeed.

PETER J HENDERSON, HANTS

SAM stickers, sounds like a great idea. Over to you, editors...

# WORLD CUP SOCCER



**OFFICIAL GAME**  
ACCEPT NO SUBSTITUTE!

IBM PC  
AMIGA  
ATARI ST  
AMSTRAD  
SPECTRUM  
CBM 64



Licensed by OLIVETTI official supplier ITALIA '90  
Available from W.H. Smith, Menzies, Boots, Woolworths and all leading software retailers.  
© 1990 VIRGIN MASTERTRONIC, 2-4 Vernon Yard, 119 Portobello Road, London W11 2DX.



View by David Braben and Peter Dinklage. The three is a jet flying in three-dimensional space. It is represented in the computer by three numbers:  $x$ ,  $y$  and  $z$ . It is used to tell how deep the plane is from the TV screen. The third is the computer's representation of the bit shapes you could see from around. This consists of a cluster of vertices along with information about how to join them all together. A Polygon is a closed shape with straight lines. The finished model is a list of vertices, edge connections, polygons and colour information, and also one or two other things that you might want to know in



Centre Command by Andrew Davies and Richard. The third is used to represent the orientation of these objects that can freely roll and tumble through space. It isn't enough that the vertices have the ability to represent the stretching and rolling of space. It needs to be able to mark off the remaining objects in the scene, plus another one for the camera or eye. This is so you can represent the rotation of the things you are looking from, as well as the things you are looking at. The thought that you can move objects through space - move the eye around the scene, the look at the 3D vertices in the picture and rotating them by the matrix for the camera - or the eye - and you take care of all the rotations. In essence an object just sits on the corner of movement in the  $x$ ,  $y$ ,  $z$  and  $roll$  and events in all the  $x$ ,  $y$  and  $z$  numbers.

Graphics by Paul Winkler and Stephen. The trouble with all these three-dimensional planes is that the TV screen is only two-dimensional. The Polygon is a squaring procedure which takes 3D vertices and projects them onto the 2D TV screen. Things in the distance should look smaller than things nearby. The secret is to divide by  $z$ . This takes the vertex  $x$  and  $y$  and you have it into the 2D screen coordinates (2D) - just  $x$  and  $y$ . The Polygon Algorithm means that your vertices only define polygons in the back of your picture before things in the front. If you get this wrong, things look really weird.

# The Key to

You don't have to be a mathematician to create 3D games - but it certainly helps. Cyn

Williams and Rick Hayes

reveal the secrets of the third dimension

Now that you know how to do it, you've probably seen others. You join up the dots with straight lines, you draw a picture which looks like all the objects are made out of masses of dots - Wireframe images. This is also called Vector Display. The advantage of vectors is that they're very fast. The important part of all 3D computer graphics is not drawing what is there. It's not drawing what isn't there. Objects which are partially screened and partially off-screen, must be clipped against the edges of the screen. Usually this you get around this in a very efficient way - a triangle can be clipped against a rectangular screen and come out with some data.







# Khalaan



*Be spellbound. Let Khalaan enthrall you. Adventures, dangers, intrigues and secrets await you in the mystical world of the Orient.*

*As one of four Caliphs you covet the throne of the Great Caliph, supreme ruler over all land and life. The army obeys your every whim, your ships ply the oceans, your caravans range far and wide, carrying exotic goods to your country's markets.*

*You decide between war and peace ....*

*Khalaan is a complex strategy simulation. All actions are simulated in real time. You have also got an options menu at your disposal with which the skill level can be adjusted to suit your requirements.*

- "PHOTOREALISTIC" graphics and animation
- Five gripping action sequences, one in 3 D
- Mouse, joystick or keyboard controls
- And let's not forget the atmosphere of "Arabian Nights".





Future sporting shot by Greg Williams of Motion Picture Group, Australia

# Virtual Realities



The first affordable cyberspace technology will be user-interface units from people like Nintendo, so kids can have more intense video games. It's probably going to be like watching TV," William Gibson, editor of *Neuromancer*, *Count Zero*, *Stranger in a Strange Land* and *Virtual* cyberspace novels.

## EXPANDING THE EDGE

What can we expect from the next generation of 3D games?

**Glyn Williams:** "Long sold ill on the ST and Amiga is making a bit. I don't think you'll see a huge amount of progress. I think people are pushing the outside of the envelope now. To be to see polygon games on the ST and Amiga which are much more fun to play. Better games that happen to have polygons in them instead of 'Wow, this game runs at a million frames per second, features 3000 models with millions of facets!'"

**Michael Powell:** "Better games, better simulations."

**Mike Singleton:** "The maffs involved in 3D graphics are quite horrendous."

**Adrian Stephens:** "I like to create the looks and do the maffs."

**Martin Kennighit:** "Speed and detail are going to increase."

**Jon Sae:** "The good 3D programmers have got the games as fast as they can go."

**Martin Kennighit:** "People rush to get the fastest 3D - but it's as fast as it's going to get."

**Jon Sae:** "People can't perform issues. They should rise the market. That's why we sell things in the future."

**David Brabson:** "A lot of 3D games are just 2D games with 3D graphics."

**Jon Sae:** "You'll start getting more interesting shapes. Copy instead of lines and polygons. We're working on things like transparency and shadows."

**Brian Pollock:** "The base routines are already down. The frame rates are there. Only programmers are interested in the number of polygons per second."

**David Brabson:** "Computer graphics seem to go through cycles. At the moment that fashion is 3D."

What kind of 3D games will you be playing in the future?

Rob Hayes pulls the experts for their predictions...

**Andy Green:** "3D is a bandwagon. It's the maffs."

**Jon Sae:** "We're leading the field in terms of 3D technology."

**Andy Green:** "3D games are still based up on the technology."

**Paul Carruthers:** "3D games will spend up a bit more."

**Jon Andrew:** "Our forthcoming games will be getting more complex."

**Brian Pollock:** "Publishers play on the motivation of 3D games."

**Andy Green:** "You have to produce good games, not just good tech."

**Mike Singleton:** "Starbird uses a new technique to fade into the distance, giving a steady distance look. It looks like you're got headlights on your spaceship. We also just started work on *Wonder 8*. It will use the same graphics system, but you'll get extra transport modes and a different environment. The story has moved. We've off the coast of West Africa. This time you'll be a single hero or become instead of a team. There are some rather nasty interrogation sequences with the Secret Police. The game will be broken up into missions. Sorry no release date."

**Brian Pollock:** "In *Thunderstrike* I've tried to convey a real feeling of space. 3D is far more flexible than sprites. You also need intuitive controls. I'm a bit less interested in the technology. *Thunderstrike* is something I've always wanted to do."



Rob Hayes, Editor

## EXPERTISE

- **3D0 ARCHITECT OF *Wonderstrike*** - **Mike Singleton**, Starbird
- **DAVID GREEN** - *Starbird*, Virus
- **PAUL CARRUTHERS** of *Secret Police* - **Antipolypus**, Revolution
- **ANDY GREEN** of *Virtual Reality* - **Revlon**
- **MARKET MANAGER** of *Digital Image Design* - **J.P. Davidson**
- **JOE BROWN** of *Madness Games* - **3D Link Dept**, 2D Studio, *Graphic Command*
- **ADRIAN STEPHENS** just finished *Thunderstrike* for the *Atari* line
- **MARKET AGENTS** - **Persephone**
- **JOE SAE** of *Argonaut Software* - *Thunderstrike*, *Thunderstrike II*
- **MIKE SINGLETON** of *Thunderstrike* - **James**, *James of Edinburgh*, *Graphic*, *Madness*
- **ADRIAN GREEN** of *The Secret City Line* - *Argonaut*
- **DAVID BRABSON** of *Madness* - **Two Books**, *Madness*

**Paul Carruthers:** "The idea of a 3D image isn't enough anymore. Gameplay aspects will become more important. You shouldn't see 3D unless you have to."

**Jon Sae:** "Steve Command and Quake are aimed more at the American style of gaming. We'd like the British market to be a bit more mature and discerning."

**David Brabson:** "Speed is essential, but the gameplay is far more important."

**Andy Green:** "We're currently working on five 3D games, one for *Amstrad*, two for *Atari*, and two for *Virgin/Madness*. Microsoft's *Attila* Cloud uses a lot of 3D screens, we're trying to do about the 3D and coordinate on great routines. It will have real spinners. For *Attila* we're working on *Mechwarrior II*. This is a collaborative venture between three software development companies. Three companies, three styles, all mixed into one. It could be a nightmare

"The good 3D programs  
never have got the games as  
fast as they can go"

BY IAN

ming it all together. Of course, we're doing the 3D bits."

**Michael Powell:** "Today you can take top polygon performance for granted."

**Adrian Stephens:** "People will make an appearance. Things are strictly mechanical at the moment. The games will probably be more fantasy-oriented."

**David Braben:** "There are too many tank and fight simulators."

**SOFTWARE SIMULATIONS**

The race is always on to produce a piece of white hot code. What new software techniques will make the transition from monochrome to application?

**David Braben:** "Programming 3D graphics isn't fast, flying natively with correct motions and collision detection are the hard bits."

**Glyn Williams:** "I don't think you're ever going to see raytracing as a live action thing. Raytracing is to do

with optical simulation, calculating what every single beam of light in the scene does - that means a lot of work. But you will be able to see light source modelling, where sources of illumination illuminate polygons which reflect the light in a more realistic manner and actually cast shadow. There are some games that have already started to do this. Also smooth shading of objects - so instead of objects looking like they're made out of engines, they're separate pieces of facets. You need at least 256 colours to do this. With texture mapping you can take a photo

graph and stick it on a polygon. But all this is big computer stuff - at the moment."

**Ian Andrew:** "It's a trade off between resolution and detail."

**Mike Singleton:** "I'm getting into curves."

**Glyn Williams:** "Eventually you'll be able to use the real technical drawings straight from the designers for vehicles and buildings with satellite data for the landscape."

**Adrian Stephens:** "People get stuck using the same 3D techniques."

**Ian Oliver:** "Too many people spend too much time



Rendered by Matthew Adams, Microsoft



Rendered by Brian Riddick, Microsoft

**WRITE ON**

Do you agree with the experts' predictions? What type of games do you think you'll be playing in 5, 10, 20 years time? And what hardware will it be running on? This is your chance to predict the future. Write to us at: **CELESTIAL REALMS**, c/o: **STAR TRAVEL**, 10 St Barnabas Lane, Hillyars, London SW16 6NR. (The more original or amusing concepts you submit, the more prize for your efforts. Don't forget to include your full name, address and computer needs.)

breaking their 3D engines and ignoring gameplay. It nearly went that way with Career Command."

**Andy Cramer:** "I enjoy a gag just to do their work on in new 3D software realities. It's a battle of technology."

**FRACTAL FUTURES**

Will Mandelbrot's geometric baby find a place in future 3D games?

**Mike Singleton:** "Fractals are essential if you're going to do a game with any breadth in it. As processing speeds increase you won't just get fractal landscapes but detailed fractal objects like trees."

**Michael Powell:** "You can use fractals to create terrain meshes."

**Glyn Williams:** "Besides on Fractal's used a clever technique called Poissonian - equations that make things look like fractals. Sort of ragged-edge polygons. It would be nice to see someone pushing fractal games a bit further."

**HARDWARE HEROES**

Software is only as good as the hardware it's running on. Will future 3D games run on dedicated consoles, CD-ROM, CD-I or something even better?

**Ian Oliver:** "We tend to lead with the PC."

**Michael Powell:** "More and more arcade games use polygons."

**Mike Singleton:** "Dramatic changes require better hardware."

**Joe Carr:** "Every hardware designer I meet I ask to put a polygon chip into their next machine. One day they will."

**Glyn Williams:** "A general purpose graphics engine could do anything - aircraft, cars, tanks, submarines, terrain, spaceships, etc."

**Adrian Stephens:** "The need more colours, higher res, and faster processors."

**Michael Powell:** "It would be nice to have a console that doesn't concentrate on sprites and scrolling."

**David Braben:** "Consoles with dedicated polygon chips will produce the 3D games of the future."

**Mike Singleton:** "My ideal machine would be a console with polygons and floating-point co-processors. I'd love to do games for the new Microprocessor console."

**Adrian Stephens:** "Dedicated polygon processors will take half the fat away. They'll level things up. You need to keep the edge."

**David Braben:** "There's enormous potential in CD-ROM and CD-I."

**Joe Carr:** "I'm very interested in CD-ROM. It support it when I can."

**Walter Kenwright:** "I'm getting into CD-I very soon."

**VIRTUAL VENTURES**

Virtual reality was first introduced by E. Sutherland at the University of Utah back in 1968. Basically the idea is to create a complete artificial world inside your computer. You interact with this world - or cyberspace - using sophisticated human-machine interface peripherals like data gloves, goggles and even suits. You're



Being shown by Mike Singshew (through)

"You're creating illusory worlds, actually creating space in the computer that you can enter into and interact with."

—Glyn Williams

able to look at, and move around the artificial world as if it was real. You enter a virtual reality. CyberSpace is tools, NASA develops it, VPI, constructs it, Nintendo plays it, Cyberspace is tomorrow...

**Mike Singshew:** "Virtual reality is the way things will go. It's most people's ideal. Most people want to get totally lost in a game. The trouble with reality is that it's too boring - you can't make things too real. How do you get out of the boring bits? You like to do a virtual reality Lord of the Rings."

**David Graham:** "Cyberspace and alternative reality are amazing buzzwords. They are just one interesting avenue connected to control methods. The trouble is, they're very silly. Multiplayer games with big displays make a lot more sense."

**Joe Ben:** "Cyberspace, I like the idea. You could do it cheaply. The Nintendo/Mattel Powerline is incredible. Virtual reality will be in the parlors in five years time. There are much cheaper virtual reality options. We've looked at doing cyberspace already. We'd really go to town on it, we'd love to do it."

**Jan Oliver:** "A lot of hardware power is needed for cyberspace applications. It's all good fun. As you can probably guess we don't take things too seriously."

**Adrian Singshew:** "In the far distance there will be more virtual reality stuff. It looks astounding. You can create a far wider world. 3D is the only technique you can use to move around an artificial reality. Cyberspace is a natural for human-computer interaction."

**Jan Andrew:** "I believe one of the main areas of game-playing will be real-time alternative realities. Nothing beats it. It's the ultimate game feeling."

**Paul Capralessi:** "Certain hardware will be created for virtual reality. Cyberspace is happening. But I can't

imagine it taking over. The price won't come down for 10-20 years. I can't really see it taking off as the ultimate game."

**Andy Craven:** "We already have the cyberspace software, all we need now is the hardware. Our 3D software technology is perfect for it. I'm looking for a joint venture with a hardware company specializing in cyber-48."

**Michael Powell:** "I think you're going to get touch helmets like the one's fighter pilots use. Beyond that, you'll just plug it straight into your brain."

**Glyn Williams:** "You're creating illusory worlds, actually creating space in the computer that you can enter into and interact with. Cyberspace will be good. You can imagine yourself going round a virtual dungeon in your living room, hitting things on the shelves and landing in the cat."

**Brian Pollock:** "Virtual reality. Excellent. Amazing. When I was at school I wanted to interface a video camera with the brain to create binocular sight - patches of light and objects. Imagine replacing all the sensory nerves with silicon."

**Martin Kenwright:** "I can see really incredible things on the horizon."

**Glyn Williams:** "You get want something that's bloody good fun."



Andy Craven of Mike Singshew



John de la Motte, International Systems by David Graham and Joe Ben

## IS THERE SPACE FOR CYBER?

You've read the experts' thoughts on cyberspace and virtual reality. Now it's your chance to cast your vote on the future. Just pick up your phone, dial the number, and register your vote.

08 99 400 786\* - "I can't wait to play a cyberspace game."

08 99 400 787\* - "Cyberspace. Do me a favour, I'd rather go brain operating."

The results of this survey will be announced in a future issue of ACE.

\*Call or respond in the poll within one week and the poll results will only show up in your issue.



# Pixelated

Technology interfaces artists, art infuses tech. Analogie alternatives, digital dreams. Rick Haysas scans the state of the silicon art



**WELCOME** ■ Designed by Tomoya Yama, then led by Matt Harvey, Computer Animation by Digital Pictures

## HOW TO MAKE DIGITAL PICTURES

Digital pictures produce high resolution, low compression for film and television. The computer-based film has now become a world around the world for its work. Titles include *Toy Story* (1995), *Antz*, *Star Wars* and *Terminator*. The steps to pay the wages:

### STAGE ONE: PRE-PRODUCTION

"Creative collaboration is a fairly new medium which offers a rich new world of techniques and techniques for film and video. Difficult traditional methods are more for authors using computers. Digital Pictures closely follows with the client to create a 'world and narrative' sequence. Both sides have an understanding of what is needed and how to achieve it."



### STAGE TWO: MODELING

"The artwork for the elements and objects to be included in the sequence are translated into a form that the computer can manipulate. Digital Pictures uses a 3D digitizing tablet and a sophisticated 3D digitizer that allows complex solid objects to be input. It's also possible to create basic objects 'physically' using special software. Lead shapes are often produced using 'fractal modeling.' This technology can create mathematically complex like clouds and water along with textures like marble, granite or woodgrain."

### STAGE THREE: ANIMATION

"Digital Pictures has developed its own real-time animation system using Silicon Graphics' 4D workstations. The

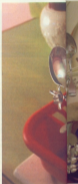
animation is set up using a 'virtual camera' display. The camera picks an object and calculates and projects it on-screen. A number of 'key-frames' are created. All the intermediate frames are then automatically 'interpolated' and the sequence can be played back at different speeds. The animation system is also used to move and shoot the camera to any position, the position controls also allow and the placement and re-orientation of the lights."

### STAGE FOUR: COLOR AND RENDER

"A growing number of techniques exist for changing the material attributes of computer-generated scenes. The simplest are 'ray tracing' which simulates the way that surfaces and things 'bend' - a method that ray-tracing along smooth, curved objects. In addition to simulating natural light sources like the sun, digital pictures can also create a wide variety of artificial illumination effects including various beam spotlights, lamps of different color and brightness and glow effects. Both lights and objects can reflectively and refractively produce. Digital Pictures has also developed powerful mapping techniques. 'Texture Mapping' allows an image - painted or synthesized - to be warped and projected onto the surface of objects in the scene. It's used to provide color and surface details. 'Bump Mapping' is similar. It allows mapping but to create a simulated quality qualities - stretched or rough surfaces like grass or embossed grain. 'Environment Mapping' creates a convincing illusion of fully reflective surfaces like mirrors, chrome, ceramics and glass objects. Digital Pictures renderers and computer also simulate other natural qualities like transparency and refraction."

### STAGE FIVE: THE PRODUCTION RUN

"When everything is satisfied, the main production run begins. Depending on the length and complexity of the sequence this may take anything from a couple of hours to over a week. Digital Pictures outputs six frame video and three post-processed motion picture stills at one frame resolution - suitable for cinema screens."



### EXPLOIT ■

Directed by Richard Green. Produced by Markinghausen Entertainment. Computer Animation by Digital Pictures



### ■ DARKNESS 'MIRAGE'

"Mirage was light, the market is increasingly competitive and the position we are filling up," says Haysas - producer of the well-known genre graphics on Macintosh, Silicon Graphics and Apple Macintosh. Haysas recently won the Apple Business Excellence Award in the TV and Film Category.



# INTO THE M C

There's nowhere to hide from...**"CSI SPY"**! His calling card is your invitation to dance with danger! Experience the explosive existence of the secret agent in this arcade action thriller that will leave you gasping for breath!



DATA EAST



TAITO

**THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!**

Take the wheel of your turbo-charged Porsche as you and your partner zip at 100 mph through a treacherous, 3D world of flying cars and swirling, 100 mph winds. Head to catch up to a mean '71 Ford, just one piece of your Turbo Outrun will leave your eyes on the back of your head!



\*ALL GAMES AVAILABLE ON SPECTRUM, AMSTRAD, COMMODORE, ATARI ST, IBM AMIGA.

†1.25 (UK) (AFTER TAX) ONLY AVAILABLE ON ATARI ST & AMIGA.



From the island of Bob to Bannock Island, you will encounter Bob himself, flying saucers, hidden by creatures, bullet counter machines, mechanical problems, the beautiful beauty of legend and history and finally you will enter the world of darkness and a subterranean.

Featuring all 7 levels and features, representing the fun and excitement of the number made for.



# EXC

# FUTURE...



...richly multi-layered graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come along). It's not a simulation, it's an experience ... Ocean's first flight sim is the best out? Zap 97%.



# SHADOW Warriors

**SHADOW WARRIORS**, the latest, greatest and most ambitious martial arts turn-up game ever, steps into your computer featuring intense, multi-screen battles! The secrets of the Ninjas' assassination techniques have been handed down since the Medieval wars, now they live on in the jungle of the American metropolis. A thousand years of the Ninjas' secrets of your fingertips... the Phoenix, Blackfire, Trade Blow, Combination, Flying Kick, Storm, Holy Kick and more give you a formidable, sensory of stunning moves.

Take your techniques to the streets.  
**SHADOW WARRIORS**...  
 the hero of the ninjas.



# CONDUS

# Ocean

Ocean Software Limited, 4-Canal Street  
 Manchester M2 5WJ Telephone: 061 202 6623  
 Telex: 649977 OCELAN G Fax: 061 204 0608

# What a

I could be yours. The console that every well-armed gamer has been drooling over ever since the first reports of its existence arrived from Japan. The Neo Geo 32-bit console has a spec that should really get the adrenals going, including 4096 colours on-screen at once and 11 channels of CD-quality sound.

As well as cartridges, the Neo Geo will also take credit-card style memory cards - not for the games (although that is possible) but to store your current game status - giving SNK game options with almost any game, something which no other console currently offers. Save game/status options are very important since they enable game designers to implement more complex game scenarios on consoles, including fantasy and RPG programs.

You can see the Neo Geo in the flesh\* on the ACE Living Room of the Future stand at the Computer Entertainment Show in September. But even better, you can now - if you're lucky - see it in your own living room even earlier - and become one of the first people in the UK to get their hands on this ultra-cool bit of kit.

## THE COMPETITION

The truth is, it couldn't be easier. All you have to do is answer the three questions in the panel on the spread, write those answers on the postcard mounted on the front of the magazine, and mail the card to us so that it arrives on or before the closing date. You could soon be joining the ranks of ACE Prizewinners and playing some of the hottest games around.

## THE QUESTIONS

Here goes with your chance to win a Neo Geo console. Answer these three questions correctly and you're in with a fighting chance!

1. The Neo Geo is marketed in Britain by DG Marketing. Which Japanese company produces it?
2. Does the Neo Geo console use 8-bit, 16-bit, or 32-bit technology?
3. How many sprites can you have on-screen at once?

If you've got the answers, you could win the prize! Jot them down on the special postcard mounted on the front cover and get them off to us pronto!

ACE and SNK - aided and abetted by DG Marketing - give you an exclusive opportunity to win the games machine that makes other consoles look like ZZZT's - the fabulous Neo Geo...

## THE PRIZE!

The winner will be the reader of the first postcard pulled at random from those received either on or before the closing date for the competition (see below) and bearing the correct answers to the three questions.

The prize will be, yes, yes! - one perfectly wrapped, spanking new, Neo Geo console direct from Japan. And as a special bonus, we'll throw in some free software - the choice will depend on what is available to us at the time.

The closing date is 15th July 1990. No employees of EMUL, DG Marketing, or SNK or those involved with the printing, distribution, and sale of ACE magazine are eligible for entry. The decision of the judges will be final and no correspondence will be entered into. As soon as a winner has been selected, we will forward the prize as soon as possible, but obviously we can't be responsible for third party delays. We will, however, do all we can to minimise any hold-up.

## Here's the machine...



The ultimate console... one of the hottest games... 32-bit full-on 17-bit turbo... and get that postcard off pronto!



# a prize!

## TOP PLAYERS GOLF

Golf games have been slugging a comeback recently, with Genesis launching Ultimate Golf and Golfmania on the Sega - not to mention the superb 3D Golf Golf on the PS1. However (see page 87). But when it comes to graphics presentation, the SNK Neo Geo version has to be seen to be believed...



## BASEBALL STARS PRO

American sports are really hitting the games scene here. Even since American Football (see below) claiming for more variants of their favourite sport, US and Japanese companies have been casting the net to bring in more and more special interest titles. Here's Baseball Star's Pro on the Neo Geo. With presentation like this, the real thing's beginning to look a lot better...



# ...and here's what it can do!

## NAM - 1975

Will Namco ever fade into history? NO! It stays long bringing us games like this, it won't.



## NEO GEO POWER

Processor: 68000 (scaled by a 286).  
 RAM: up to 64MB (on chip or cartridge).  
 CD-ROM: status and player data for up to 27 players.  
 System: Max 64 users on one Neo Geo with hardware assisted scaling.  
 Outputs: Max 640 resolution out of palette of 65536.  
 Graphics: 3 independent background video streams.  
 Sound: 18 sound channels including one voice.

## MAGICIAN LORD

Dark. This game undoubtedly has some of the best graphics we've ever seen in a console introduction title. When you're not casting spells at the hellish variety of evil minions the game throws at you, you're wondering what a Dungeon Master scenario would look like on the Neo Geo - and when we can afford to buy one, if it appears.



## Konigsmas?

Although we were unable to compare with more magazines at the time of going to press, we will definitely be supplying more Neo Geo software in the near future. There may be available on a rental basis from the distributors - important since the final cost of software may be high due to the cost recovery storage requirements of the Neo Geo's extensive game database.

# READERS' OFFER



Lords of the Rising Sun



Dragon Spirit



Castles Master



Three Stooges

TITLE	FORMAT	PRICE
Dragon Spirit	ST/Amiga/PC	4.99
Conflict Europe	ST/Amiga/PC	9.99
Shuffle Puck Cafe	ST/Amiga	9.99
Phobia	ST	7.99
A.P.B.	ST/Amiga	9.99
De Ja Vu	ST	4.99
Toobin	ST/Amiga	5.00
Fernandez Must Die	ST	7.99
Castle Master	ST/Amiga	19.99
Three Stooges	Amiga	9.99
Hard Drive*	ST/Amiga	9.99
Shadow Gate	ST	4.99
Uninvited	ST	4.99
Lords of the Rising Sun	Amiga	24.99
Interphase	Amiga/ST	19.99
Chaos Strikes Back	ST	19.99

## 8-BIT GAMES

	AMG	SPDC	COM
Dragon Spirit	4.99	4.99	4.99
Hard Drive*	5.99	3.99	-
Toobin	3.99	3.99	3.99



It Came From The Desert



Antheads Data Disk

## SPECIAL OFFERS

- It Came From The Desert

(Amiga 1Meg Only)

- Antheads Data Disk

(Amiga 1 Meg Only)

NORMALLY £34.99 (R.R.P.)

**OUR PRICE £24.99**

- Star Wars Trilogy (ST/Amiga)

[ 3 disks ]

NORMALLY £24.95 (R.R.P.)

**OUR PRICE £14.99**



Star Wars Trilogy



Interphase

Please state clearly which machine you have

Cheques payable to: EMAP Images

Send to: Readers' Software Service

PO Box 136, Peterborough PE2 0EW



# GREATEST SHOW ON EARTH

- The show you've been waiting for. The show you deserve. The show you can't afford to miss.
- The only show dedicated to games. CES will feature the latest in games hardware and software from the likes of Microsoft, Commodore, Doran, Sega, US Gold, Nintendo, Demark, SNK, Polygram, Microgram, Virgin/Mastertronic, Activision, Electronic Arts, Palace, Ascotale, Hewson and Greenline.
- Take a trip to tomorrow. CES will be sponsoring the LIVING ROOM OF THE FUTURE exhibit featuring Philips CD-I, the IBM® engine hyperspace room (see ACE 37) and NMC NEO-Geo console. We also hope to include cyberkit from Roland and the other leading consumer electronics manufacturers shaping the future of Advanced Computer Entertainment.
- Meet your favourite celebrities and musicians. CES is sponsored by the Childline Charity. A substantial amount of the door fees will be handed over to Childline.
- Appear on television. CES will feature live broadcasts on major TV and radio programmes.
- CES: 13-14 September 1990. Earls Court, London. See you there.

## NEXT MONTH ACE GOES OUT WEST

### MURRAY FOR HOLLYWOOD

We take a trip to the tinsel town for an on-location report. Are the movie studios getting into games? Are games getting into the movies?

### THAT MAGICAL TOUCH

We hope to visit Industrial Light and Magic, the leading special effects company who worked on all the Star Wars, Indiana Jones and Star Trek movies.

### THE BEST SHOWS

The best coverage of the biggest show by the best magazine. ACE is the only British games magazine to cover the Chicago Consumer Electronics Show with TMO reporters and a photographer.

### WIN A TRIP TO HOLLYWOOD

Get back to the Future with this exclusive ACE/Microsoft competition to win a FREE HOLIDAY in HOLLYWOOD for TWO and VISIT the UNIVERSAL STUDIOS.

### THE BEST BUYS

Don't forget ACE is the essential buyer's guide to games software and hardware. Hot off the Shelf gives you the low-down on the latest ACE rated games. ACE Classics reminds you of the greatest games of all time. ACE Buyer's Guides, the facts not the fiction, every month.

### PLUS ALL THE ACE REGULARS...

Definitive reviews, exclusive previews, first news, informative views and in-depth interviews from the world of Advanced Computer Entertainment.

There's only one games magazine in the world more exciting and informative than the issue of ACE... and that's the next issue of ACE!

ACE IS HITS THE NEWSAGENTS ON THURSDAY 5 JUNE. Be there or beware.

**Find out its limits.  
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earbusting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FIRST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9-pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.



Please send me further details of the 1040 STE and other Atari products.

NAME: .....

ADDRESS: .....

10100008

Please send to Atari Corp (UK) Ltd, Atari House, Railway Terrace, Slough, Berkshire, SL2 8RE.

**ATARI 1040STE**

**WITHOUT IT YOU'RE JUST PLAYING GAMES**

# Worlds in the Machine

Everyone likes to play God. For all these times when we sit in front of the box, watching the world's Commissioned standing on ever increasing mounds of things, and think "Gee, no a half a chance and I'd soon have things sorted out!" Well now there are a number of games and simulations on the market which give you that half chance, and let you try your hand as a part time God.

The popularity of games like *Sim City* and *Popout*, are evidence enough that game players have the sort of apps that can run a world. Well here are three more programs — two simulations and an electronic atlas — that put you and your mouse on top of the world. We take a look and find out how clear the view is.

## WORLD ATLAS

SOFTWARE TOOLWORKS/LANDSCAPE HAVE GOT EVERYTHING MAPPED OUT

The question that you always have to ask yourself when you are about to shell out fifty or a hundred quid for an electronic version of something that is readily

available on paper is: 'What can I do with this that can't be done with a traditional paper version at ten quid?'  
Lawrence Scudder looks at three new programs that stuff the world into your mice

available on paper is: 'What can I do with this that can't be done with a traditional paper version at ten quid?'  
Software Toolworks claim that the advantage of their atlas is that a large database of encyclopedic information as well as the maps are instantly available. The encyclopedic information actually consists of details on Weather, Population, Economy, and so forth. The same sort of information is also available in our office *Collins World Atlas*. It is even more readily available (you just have to open the book rather than wait on the machine and start up the software), and it only cost us £15. So what I mean about the essential question?

Well, that's enough grating — there are plenty of good things about *World Atlas* that go some way towards outweighing the price factor.

The first thing to note about the software is that it won't run on just any old hardware. If you haven't got ISA or VGA, and I hard drive then forget it — the program comes on magnetic disks and takes half an hour to install, so this is certainly not the sort of thing you'd want to run from a floppy drive even if you could. I

mean is not compulsory but pretty much essential if you are going to use the software properly.

Selecting and switching between maps is achieved fairly simply by pointing with the mouse and using the menu bar at the top of the screen. This can also be used to call up information on the features of the region you are currently studying. The options for moving between screens are comprehensive and it manages to prevent using the atlas from becoming tedious.

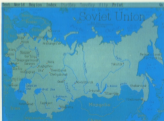
One problem that did quickly rear its ugly head is how limited 5 megabytes of disk space really is. The maps will only zoom in to country level, and only the major cities are shown. Our £10 *Collins Atlas*, on the other hand, shows all major towns as well, and its maps have far greater detail.

*World Atlas* is a nice idea, and Software Toolworks should be praised for breaking away from the mainstream of utility software. The program is, however, likely to fit more comfortably into an educational role than a practical one.

PRICE POINT: PC £59.99 (disk) £39.99 (CD ROM)



Database of information can be called up using the mouse bar that can be used to find



This software is the highest resolution that World Atlas is capable of producing. © Software Tool Works 1989

# BALANCE OF THE PLANET

CHRS (CALIFORNIA) COLLABORATE DEMONSTRATE THAT SAVING THE WORLD IS NOT AS EASY AS IT MIGHT AT FIRST SEEM

If you thought that being a politician was easy, then this simulation will make you think again. Your goal in this game is to gain as many points as possible for promoting ecologically sound policies, and lose as few as possible for implementing ecologically damaging policies.

The way that you affect what happens in the world is fundamentally by adjusting your fiscal policies. How much do you tax CFC production for instance? How much money do you pump into research into alternative forms of energy?

It sounds simple, but it's not. If excess CFC production is causing ozone depletion, it is not enough simply to lay huge taxes on the responsible industries. You're to reduce the level of CFCs in the atmosphere. There are many knock-on effects which have to be taken into account.

The interconnection of policy decisions is well demonstrated by the program. Selecting one of the entries on the initial page will take you to a colourful screen which describes that particular area of the Earth's Eco-Political system (space). For example, closing the nuclear on Generation Points leads to a screen explaining the world's generation problem. On one side of this are a list of causes and effects. By clicking on these you can watch your way through an automated series of failures until you come across a parameter you can change by altering your fiscal programs.

When you have made all the changes that you require, the software will calculate the effects of your policies - on the whole these are usually appalling. By selecting the Feedback page at this stage you can identify which are your best and worst areas. This gives you a good idea of what to start looking at for your next few year plan.

When you have played Balance of the Planet for a few hours you will start to come to the realisation that things are not quite as simple as they might at first appear. It is a very difficult to succeed in this game, if anyone manages to achieve a balanced planet it is very rare indeed.

**PRICE POINT: PC £29.95.** A portion of the proceeds will be contributed to the Tropical Rainforest Appeal.

Status of the World			
Area	Value	Unit	Target
Population	5.0	Billion	5.0
GDP	10.0	Trillion	10.0
CO2 Emissions	15.0	Billion Tons	15.0
Ozone Depletion	10.0	Billion Tons	10.0
Acid Rain	10.0	Billion Tons	10.0
Global Warming	10.0	Billion Tons	10.0
Deforestation	10.0	Billion Tons	10.0
Wildlife Loss	10.0	Billion Tons	10.0
Water Pollution	10.0	Billion Tons	10.0
Air Pollution	10.0	Billion Tons	10.0
Soil Pollution	10.0	Billion Tons	10.0
Land Use	10.0	Billion Tons	10.0
Energy Use	10.0	Billion Tons	10.0
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Soil Pollution	10.0	Billion Tons	10.0
Land Use	10.0	Billion Tons	10.0
Energy Use	10.0	Billion Tons	10.0
Water Use	10.0	Billion Tons	10.0
Waste Production	10.0	Billion Tons	10.0
Deforestation	10.0	Billion Tons	10.0
Wildlife Loss	10.0	Billion Tons	10.0
Water Pollution	10.0	Billion Tons	10.0
Air Pollution	10.0	Billion Tons	10.0
Soil Pollution	10.0	Billion Tons	10.0
Land Use	10.0	Billion Tons	10.0
Energy Use	10.0	Billion Tons	10.0
Water Use	10.0	Billion Tons	10.0
Waste Production	10.0	Billion Tons	10.0
Deforestation	10.0	Billion Tons	10.0
Wildlife Loss	10.0	Billion Tons	10.0
Water Pollution	10.0	Billion Tons	10.0
Air Pollution	10.0	Billion Tons	10.0
Soil Pollution	10.0	Billion Tons	10.0
Land Use	10.0	Billion Tons	10.0
Energy Use	10.0	Billion Tons	10.0
Water Use	10.0	Billion Tons	10.0
Waste Production	10.0	Billion Tons	10.0
Deforestation	10.0	Billion Tons	10.0
Wildlife Loss	10.0	Billion Tons	10.0
Water Pollution	10.0	Billion Tons	10.0
Air Pollution	10.0	Billion Tons	10.0
Soil Pollution	10.0	Billion Tons	10.0
Land Use	10.0	Billion Tons	10.0
Energy Use	10.0	Billion Tons	10.0
Water Use	10.0	Billion Tons	10.0
Waste Production	10.0	Billion Tons	10.0
Deforestation	10.0	Billion Tons	10.0
Wildlife Loss	10.0	Billion Tons	10.0
Water Pollution	10.0	Billion Tons	10.0
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Soil Pollution	10.0	Billion Tons	10.0
Land Use	10.0	Billion Tons	10.0
Energy Use	10.0	Billion Tons	10.0
Water Use	10.0	Billion Tons	10.0
Waste Production	10.0	Billion Tons	10.0
Deforestation	10.0	Billion Tons	10.0

Year dates:

1984-1985  
1986-1987

Year issue:

March  
Cover

Year show:



Continuing the tradition  
but dedicated to leisure.

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Contact Sally Butler at IMA International Exhibitions 01-291 8222 ext. 2608  
or Gary Williams on 2618







**The footy miracle continues as ANCO take their winning formula and add a whole host of new features. It all adds up to not one, but DOZENS of games in one package...**

"I've been working on this for two years," says ANCO director Neil Gupta as he boots up the Kick Off 2 disk in the ANCO office. "I wanted a totally integrated football game, the Flight Simulator #1 of footy, that would live forever." The man has faith, no doubt about it...

And first impressions of Kick Off 2, 1996, finished when we played it too on ANCO systems rattle will have to wait; certainly seemed to bear out Neil's claims. KOO2 is not one, arguably not even two, but dozens of different games in one package. Here's the commentary...

OPTIONS				
PIECE	NORMAL	HET	COOPY	10
QUANTUM	2 X 2	2 X 4	2 X 4	2
MODE	OFF	LIGHT	REDUCE	25
START TIME	NO	YES		
POWER TOUCH	OFF	ON		50
POWER KICK	HYPERPOWER	DISV. 1		50
ONE SPEED	NORMAL	50%		50
STILL LEVEL	7000 H	7000 H		50
ACT. PRACTICE	7000 H	7000 H		50
<b>DONE</b>				

Ready to go



A few clicks, and there's a path right to the heart of you. And one of the many new gameplay features in KOO2.

The game kicks off (sorry) with nine playing options. First, there's Single Games. This offers one or two-players against the computer, or two players against each other. In this respect, it's rather like Kick Off 1, but there are revolutionary changes that really set the new game apart.

First, you can choose a whole host of gameplay options (see screenshot). Second, you can import whole teams from Player Manager. This presents unlimited opportunities in itself, training teams to beat the computer for your sake. Third, and most important of all, KOO2 offers two different gameplay techniques.

The first technique is similar to KOO1 - auto-player interaction with the active player being the one who's nearest the ball. The second option is quite different. You can choose the members of your team from a roster displayed before you play and while you do this you can nominate any team member as an "active player". In this mode, you control the one player only during the match, so it's wise to make

# KICK

## SILKY SKILLS

KOO2 also boasts new benefits for a footy game by including a whole range of gameplay skills that can help you outpace your opponent. Here are a few examples from the many options available:

- you can determine the distance and direction of throws
- you can influence the direction of the ball for a split second after taking a kick
- you can vary the distance and direction when taking corners, enabling you to pass to almost across the goal
- you can change tactics at any time during the game
- you can introduce a substitute at any time
- you get three options when taking a free kick: pass it, jump over it, or kick it forward
- you can pass a kick on the ball when you take it as well, influencing its direction during the next 10 frames (approx half a second)

Most of these options are determined by characteristics of the pitch and formations and therefore remain invisible to your opponent. In other words, they're hidden as a means to the end.

As this adds up to some pretty fancy game play, here's the "show game" option which is often for practicing some of these silky skills if you're not to get used to your eye and a shaking from your pass.

sure that he's forward. And remember that all players have their own characteristics in KOO2, so you may find you've selected a snail dog who won't be able to keep up with the team. Never mind, you'll know for next time!



The options screen

## MULTIPLAYER

Not only does KOO2 offer endless of gameplay advantages over KOO1 (see Silky Skills box) but it also broadens the challenge by offering 1,2,3, or even 4 player games, with two players tagging it out against another pair.

KOO2 was originally intended to field a whole 16-team league, but there were a host of phone calls to ANCO about the fact that this feature was going to be limited to 1. Managers

# KICK OFF 2

## KICK OFF 2

PRACTICE

SINGLE GAME

THE LEAGUE

INT.  
FRIENDLYACTION  
REPLAY

OPTIONS

SPECIAL  
EVENTS

A messy pitch on the sidelines - looks pretty bad, huh?

### GAMEPLAY OPTIONS

Here's the complete list of options what you want:

- Single game
- Practice
- League
- Cup
- International Friendly
- Special Events (see panel elsewhere)
- Design Kit
- Action Replay
- Gameplay Options

The last item is extremely comprehensive. It deals with, on the design, you can four different types of pitch ranging from normal through wet and soggy to plastic. You can choose from a variety of game durations, ranging from 15 to 90 minutes to 17.5 minutes (15-100-100-100 minutes option has gone). You can choose whether you want Extra Time in the single game. You can also choose to turn on extra time penalties. You can control the ball for a split second after you're kicked it. You can change the ball between International Division 1, and Division 2 and you can slow down the game to 50% or even 25% to provide special manoeuvres (beneficial for beginners since many of the options are pretty hard to handle).

### SPECIAL EVENTS

If you think KICK 2 isn't out of this world, the Special Events option takes it right out of this solar system (but it isn't).

KICK 2 features a unique option that allows you to use its special KICK data disks, to be referenced by Ace of the very generous cost of \$4.99 each. (Using it incurs the cost of certain data disks on your computer. Don't play. Wonder at all we make this for a pretty decent deal.)

There will be five types of data disk. The first gives you complete teams ready-to-play (found on world famous clubs past and present). Almost anyone could, for example, get a club featuring their club's lineup between 1947 and 1984. As if you and your friends support different teams, you can now fight it out on screen as well as on the field.

There will also be a special full information league team file-up data disk. Finally, there will be tactics disks, containing special tactics data for use during play. Finally, there's the first KICK in tactics disk. A bit of a strange one this, it will use the scenarios from the program that determine what happens and so on to provide a set of mathematical scenarios for businesses. (Wonder if the schools may be taking each other to get hold of this one.)

Finally, you get two special event data disks, featuring WorldCup, 1994 Cup and other championships, each complete with their own special rules and scenarios.

Now, at last, you can finally use football! Challenge the world via those of you, at home,

bring machines. As a result, the original 8-team structure has been retained, but each team can be a Player Manager imported team (if you have the program) and it will still fit into 51.2K.

Finally, you get a stunning action replay facility that you can even save to disk, enabling you to build up your own library of 'Great Sporting Moments'. And KICK 2 readers may like to know that this facility could win you \$1000 in the ACE KICK OFF 2 Golden Goal competition in the September issue (out in August).

Oops, we nearly forgot the Special Events. Find out more about them in the panel on this page.

There's no doubt about it. Kick Off 2 has the potential to be the first fully-footed football simulator that also delivers a touch of solid gameplay, fun reserve-taking and we've found the finished version, but so far the evidence points to a very strong contender for Game of The Year. Well for it... it'll be worth it.

■ More Clubs

### RELEASE DCS

ATARI ST	1/19/94	EMULATED
AMIGA	2/19/94	EMULATED
CD-ROM	1/19/94	YES

For other release dates



How many teams (those the player's own club) does it? You could probably count one in for the entire player during the game.

# BEAST TWO

## AND BEYOND...

Not content with their domination of software technology, Psygnosis are now preparing to take gameplay to new heights with a series of highly original, complex scenarios. ACE went up to Liverpool to find out what's coming down...

**S**hadow of the Beast is one of the best selling games on the Amiga, thanks to its superb graphics and technical use of the machine. But that's what you'd expect from Psygnosis—technical excellence second to none. What you might not always expect is wildly original gameplay ideas—or at least that was our opinion until our recent visit to the Liverpool powerhouse.

There's a revolution going on here. Not content with their reputation for programming expertise, Psygnosis are now investing a lot of time and money in developing depth of play. First to benefit from this approach is *Beast Two*, working like only at present which takes the best-selling scenario and floods it with additional gameplay features.

*Beast Two* retains the parallel scrolling, videotape-on-console, but speeds up the scenario with multiple objects and weapons and—twice more extraordinary for an arcade game of this sort—limited interaction with other characters.

As you move up through the various levels of the hostile environment you find yourself in, you'll occasionally find yourself in situations you simply can't get out of on your own. At one point, for example, you're immobilised by superior forces and dragged off to jail. There you join another miserable wretch and only by carrying on a limited conversation with him can you get the information you need to escape.

Other additions include a far greater emphasis on trapspace as you negotiate your way round obstacles, plus a simple inventory system. The price for all this improvement? Slightly less detail on the principal sports. Any beast can live with that, surely?

Meanwhile, Psygnosis have been working



Beast is thinking up scenarios that will stretch a player to its limits. Here you're in a special mission to find a partner who can get up those high ledges.



Beast is increasingly aware of how the studio environment is made up of two worlds.



Beast is still interested in what's on the screen of the scrolling stage, even you're in a position well down on that in a way that's not good.



Beast is keen on different scenarios with both main and partner characters and environments.



Beast is interested in what's on the screen of the scrolling stage, even you're in a position well down on that in a way that's not good.



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Nothing in Unreal should be taken at face value. There are apparently, however, good reasons why this scene appears

# UNREAL

**A sneak peek at UBI SOFT's new arcade adventure employing both two and three-dimensional graphics**

Impenetrable plots it seems, are the figure for fantasy games nowadays, and the Goff's latest opens no exception. The storyline to Unreal reads like a rather chaotic mix of all the Disney fantasies ever written. In essence the idea is that you, Targan, must set out with the help of a friendly dragon to rescue your kidnapped soul mate hidden from the clutches of the Protector of Evil. You are aided by an old magician-like defeated Protector of Good.

The game has two sections in all, five of these are linear, 3D sections interspersed with four 2D parallel scrolling sections. Having two very different graphical approaches within the same game makes for some interesting and



In the 2D sections your dragon is often controlled by the Goff instead of your hand-held joystick

quite interesting playing, so preventing boredom from setting in too early.

The 3D sections involve guiding the dragon which you are flying around and over a fast moving landscape while destroying as many evil forces as possible. "Real" is the operative word here - the speed that the programmers have achieved is quite incredible. They have had to sacrifice some resolution to manage this however, so objects do look a little blocky when they are in the foreground. Along the way these



Bad idea. Expensive to change the scene's, also to make other objects in the scene...



The 3D rendered backgrounds are superbly detailed, and are complemented by well-rendered objects in the foreground

## IS THE BEAST UNREAL?

We felt have chosen to make comparisons between their game and Diablo of the team from Blizzard. There are instant similarities, but in a head-to-head number game context not on this. Unreal's graphics have the edge in terms of individual quality. Although not in overall quality which overall easily comes highest on playability.

Although the programmers have chosen to make use of only two levels of parallel scrolling, as opposed to Diablo's maximum of four, this has allowed them to be more generous with detail, as well as allowing a greater interaction with objects in the game. Even if the graphic sequences are not as technically accomplished as those in Unreal, you will never actually be taken with their beauty. The 2D sections have a strange ethereal quality about them while perfectly mirroring the fast paced 3D sections.

are also bonuses to be collected, often involving some death-defying manoeuvres if you are to reach them. These give you extra fire power and other useful add-ons.

The 2D sections are a lot more cerebral than the 3D shoot 'em up areas. There are a number of puzzles to be solved if you are to make progress. It is in these sections too that Unreal's graphics are at their best. You will be dropping each time a new screen appears - they're that good.

With its mixture of two and three-dimensional action and a good combination of arcade type action and problem solving, Unreal could very well be a monster hit. Next month we will of course bring you the definitive review of the finished game in which we decide if the Goff's first hour has arrived.

■ **Lawrence Butler**

# NEW! FROM ENCORE...



## MIKE HEAD'S POP QUIZ

Spectrum Cassette £2.99  
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Amstrad Cassette £2.99

RELEASE DATE 11th July 1999  
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# ENCORE

# A.M.C.

Join the Astro Marine Corps and mash aliens with **DINAMIC**

**D**ashfighters have colonized one of the Federation's planets. So who ya gonna call? The A.M.C. It's the only stuff in the galaxy when it comes to being masher men actually volunteer for do-or-die missions like this.

What follows is a hair-raising jaunt through a series of horizontally scrolling levels, screen fills and runs, along the edges of bottomless pits and the fringes of man-eating plants, to the lair of the Deathblinger aliens themselves.

Shooting picker pods reveals a selection of different equipment—anything from triple shot and energy to the electrically charged all-powerful 100 (Totally Effective Discharge). A few shots and the best of the enemy army—killer bots, Vicious Beings, even fog, mean, end-of-level aliens—are obliterated all over your shoes.

Graphically, it all has a very designer look; programmer's Dreyfoff is particularly proud of the use of some of their enemy sprites and the



One night of action, adventures and strange aliens... join the A.M.C.

**AMIGA**

Evaluating 16-bit game titles, a huge collection of incredibly early computer games with a published list of titles, you can see an entire section of published titles on a disk to download more information. You can also see published titles on a disk to download more information. You can also see published titles on a disk to download more information.

AMIGA 1	SECTOR 1	739
AMIGA 2	SEA SQUAD 1	

background's outstanding parallels. Together they add a bit of extra spice to what's essentially a slick but straightforward shoot 'em up. Carefully graded difficulty (usually for Dynamic, who have a reputation for making their software incredibly tough), polished presentation and punchy intro transforms a comparatively unoriginal blaster into something well worth checking out.

—**Bill Koster**

**RELEASE BOX**

AMIGA ST	019.956	RECENT	
AMIGA	024.956	OUT NOW	
SPECTRUM	025.000	024.956	RECENT
CGA/CGE	025.000	024.956	RECENT
AMSTRAD	025.000	024.956	RECENT

Further versions planned

**PREDICTED INTEREST CURVE**

The graph shows a line starting at a high point, dipping, then rising to a peak before dipping again. The y-axis is labeled '5' and the x-axis is labeled '0'.

**RELEASE BOX**

AMIGA ST	019.956	RECENT
AMIGA	024.956	OUT NOW
PC	024.956	JULY

Further versions planned

**AMIGA**

The objective is clear from the title, and from the text below. It's a collection of 100 games, all of which are available on a single disk. You can also see published titles on a disk to download more information.

AMIGA 1	SECTOR 1	739
AMIGA 2	SEA SQUAD 1	

**PREDICTED INTEREST CURVE**

The graph shows a line starting at a high point, dipping, then rising to a peak before dipping again. The y-axis is labeled '5' and the x-axis is labeled '0'.

# WIPEOUT

Get down to some Intergalactic Surfin' with **GONZO GAMES**

**G**onzo Games started life as development team Vic Design, writing conversions and some original 8-bit product for almost four years. Wipe-out is the first game on the new label and their first independent product. Their



Their games will never really be fast and furious... though our prototype is certainly... Wipeout is a... even if you're not a... you have to take a... of... games.

creative intention, in the words of Paul Smith, MD, is to provide "original, innovative and fun products".

Wipe Out draws inspiration from Disney's film, which featured two light cycles racing around an enclosed course, leaving barriers in their wake; the aim was to trap the opponent with your fast wheel making sure you didn't get trapped yourself.

Gonzo's effort is actually the same, except you have the ability to speed up, jump, turn sharply or slightly and pick up items that bestow useful powers. Play is either against a human opponent or in the intergalactic hoverboard championship.

This is no make-me competitor; there are over 1,000 stars in the galaxy, each with its own league, and eight different alien races, each with unique playing styles. There's even a chance to bet on races — win and you could be yourself a new board or turbo-board, lose your ultimate aim is to qualify for the All Time Great Tournament of the Centre of the Galaxy.

—**Geoffrey Hughes**







OPERATION WOLF

# SEGA



CHASE HQ



WORLD GAMES



WORLD SOCCER



RC GRAND PRIX



ASSAULT CITY



BATTLE OUTRUN

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Doris  
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It's always the way, isn't it? Just when you thought it was safe to open a magazine, four thousand ads for soccer games drop into your lap. Yes, it's the soccer rally season again, and any software house with one finger and half a brain has been busy programming a super-sooper hit to wow you and delight. Of course they'll all have to go some to beat every man and his dog's favourite computer kooky game, Kick Off, but as David Coleman always says "footballers need handlers". So let's look at some of the front runners, or should that be 'handlers', and see what they have in store for us in the coming months.

## WORLD CUP SOCCER

Virgin's official attack...

World Cup Soccer is of course "the only official World Cup game" as it claims from every ad, complete with the jukka Italia '90 looks in short and full legs. This game is a real token meal of graphics and sounds. There are screens for every aspect of the game, and sampled sounds (especially prominent if you have a 1 Meg Amiga) of all kinds fill the air. But there's something the game itself is a trifle wooden, as compared with the likes of the agreed benchmark in these matters, Kick Off. If it isn't as smooth and playable as Kick Off, then it's not going to be any good.

**AMIGA**

Not much to this game, really, with most of the excitement coming from the quality of the sound and graphics. It may contain valuable info articles, sound clips and all the fixtures of the tournament.

GRAPHICS	4	SOUND	3	<b>754</b>
VALUE	2	FOR MONEY		

**PROMOTED OPPONENT GRAPHS**

Most graphics get into going fast after that and most don't even bother to plot.

**RELEASE BOX**

ATARI ST	03-1986	OUT NOW
AMIGA	04-1986	OUT NOW
CGA	03-1986/04-1986	OUT NOW

to other reviews please!

### In the run up to the World Cup, ACE looks at the recent rash of football games which have sprung up through the turf

It is more of a 'simsed' game than the others, so you can expect it to be more of a simulation of the spectacle rather than a really hot game. It falls into the by now typical tactic format, with a scrolling overhead view and auto-player-activation, depending on who's nearest the ball. Only trouble is, unlike Kick Off, it doesn't have a mini-camer map of the whole pitch. At times, this can lead to moments of panic as the computer goes into the attack and you're not entirely sure where you are on the pitch and what you've got in the way of defence. And although you choose which team you want to play, unlike Italy 1990 you can't choose which players play in which positions.



Sales of the game are assured, however, so what else will people get for their money? A World Cup game (hopefully), plus the obligatory wall chart and printed history of the World Cup. Oh yes, and a box. The game comes on one disk on the Amiga and CGA, and two on the ST to cater for 400K drive users. (You'll have thought everyone would have upgraded by now, but still, 400K is a lot of money to some people.)

The Amiga version comes in two flavours, one of which has all the very sampled sounds (dropped out to allow the game to run in 5.12K machines. Again it makes you wonder how many people still use 5.12K floppies in this day and age.) For all the advertising and hype, the game remains a little slow for our tastes, and the computer still doesn't play fair. The level game you'll get out of WCS90 is in two player mode, but then that goes for every body game ever made.



# GOALS

**ATARI ST**

A very good, playable simulation of the game, and especially so when for the Amiga version as to be realistic, playable. Appropriate camera through-out the game and a real exciting tone too.

GRAPHICS	4	SOUND	3	<b>805</b>
VALUE	2	FOR MONEY		

**PROMOTED OPPONENT GRAPHS**

This can be used as a starting point to base scores for the review, though this time you can't stop the game for the reviewer's convenience. We estimate the maximum score a few times, which just isn't realistic.

**RELEASE BOX**

ATARI ST	03-1986	OUT NOW
AMIGA	03-1986	OUT NOW
CGA	03-1986	OUT NOW

to other reviews please!

## ITALY 1990

...and US GOLD'S unofficial defence

Although not official, US Gold have made a very playable solution to the problem of having to come up with a World Cup computer game. Although not nearly as flashy or as well 'touted' as the Virgin game, it does make a splendid effort to be faster and more enjoyable, using the standard top-down view, auto-active-player selection that we've seen almost everywhere else.

There's one major drawback, however -- you can't play two players in the World Cup itself, only in 'friendly', or practice games. And as we said just now, the whole point about 'footy' games is their ability to draw two humans into the proceedings, thereby making sure that BOTH players, not just the computer, get to have a shot at goal.

Another problem is there was no real stopping for half time to rest and check over what the first half had been doing to you. If you had a sneaking fit just before half time you could miss the division, and be shooting at your own goal for

# RUSH

# TREBLE CHAMPIONS

...and CHALLENGE SOFTWARE adopt unconventional tactics



he reads before you notice. So, it drops a few points here for really basic design slips. But what about the rest of the game itself?

The game plays quite fast, with the minimum of interruptions for support graphics. Goals, goal-keeping corners are the only times you get to see another angle and these are pretty much great, so it's not to have a rest. As we've pointed out with other games, the computer does seem to cheat quite a bit, and you'd have to have similarly digital reflexes to tackle the computer (in its way it goes, and wins). This is a real problem with computer soccer and can't be related enough. They only work as two-player games and that's an end to it.

Inside the box you get a rather attractive little 'No Offsets' on the world cup, its players, managers and prospects, plus a nice little footy magazine. Isn't it clever how they made you say 'false' using different words, ah? Anyway, this week's booklet gives you all kinds of interesting information, like if you read between the lines you discover the fact that Deschamps is a fielding team player, with strong ending in R, C and Y than any other squad in the game. But not best value for 60 pages of soccer this.

In all things considered this is a very neat package, with lots of features, which help the rest every time. The playing is fun, the league a challenge and the support graphics appropriate and pretty. Obviously we have to say the customary 'not as good as Kick Off 94', but then what of Kick Off 97? Check out pages 26 and 27 to find out.



This is one of the few new football management games to make an appearance in recent months, with only the shy and retiring Kevin 'Addictive' Tomm's Football Manager World Cup Edition for company. It focuses firmly on the managerial and financial framework behind the game rather than the actual act of playing a game of football. The matches in the tournament are shown as text on the screen, so no netting goals to be found here. But this one's a grower.

After the initial grappling with the text to see what it is you're supposed to be at, you soon get hooked in the game and it becomes feverishly addictive. This is one for the strategists among you, rather than players who crave a bit more action.

We can just see your face. You don't believe that a program that has no graphics could be that fun. Well, it's true. All computer games used to use text to interface with your imagination - even flight simulators used to be made this way. Okay so it's an archaic way to get a computer program to give you its data, but it's a solid one. Although not exciting to look at, Treble Champions deserves to be taken seriously.

You have control of your team in the league, being able to alter their attributes and therefore their chance of survival. You have four divisions of 20 teams plus a non league division of 20 teams, all of whom have their own attributes and player tactics. All the games on any Saturday are played at once, so you get a full results service. You get full details and attributes on over 1500 players, and not only do you have to balance the books, but you have to decide who to play and at what position. You also get to do transfers, coaching and all the other fun things that go with running a professional football club, including paying the back manager at the end of the month. What this is really is soccer roleplaying.

The game is light on the animated graphics, fresher and colourful indications that the others have, but heavy on unadorned tactical variables, the training and finance. You have control of literally EVERY aspect of the team, which again makes it unsuitable for the type of person who wants to be up and running in a few minutes. If we have any criticisms at all, it's that more time could have been spent on making it a bit, just a little bit, a less dense graphic screen to do the text as rather than the rather boring grey/white/blue affair. Otherwise, it's a good product which deserves a place in the league.

Although the graphics in the game wouldn't particularly suit a function description, the strategic elements make this game a winner with the more serious player. Although there are a few complex concepts and the odd corner of graphics, the game is really not hard, but easy to get hooked on.

AMARI ST	REPUTATION	704
REPUTATION	REPUTATION	
REPUTATION	REPUTATION	



REWARD BOX			
AMARI ST	0:0000	OUT NOW	
AMARI ST	0:0000	AMARI ST	

## WORLD CUP 90 PREVIEW

Although a full playable version wasn't available at the time of writing in press, a new impressive demo version of World Cup 90 (90) was programmed by Gamma. It's something to be credited the only World Cup game written by Gamma. The former team have gone for the Championship approach, it comes with graphics and sounds a month. Playability is hard to gauge without being able to play it, but it looks very slick, and if it plays as well as it looks then league leader Kick Off may be heading for the early exit.





# STARBLADE

GENOLYN IS PREGNANT AGAIN...  
...AND JUST WAIT TILL YOU  
MEET THE KIDS!



Silmarils

AMIGA · ATARI ST · PC







# REVOLUTION '76

Fed up with the Poll Tax? Why not simply declare Independence. All you need to do is wage a full scale war against the English throne... aided and abetted by BRITANNICA SOFTWARE

# '76

PC

Plays on IBM PC or compatible and MS-DOS. Requires at least 1MB RAM, VGA, and a system file transfer rate of at least 10MB per second. Effects from the program require the purchase of VGA hardware. There are some extra user graphics but the whole is done by the traditional British architecture of windows and text to indicate focus.

OS: WINDOWS 3.11  
 RAM: 1 MB  
 HARD: 1 MB  
 PRICE: \$30

## PREDICTED INTEREST RATES



There's more on the calculating rates, the currency's value, and other things. The program also has a menu of economic data and a help file. These areas branch off to use historical data that would be downloaded off-line for the long term.

## REQUIREMENTS

IBM PC    VGA    1 MB RAM

for other versions contact:

A revolution's quite! No sooner do they leave this green and pleasant land for some farside, inextinguishable shores, when they start getting droopy. Well, within a hundred years or so they do, anyway.

And to the scene is set, in the Thirteen Colonies of British America, around 1775. One of the most powerful imperial countries is misting you dry, you don't get the vote and there's a rumour that something called the Poll Tax is coming it. Sure, this calls for... Revolution!

Revolution '76 is a detailed - and therefore fairly complex - military, economic and diplomatic simulation of the American War of Independence. The shindy started around 1775 and ended with the signing of the Treaty of Paris on January 1783. Just in case you didn't know it, we lost.

Before you even get near to booting up the machine, it's necessary to read both the Historical Perspective and the Players' Reference manual. Fly into this one without the research and you haven't got a fog.

Game designer and programmer Ed Bever writes the 64-page Perspective. It's certainly the most cogent historical text he read in many years. It gives the historical background for the reasons behind the unrest in the Americas, and a blow by blow account of the action itself. But more importantly, it explains the political background, the economics of running a revolution and how diplomacy with other European powers played a major part in the long term victory over the Brits. Reading makes you wonder why there is supposedly a "special relationship" between the UK and the US, when it was the French that helped them out originally!

The game itself is played on a strategic level within the Thirteen Colonies of the Americas (split up into 4 areas: New England, Middle Atlantic, Chesapeake and Carolina) with farms

lasting a whole year. You start off controlling the revolutionary faction. So does one simply unroll one's sails and have at it? No - this is not, repeat not anything like a simple wargame. First off you have to Organize. Set up a provisional government, raise money, recruit troops, conduct diplomacy, reform the economy - and still find time to declare independence.



One of several graphics screens that bring you updated on events. The window's first appearance shows some army units waiting.

This takes careful planning and thought. The user interface for the game - mouse-driven and graphically pleasing, with attractive maps, charts and histograms - tries to make it easy for you by leading you stage by stage through a run, but the complexity of the thing will be baffling for some, while fascinating for others. It has to be said that the vast arrays of information that are put before you can be unattractive and a bit confusing.

If there's one myth that this game echoes to the full, it's that war is all about fighting battles. Battles are about combat and there's much more to warfare than simply slugging it out. In this game, we face it dealt with in a strategic sense, at province level, concentrating on key towns.

But to keep the army in the field, and the way on the screen you have to have the support of the people. That means a whole load of things. You have to have popular leaders. Each area and

faction has to feel it is being represented in some way.

You also need money. How do you get money? You print it! Printing too much causes inflation, so what do you have to do? Raise taxes! Raise the mortgage rate. Does this start to sound familiar?

After recruiting, the campaigning itself is a far from a doublet, with having to keep an eye on factors such as supply and morale. Remember, if you alternate a general, he may well defect - something that actually happened when Benedict Arnold did a runner and took the King's Shilling.

It has to be said, even after quite some play, I feel like I've not even scratched the surface of this title. Criticisms are few - a campaign-only option would have been nice, or an introductory level of play to get you into the basic mechanics of the thing.

Right now, I just feel a humble admiration for a designer who has set out to show what running a war is truly about and at least halfway succeeded. Yes, Revolution '76 is complex, but given the scope of its brief, the game is as manageable as it can be.

Students of this period must buy a copy - if you are into military matters and want to find a different perspective on warfare, again you should get hold of a copy (having said that - it won't be everybody's cup of tea).

## Info Card



The main strategic screen - get it? Following the next page in military coverage.

# SIM CITY TERRAIN EDITOR

**INFOGRADES** give you a second chance to play God

**G**od of games seem to be becoming quite popular these days. With the arrival of machines with large monitors, great graphics and good sound it has been possible to turn the best board management/strategy games of old into all-singing, all-dancing programs in which your creations are shown in all their graphical splendour.

Programs like *Sim City*, and *Gallop's Populous* represent the ultimate in this type of game, although *Debut* from Executive has been previewed elsewhere in this issue's book set to compare both of them by letting you run a whole planet.

If your copy of *Sim City* has been consigned to the shelf recently then Infogrames are now giving you an opportunity to revise it with their *Sim City Terrain Editor*. The program allows you to shape your own terrain by placing tiles of



Building another city on a hill.

dirt, water, trees, and so forth. You can also decide on the prominent form for each landscape.

Existing cities can be loaded in and modified. You can even strip them of all unnatural or man-made features. If you don't want to modify an existing city, but are too lazy to create one from scratch then the program can generate a random landscape. Rather than just placing tiles willy nilly the program actually creates a feasible landscape with realistic forests, waterways, and plains.

If you are a creative mind you can paint the tiles into a window that shows a magnified section of the city. The editor creates a very

RELEASE BOX		
AMIGA	114.999	10/1/89
IBM PC	114.999	10/1/89
APPLE MAC	114.999	10/1/89

AMIGA

graphically the current industry leading that in *Sim City* it is still very much used, and it has a beautiful interface that is both friendly and user-orientated. Granted, it may take a while to get used to the way in which it deals with the standard things you would expect to find in a text editors type program.

Update existing disk, suitable for *Sim City* owners only.

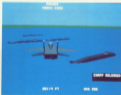
blocky looking landscape, but there is a satisfying feature that rounds off the square corners, giving rivers and wooded areas a more realistic feel.

The authors have also included a set of new ready-made cities on the disk, but even with these the price is a little steep for what you get. After all, the add-on disk for *Populous* contained 100 new levels for only £9.99 and even that was too expensive. This is still worth a look, however, if you are a major fan of *Sim City* and are beginning to exhaust all the possibilities.

■ Lawrence Scotland

# BOMBER MISSION DISK

Activision lower your life expectancy yet further with additional missions for Bomber fans



From your screen capturing the dust in bomber's slipstream

**T**he Bomber Mission Disk continues the present trend of issuing additional scenarios for existing programs. It also continues the trend of charging rather too much for them - BMD will set you back £14.99.

What you get for your money here is a host of extra targets, built into 10 new missions plus a mission editor to enable you to construct your

own. The BMD simply replaces Disk 2 of the original product.

Activision's intention here was to offer Bomber players not only more missions but also a greater challenge, so various minor refinements have been made to the program that, taken together, should give most Bombers a stiff run for their money. In terms of the original game, BMD comes in at about level 11 in difficulty and includes such goodies as submarines, larger farm buildings to cut at, mobile TCs, and

concrete bases to wipe out. The Target Recal function has also been tweaked, so that it doesn't zoom in as close as it did before, making attack a little more difficult.

There's no doubt that Bomber fans will welcome this, but as with the *Sim City* add-on, there are some reservations about the price.

■ Steve Cook

RELEASE BOX		
AMIGA	114.999	10/1/89
IBM PC	114.999	10/1/89
APPLE MAC	114.999	10/1/89

AMIGA

Best investment you'll ever make is a comprehensive update for the same length, the editors will be able to give you a lot more to choose from. The disk is priced at £14.99 and the additional scenarios, weapons, and the missions should give you lots!

Update existing disk, suitable for Bomber owners only.

# TEENAGE MUTANT NINJA TURTLES

**T**hey're the Michelangelo, Donatello, Raphael, and Leonardo — probably the only group of turtles every to be named after classical Italian painters, and certainly the only one's to power up on pizza and wield ninjitsu weapons.

Teenage Mutant Ninja Turtles started life as a comic strip and have become — in the States — a cultural phenomenon that almost rivals Nintendo. Now they're hitting the game scene and what do we get?

Programmed and published by Ultra in the UK (and soon, almost certainly, to be licensed by someone in the USA), *Ninja Turtles* is a pretty standard arcade number with one big difference: you can swap turtles in mid-stroke and use their special abilities to slice up the opposition. This introduces an element of strategy into the game that lifts it from the mundane to the almost special.

It's a big game, too, coming on three Amiga disks and forcing you through five levels to rescue April O'Neil from the ruthless Shredder and, in doing so, retrieve the Life Transformer. Get from the Evil Dry and use it to turn ratified Splinter back into human form.

Action takes place in many different locations, but by and large the game is a platform and ladder board-em-up. Each turtle owns a specific weapon that has certain advantages under certain conditions. Donatello's Bo long staff, for example, enables him to get in the first blow against enemies who — if they could approach closer — might prove more dangerous. Enemies like these would be hazardous to Leonardo and the limited reach of his Katana Blade, but then Leonardo is rather good at slaying airborne enemies from below.

This is where the strategy comes in. First, you must survey the opposition, then decide which turtle you want to throw at it. You must also balance their resources. Energy takes quickly as the boss pile up, and the only thing that restores it is pizza. Flat all the towers you battle through contain pizza, however, so you must decide which turtle is in most need of grub.

All this is made easier by the fact that enemies — after you lose them — wait themselves. If there's a lot of pizza at the end, you only have to lose and reenter the tower at that end several times to feed your turtles' energy levels right back up to where they belong.

Combine this with several above ground areas



Make use of your abilities: you have extra skills on reaching (changing to handle the arena and win the opposition).

which, due to their narrow width, enable only one enemy to approach you at once (often making it a simple matter with the Bo of sending them to PizzaLand) and you have a choice for a very high-scoring game that, although very challenging at parts, is still easy enough to keep the stoked up for weaker players.

The controls are simple enough. A quick stab on the fire button uses the current weapon (there are others to be found as well). It longer stab on the button sends your turtle flying into the air. Combinations of stabbing, holding, and holding the joystick gets your turtle jumping, crouching, and sliding in and/or with gay abandon.

Apart from the multi-turtle approach, there's absolutely nothing new in *Ninja Turtles*, but as license games go, this one really slices ahead...

— Dave Cook

Up right (the control panel enables you to select your turtle, the lower screen will rotate when the stage rotates), there's too on the screen — don't mess and get those stars!



computer screenshot



Ninja Turtle fever could hit Britain's micros any minute. ACE grabbed a copy of the game that's sweeping the States....



REVENUE BOX		
AMIGA	SPORT ONLY	OUT NOW
IBM PC	SPORT ONLY	OUT NOW
DATA IS	SPORT ONLY	OUT NOW

Check with us for more info.

Amiga awarded, 3D graphics, and more controls are displayed by the software. It also has a lot of features.

AMIGA	SPORT ONLY	OUT NOW	025
IBM PC	SPORT ONLY	OUT NOW	

# ROTOX

US GOLD's revolutionary  
Rotoscope game has us  
going round in circles

**A**ccording to the designers of Rotox, space in the future will be chaotic with weird floating structures. Not only that, but hordes of invading aliens have taken over these floating structures. Time for you to strap on your pressure suit and step out into the nottospaces. The game has you playing an advanced Cybernetic creation later to rid these puzzling structures of the invading aliens. This can only be done by solving one plane at a time.

Each plane is made up of nine unconnected sections. The idea is to clear one section, which will then connect to another. Once all nine are connected and your eyes are accelerated toward the next stage.

Clearing a section involves killing any enemies which may inhabit it, such as the enormous space snakes, which have to be destroyed section by section, or the robotic carriers which, when shot, let loose half a dozen



MIRRORSOFT booked the  
rides, but who's buying  
the candy floss?

**M**ighty Carnival Park has everything your typical fairgoer-polytech junkie, sunny, bifocaler manager could want—excitement, danger, and the added touch of a few fairer situations.

It begins logically, at the entrance to this fairly normal looking funfair. Normal, that is, apart from the total absence of people. The first is a Jotter writing machine, next to that is a Sigarette machine, and finally a Rotating machine.

There are three sections, and hidden within these sections are a total of eight demons which have to be brought back to the Jotter machine. Each looks and plays completely different to each other.

The first level, Emagworld, has you as a barbaric warrior, who can, run, or leap and run and do a jumble to could also run followed by a leap? Guide your warrior at his very limited way around the televisive multi-scrolling camera, looking for objects to help him in his quest while avoiding obstacles and enemy alike.

And will use the sleeping potion, and you enter Dreamworld, an unreal and incredibly



The combined use of motion and eye has resulted with the revolutionary Rotoscope which made status of appearing to look at something to happen. It's a mixture of a puzzle, free play, shoot 'em up, and all other games, only because it's so different. After you've had your first taste of Rotoscope in a game and a half. Do not miss it.

AMIGA 1000 1000 1000  
GAMES 1000 1000 1000  
PRICE 1000 1000 1000

RELEASE BOX		
AMIGA	1000	1000
ATARI ST	1000	1000
PC	1000	1000

no other versions planned



Your Rotoscope: slice up the plane and it will be done.

space flies, and collecting any items that you may be lucky enough to find, such as healing needles or a light pack.

The last is, possibly the most useful item in the game. Why? Because even though you are in space and there's no gravity, you can still fall to your death—just take a look at the screenshots on this page to see how hairy some of the situations are. When you consider that the controls allow you just to rotate and push forwards, sometimes keeping yourself on that tiny lightstep is almost impossible. The jet pack gives you limited flying ability, allowing you to step out into space without dying.

The game is very tough to play at first, but does prove to be very rewarding, and of course it's worth playing just to experience Rotoscope in its full glory. New concepts in graphics systems. Through clever use of tiled vectors and rotated sprites, USG have come up with a game that will make your hardware slightly less lovable. If solving colours and locking jangle-like bits are your thing, then this is the game for you!

Tom Ellis

# THEME PARK



There's more to this one than the beginning of a Theme Park Mystery.

violent chess game that you must escape from. Finally you reach Futureworld, the roller coaster of a lifetime where it is definitely a bad idea to stand up. After all, you don't want to be hit by the golden missiles do you?

Theme Park Mystery is a very intricately designed game. You can, if you wish, play it as a straight arcade game with three levels. After all, then you get three totally different games for the price of one. However, I'd consider that an insult to the designer's fascinating and exciting game, and one that will keep you playing and playing.

Tom Ellis

AMIGA 1000 1000 1000  
GAMES 1000 1000 1000  
PRICE 1000 1000 1000

RELEASE BOX		
AMIGA	1000	1000
ATARI ST	1000	1000

no other versions planned



# THUNDERSTRIKE



IBM PC VGA SCREEN SHOTS



In just 200 years the Earth is controlled by the TV networks and defence industries. The ultimate TV phenomenon is coverage of the military olympics... and the ultimate event is 'Ground Defence'. Gladiators wear cloaky coats, their mission to protect the communication tracks and ground installations. Their goal - and yours - is to be knighted 'Defender of the Ground'.

**ThunderStrike** is 3D events action, using solid polyhedrons and solid radial techniques to create a breathtaking computered landscape. With super-smooth 3D scrolling the gladiator's cloak hunts and attacks the enemy vessels in closely low-flying combat. The action is tracked by a camera following close on the tail of the player's cloak, whether flying along a trench or hugging the undulating contours of the ground.

- Spectacular graphics - fully light source shaded solid 3D vectors (in 256 colours on VGA)
- Choose to pilot a variety of sleek Defender class fighters
- Heads-up display featuring radar displays and weapon indicators
- Various weapon pick-ups, shield charges and turbo-boosters
- Watch the TV ratings go up as the action gets hotter!
- Available from the end of June 1990 for the Atari ST, Commodore Amiga (£24.99) and the IBM PC (EGA/VGA) (£29.99)

*Light years ahead*

Millennium, Chantry House  
107 St Pauls Road, London N16 3PA



MILLENNIUM





Being out the champion doesn't mean you're out of the game. That's what you can expect when you're in control of the grand prize.

## R.C. GRAND PRIX

Chasing the laurel garlands by remote control

**T**he RC stands for remote control and is one of America's fastest-growing sports—with many individual and racing teams vying for sponsorship to take part in grand prix's in exactly the same way as do the drivers of their larger counterparts in the Formula One Circuit.

RC races take part in large fields or car clubs where the real tracks are laid out with all the twists and turns and chicanes that you need to make an exciting grand prix in minutes. This Sega game simulates some of the fun and is, at its best in a multiplayer format—with up to four players each controlling his or her own car. Cash prizes are awarded for placings and this money can be used at a later stage to buy extra components to keep up your pace.

The game has similar appeal to the coin-up Super Sprint, featuring a complete image of your car as it makes its way around the track—in an opposed to speeding terms—in 3D thought-for-weekend games. The trouble with this is that the graphics are fairly basic as a result—when the game really needed some of the detail of the cars to lend it realism.

The additional equipment is a bit disappointing—offering little discernible difference to the overall performance of the car. It was a shame that Sega didn't take the opportunity to add some features that the real vehicle control



SEGA 034 009 OUT NOW

GRADES: 4	QUARTS: 4	610
SEGS: 2	NEW FACTS: 7	

rooms don't have. A touch of the James Bonds, maybe, with machine guns, and oil slicks available at the press of a button.

The racing itself is great fun—and the challenge of negotiating a remote control vehicle around sharp bends at high speed is accurately difficult. Nevertheless it is difficult not to get the impression that R.C. Grand Prix represents a missed opportunity.

★ Expert Levy

## SLAP SHOT

Sega skate on thin ice

**T**here is growing interest in pro ice hockey across Europe and the game does look itself quite well in conversion to the small screen. How does this version score?

Most from sports sims—but basketball,

baseball, and ice hockey in particular—stand out as how well they perform in one category or another. Unless the mechanics can be clearly carried out then the simulation is likely to collapse into a tangled mess of colliding players with the ball lost somewhere in between. The fact that this frequently happens in the real world as well is irrelevant to the creation of an entertaining video game.

Slap Shot manages panning well enough and has some nice extras to add to the fun. If two players get involved in a particularly chaotic out scramble for the ball a camera will come up showing them slugging it out. This provides a brief interlude of fast 'em up where you have to throw as many punches as you can to win the round.

The sports governing body would probably not approve of this at all, but—as all fans will tell you—ice hockey wouldn't be ice hockey without the scraps. Sega also features the now more or less standard slow-motion replay when a point



How fast players can combine both to keep the pace up, or get you in close up of the action when two bodies collide to stop it in its tracks.

has been scored. A choice of exhibition or international championship campaigns can be selected and the computer of course keeps score and provides the ref.

Slap Shot will not disappoint sports sim fans, but it's perhaps not the best new Sega game to rush out and buy for the rest of us.

★ Expert Levy

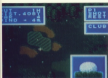


In high speed motor for a grand business here it might be more sensible to purchase more high grade simulators.

SEGA 033 004 OUT NOW

GRADES: 4	QUARTS: 4	650
SEGS: 2	NEW FACTS: 7	





Goldmania offers a whole new view of the graphically simulated world you see at the computer screen, with a top or side view.

# GOLFMANIA

The Nineteenth Hole is a Cartridge Slot for Sega

With the Summer golf season getting into full swing Sega have upgraded their basic golf offering for the Master System. The move is in keeping with other console manufacturers who are striving to create software choices that will appeal to older gamers. I don't know about the statistical justification that the marketers of Sega have for launching Goldmania but it certainly is a most welcome addition to the catalogue from the gamers' point of view—however long or short it is in the courts its strength lies in its abundance of options, and straightforward yet effective game play. A bit like golf itself.



The animated onside part of the game is a simple hole-by-hole exercise involving moving a cursor with the joystick in the direction of the hole, pressing the "ball" button when an animated shot strength/needle reaches the degree of "back" that you are happy with. Hitting could be simpler. The tricky bit is in judging just the right direction for the flight of the ball, making sure you use the right club, keeping an eye on wind speed, trajectory, and getting the



The onscreen is back from the when the starting wedge reaches the hole (or so the score of the straight for the maximum score.

distance right. The leader board flashes up at the end of each hole letting you how you fared against your opponent—whether friend or Master System.

Other neat touches are the Caddy advice option. You don't need to take it of course—you are the pro after all. But then again how many times has he seen the same mistake made time over on this very same hole?

But by far the best of all the game embellishments is the save game option. Saving your position takes seconds—as does beginning again at the exact hole you left off. Just switch on your Sega and plug in your cartridge. Head to a friend and deal wiffle when you have eighteen tough holes to play, against thirty of the worlds best pros in the U.S Masters.

An excellent sound of computer golf.  
 © Eugene Levy

# BATTLE OTRUN

Sega's Ferrari fantasy runs and runs

Outrun has to be one of the most successful coin-ops of all time. It was a macho dream. An open road somewhere in California, a Ferrari Testarossa, a beautiful blonde beside you. What more could a man ask for? Well—perhaps a little more gameplay. Think about it—once you take away the flashy 3D graphics and the pretty-pretty scenery what are you left with? In fact the original Master System Lotus didn't even have particularly good graphics—so it is not to see Sega dusting down the old race car/bug up its legs and going the gameplay an overhaul.

Your girlfriend has been kidnapped by a criminal syndicate and you want her back. Well—you would do wouldn't you? I mean a Testarossa without a blonde in the passenger seat? Almost



SEGA	DS/MS	OUT NOW
QUANTITY 1	DS FACTOR 1	560
SALE 1	DS FACTOR 1	



The Ferrari race over the hillsides. These digital hills are the standard pattern for genre ops.

## ..AND MORE 16-BITS

Single Super now confirmed that the Sega Megaforce will be launched in the UK later this year. The most likely reason for the shelving of the super Sega will be the Computer Entertainment Group (CEG) of Tokyo. CEG is the UK's No. 1 distributor.

Trade sources around that the show will also generate the launch and the NEC's official European version of the PC Engine. The Japanese computer giant have so far kept the game feature (quoting about potential they wish, as they won't launch the engine in the UK) though they give the for the long run. The word is out that they were meant to give a definite yes or no, particularly with Sega existing close and Nintendo's third console about to be launched in Japan. Some other news story on this subject.

The NEC structure is already on sale under its banner it is called the "holographic" and will not be out until confirmed that it has a fully adjustable compatible head-held version in the works. CEG sources believe that Europe is going to be increasingly important for the Big Three (Nintendo, Sega, and NEC) member firms in the firm with the last two American and Japanese sources for console supply approaching saturation.

A spokesperson for the Computer Entertainment Group showed they would say only that "we are in discussion with all hardware manufacturers involved both directly and indirectly in the computer game industry and had confirmed that they will use the benefits of the unique platform we can offer them."

as as unthinkable as a Testarossa running at green light. So the race is on. Across America taking in nine of its biggest cities. Chase the kidnappers through L.A., San Francisco, Chicago, New York and even Washington as you attempt to catch up and run their cars.



SEGA	DS/MS	OUT NOW
QUANTITY 1	DS FACTOR 1	915
SALE 1	DS FACTOR 1	





Just the main menu. This console can outrun your PlayStation 2 in some ways, though.

The scenery is good...but not that good. The Golden Gate Bridge looks like a Lego construction model and the White House appears to be made of cubic levels. "You could forgive all this if there was something to the game, but running cars is a pointless exercise unless you can do it sideways, forcing them over a cliff. Battle-Planet just repeats the Chase HQ charade where you keep running the bad guys' motor up the jacking until a few sports cars - no dents - which merely look like someone lighting a quarter where the "Careful - Baby on Board" sticker should be.

The saving grace, however, is the power-up screen. Drive into an orbit where you can punch all levels of rebop for your Ferrari - as long as you have enough dooh. Dead useful and they work as well.

Battle-Planet is certainly better than the original Master System version - but that is not really saying much. The trouble is that the game design is so reliant on top-notch, state-of-the-art 3D graphics which this version fails to deliver. The conclusion must be that, incredibly, Sega still don't have a top-notch 3D racing game for the Master System.

■ Engine Lazy



Chase HQ. The best computerized racer in its genre.

# CHASE HQ

## Smash and nab on the PC Engine

If you make a simple game-by-game comparison between all the popular consoles, the PC Engine is way out in front in terms of the range and quality of its race games.

Chase HQ is another welcome addition to a range that already boasts Power Drift, Motorcycle Racing, and Pottery Run.

This superb rendition of the popular Taito coin-op puts you at the wheel of a thrifty black Porsche Turbo 944. You receive your instructions from Police Headquarters. From what I remember of the coin-op, Nancy at HQ says something like "Intercept the criminals. But have kidnapped the girl". But it is difficult to tell exactly what she is saying in this version because she's speaking in Japanese. Fortunately, you are shown a photograph of the criminal vehicle so it is pretty obvious what you have got to do anyway.

The criminals are apprehended by ramming their car up to twenty times. Each successful bump is recorded by a banner that appears on screen when you make your first smash.

The first criminals are pretty easy to catch as you soon outpace their battered old car in your gutsy Porsche. But the chase that follows becomes increasingly testing as the criminals are given a longer amount of get-away time and better vehicles.

You need to master the controls of the Porsche fully. Time is of the essence and if you spin off the road too often you are simply not going to bag any bad guys. The secret is to use your turbo-boosters sparingly. You only have



## NINTENDO 16-BIT!

As Sega and NEC continue to gain worldwide domination with their sixteen-bit consoles, Nintendo keeps their 16-bit console line open despite it increasingly being that the console used in preparing a certain bit battle in the west.

The latest addition of the Super Nintendo range is the Super Famicom, it introduced the delivery late in 1993, with software already commissioned from game giants like Konami and Bandai, together with new titles such as the likes including Super Mario Bros 4 and a new version of Legend of Zelda.

Japanese sources also suggest that Nintendo has been planning a 16-bit console for some time, to take the form using the last into the 16-bit console arena Nintendo were actually planning to do first. This, however, worked against them as the Sega MegaDrive launch demonstrated a higher technical standard than Nintendo was expecting. The company were therefore forced back to the drawing board to improve the technical specifications - hence the delay.

Amazingly, Nintendo are currently following the logical business line of refusing to comment on a launch of the Super Famicom outside Japan. If they really wanted to win this console, Sega and NEC are going to step up the most of the world press machine. The days of Japanese manufacturers in consoles are definitely over.

three of them and must also learn to watch out for obvious road hazards that will slow you down.

Chase is most fun when you catch up with the criminals - ramming them as you dodge in and out of the other cars on the road with your cars beeping and red 'blinky light' flashing away on the roof of your Porsche.

The PC Engine was designed with games like Chase HQ in mind and this fact shows through in the quality of the conversion. All of the gilly buns from the console are here and the speed, colours, and quality of the animation are all remarkably similar to the coin-op original. For simple, arcade-style racing fun and skills this is as good a game as you are likely to get anywhere at a home system.

■ Engine Lazy

PC ENGINE	CONSOLE	OUTLINE
LAUNCH: 1	16 BIT: 4	9.28
ABC: 7	RAM: 256	







# Battle Masters



# A TIME of MISERY, A TIME of BLOOD

*'A hero is coming from the south who will conquer the four kings of this woe-filled land. And amidst the bloodshed and magic, the clash of shield and the glint of steel, the seeds of peace will be sown. When the battle is over a new age begins.'*

FOR AS LONG AS ANYONE CAN REMEMBER, ORC, ELF, MAN AND DRAGON HAVE BEEN LOCKED IN TERRIBLE COMBAT, THE LAND IN A DREARY STATE OF BARRICADING OR DEATH AND DEFEAT. BUT THE WARRIORS HAS PROMISED THAT THE AGE OF CONQUEST WILL END WHEN THE CHOICES OF THE FOUR FEUDAL LORDS ARE HIGH AND BRING TO THE THONE.

**BATTLEMASTER** TAKES THE FANTASY WORLD OF ADVENTURE INTO A FULLY 3D NEW DIMENSION. SURVIVE BARRICADING, ENCOUNTERS WITH HEROES'S MONSTER NIGHT AND THE RISE OF YOUR OWN PERSONAL ARMY AND BECOME A MASTER OF THE BATTLE ARCADE.

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War creates many heroes, but there is only one **BATTLEMASTER**.



Developed by MCA Software and Published by New Line Home Video, **BattleMaster** is available on the PlayStation 2, PC, and Xbox. For more information, visit us online at [www.newline.com](http://www.newline.com) or call 1-800-368-5888.

PS2

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# updates

Ace keeps you informed of the latest versions of the greatest games

## AMIGA

### CLOUD KINGDOMS

Williams £24.95

Fat. Old-school holes is the phrase that comes to mind. Guide your ball around the maze, collecting gems and avoiding the bad guys in the form of black post-balls. Smooth scrolling and addictive gameplay certainly add to this game's high degree of cadence. Not the greatest puzzle game in the world, but taxing enough to provide a good few hours of solid entertainment.

**ACE RATING: 7/10**

### CASTLE MASTER

Domark/Activision £24.95; ST Version Reviewed Issue 32; ACE Rating 8/10

FreeSpace, for all the merits of the idea, still has a long way to go before it is capable of creating a fully realistic and atmospheric game environment. Castle Master contains many more features than the previous games to use the FreeSpace system (which might explain the relatively sluggish screen updates). Your task is to rescue your outcasts from the clutches of the evil Magister. Looks much like the ST version, but sounds really great. It's good fun, as all the others in the series have been. If you liked them, then you'll like this.

**ACE RATING: 8/10**

## ULTIMA V

Origin/Mindscape £29.99; PC Version Reviewed Issue 13; ACE Rating 9/10

"Once no longer with basic as many of everything", was how Richard Corbett aka Lord British describes what he tries to tell in an Ultima game. The long running adventure series has developed something of a cult following now, and the latest game, Ultima V looks set to take the games playing world by storm (see last month's issue of ACE for a detailed review). The existing versions of number V are great so Amiga owners can rejoice that they are now able to get in on the action. The graphics and sound could be improved (marginally), but the game is so strong in gameplay and depth that this is little more than a quibble. Near Perfection.

**ACE RATING: 9/10**

## C64

### FERRARI FORMULA ONE

Electronic Arts; £9.95; C64 Version Reviewed Issue 28; ACE Rating 8/10

For a supposedly fast action sport, this game makes Formula One racing look about as exciting as a wet Sunday afternoon spent visiting your local Aunt Mildred. The graphics are horrendous and the road update is suburgatively slow. If



you don't have a disk drive you'll have to put up with a tedious loading system as well. Totally unimpressive.

**ACE RATING: 3/10**

## X-OUT

Rainbow Arts; £9.99; C64; Amiga Version Reviewed Issue 28; ACE Rating 8/10

The C64 is a machine made for scrolling about 'em up. It features the likes of Uridium, so why are 64 owners constantly disappointed by the unplayable efforts released by almost every software under the sun. X-Out was amazing on the Amiga, full of original ideas, perfectly executed. On C64 the ideas are still there, they work well, the graphics are very attractive, and the sound is as good as you could expect—problem is, it plays like mud. Shame that.

**ACE RATING: 4/10**

## PC

### POWERDRONE

Electronic Arts; £24.95; Atari ST Version Reviewed Issue 13; ACE Rating 9/10

EA's futuristic racing sim comes to light on the PC, and it's been well worth the wait. It's very hard to say so soon it is far more playable than the Amiga and ST versions, even if you are using the keyboard, and the graphics are just as effective if it is visually identical to the other

iterations, only an ill tested Sound, of course, is dreadful, but just stick with on your Walkman, and that's been taken care of.

## CASTLE MASTER

Activision £24.95; ST Version Reviewed Issue 32; ACE Rating 8/10

Not really any different to the other versions. The graphics are nice and colorful (if you have a decent adaptor that is), and the screen update is slightly faster than the Amiga's, but only slightly. The puzzles are similar to those in previous FreeSpace Games, but the sheer size of this won't should prevent you from completing it too easily.





## ARCHIMEDES

### BATTLE TANK

**Mirava Software, \$14.95**  
 Unlike most versions of 2D of century war, *Mirava* predicts that tanks will be the backbone of the future. Set in 2023, *Battle Tank* pits you against hordes of invading enemy tanks. In a rather contradictory move, you must drive around, shooting "beacons" in order to activate the automatic defenses. Why couldn't they have had a button back at HQ to switch to automatic. The game is set over four "landscapes," Village, City, Country and Seaside.

Each level is displayed as a very smooth, vertically-scrolling overhead view with trees, buildings and fences making up the majority of detail. Getting from one corner of the screen to the other means steering around every obstacle in your path, blasting a pathwise Conqueror-style, just isn't possible and even little fences refuse to budge.

Tank movement is realistic in that the left and right tracks are controlled independently. This can be tricky at first, but once mastered makes quick maneuvering easy, especially when reverse action is required. Turning or the left is just a case of moving the left track forward and the right track backwards, or vice versa.



Sound-wise, your tank repeats around the landscape with a kind of "on-site" warning sound, that is not very tanklike. Shooting and explosions are far more believable with a satisfying "boom" at each enemy tank is put to rest. Other tanks don't seem to make any noise except when they're taking potshots at each other. There's no other use made of sound which is a shame, as the game would have benefited from more creative use of the Archimedes' excellent sound generation facilities.

Depending on the skill level chosen (out of three), a varying number of enemy tanks are sent to attack you. Navigation-wise, they're pretty good at their job, and will have a hard time spotting. Once they're found you though, the enemy tanks will start shooting at anything that moves, and that includes themselves. If you can take behind a clump of trees, they will happily go about their own business and wait each other out.

As you progress through the different levels, the number of enemy tanks increases as does the fire to avoid. Once all the beacons have been found and destroyed by you (or the enemy), the automatic defenses come in and the enemy tanks retreat to fight you in another land.

Most of the scenarios are believable with trees, houses and roads making a familiar appearance. The last level though seems a strange choice. Tanks in space? What happened to glomping, laser ships and star fighters? The same tank sprites are used throughout the game so there aren't even any glomping tanks.

Generally *Battle Tank* was fun to play for a while. Lasting interest didn't seem likely though, as once you've finished the four scenarios, you get left the starter four with yet more enemy tanks. Graphics are

nothing special and seem a bit flat physically throughout the game. Fiddling moves apart from you and the other tanks. Maybe the odd jeep to pick off would have livened things up. The only comparable game is *Conqueror*, which seems to do a much better job, albeit at a higher price. The Archimedes needs an about shoot-around that really makes it fit in to tank in sound and graphics. Unfortunately *Battle Tank* comes nowhere near and I can only really recommend it for the committed tank fans and wannabe commanders.

**ACE RATING 5/50**

### MADDINGLY HALL

**Mirava Software, £24.95**

Apart from the salient efforts of Magnus Swahn, the Archimedes has been hard done by for adventure games. Mirava have therefore released their first "arcade game" to help redress the balance.

*Maddingly Hall*, puts you in the shoes of Ramie Hall, short on cash, but eager for the high life. Ready to pursue your interests, you turn to your rich Aunt for the needed and must persuade her of your worthiness. The opportunity to court your childhood sweetheart, now resident at *Maddingly Hall* makes the visit even more of a challenge.

The game starts off in familiar "adventure-style" surroundings. You find yourself on a gravel drive with paths leading off in all directions.

With no time to waste, you set off into the house and let your presence be known. In keeping with more recent adventures, there are a number of characters with whom you can interact.

There are certain tasks you have to carry out, in order to keep every one of the hall happy. Most of all you must please your Aunt at all times or there's no chance of any inheritance.

The passing of time is emulated with each turn/command taking one minute and there are a number of tasks which have to be carried out on, or before a certain time. Dinner's served at seven o'clock precisely, so it's best to keep an eye on your watch.

Like all stories set in major houses, someone gets murdered, so it's up to you to pinpoint the culprit. If you can get enough evidence, the murderer will be caught, impressing your Aunt and increasing the chance of an inheritance. Fail, and the chances are that you'll end up being suspected of the murder yourself.

The game continues in a similar macabre/mystery style with virtually every click under the sun con-

tained within. If you've played many adventure games (notably *Blame* and *Lord of the Rings* before), don't expect anything new. Even a handy oil-bottle and the village baby make their obligatory appearances.

*Maddingly Hall* is a graphic adventure with each location being illustrated by a small picture. The graphics employed are best described as "bit-form", when a room is required, a wall is drawn, a door, and then a couple of chairs. Although the pictures look ok, there's no physical depth and therefore everything has a distinctly two-dimensional look to it.

Perhaps the most important part of an adventure program is its parser—that is the bit that allows you to give commands to your character. *Maddingly Hall* falls into the old "verb then noun" style which is virtually extinct nowadays.

Considering what has been achieved by other software houses (notably Magnus Swahn), it seems something of a step back. Adjustments can be used although they don't seem to particularly necessary when conveying instructions. The parser also falls down when words are left out. For example, if one was to type "GET KEY" and the computer replied "What's one", just typing "NOW" would get a "I don't know what you mean" message. The whole instruction model therefore has to be repeated.

Apart from the graphics, there's nothing here that hasn't already been done on a 528 micro. Considering the whole program is written in Basic, it runs fast, although this is mainly due to the Archimedes' phenomenal speed. The file is capable of so much more, and many games of this type should be left in the 8-bit. On the other hand, it's a reasonable alternative to adventure games and should keep all "Blame" fans occupied for a while. At this price, *Maddingly Hall* is reasonable value. Mirava should be commended for supporting such a really under-rated machine as the Archimedes.

**ACE RATING 6/50**







Five lucky ACE readers visited Domark and got loaded up with goodies, lunch, and even an exclusive ACE T-shirt. Here's what went on — and why YOU could be next...

# Magical Mystery Tour

## Tour



Image from the Planet of the Apes video game — rated M for ACE and was selected for ACE's feature on looking for the ACE Conference location.

"Where were the girls??  
Didn't they want to be represented?? An excellent day out — and well worth it to other readers..."

— Dan Meese



Star Wars: The Force Unleashed was selected by the conference attendees, who all agreed that it was just as fun as the Domark main event — and great fun.

It's five minutes to noon, the first ACE Conference (at Domark) starts in half an hour, and STILL the coach from Gary's Diamonds hasn't arrived. It's a disaster!

The coach, you see, was carrying Gary Brooker and Simon Brown — the first readers ever to be selected for an ACE Conference and now, it seemed, unlikely ever to make it. Other readers were due to start arriving at Domark within twenty minutes and the latter was on the verge of giving them up for lost.

Meanwhile, things were getting up at Domark. Company PR supremo Clare Dignley was having hysterics at the thought of speaking in public, let alone in front of a group of so-called-banned, speak-your-mind, bio-tech-opposition ACE readers. She consoled herself by running out to the nearest delicatessen and buying all the finest expensive nibbles she could find. It's a credit to her self-control that she didn't seek immediate self-pacification and scuff the lot herself.

But in the end the coach arrived, Clare saw that we were — for the most part — human and decided that we could be addressed in relative safety, and the first ACE Conference got under way.

### THE PRIZE

Domark is one of the oldest companies still launching games into the charts. Started back in 1984 by Dominic Wheatley and Mark Stachen (DofMark\_gattai), the company kicked off with a winner — literally. Euroki offered a £25000 prize that made one young player very rich indeed a year later.

Not many of the ACE readers attending the Conference remembered Euroki but everyone knew about Trivial Pursuit, not to mention the Star Wars trilogy and the Blood games, though some rule books were

### DOMARK DATA

Founded:	1984	
Location:	Levy Road, Putney, London	
Notable releases:		
Europa	1984	
Never-Placed	1985	
Pottery	1985	
Star Wars	1987	
The Empire Strikes Back	1988	
Planet of the Apes	1988	
A View to a Kill	1989	
The Living Daylights	1989	
License/Star Wars	1990	
License to Kill	1990	
The Spy Who Loved Me	1990 (just post-released)	
Spitting Image	1990	

### AFTERMATH LABELS

Target — an outfit for Atari who ran a competition — which has released 4788, Turbo, and StarDriver. 1988 releases include Europa from the Planet of the Apes Makers, Cyberball, and S.T.U.K. Russian roulette, followed by their 1 message game including most recently, Castle Doctor. Licenses are now distributed and marketed by Domark.

Background — Domark became the company's products in the UK. This year's releases include the Ancient Art of War, Assault on the Sea at Sea, and Wings of Fury.



Our attention completely drew them away from the Conference — but Domark's Wheatley claims that he was still a pretty good value for money at 1984. His son, however, claims that the company was a disaster — both of which were those reported on the page.

## MEET THE TEAM!

Five readers made it to the ACEI Donkirk Conference. Here are a few extracts from their straight-up reports of the games they played.



**Michael Sherrin, from England:** "I know that the impact of the ACEI conference is highlighting the fact that it was a great success!"



**Mark Sherrin, from England:** "The fact that the ACEI conference is highlighting the fact that it was a great success!"



**John Sherrin, from England:** "I know that the impact of the ACEI conference is highlighting the fact that it was a great success!"



**John Sherrin, from England:** "The fact that the ACEI conference is highlighting the fact that it was a great success!"



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exchanged about the quality of one of the earlier Bond releases. "You're quite right," admitted Mark Sherrin, "and we sincerely apologise. Every company comes up with a turkey now and then, and we readily admit that that one was one of ours. But I hope you'll agree that the recent games have been in a different class." The assembled company did agree, though it was felt that the score was now Donkirk 3, ACEI leaders 1. Would the company come up with the equator when we moved play over to the new titles?

## THE GAMES

Because that's what the conferences are all about (apart from lunch and drinks, that is) – getting the chance to see the latest games, usually before any of your friends, playing them, and telling the company what you think of their offerings.

During the afternoon, whenever they could be chipped away from the first Drive! conop – which coasted quite happily without a coin, needless to say – the assembled company were taken in pairs to the Donkirk development studio where they sat down in front of Alex and I (save from the Planet of the Robots Monsters). You can get the flavour of their reactions from the game's reviewers in this feature. Seems by all accounts that Donkirk got the equator here.

## THE FRIENDS

After lunch, the lads had a chance to meet Ian Andrew of Executive and members of his programming team, including the genius responsible for the GAC Graphic Adventure Creator. Ian had in the team on details of the Proscript system and there was much chat about the excellent Castle Master (R25 in ACEI issue 32). "But why do programmers claim the same professional haircut?" asked Neil Klenus in a letter he wrote to us afterwards. Presumably because a good crop just discourages bugs.

At the end of the day, everyone made their escape with loads of goodies, including an abundant supply of free games and even an exclusive ACEI T-Shirt. And Donkirk had made it clear that they were not only a name to be put up amongst the Owners and US Golds of the world, but were a very friendly bunch into the bargain. Very many thanks from all of us to those who took part.

## WHY DON'T YOU COME NEXT TIME?

Each month, we'll tell you how our forthcoming conferences are available online. If you think you might be interested in attending one, all you have to do is write us a postcard with your name and address (we'll write it for you), together with a daytime telephone number (it's essential, as you may need to discuss any correspondence you receive involved in showing you exactly how, please) and your age. We need to know how old you are so that we can ensure a good spread of age groups at each conference.

Obviously we have to limit the number of people attending each conference to 10, in addition, we have to make a minimal charge with us to help cover costs. All prices are provided on a first come, first served basis. There's no reservation to both these conditions, so anybody who is interested in us going must notify themselves to the first five places in each conference, and they may not attend free of charge. You can find out more in a subscriber or page 61 card you get when you subscribe. (Don't panic, it's a special newsletter, not a guaranteed delivery.)

A couple of weeks before each conference, we'll send you a fully detailed form from those who have applied and inform them of the relevant details. Everyone can't attend, they'll be allocated to a future conference and another selection will be made for someone who can take their place.

## FORTHCOMING CONFERENCES:

WEDNESDAY 11.00PM (FOR ENGLAND) 1995 (JULY 1995) IS AVAILABLE

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MEMBERSHIP 11.00PM (FOR ENGLAND) 1995 (JULY 1995) IS AVAILABLE

Mail the company and send it to the post office by leaving the ACEI in 100 pages development.

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# BLADE WARRIOR



The beast was present in the land and from tower to tower the sorcerers' voice called upon him. As night encroached and set the sun to flight, so his legions made ready to conceal the tablets that would see daylight banished forever.



So, as the same last bloody light drained from east to west, the paladin came forth, ready to do battle against the legions of the night, using all his might and skill in this tale of swords and sorcery.



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YOU ARE THE BLACK TIGER!

U.S. GOLD  
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# Wonderland!

Magnetic Scrolls have come up with the ultimate multi-windowing game system. Could it introduce a new age of intelligent gaming?



Magnetic Scrolls' Windows game is a graphical revolution when it comes to windowing. Here, program designers are going on the windowing they wish the world to keep them in style.

Imagine a game system that allowed full multi-window, mouse, and coin control together with superlative quality graphics screens and animation. It's totally reconfigurable so that you could design a balance of the Planet scenario for the system just as easily as an IBM graphics adventure look-alike with arcade sequences. That's the Magnetic Windows system for you — and Magnetic Scrolls are about to launch the first IBM game through them — *Alice in Wonderland*.

How long on a moment, Mag Scrolls. That means adventures, doesn't it? And adventure games are about as easy as a PC Internal Card Inserter Slot Down, boy, aren't they?

Yes, they are. But the extraordinary thing about *Wonderland* and MW is that the user interface is so slick that it might just achieve the impossible and put adventure scenarios back on the map with a bang and a whole rabbit. And it makes sense when you think about it. Here's why...

## WONDERLANDS

Adventures actually started, believe it or not, in the same way as arcade games — it's just that the two styles developed differently. One of the first adventures, was *Herz the Hampus* and involved a very primitive (just through a number of locations). The locations had to be described in words because

the machines of that era had no video graphics facilities. The basic idea of creating a game-world with places to explore and threats to be faced is common to both traditional adventure games AND arcade games (which have increasingly been called "arcade/adventures" in recognition of this).

Whereas arcade/adventures really made use of the increasing graphics and sound capabilities of modern machines, the traditional adventure games set itself apart by developing, indeed, the art of

playing text inputs. Players became more and more powerful but adventures got less and less popular. Obviously they are less superficially attractive than their arcade/adventure cousins, but few adventure programmers realized that it was the very aspect of the adventure systems that they were constantly improving — the parser — that was turning people off.

In a primitive adventure, for example, you might just type E, W, S, and N. Combine this simple one letter command format with a graphic for each screen and you're really much closer to an arcade/adventure format than you are with a super-parser system that demands an entry like "TALK TO THE PINK CHRYSLER; MURDER PUT IT IN THE ROUND BUCKET; AND THEN SAY 'I DON'T UNDERSTAND WORDS'" because you mislabeled it. No wonder people went back to pistols.

But the basic adventure formula of creating a brave new world and filling it with danger, challenge, and champions is still a winning formula. It just needs the right package. And that's what Magnetic Scrolls reckon they've come up with — a *wonderland*...

## MAGNETIC WINDOWS

MW is a multi-window, mouse-drive system with drop down menus. All windows can be resized and moved anywhere on the screen, enabling you to configure the screen to your taste. In the *Alice* game, other windows include an icon list of your inventory, a compass, and another icon list of objects in the current location. But you could change the form and function of windows to suit any scenario. Windows are also more than simple display panels — you can drag objects in and out of them, close graphic animations in them, even interact with the sprites in them by clicking on them or controlling them with a joystick. Yup, this is a very flexible system.

The heart of *Wonderland* is the Story Window which operates like a traditional text adventure window but with tremendous ease of use, featuring command menus, scalable fonts, and all sorts of goodies. Many commands can be entered by clicking on objects or icons so this is definitely NOT a system for typists!

Graphics windows pop up for various locations, and feature animations that are often triggered by events in the game. There's also a self-building map display and very useful free-structured help system that you can call up if you want advice. Saving and loading uses a named game system so you can restore any saved version whenever you want. And on top of the graphics you also get great music — the reason, in fact, why the product has been delayed, since MS wanted to ensure that the sounds were as hot as possible — another welcome departure from the traditional, silent adventure.

*Wonderland* follows the *Alice* story pretty closely. You'll be getting a full review in the next issue. But remember, *Wonderland* is only half the story — it's the system behind it that's the real jewel and will certainly be the driving force behind many wonderlands to come. ■

"From the technical point of view, people simply aren't going to believe what we've done."

—Peter Swales, Magnetic Scrolls



Here you see one of the 3D window type of graphics adventures that made the company famous. Note the dramatic graphics — one window type of Magnetic Windows is that you can customize your own lighting.

COMING SOON...

# BACK TO THE FUTURE II

PART II



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IMAGEWORKS, Inc. Home: 101 Bedford Street, London E1 4BE. Tel: (01) 493 4614. SCREENPLAY BY...

Book 2

101 Bedford Street



in the room to reach one of the exits. Each room presents the player with a unique challenge. That certain routes through this artificial brain and you will come across one of certain rooms with a special effect designed to provoke Alpha Waves. Furthermore, the game can operate in one of three modes: the standard Alpha Wave inducing mode, an opposite mode to increase Beta Waves for rapid thinking, and a third mode specially designed to increase the player's capacity for learning.

The third game in The Crystal Collection, called Corridor, is the creation of programmer Vincent Pommerehne. It is another 3D game, but in this instance you are looking down a long straight corridor full of blocking walls of various shapes and designs, some static and some moving. Using a transparent faceted you must keep a bouncing ball moving down the corridor - if it bounces back just you lose a life. Every so often you will encounter a special challenge sector for bonus points.

I was privileged enough to be invited a sneak peek of the game and within a minute I was hooked. The game is quite as competitive as other greats like Tetris, Breakout, and Ploemania, and once again proves that you can't beat a simple idea. With 100 levels this looks like it is going to gamers' happy for quite some time.

Of course, even the best programmers need a good backup team, and one of things Infogrames prides itself on is the high standard of the company's graphic artists and musicians. I talked to Jocelyne Girard who is currently juggling together the 3D graphics for another forthcoming game, Aladdin. She says that Aladdin has four fourteen team performing a raid on the deserted prison island, which is being used as a base by a major criminal.

Aladdin has gone to great lengths to get the graphics right. The first product an accurate hand drawn map of the prison which was then used to create the backgrounds for the game. Mobydick's famous photographic sequences were used as a basis for the sprites in the game, with French comic art providing the inspiration. The sprites were drawn and animated with Infogrames' home grown graphics software, Anim 3D.

Home grown software is something that the company takes very seriously - at the moment veteran programmer William Wenzel is working on an advanced synthesizer and editor which will allow sounds to be synthesized directly on the target machine rather than being sampled.

Infogrames' policy has always been to look to the future, so I was delighted to see evidence of a new software technique in use, as well as a new machine. Programmer Michel Royer is using a technique which allows him to overlay features from grabbed video frames with graphics generated in a standard way.



Michel Royer, the integrating new graphics from computer video and only helps you to build and simulate.



Aladdin is the three-dimensional masterpiece in motion. The you can even to shoot planets, the game's exciting.



Aladdin and Corridor are the two examples in a genre for which the graphics team had to work on them. There are still other greats: Knightmare, Aladdin, and more.

**"CD-I requires a totally new development approach if it is to work - it is the first truly interactive media"**

Michel Royer  
Programmer Infogrames

The advantage of the new technique is that it is very quick and uses comparatively tiny chunks of memory. I saw a demonstration showing an animated skeleton twirling a sword, and very impressive it looked too. The technique should allow a greater integration of movie techniques and computer programs in future productions.

Together with 23 year old Laurent Guimenes, Michel is also working on conversions for the new IBM Towns machine. Difficulties in the pipeline at the moment, but original titles are planned for the near future. This is just one area in which Infogrames are moving in on the Japanese market. They have also managed to interest the major console manufacturers in conversion rights to many of their recent titles.

A further example of Infogrames' ability and willingness to constantly embrace new methods of getting their product across to the consumer can be seen in their first video production. Finding that their recent launch game, Corridor, fell short of expectations, they were trying a title computer they decided to make a video which discussed the rules and tactics of the game. Unfortunately only the French version of the video was available for viewing, but it looks good. Look out for an English version soon.

With all its current development and marketing the pipeline like a busy beehive, Infogrames' N.P.A. is also a busy beehive. Infogrames seems to be growing from strength to strength. Founder Bruno Bonnel sees great things ahead and has identified the need for more and for companies to use their own in-house marketing methods instead of that championed by the likes of Nintendo. Bruno and his colleagues have already successfully experimented with TV Advertising - just one day towards further establishing Infogrames as a force to be reckoned with.

Having suitably impressed, I was challenged to visit the Anim 3D studio, a place populated by French actors' heads of the nearby Theatre des Caesars. Then it was off to Lyon to August out and sample the delights Lyon has to offer. The hungry Englishman on a warm spring evening.

### ON LIBRARIES & SCHOOL KIDS

Infogrames' is French programme now all work on PC linked to the local network. Most of the work is a mixture of the target machine's assembly language and compiled C. Rather than work in isolation, writing the code for each project from scratch, the programmers have made use of a special System of modules which has been built up and continuously improved since the company's creation. In the spirit of mutual support and encouragement that is government funding, the company's staff do their utmost to make an effort to contribute their own modules to the library for everybody to use.

Building computer games also gets a chance to go on in the real world. Afternoons, afternoons when local schools are invited round to play on the school grounds - something that the company sees as an important part of the production process.

Michel Royer is the owner of Lyon in the image. This is the top of the hill in the magnificent cathedral of France which represents the heart of Lyon in the center.





# KICK OFF 2



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# ANCO



From top left: 'El Señor de los Cerros' (ACE), 'El Señor de los Cerros' (ACE), 'El Señor de los Cerros' (ACE), 'El Señor de los Cerros' (ACE)

Good luck slips  
to the side as Rick Hayes  
goes mad in Madrid...

# No Hablo Español

**O**ccasionally sometimes offered translation. The following account is condensed verbatim V.O.T. transcribed from my real-time online recordings. Truth is often stranger than fiction. It's all in the edit.

## DYNAMIC DILEMMA

Madrid translated for of Paris. Street cafes, shopping chic. Divisive women, dangerous men. Caribbean culture to the core. The most famous Spanish software house, Dynamic, is situated in the town's centre.

Dynamic awakens arrived in the UK back in '82 after a license deal with Ocean for Army Moves, Game Over, Fiecky Hardend and Basketball Master. Awareness turned into notoriety after a tape ripoff was part-shown in the Game Over advert. The offending piece of anatomy was quickly abstracted out in successive ads.

Michael Angstadt, Dynamic's international manager, confirms, "The deal with Ocean was a very good one. It got us known in Europe". Unfortunately the next non-Oceaned Dynamic releases, Game Over II and Navy Moves - released through Sirestone Arts - attracted variable success. "The UK deal was more interesting in terms of experience rather than turnover," states Angstadt. "The UK response to our games left us good as we expected. It's much better in Continental Europe. Maybe our type of game isn't best suited to UK tastes."

Angstadt is probably right. Dynamic games are both acclaimed for their graphical excellence and criticised for their lack of originality in the UK press. Angstadt agrees, "We've been criticised for doing the same type of game over and over again. We've seen us outsiders. There's a rejection in the UK against foreign product unless it's American". And Dynamic's forthcoming releases, Satan and Arctic Moves, are unlikely

to change this view as they're similar in style to previous Dynamic games. The other main title under development, Mega Feroz, is an enhanced version of the classic strategy Phoenix.

The Dynamic guys are very enthusiastic, but this isn't always enough. While UK software companies decide on resource allocation between console and computer development, Dynamic is about to launch its first Amstrad PCW game. The line is in danger of being left behind. Interactive entertainment is a global market with global demands. Success in Spain is fine, but if Dynamic wants worldwide success it must fast forward into the game technologies of tomorrow. Hollywood's for the taking.

## MEETING THE MATCHMAKER

After visiting Dynamic I lay sunbathing in the nearby park as Plaza De España. An attractive Spanish girl in her early thirties sat next to me. She smiled and in a few minutes looked up. Our eyes met. She smiled. I reciprocated. She offered me a cigarette. I declined. The only thing I was taking was the one back in England. I fell asleep and dreamt I was a samurai. The Spanish authorities have a more relaxed attitude to artificial additives. Possession is legal, dealing isn't. Presumably this discourages small-time drug entrepreneurs.

I woke and walked back to my hotel. Catching on the "it" accessory for the successful Madrid street boggle, I passed two in so many minutes. There was no sign of ACE on the sidewalk magazine stands. I was told they immediately sell out. At least until SMP Images publications were on sale. Micro-Man is the most popular indigenous Spanish game magazine.

The air-conditioning in my room wasn't working so I stuck my head in the refrigerated machine. Bad mistake. 15 minutes later I was out of vodka and all the means. I got worse. I was still thirsty. I swallowed on

"Haga el favor de decirle al repartidor a través de la cámara."

Photo courtesy of the author.





# WIPE-OUT



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There really is no feeling quite like turbo-boosting past your hapless opponent, hanging a wickedly fast 180 degree turn and sliming across his path before he's realised what's happening. Be warned - WIPE OUT may be the only game you'll want to play for some time.



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# from Lunar Lander to G-Loc

John Cook takes a nostalgic look back to how it used to be and reports on the latest development in the area, with Sega's long-awaited follow-up to Afterburner, G-Loc.



Remember how excited you'd be when you landed on the Moon in Lunar Lander?

In the beginning, computers were flat. Flat as a pancake. Flat as a Jane Wiffleball pillow. Flat as a weak old pint of lager. That's not to say that many of those old games were flat. Some, such as Defender and Pacman released back in 1980, are still acknowledged as true classics, but by and large, the processing power necessary to produce that extra dimension just wasn't there. The number of D's was, strictly, two.

How the games trip off the tongue as the memories of flood back – Lunar Lander, 2D0 vectors in glorious black and white, when you had to land a space craft on the surface of the moon with very limited amounts of fuel. One of the first games with player-selectable difficulty levels and well worth a sequel a decade on, surely! Scramble Air Do – still knocking around some very plush arcades – Asteroids, Spind, Lunar Rescue...but even then, back in the dark ages, developers were still trying to create that extra dimension in gaming – surprisingly well considering the technology at their disposal.

Remembering...upside polygons and polygons down again!



Polymorph technology from Atari Games with Asteroids



## THE HISTORY OF 3D IN THE ARCADES

### PUTTING ON THE D'S

There are three ways that developers can create the illusion of real space in a game. Firstly you can construct a world using vector style graphics, or you can simply draw the game graphics from a shifted isometric perspective, or you can expand/reduce sprites to give the feel of moving in/out of the screen. You can also cheat by using cutscenes or video for the main gameplay, overlaying sprites on top. All four techniques were used early on – but have been taken to their limits in recent times by the latest crop of releases.



Recent days – Sega's vector technology at the heart that can't see the other great releases in this special

What was the first vector style game? *Deflicions*? Nope – nice try but no banana. The very first, although it barely appeared in the UK, was something called *Tell-tale*, that had you firing a machine gun into great bastions, at enemy fighters. That was in early 1980. Later that year saw the release of *Balloonoid*, the game that made green cool, and what a classic that was.

A combination of good controls that levers rather than a joystick and the fact that the game made you peer through periscope-like eyepieces to look at the screen in first person perspective, made you feel, well, as if you were really driving a tank. You ducked when the missiles started flying. You cinged when you were hit and the screen "cracked up". It was, and still is, superb. I wonder why the follow up, *Red Baron*, never did as well?

The modern day version of this technique has to be, say, *Star Runner* from Namco Games who produced the first fixed poly game – the deeply loved *I Robot*, or even better, the best poly game in the arcades to date, *Blazing Star* from Namco. Now the polys are filled, and shaded in multi-colour, but the basic techniques are very similar.



Atari's Pitbike - a long way from Nintendo

#### SHRINK THAT SPIRITS

The first game to exploit the sprite expansion/compression properly was Turbo from Sega - back in early '82. And the boys at Sega have been banking early on this technique ever since, through Buck Rogers, to After Burner, to Galaxy Force, Super Monaco Grand Prix, the astonishing Power Drift and the latest and greatest yet, G-LOC.

This technique, more than any other, relies rely heavily on processing power and memory. So the old games look like crap and the new ones are nothing short of stunning. Older machines simply have ROMs chock full of pre-drafted sprites, while the more recent have hardware routines to do this kind of manipulation routinely.

The other company that has had consistent success trying its hand at this style of game successfully is Namco. From the beginnings with the excellent Pole Position (early '83) to the more recent Final Lap - arguably still the best test player game on current releases.

Namco has also made more programmers pull out hair than anyone else, with Assault and Metal Hawk, by rotating a screen full of sprites routinely, as well as expanding and compressing. But your local programming genius to do that on an ST if you want to shed them up fast.

The final technique, that of isometric view, has been sparingly used in the arcades, simple because they are difficult to play, rather than any major technical problems. It's been used more in home computer games, as the thing doesn't have to be quite as immediate there. In an arcade, if it doesn't grab you in five seconds, a game is dead.

Jaxxon - remember that? It has to be the first isometric view that made everyone sit up and take notice. Revolutionary in its time - Jaxxon is another classic, even though it was pretty playable. At the time of release, however, (March '82), it just blew everything else away. The style did not, by and large, catch on. Q\*bert used similar techniques, but apart from the odd release, like Crystal Castles, isometrics have never really caught on.

The most recent attempt, the graphically excellent Escape from the Planet of the Robot Monsters from Atari Games, works fine as a game, but has failed to capture the imagination of the game playing public. But it does look good on the telly.

Again, like everything in life - call this and please don't say too, boy! - if at first you don't succeed, cheat. That's what some people have tried to do with games such as Aster Belt and Frenzy Laser (the steamer ball and Dragon's Lair. The video technique is the third unexploited area in the arcades right now, and expect it to reappear in a couple of years time when the technology gets geared up properly.

## GLORIOUS G-LOC

Sega can do things with sprites that consistently astonish, and now, with the long awaited sequel to After Burner, G-LOC, the company has proved that its 300 word team of engineers really do care their hair.

Mixing 2D only techniques with its occasional sprite redefinition (the game is a technical tour de force which has you, the player at the controls of an advanced jet fighter) the offering repeats the amazing efficacy - at this end a decent game too. Play it and weep.



The best in sprite technology - it's the Sega way



All those sprites - and only one - show that technology is the key

# Player Manager



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**ST ACTION:** The presentation has to be the best I have ever seen in any management game. Combining the competing game play of Kick Off with the strategy of team management was a stroke of pure genius.

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**THE ACE:** The beauty of the Player Manager is that it successfully blends a challenging soccer management game with the frantic and to end arcade action of Kick Off. Designers have been trying to marry arcade footy with management for years - almost always failing abysmally. Player Manager brings it off in style.

**NEW-COMPUTER EXPRESS:** The sheer depth of Player Manager is incredible. Almost every conceivable element of sunning and playing in a football team has been implemented including Kick Off. Anco has produced what has to be a definitive Manager game.

**COMMONSENSE USER:** One of the most impressive options yet seen on a managerial game and the keystone to the addictiveness and involvement of this game is Tactics option. P.M. lets you plan all your set pieces just the way you want them. You will never be able to say you aren't in full control of the game. At last a management game that requires true management skills. Add to this most addictive arcade soccer game ever - a winner.

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# ACE NEW WORLDS

**Pat Winstanley checks out the beautiful Chronoquest II and the disappointing ST and Amiga versions of The Third Courier...plus hints, tips, and the ACE RPG Charter - are we being ripped off by RPG??**

**T**his month sees a strongly worded protest on behalf of all ACE RPG and adventure fans - the ACE RPG charter. We're fed up with being inundated in so-called RPG products, only to find that they're about as RPG as my mother's bedroom slippers. So we've produced the ACE RPG Charter - you can check it out over the page. And now, as with a bit more of space this issue, straight into the games...

## CHRONOQUEST II

**PSYMOSS go time-travelling again...**

So you thought you'd completed your task in Chronoquest, found your father's murderer and the whole episode could now be put behind you? Well, think again! About to take your trusty time machine back to the database, a temporal disorder causes the engine to overheat, using up too much of your precious metal fuel. So now you must start all over again in Chronoquest II - your task this time is to find enough metal objects to use as fuel and take you home.

The game consists of fifteen levels, each representing a different era. Metal objects such as swords, shields, goblets etc. each have their own radioactive value which in turn dictates the direction and distance of travel. In fact, much of the puzzle element of the game consists of working out the correct sequence for using the fuel so as to hop between eras without getting stranded.

Another complication is that some metal objects are also used to solve conventional puzzles, such as levering a rock to expose another exit. Movement on each level is restricted to "advance" and "retreat", random and regular saving being the only way of advancing as several locations are "voided death" with absolutely no warning.

I fail to see why such situations are necessary, particularly in landscape locations, as anyone with a modicum of observation would in reality

look before leaping. A fantasy world still needs its own laws and rules of logic - something that few many game designers overlook.

Together with the normal TALK, DROP, EXAMINE and USE commands is a separate item menu which appears when you encounter a character with whom you can converse. This allows you to talk or listen to a character or give them an object. Talking consists of choosing one of two possible responses to the other character's questions - get it wrong and you won't live to spoilages - it's simply a matter of retask and try something else until the correct response is discovered. Since conversations can

synthesised version but very good of encountered characters' speech. With a second drive this disc can be left available at all times, but with a single drive you need to swap discs just to listen. Thankfully the speech synthesis option can be turned off at will. However, with another disc again for your savings (only one per disc) a tremendous amount of listening is involved to progress.

If you enjoyed Chronoquest I and have plenty of time and patience, it will probably appeal to you. Despite all the messing about with a single drive it has me intrigued enough to get me back to the keyboard.



an area in Chronoquest II

last for several rounds the permutations rapidly become vast and tedious.

As with CP's predecessor, finding objects in the locations takes patience at times. Although some objects are in full view, others simply don't exist visually so examining a location is a pain in itself. Since the "examine" icon must be clicked between each task you'll need the patience of a saint to cover all the available ground.

The game is spread over four discs, although one is only used if you want to listen to a



### RELEASE DATE

ATARI ST Dec 1988 OUT NOW

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Is other systems planned?

## THE THIRD COURIER

**ELECTRONIC ARTS produce ST and Amiga versions of their spy-thriller set in Berlin**

This little number has already been reviewed in ACE on the PC, where it failed to impress. Now, however, the ST and Amiga versions are here and the first question we had was whether the gameplay - which had serious shortcomings on the PC - had been improved. Here's the run-down if you missed the last review...

The action is set in Berlin and involves around three countries who aren't mixing while leading

**LANDSCAPE** ..... 7/10  
Some graphics but not too many locations. Need a lot of wandering to get anything.

**ENGINEERING** ..... 6/10  
Not really of that sort but the ST and Amiga approach equally because being. Best engineering sequence though.

**CHALLENGE** ..... 7/10  
The puzzles aren't too difficult, but solving solutions can be.

**SYSTEM** ..... 6/10  
For the time this was good, particularly during being and loading. Needs the flow of the game loading unnecessary frustration.

### ACE RATING 6/10

If you can put with that system, it's worth a look. And the beautiful screens don't make up for the frustrations.



One starting point in the West German streets (shown here) is the PC version.

for a top-secret conference in Brussels. Each courier was carrying vital components of NATO's defense plans - one has been dead, one has vanished, and it's up to you to find the components before they fall into the wrong hands.

I must admit that my knowledge of spy fiction dates back to a few James Bond books read years ago, but I was pleasantly surprised to find myself drawn into the game with a minimum of confusion.

The game is played with yourself as the sole character and as you start by generating statistics. Rather than a dice roll you choose a personality such as what type of urban/rural background you have, your preferred costume and your career occupation. Thus you could choose a rural background, rising as a hobbyist and research scientist as a job. On the other hand you could be a jet-setting, partying type from the inner city. Whatever you choose will affect your strengths. You are also allocated various other attributes - some have poor vision and an undeveloped appearance (M4).

The game is played in a similar manner to many other social/RPGs. The streets of Berlin are portrayed in 3D perspective, movement being by clicking on a directional compass. As you move through the streets you are likely to come across drunks, hoodlums, assassins and perhaps a fugitive in addition to both East and West German police.

Combat is necessary to acquire experience

points and the options are run, fight, chat and threaten.

Roaming simply dumps you in another part of the city while threatening sometimes opens your arsenal away. If you decide to fight this will take place with whatever weapon you have armed. Weapons range from bare hands through knifefighters, small arms, rifles and sub-machine guns.

Some weapons can be acquired from the bodies of your victims while others are available from the Museum.

Support Supply in the city. Here too are other games without which no self-respecting spy would venture out. Bomb sniffers, lockpicks, bug finders and bullet-proof vests are just a few of the available items.

All pretty standard stuff, but how does the game play? The atmosphere is well maintained by features such as the police demanding your papers if you stop to chat, the strange vendor asking for a West-German passport to get his relative out of the East and even the inevitable carping drunken football footballer in the park. One problem is - as in the PC version - the encounters are repetitive and, after a while, hardly exciting.

Although the Berlin Wall is now no more, the game gives a rare opportunity to experience the frustrations which must have occurred daily for Berliners until last year. Unfortunately, it's also just one of many opportunities to experience other frustrations - constant disk access, repetitive graphic locations, repetitive encounters, and a rather low-grade search-and-destroy puzzle structure. If you think being in an oppressed society is romantic and exciting, you probably deserve to play this game.

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to other computers/links

HINTS AND TIPS

Can you help? I'm always on the lookout for short hints and tips (rather than full solutions) for any adventures on BBC. If there's a puzzle to solve that seems to be the usual format.

Need some help? A gentleman with the courtesy name of "Mick" offers help on a wide range of adventures (his e-mail is: Mick). If you get to lunch please don't forget the rules: Don't want problems, see Mick - his reply is: "I've checked phone calls, Microsoft have got me, I've never so sorry to disturb, before the time of 14:00hrs (hours, month, hours, NEW ID).

MARCA BARROW (David Jones, Birmingham)

To get the character key (in your debugger) find basic panel in library, open and get character keys. But their strings and level of text from and then to get text from the level of text from and then to the console to play that while recording. It is possible that you play your first level in the character name and longer (computer) to it. (London, Portsmouth) THE CHARACTERS - THE AD (M4) - look for all, get, push, out.

- CHARM - get sphere
- M4 - use sphere on handle
- AMIGA - get key from face of statue, use on handle, get sphere from drawer, get push-out card under ring
- CHARM - get goggles and tape under bed and patch card under pillow. But combination first drawer
- CHARM - look cupboard, use combination on card, drop combination, get handle, drop wire M4 - go on the floor light trigger
- CHARM - look left of phone, get handles and light from desk lighter off, look back then get push-out
- CHARM - drop phone, look to bottle, look glass from push-out
- M4 - pick up the blue sphere
- CHARM - get keys from drawer then drop handle
- CHARM - push lever up, use keys on face box, push lever down, push center, use handle from left side of table
- CHARM - face on cover!

LANDSCAPE - 75

disappears, graphics - mountains in offer of, something on right or strongly associate with (before change) - add to the nation, as there is only one with actual place names.

ENCOUNTERS - 65

drivable but with heavy body operation, and instead police and aggressive street and out of town in a thoroughly futuristic manner. But they offered to do the same sort of thing.

CHALLENGE - 75

Playing mostly on console and exploration, the game is for the explorer rather than the puzzle solver.

SYSTEM - 65

Lots of disk swapping on the ST version and movement around the city can be slow with much disk access on both machines.

ACE RATING 555

Standard fare cleverly dressed in new clothes, but it's a pity that the new versions aren't improved on the PC original.

RPG RIP OFFS!

More and more games are banding elements of RPG in their creative efforts. One old hand at this, I must say, is that this sort of game should be subject to some sort of legislation.

The fact is that simply giving a character attributes at the beginning of a game is hardly RPG. And if those attributes focus on what is commonly that you can be described by those with at least a few essential items, it's even less RPG. And if the structure of the scenario is the same for all created characters regardless of attributes, where is the role-playing element?

Even more serious, many of these games - the Grand Conqueror is just one example - simply give you a single player character and let you take your pick to create a team to party with varying attributes, as the character or operator's effect goes out of the window. The character or team lets you see before the fact the attributes that every game has to have the fact.

The fact is that the way things are going, you'll never be able to say that any old "team" is up to you. In RPG, there are usually specific requirements with a specific strength or attribute that you can't do that and a special ability to overcome attributes (you get three lives).

We think there should be an RPG Charter. This would say that any game which calls itself RPG, should have at the very least the following features:

- 1. The ability to create a party of at least three characters.
  - 2. All characters to have at least three attributes, plus one or two special ones.
  - 3. Attributes to have a variable effect on gameplay and game structure.
  - 4. Some character-specific to allow option.
  - 5. Characters should identify their respective graphical appearance.
  - 6. It should be at least three different classes of character (eg. warrior, politician, and healer) - it might mean fighters, and several other different ones.
- All programs claiming to be RPG games should be made to sign this charter, to face a lawsuit by all gamers who seriously concerned about the future of RPG. Signed up and be accepted - and let us know if you have any other points you'd like to add to the list.

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## CASTLE MASTER

To begin with this month we have some starting hints for the 16-bit versions of the latest Freescape game, *Castle Master*, courtesy of Incentive.

To summarize the information in the manual: Choose whether you're the friend or the foe first, then shoot the spirits on your way to rescue your sibling.

The big bad spirit (designated who guards the cell in which your twin is imprisoned), can only be defeated when all the other spirits have been dispatched, so the route to your goal involves floating through all four ways (labeled by various puzzles, some of which must be solved in a particular order, and by locked doors, which may only be opened once you've found the appropriate key).

Some rooms contain spirits, you can tell when there's a spirit in the room because the screen will pulse around or flash in an alarming (some would say health-reducing) fashion. A spirit can attack you either by rapping your strength with its presence or by flying through you. Different ways your strength is indicated by the number of weights on the left gas-down. If it drops below one full weight each each end, you can no longer run. If it falls below half a weight you can only crawl; no running and you're dead. Spirits can be destroyed by throwing a rock at them. Use the mouse or the keyboard to move the flashlight light (which the double-line light, as opposed to the single-line center-right) then the left mouse button or appropriate key to throw. Some spirits need more than one hit. When you kill a spirit the "spirit-level" bubble shows left a little. As time proceeds, the remaining spirits increase in power and the bubble moves to the right. If it gets to the far right, the spirit has become you and your quest is lost. Be sure to keep an eye on the level and find some spirits if it gets too high.

**An initial view of the castle corridors** (don't fall in the mud!) You never get proper attention to swimming lessons in a 3-D... I repeat a just bridge and to other obvious ways in. Round the corner handles the Wizard's Hut - walk into the doorway to get hints.

Turning to your left you see something on the table. It's a piece of cheese (there are several kinds of food in the game, but cheese seems to be a favorite with the castle's inhabitants). As you try and move around you find you keep bumping into things. By walking (W) or crawling (C) instead of running (R). Bumping is useful in some quests or long corridors, and if you hit just something you can always turn backwards a bit.

Now you're a little nearer the cheese, aim the light on it and press the right mouse button or the "R" key to perform an action. In this case the obvious action is "eat", the cheese disappears to

happy-champing sounds, and your strength increases.

Take a look around you. There's a table with a large seat, three chairs on the floor, and there's what looks like a picture on the wall. Go up and take a look at it (click on it). It's a chair. So hurry back to open the doorway.

Once you've opened it and gone into the guestroom, turn immediately right and go through the doorway into the light. About five feet ahead into a hall there's a table to your left, you see a plain door. Go up to it and enter: it is open. Go in to the Kitchen (here, that fireplace looks interesting, maybe you'll have a closer inspection later.) Take a step forward and turn round to find a key - action on the key to collect it. Go to the information screen (letter "I" or click on the "Castle Master" banner at the top of the screen) and then click on the key hanging on your key rack. It's "Ign's, Room Key". Click on "Game" to continue.

Go back outside, turn to the right till a good view to close the kitchen door by action on it and go to the next door along. This has a keyhole, making the door is locked. If you action the door it will tell you what it needs. If you action the keyhole, you will unlock the door (provided you have the appropriate key).

After you've finished fargling with Ign (don't - he has a thick hide) continue around to the lower corner. Ahead of you is a simple puzzle, consisting of a gate and some buttons on the wall. There are more complex puzzles further in the game, but they all rely on shooting, blowing, or double-clicking (bumping in to something, or positioning yourself using the contents of the room, or a combination of these).

After you've solved the puzzle to move, what would you usually do with a button? Go through the doorway to your left into the last Passage (here, where that hole in the ceiling)

# W E E E





Made it? Become significant later... ) then about to the 4. East Tower. I wonder what's behind that door? Maybe the clue will help. For the time being, let's pass on round.

After grabbing the three someone certainly left behind around, and climbing in and out the window a few times to convince yourself you can walk carefully over the piping (the spider certainly didn't pass)

Just that rather dangerous looking hole in the floor. There's a window into another room to our right, I wonder if there's anything useful behind it? Maybe later - for now we'll go through the left doorway into the North Passage.

What's this crap hallway doing? Doesn't seem helpful, perhaps we'll find out what it's for later. Meanwhile, use it and proceed to the 5th West Tower. Open that door slightly to your left and go in. (Mind the gas!) Now things are a little less clear, but it looks awfully like there's another level. According to it, we need to get outside, while ascending on the tower. Moments that we need to get outside (what's a perimeter? maybe we need a dictionary...)

Nothing found, we find another key, and are looking for what things, maybe we don't need a dictionary after all. Ascending on each of them reveals the location of each perimeter. That'll take quite a while, wonder if it's worth it?

Back into the tower, left-right, close the door and follow the tower round (another of those ominous looking holes in the ceiling... ) The door looks interesting - it's got a sign next to it that looks like gas. (Sure it doesn't seem to open from this side - maybe there's another way down.)

Here's another of those button puzzles, a little more complex this time, but not too tricky. (Just inspect your floor - better clear down. The door on the right seems to be for additional. You don't have a key for it - maybe you can shoot it off.)

In to the South Room (Quality, the guards seem to have departed along with the rest of the festival occupants of the castle and) pressing your nose against the grating you can see where the hydraulic visit, make it worth looking for the perimeter after all...

Back out, then through the doorway to your right, ignoring the wire barrier for now, through the doorway ahead into the 5. West Tower. Here's another clue, but how do we get over the obstruction? Maybe the roof is a bit too low to walk over the top this...

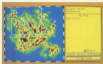
Round the corner there are some double doors, somebody must have staid them being, as they're easy to open, in to the Great Hall (here's another sign!) Here, where could something be hidden or found?

Back out in the tower, there's a doorway to the right into the left tower, which leads to the Cafeteria again. Go underneath the large table, taking care with your timing to avoid being crushed (leaving the game is a good idea at this point). On to the information screen and click on LMS or press '1', then give a Maximum of your message to get yourself updated, you can load it back.

In the Courtyard you may want to run as it's quite large. Taking a look down the wall we find another key, I wonder if there's anything else interesting about the wall?

**Further questions:** why is there a window here in the hallway, which being guarded in the top tower, opens the door to the lobby, which the secret of the flag, why is there a hole in the chapel wall, and what happened to the last guy to give a message?

Take your time - there is more to this game than meets the eye.



## MIDWINTER

**Following our Trade Secrets feature on Midwinter last month, here are some follow up tips from Microprose for those of you still struggling to get to grips with the game.**

**W**hen the game starts, you are in control of Captain Jack, alone or paired and likely to be in the wilderness. Armed with only a rifle and a stack of grenades, you'll soon be under attack from an enemy coming with the equipment to making furniture and manoeuvrability or (instead in the gopher phase) get a fly to your position. Be sure to have obtained the map thoroughly down to the maximum magnification, before starting to do anything but for now things.

1) The nearest place of safety

2) The nearest garage

Generally, look at the relative positions of your colleagues (assault requirement). If you are unpaired as to which building to choose, let your choice be influenced by the direction of noticeable threat: you mustn't keep getting hit.

If you have to rely on air for any length of time at the start of the game, you're likely to meet more trouble than you can handle. You need either (a) whether it's a dog or a cat, I'd get moving to the nearest garage.

When you encounter an enemy colony while doing, you should attempt to reach a hill or plateau from which you can see a fair distance in all directions. This doesn't necessarily mean heading for the mountains, you can often see further in valleys with small elevated ridges. When you are in control of Jack, proceed that the area are unpaired and he has plenty of energy, using it relatively early. You must shoot vehicles early, i.e. before they kill you. If you are lucky you may find a whole village of vehicles travelling in company. Do you shoot one, another will appear over the horizon from the same direction. If you find that vehicles are attacking from different directions, try to sit on to safely as long as you can take up a lot of time - remember that you are trying to kill as many people as you can.

If you are controlling a gopher team, by leaving alone hills at enemy colonies, when you get within a few yards, launch a grenade and immerse slowly to avoid the vehicle as it explodes, causing it to control.

**The enemy planes which attack you will always appear directly ahead of you.** From the time they appear to the time they leave you is usually long enough to get a good shot in with your rifle. Out-rising planes is difficult, but use the time in between plane attacks early, as soon as you have shot one, sit on a little further if another appears, and you are at walking pace, shoot it. If you are doing quality, press on until the plane is coming overhead.

On reaching a settlement, go to the decision display (enter the enter building icon to confirm which buildings are present, and which, if any, are occupied by potential recruits. Check your character's level of Muscle Power, Energy, and Stamina. Also note whether the character has deposits with him, and check the time remaining before the next situation report is due.

You may have to make a judgement as to which building to use, according to the state of the character and the time remaining. Do you need to eat, rest, or sleep? Do you need supplies? and you can run the Situation Report tool, thereby increasing your ability to move. Always attempt to reach any team members first, and, if there is a garage present, always have enough time to enter it and get a new buggy.





If you want to keep any recruited characters together around the circumference display and select methods of movement from there. By referring to the Personality Display of characters whom you wish to meet together, find the best dates, and make together the party leader.

Entering a track code if you stick to the valleys. If you

have to travel over elevated ground to reach a character by know-how is a. Moreover, refer constantly to the map, making use of "label" mode to analyze the best path. However, there is no substitute for driving slowly (about 50 m.p.h.) and looking at where you are going through the rear window (keep an eye out for the trees and steep ridges, the latter being identifiable as they are usually much darker than the gentle slopes), and watch the skies for gunning planes. Utilize a surface-to-air missile as early as possible, but ensure that you can see the plane in the spirit of the window.

## Early on

in the game, you will notice that the majority of enemy units are concentrated in the southeast of the island, near Shaving Hollow. This is or will have been maximum score the island, and will always stick to the valleys. Once you have recruited a few members, and before (optional) matches, but many times, it is often useful to send one character in a buggy to "pick off" the lead units. You do not have to shoot every vehicle in the enemy. You may get lucky and kill the command vehicle; you may be able to kill off half the enemy quickly; in either case the remaining vehicles will desert, giving you valuable time while the other strategy base from the Shaving Hollow area.

The speed at which the convoys leave, and the regularly with which they are depend on the number of "re-cocking" buildings they have captured nearby. Destroying Synthesizer, Reactors, and Warheads will slow them down and make the water for your team. However, salvaging buildings can be time consuming. Make sure that you use a character with some average ability to overcome such tasks.

Scouting some time at the start of the game (during which characters to recruit first is a most important is a valuable, but difficult, matter to recruit. He is surrounded by steep hills in Diamond Lake and will only join if asked by certain characters. If Stark starts the game in the center of the island, you to recruit Gary first, Stark should take the boy in a team buggy to Karamoran to recruit the professor. Then send Stark and Karamoran down to Snowdon's valley to the radio station. Coughl can be recruited there by Stark while the electronics expert enters the radio station and use his radio knowledge to recruit four other members at Snowdon.

Meanwhile Gary can either travel west to recruit Budd, as the only person who can persuade the hunter to join the struggle, or go to Karamoran nearby Peace



Office; the basis for cheating on all computers. First of all you will need to buy a cartridge with a machine code monitor (perhaps you already have one) then carefully and precisely follow these instructions:

1) Load the game on which you wish to cheat in the normal way.

2) Start the game, making a note of how many lives you have left, and enter the machine code monitor.

3) Search all memory for the number 0000 (the dollar sign means the number is in hex - if you don't understand it, ignore it). This is the machine code instruction for "Increment location 0" and is written 00C.



and is written 00C.

4) Make a list of all the numbers displayed (3 lines, there are a lot of them)

5) Disassemble the first address in the list, e.g. if the first address is 0000 type "D 0000"

6) Disassemble the first address after the command "00C", e.g. if you get something like "> 0000 00 00 00 0000" type "D 0000"

7) If the first two figures number at the address you have disassembled is equal to the number of lives you have left then start a new

list and just down the address that held the "00C" command in my example this would be 0000.

8) Go on to the next address in the list you made earlier, disassemble it and go back to my sixth instruction, if you have no more addresses in your list but then go on to instructions 1-10.

ten, ten becomes five, four becomes eight and so on.

This will probably mean you will lose "teams" of recruits. One in the northwest, and one to the southern-central part of the island. Getting to the Shaving Hollow can be achieved in a number of ways. Driving fast towards the enemy can prove disastrous, but with a little luck you may succeed in finding a path through to General Wagner's HQ. Hang-gliding there may still be a bit quick and effective. Sometimes the most direct route is not the most effective. By sneaking behind the enemy with the help of two allies!

And finally, if doing, driving, and hang-gliding is all your comrades want like a little too much effort, destroying all enemy hold radio stations will allow you the freedom of the wireless to perform a massive recruitment drive across the whole island. There is no easy way to see Albatross, as no two games are alike. If you succeed, by again from a different starting position. If you don't, buy some snuff. Your team members will be recruited, and Master's gunshots will be ringing in your ears for a long time to come.









# MICRO WIMBLEDON

## Anyone for tennis?

Eugene Lacey serves a few aces and puts you in the right court...

Tennis ought to be a fairly simple sport to simulate. Two players bat a ball back and forth to each other across a net in a rectangular court. The first 'Pong' computer games were practically doing this nearly fifteen years ago!

In 1990, however, the simpler the game the greater the expectation that the graphical representation of the sport will be closer to the real thing. Tennis suddenly begins to look a lot less simple. Practically every muscle in the body is involved as the player flexes the ball in the air, swings the racket above the head and brings it down through the air, hitting and bending the whole body at the same time, as the ball flies towards the opponent's court.

And that's just serving!

The Tennis ACE's presented on these pages are in our view the best games around. We have looked for games that try to put the footcans of presentation but also those which are - first and foremost - strong on playability. So for that...

PC ENGINE CD ROM OUT NOW



## INTERNATIONAL TENNIS

The PC Engine serves a scorching

We doubt about it: PC Engine International Tennis is the standard that should be looked at before all new tennis games are embarked on. Programmer bowlers: PC Engine owner, rejoice. The rest of us, look on and wonder.

PCIT performs brilliantly in the four key areas that make the difference between good and bad computer tennis. The first category is the essential one of 3D graphics - the movement of the ball is totally believable as it pursues its 3D trajectory towards your opponent from whatever position you strike it.

Secondly, the method of hitting the ball is simple to master but also totally plausible as the computer animation reflects the decision you make with your keypad. The net result (and of this is that great, falling raves) can be enjoyed by the participants.

The third key category is options and here again PCIT points the way. Spin, form of shot,

positioning, four player doubles - the player has many possibilities at their fingertips at all times.

The fourth essential is extras. There must always be a gloss for a sports game. It may be TV style commentaries as you get in Deeneweare games, or a completely separate arcade adventure as you get here in PQT - your progress dependent on your performance on the centre court. A central piece of sports simulation programming.

■ Eugene Lacey

STARBUSS	CD ROM	ENDING!
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## 3D INTERNATIONAL TENNIS

Total 3D experience from Palace

Here Palace up the stakes with a revolutionary new system which rotates and tilts the court as you make your shots.

There is a price to be paid for this enhancement, however - the players turn out to be warthlike stick-people of indeterminate sex.

But the benefits more than outweigh the limitations. It enables you to have much more control over the ball - including top spin and back spin - and to get into and enjoy those rallies to a much greater extent.

The game features lots of other options and

extra's - as you would expect from programmer Simulate Software (Microprose Soccer, Mitchell). There are four skill-levels to play against an opponent, or the computer. Amateur, Semi-Pro, Pro and Ace. Ace is where all game play options are switched on - it's also quicker, with a greater variety of shots at your disposal and - most importantly - you are also playing for money.

The money side of things provides for a sub-game of some merit. You have to decide which tournaments to compete in and work out your likelihood of taking home a cash prize if all the serious money is riding on the winner and runner up.

3D International Tennis represents the most innovative approach to computer tennis for years. This is plain-speak in itself but what is even better is that all of its radical ideas are made to work. Highly playable and addictive.

■ Eugene Lacey

STARBUSS	CD ROM	OUT NOW
● ●		

## TENNIS CUP

Split screen smash from Larriehel/ISI Global

Split screen presentation and variety of stroke options are the key distinguishing features here. The game requires some effort from the player to master the six different types of serve and thirty possible strokes available to you depending on your position on the court and the return your opponent has just made. But once you're in and running you can begin to enjoy some sterling rallies.

The whole play area scrolls sideways in both





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ACE isn't just a magazine - it's also a communications link between you, the readers, and software houses. We've set up a series of ACE conferences in which subscribers to the magazine are given the opportunity to meet software houses and talk to them about their games. (and you don't have to be polite either!) on an informal basis. Lunch is supplied and admission is free to subscribers, who will also receive priority allocation - a valuable bonus since space at conferences is strictly limited. Each event is fully covered in the magazine, so you could get your mag in the mag as a bonus! If you want to know more - see the panel opposite and the article on pages 62/66.

**InterACE**

Subscribers will receive, completely free of charge, a special quarterly newsletter put together exclusively for them by the ACE Team. This will bring you details of some of the topics that we can't, for reasons of space or security [!], mention in the magazine itself. Subscribers will have the chance to contribute to it if they wish. With ACE every month, and InterACE every three months, you'll really be at the cutting edge of the computer entertainment revolution.

**THE ACE**

The future of electronic entertainment has never looked better - and neither has the magazine that's universally acknowledged as THE most authoritative magazine covering games technology. People who read ACE regularly know that they will always be kept right on the cutting edge of the entertainment revolution. If you haven't been getting the mag regularly, here's what you've been missing - and this is just the last four issues!

**EXCLUSIVE COVERAGE**

CD-i Britain, Ultima VI, the revolutionary Microprose arcade flight simulator, Hypergames, Ed Meyer's superbly playable Railroad Tycoon, location reports from US companies, Centurion - the successor to Defender of the Crown, and much more - all covered FIRST in ACE.

**IN-DEPTH REVIEWS**

The ACE PC game system is unique - no other



Batman on CD-i - you see it here first!

**THE FUTURE**

Boy, have we got some goodies lined up for your next month. We're putting together the issue of a lifetime as we explore the relationship between Hollywood and the games business. You'll hear straight from the offices of industrial giant and Mega - Lucasfilm's special effects movie production unit, and also yourself! The tip of a lifetime.

Then it's a wild romp from West to East as we bring you another industry first - a full location report from Florida on World Nintendo, including exclusive news of the source of the Sega revolution. And just to see you don't fancy

# E CLUB



Ultima Online—Ultima Online—computer systems, from the designer of Ultima Online in the Open and exclusively in their computers. AOL

reviewing system tells you more about the games you're going to play. What's more, unlike many other magazines, AOL ONLY reviews the finished versions of games, not demo or preproduction samples. If it's reviewed here, it's exactly what you'll buy—not what they'll say you'll buy. And from this month, the review section is better than ever. Check it out and see for yourself.

## GREAT FEATURES!

Exclusive on-line expert reports from parts of the games world that other magazines simply cannot reach. Where else could you find a location report from George "Star Wars" Lucas' Skywalker Ranch programming house, or the taste of Lord "Ultima" British, or the Hollywood offices of AOL's Interactive Entertainment project? Not to mention reports from Paris, Baltimore, and Japan—and you can see what's up-and-coming in THE FUTURE panel below.

## GREAT PRIZES!

You could have won a fabulous FM Team, CD-ROM computer, a Video-Cassette Recorder, an all-expenses paid trip to Paris' Science City, a CD-Walkman, and AOL's free software. And if that's not enough for you, think out the incredible prizes we're offering over the next few months in the Win! Win! Win! panel on the right.

Spending the summer in Siberia, we've also arranged a drawing competition that could take you to the heart of Russia as the personal guest of Lord British at a special Halloween party. These parties, organized by Lord British at vast expense, have become legendary in the American games world and this will be the first time ever that a UK reader has been given the opportunity of joining in.

In the October issue, due out in September, you'll receive exclusive coverage of the world's biggest games-only show as AOL prepares to take you into the future—literally. We'll be pulling together the most ambitious exhibit ever, using basic internet which will present tomorrow's working technology today for you to see, hear, and play.



FM Team—exclusively available AOL, and announce there is even more!

## WIN! WIN! WIN!

Want to go places? Want to grab loads of free software? Here's a couple of great competitions AOL readers can enter over the next few months...



Ultima Online—Lord British—has built his own private laboratory at the top of his island in Ultima. You could be going into the lab to see the equipment it's going to use to help!

### WALKABOUT PRIZES!

Hope you're an Ultima game fan! You'll be taken round some of the city's off-beat backstreeting streets, including back to the Palace of Aps in, plus a secret visit to a new music location currently being fitted and located by Microsoft. Your ticket application will be on next month's cover—don't miss it!

### TEXAS COUNTRY MAGAZINE!

Well, not quite. At least we hope not. But a visit to Lord British's renowned Halloween party at his palatial estate in Austin, Texas is bound to be full of surprises. Not only will you get the meat of the fringe game and see their latest games in development, but you'll also be a VIP guest at the party of a lifetime as it and his friends stage a massive Halloween spectacular featuring all sorts of special effects and wizardry. Thanks to Origin and Microsoft, you'll be there—and you'll never forget it!

## SPEAK OUT!

As an AOL Reader you also get the opportunity to apply for a place on the AOL Conference. For just £8 FREE if you're a subscriber you get to meet some of Britain's top software houses, a free lunch, bags of treats (including software, T-shirts, and other goodies), and—most important of all—the chance to meet the people who produce the games you play. You'll be given the opportunity to play some of the new games under development, and to tell the programmers and publishers what you think of them. They'll listen, and you'll have a great time.

"An excellent day out  
and well worth it to other  
readers."

From a letter sent to us by a recent attendee at an AOL Conference



In the AOL Games Conference—there's lots to see! (Photo from the Origin and AOL's Magazine #100)

# INTERNATIONAL 3D TENNIS

INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS SIMULATION. THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNRIVALLED PLAYABILITY AND AN UNPARALLED NUMBER OF FEATURES.



Scenes from various systems.



Individual format screens differ slightly.

- Remarkable new 3D real time projection system.
- One or two player games.
- Four player skills levels - amateur, semi pro, pro and Ace.
- View the game from any one of ten "camera" angles - infinite on ST and Amiga.
- Learn to play forehand and backspin balls.
- Total control over the direction of your shots.
- F.V. tennis theme tunes.
- Ray-traced ball-lighter.
- 64 different computer opponents, with 50 skill levels.

"This is fab... a breakthrough... no-one could fail to be impressed!"

**CAVS 94% CAVS HIT**

"It's amazing, ace and beats the competition... immense fun, demanding for device and expert skills, the best sports game for ages!"

**ZZAP! 94% ZZAP! SIZZLER**

- 72 tournaments to play in all based on real events, with genuine court conditions and prize money.
- 4 court surfaces - grass, clay, carpet and cement - each affecting game play.
- Digitized pictures (ST and Amiga).
- Digitized voice of real tennisballer umpire (ST and Amiga).
- Choose which 32 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!

• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •

**PALACE**



# IN THE PINK

- THE ACE CHARTS AND STOCKMARKET** .....100  
The only place in Britain where you can find out – instantly – which games have been getting the top marks from reviewers all over the country. Then you can decide which games to buy and – if you fancy a real challenge – you can try to predict next month's winners and win yourself a prize. The ACE Charts – the only charts that go by objective opinion and not hyped sales.
- HOT OFF THE SHELF** .....134  
Every month magazines review dozens of games, but once they've been reviewed they don't always get mentioned again in future issues. But the games often stay on the shelves at your local store for three months or more. This section tells you which games have been highly rated in recent ACE issues and are still likely to be available – so you can make your choice without having to go through all the back issues.
- CD-I UPDATE** .....103  
Just as this issue went to press, we received this report on the Philips UK announcement of CD-I, including news of software titles, games, availability, and pricing. Only trouble is, will the Commodore CD-TV pip CD-I at the post? See The Bitter End on page 130 for more comment.
- ACE READERS PAGES** .....126  
Everything from pen pals to second hand machines in the ACE market place.
- THE ACE PRIZE PUZZLE** .....105  
Only geniuses stand a chance of winning a prize here – but that's just what you are, aren't you?
- THE ACE PRIZE CROSSWORD** .....105  
Years of frustration for idiots, hours of fun for the rest of us.
- THE ACE DIARY** .....117  
The definitive checklist of product launches in June and July, plus details of other notable events including, of course, the World Cup. Also dates for the 16-bit Computer Fair and the All-Formats Computer Fair – good places to pick up a bargain.
- ACE DEALS** .....108  
Every month dealers across the country plan to give away freebies, run competitions, and make special offers to their customers. If you're planning a software purchase, check here first to see whether your local store can make your money go further.
- THE ACE HARDWARE GUIDE** .....119  
Which console does what? Find out here...
- WIN WIN WIN!** .....116  
Grab yourself one of twenty free copies of Corporation from new kids on the software block – GORP.

# THE ACE STOCK MARKET

NOTHING LESS THAN THE BEST CHARTS IN THE BUSINESS — BECAUSE THEY WIN YOU PRIZES AND THEY'RE BASED ON THE AUTHORITATIVE OPINIONS OF GAMES EXPERTS AND REVIEWERS ACROSS THE COUNTRY. IF A GAME HITS THE HIGH SPOTS ON THESE PAGES, YOU KNOW IT BELONGS IN YOUR COLLECTION.

**W**here else can you find out which games are getting the best reviews in ALL the magazines and therefore which games you might consider buying, which software houses are producing the hottest properties, and — as a bonus — win prizes by checking who'll be top next month.

The ACE Stockmarket is all that — and more!

accurate charts, the best buying guide, and the biggest challenge award. Check it out every month and you too could strike rich.

For the Complete Guide complete the **Stockmarket**, **Computer**, or **Software House** chart sheet. **Stock Market**, **Computer** #22, Tel: 091 260 0613, Fax: 091 260 0214 or at 171 Tottenham Court Road, London, W1P 0LP. Tel: 071-401-4827

## THE STOCKMARKET

The ACE Stockmarket gets its name from the fact that each month we list the top software companies together with a "share price" for each one. The Stockmarket tells you which software houses are currently producing the most successful titles. Each company has a 1-to-100 MONTHLY rating, which is calculated according to the reviews its games have received during the current month. A company whose games are all rated highly will have a high THIS MONTH score.

The next rating in the company's column is the 12-MONTH PRICE. This simply tells you how well a company is doing relative to its past performance. If a company gets worse reviews this month than last month, its price will drop. If it gets better reviews, the price rises. Companies who get no reviews at all have their price decreased each month until they get reviewed again.

Assessed with the share price is the  $\sigma$ -rating, which simply tells you how much that company's share price has risen or fallen this month.

Finally, there's the company's MOSEK RATING. This shows how well a company's games have done this month compared to the average score gained by all the other games reviewed. In this rating, the number indicates the position of a company in the charts. The average score for ALL games reviewed each month is called the SOFTWARE MOSEK and its printed at the top of the Stockmarket. For example, this month reviews of System 3s titles have earned a high rating 100 points above the average review mark for all games.

All figures in the Stockmarket are derived from as many magazines as we can by our hands at each month.

## THE WINNERS: ROUNDS SIX AND SEVEN

The Stockmarket winners have now been brought fully up to date this month as we publish the winners for the current round. This means that from now on you'll be able to find out whether you've won each month by checking the next issue of this magazine, and not by having to wait a couple of weeks until the results are printed.

There have also been some delays in sending out prizes, for which we humbly apologise. We have had to build a special software buying system to provide the many winners we give away in the magazine each month and it has taken longer than we had hoped. However, all should now be running smoothly and prizes are out on their way.

As most readers are aware, we now run a slightly different system for selecting winners. We only have a random one fifth each category and where more than one person gets it right, there is a random selection to pick the winner. This makes it easier to submit a game with a chance of winning in at least one category. For those generous who were consistently getting nearly all entries right in the various categories, however, it makes it slightly more difficult to win since there's likely to be more competition. If games are all of course, and be able to score big wins in the Jackpot Category if they get all five entries right, will get more than one individual entry entered in the other systems they do get included in the chart for each section. This month, Phil Mather's *Legend* in Round Six by only one game on the PC (he got *Star Wars* in fourth place instead of *Gun Heat*).

**Round Six winners:** *Five Rivers of Babylon* was one of six people to get Rainbow Islands as number one for the Spectrum; *Amazons* (Series of *Quaker's Dream*) was one of ten to nominate *Perseus* for the C64, and Jay Miller was one of 14 to guess *5 Minutes for the C64*. No one guessed *Space Raptor* or the Amiga, *Myth of the C64*, or *Flux* or the ST. *Shards* or *Yoda*.

**Round Seven winners:** *Empire Jones* of *Unicorn* got *Tower of Babel* on the Amiga; *Ragan Abaddon* was one of ten to get *Witchcraft* on the Spectrum; *Richard Mather* was one of three to get *Midwinter* on the C64; *Adam Grayson* was one of six who got *Funfair* on the C64; and *Walter Gussard* of *Playes* was one of twelve to get *Ultima III* on the PC.

## THE 16 BIT CHART

Title	Publisher	Format	Rating
<i>Midwinter</i>	Bandai	ST	90.17
<i>Swamp of Blood</i>	Bandai	Amiga	89.90
<i>Four Great Seas</i>	US-Code	Amiga	89.5
<i>Warhead</i>	Activision	Amiga, ST	86.13
<i>Cattle Minder</i>	Demarc	Amiga, ST	86.09
<i>LXX: Attack Chopper</i>	Electronic Arts	PC	86.47
<i>Escape/Return Memorex</i>	Demarc	Amiga, ST	87.66
<i>FBI Responder</i>	Quinn	Amiga, ST	87.84
<i>Starwars</i>	Activision	Amiga	87.85
<i>Player Manager</i>	Amos	Amiga, ST	88.24
<i>Football</i>	Commax	Amiga, ST	88.26

Buying order: *Dragon's Breath* (Palace) on Amiga and ST; *Amorph* (Pentagon) on Amiga and ST; *Kiss* (Demarc) on ST.

## THE 8-BIT CHART

Title	Publisher	Format	Rating
<i>Turmoil</i>	Rainbow Arts	Commodore	94.25
<i>Castle Master</i>	Demarc	C64, ST	89.39
<i>Paranormal</i>	Activision	C64, CPC, Sp	89.30
<i>9-04</i>	Rainbow Arts	Commodore	89.10
<i>Plymouth</i>	Empire	Sp	86.20
<i>Mega Sports</i>	Activision	Commodore	84.9
<i>8 Minutes</i>	US-Code	C64, Sp	83.84
<i>Clash Kingdoms</i>	Milestone	Commodore	83.47
<i>Flamboyantly</i>	Microplay	CPC, C64, Sp	80.11
<i>Demarc Games</i>	Microplay	Sp	80

Buying order: *Starlight* (Spectrum Arts) on Commodore; *Crash* (US-Code) on Commodore; *Am and Spectrum*; *Chameleon* (Spectrum) on Spectrum.

## THE MACHINE CHARTS

## ARCADE RATINGS

Tower of Babel	Parade	92.90
The First Hour	US Gold	90
R20 Retaliator	Comix	89.87
Player Manager	Amos	89
Escape From Mordor	Comix	88

Player Manager makes its second appearance in the Arcade ratings, as the format which consistently features the top five ratings. Despite the month of football games coming out in time for the World Cup, Amos's Player Manager is the only soccer game to make it into the top five, on any format.

## IBM PC AND COMPATIBLE RATINGS

Warrior II	Origin	93.0
UXX Attack-Chopper	Electronic Arts	93.47
Loon	US Gold	91.0
Quikball	Accolade	79.0
Warlord	Thalion	79.0

Warrior II is getting glowing reviews everywhere, apart from four more on London in the future. Having just fantasy stars in the top five must say something about PC gamers - though exactly what, we can't say!

## ATARI ST RATINGS

Melrose	Parade	92.94
Castle Master	Comix	90.97
Escape From Mordor	Comix	90.75
Breakthrough	Parade	90.5
Dragon's Breath	Parade	89.33

The two Comix titles have snatched places from last month, with Melrose suffering from delays in the shops, topping the list on the reviewers' lists.

## AMSTRAD CPC RATINGS

Fantastic Fantasy	Mindscape	90
Psycho Hooler	Mindscape	79.25
Wizard's Revenge	Mindscape	78.25
Dr Doom's Revenge!	Emume	68.75
Happy Birthday	Emume	55.75

Not a strange time for buying CPC games, it seems. Early cash afterwards money should be going this month.

## SPECTRUM RATINGS

Hammering	Action	90.25
Castle Master	Comix	87.25
U-Gold	US Gold	84.88
Chivalry Knight	Micro Style	80
Football Fantasy	Mindscape	79.33

Hammering makes it into month's ranking in the Spectrum top five, albeit with a slightly lower mark. Also, these are all full-price games, usually three days on a £60 format.

## COMMODORE 64 RATINGS

Turmoil	Rainbow Arts	94.95
Empire's Quest	System 3	94.5
Castle Master	Comix	91.5
Hammering	Action	89.0
Fantastic Fantasy	Mindscape	89
FF Sports Football	Comix	88

These are the best scores for the Commodore 64 so far...a result of both an 80 percent who were beginning to get registered, with three titles from consistently scoring over 90%.

## TOP CONSOLE GAME SALES IN MARCH 1990

These are the console games that are selling the most copies in Britain and London sales...

His change to play the Masqued, but it's been a new title on the PC Engine including Super-House which takes pole position. On the Commodore the all-comparing Turbo has been hit for its Bellum and Soccer Boy which still tops out of the chart. Finally, the ever popular Counted takes up the Lynx chart and happens Blue Lightning out of the top five. More new titles next month.

## SEGA MEGAWARE TOP 10

1	GOLDEN AGE
2	SEGA'S W/COSETS
3	SUPER WARRIOR
4	FLICK 'EM
5	LAST BATTLE (pink box)
6	RAMBO II
7	FORGOTTEN WORLDS
8	SUPER REAL BASKETBALL
9	SEGA'S SLIP TRYONS
10	TELESTAR

## PC ENGINE TOP 10

1	SPYGLASS HOUSE
---	----------------

2	POWER BREW
3	CITY HUNTER
4	PARAGON
5	CHARIOT RAC
6	NEW ZEALAND STORY
7	PERIOD CRASHER
8	TROOP ROAD
9	CYBER CORN
10	SUPER VOLLEYBALL

## GAME BOY TOP 10

1	RAMBO
2	TERRA
3	SOCCER BOY

4	TEAMS
5	LAST BATTLE (pink box)
6	SUPRE MARIO LAND
7	SPACE INVADERS ORIGINAL
8	INDIANANA
9	TURF BOY
10	FLAMMY SPECIAL

## SNES TOP 5

1	CALIFORNIA GAMES
2	CAZIBLITY
3	CHIPS CHALLENGE
4	GATES OF JEDIHOON
5	ELECTROPOP

## THE ACE STOCKMARKET - THE TOP 25 SOFTCOS

There are four columns of ratings for companies each month in the ACE Stock Market. The first shows the overall score for this month only, the index 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 past performance, while the final column shows how highly each company's titles have scored compared to the software index rating for that month.

The software index rating is the overall average mark given by magazine reviewers over all titles. Although we only print the top 25 companies in the Stock Market, all other companies' performances continue to be monitored.

## THIS MONTH'S SOFTWARE INDEX RATING:

73.86

## UP NEARLY HALF A POINT!

Companies rating 100 and marked \* are 'new entries'. They haven't featured in the Company Counter (before, and) a company's launch date price is always 100.

Torn's and are new entry this month. Core's Games just breaks into the top 25 with Rip Out, its novel space age shoot'em-up game.

The Software Index continues its steady climb at 73.86 this month, it's up nearly half a point again. Are games improving all the time, or are reviewers becoming more generous?

Systems 3's flying high, while Amos is banking in the glory of Player Manager and Rick US 2. Regulars such as Microcosm, Image Works and its American associate Centroware, which all pride themselves on the high quality of their releases, are losing the reviewers' attention.

Publisher	Rating	+ or -	Shares	Index	Software Index	Score	Index	Score	Index	Score	Index	Score	Index	
System 3	92.79	+0.27	129.50	1189	Parade	90.97	100	100.71	1075	100	100.71	1075	100	
Amos	91.58	-0.42	171.48	1713	Electronic Arts	93.0	-4.12	195	129.94	Comix	89	100	100.71	
Accolade	89.83	-0.80	139.13	1637	US Gold	91.0	0.00	149.57	1214	Comix	90.75	100	100.71	
Microcosm	89.0	0.00	119.00	1187	Comix	90.97	-2.05	174.11	1289	Comix	90.5	100	100.71	
Image Works	87.73	0.00	93.25	1189	Parade	92.94	0.00	87.0	1074	Comix	90	100	100.71	
Centroware	86.83	+0.43	124.75	1107	Electronic Arts	93.47	-1.24	99.54	975	Mindscape	79.25	100	100.71	
Electronic Arts	86.75	0.00	100	1189	Parade	92.94	0.00	94.4	921	Comix	79.25	-0.82	94.5	100
					Electronic Arts	93.0	0.00	101.78	974	Comix	79.25	-0.96	92.94	100
					Microcosm	89.0	-0.81	104.94	931	Comix Games	79.75	0.00	100*	-0.89



# CD-I UPDATE

**At a recent convocation of UK developers and trade parties, Philips announced its plans for CD-I in the UK. Here's a quick checklist of the schedules and the software we can expect to see when the system appears in 1991.**

**P**hilips has officially launched CD-I in the UK - although we still aren't be able to buy the finished product in this country until 1991. What is available now are specific CD-I development facilities, as Philips Interactive Media Services (IMS) now has a year to attract British publishers, software companies, record companies, etc., into working on CD-I products. Most CD-I work is currently taking place in the US and Japan - Europe has some catching up to do. IC/Tha launch also gave Philips the opportunity to explain where it hopes to sell its software systems, and the hearing news for ACE readers is that CD-I is intended primarily for home entertainment use, to become as much part of your living room furniture as the TV, VCR and hi-fi. IC/Tha systems, when commercially available, will look exactly

like a rather fat CD audio player and will hook up into your hi-fi and television - helping to keep the cost of buying a fully-featured CD-I system down. Philips says that the cost of the CD-I player will definitely be under \$1,000 when it is launched in the US next year, and when it arrives in the UK about three months later we can expect a price tag of around £750. After that, you can expect the price to fall in much the same way as prices of video recorders and CD-audio players did five or six years ago. IC/For will the disks themselves be particularly expensive. A basic interactive cartoon on CD-I is likely to cost around £15,000, going up to perhaps £200 for a full multimedia encyclopedia. Hardly an impulse buy, but it certainly compares favourably to the cost of a 20 volume set of the Encyclopaedia Britannica or AMV's Treasures

of the Smithsonian, for example (see ACE 102) will retail at £29.95 around £40), which is cheaper than the 'coffee table' book of pictures of exhibits currently available. IC/Philips hopes that around 30-35 titles will be available in the UK at launch, which doesn't sound very many at all, until you remember that a single CD-I title will be far bigger in terms of content than a disk-based computer game, plus the fact that there are around 75 titles in development in the US alone. IC/There are a good 40 titles in development in the US which are being kept under wraps, since the companies concerned don't want competitors jumping on their bandwagon before the official launch date.

"These are in various stages of production and some have non-disclosure agreements attached to them due to competition in the publishers' markets," said John Davies of Philips IMS. IC/Over 30 however, can be named, and come from companies as diverse as book and encyclopaedia publishers, such as Harcourt Brace Jovanovich and Britannica, through AMV to software houses, such as Lotus. IC/Tha atmosphere's strategy literature games Days In and Simulated are both being developed for CD-I, as is Legion Chess which was released in the US many years ago in Atari's IL 5000 machines. The American Band McKeely Road Atlas is a natural fit for translation to CD-I, as is the Oxford Encyclopaedia, which has already been demonstrated at many exhibitions in its CD-ROM format. Publishers will be able to browse through the Stampy disc, while those who like a fiddle will be able

to experience Caspar's World of Greeting - without leaving their chairs. IC/AMV is converting BBC Sports Go!, Treasures of the Smithsonian and the CD-I versions of the children's TV series Sesame Street, Sesame Street Numbers and Sesame Street Letters. Other children's titles include the Carlton Junior, Children's Musical Theatre, a disk of Bible stories, school for kids, and a colouring book. IC/Tha number of the products in development in the UK follow on from titles nearing completion in the US. ACE, issue 32, looked at several CD-I products in development at Philips/Playgram subsidiaries AMV. For AMV's Palm Springs Golf, read St Andrew's; the Royal and Ancient Golf Club

is talking to Philips about the possibility of doing something with CD-I. The company is also actively encouraging cartoonists to feature well-known cartoon characters in games and 'educational' disks, since much of the cartoon-based development so far is based in Japan, and thus featuring characters unknown in the West. IC/Tha product demonstrated at the launch was The Listening Booth from IMS/Micrograms, which designed for the home insure enthusiast. Listening Booth isn't a disk you can tap to take notes with you, but it could revolutionise the way you use records or audio CDs, and is being piloted in the US at the moment. IC/Listening Booth is in effect a CD jukebox, designed to be installed in record shops. With you can choose to listen to songs from an album, or to a selection from a particular artist, or more broadly a selection from a specific

type of music. At the same time, you'll see the accompanying video as you're in, and at any time during the performance you can stop it and choose to listen to something else. After listening to your selection, you'll be asked to rate what you've heard - a useful piece of market research for the record companies. The day can't be too far away before all your music-only CDs become redundant as a video release the record giant video on a single CD-I format. IC/Tha analogy is continued in the Carlton Jukebox disk, aimed at young children. Here the cars that Philips is taking with making CD-I suitable for mass use is apparent. While the system will be mouse-compatible, and have a mouse port built in, the main way of controlling CD-I programs will be from the comfort of your armchair with an infrared remote control similar to the one you use with TV/video. But Philips is also developing a children's version, a larger remote control with rounded edges and bigger buttons - more suitable for small fingers. IC/Potential CD-I developers who buy one of the authoring support systems based around Philips' multimedia studios in Jersey Technical schools, training schools, newsletters are all available, as is practical help with integrating data on disparate formats (video, computer graphics, audiotape, etc.) on to the compact disk. The company is determined to make life as easy as possible for CD-I authors to ensure the maximum number of projects come to fruition in time for 1991.

## CAN THEY PULL IT OFF?

Philips faces significant design the launch of a CD-I unit since the product was first announced three years ago. While the launch of the CD-I to the market has moved on a step, and Philips may well be left scratching its head.

The problem lies with the technical specifications of CD-I. However good the handling of video images is intended to be (and the system 3D), doesn't have full motion video, although not as smooth as with the hardware built the computer graphics handling capacity of the Amiga, which forms the heart of the CD-I Processing system is going to be vital if the new video/audio/computer standards the CD-I and AMV are going to be able to make maximum use of the three media they command.

Manufacturers may pull off a cheap well CD-I - and Philips may be seen for finding themselves.

# CONSOLE CRAZY!



## SEGA®

16 BIT

### MEGA DRIVE

SCART  
OR PAL **£185**



### SUPERGRAF-X

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OR PAL **£289**



ORIGINAL PC ENGINE **£185**

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# ACE DEALS

Every month, dozens of shops round the country offer freebies and competitions if you slide your hard-earned pennies over the counter. If you're planning a software purchase, it makes sense to check this page first to see whether one of your local dealers is offering a little bit extra for your money...

**W**orld Cup fever will continue in the weeks this month as the tournament reaches its climax and around 20 related computer games flood the streets. The Software Superstore chain is preparing for an onslaught of World Cup material - games, footballs, T-shirts - you name it, they'll be there, either to be given away with purchases, or in the case of the footballs, as competition prizes. These promotions will be concentrated on the games many people see as the main contenders for computing's own World Cup - FIFA's Italia 90 game complete with official merchandise (man mascot, and US Golf's Italy 90

Official FIFA footballs are also up for grabs from all outlets of Computer Stores, based in Yorkshire (details below).

There's one football to be won per shop, and you don't

even need to make a purchase to enter the competition.

Various World Cup paraphernalia can also be won at Microcity, which has just opened a new store at 20, Cleveland Street, Doncaster, at the site which was previously Microgame.

Microcity's Scheme voucher scheme (see previous issues for details) rewards purchases is still running, and in the second week of June, the stores are offering double nations of stamps with your buys, making it a lot easier to save up for your free goodies. Local Microcity outlets have details of the latest prize lists available.

Still thinking of splashing out on Barton's excellent MiniStar? Buy it at any Microcity store and walk up a free disk cover for your computer at the same time.

Vega Games Centres are turning their attention to

other promotions. Artist Roger Dean, whose work is featured heavily on all Progress's packaging, among others, will be making a personal appearance in-store at 108, Oxford Street, London W1, on Saturday, June 6 to sign autographs, etc. So if you have any Roger Dean inspired posters and artwork, take it along to the Vega Games Centre in Oxford Street, and have it signed by the man himself.

Not to be outdone by its neighbours, the Games Centre at Marble Arch will be holding a tennis competition centred around IBM's Pro Tennis Tour, and timed to coincide with Wimbledon. Full details are available from the staff at the Marble Arch Vega Games Centre. Shopper as your Pro Tennis Tour skills, and give it a go.

In the north east, the Computershop/Bytewise chain has a 688c bike and a skateboard to give away to prizes in a competition based on Games's new title, *Blitz*: Anyone buying any software product from any of Computershop and Bytewise's nine outlets will get a free entry to the competition. This particular competition is also running in all Microcity shops.

A 688c bike is also the main prize being offered to buyers of *Blitz* throughout the Computer Store chain. Since you've bought *Blitz*, you'll be asked to answer

three questions about Games, the publisher, and the game. Get them correct and the bike could be yours.

Summer wardrobe looking a bit flat? Computershops in Leeds and Nottingham have hundreds of T-shirts which they're just dying to give away. So much so, that any full price 30-40 purchase comes complete with a free T-shirt throughout June - or at least as long as stocks last.

You can find Computer Shop outlets in the Amble Centre, Manchester; Newcastle, Leeds, Preston, Sunderland, Stockton and Nottingham. Also part of the Computer Shop chain are the two Games Store outlets in Carlisle and Middleton, which stock role-playing games as well as computer software.

Vega has its Games Centre outlets on London's Oxford Street (at Marble Arch), at no 100 and 101, and also in Margolins in Birmingham, Brighton, Dublin, Edinburgh, Glasgow (at Union St and Argyle St), Leeds, and Nottingham.

Software Superstore has outlets at Hanley, Stoke-on-

Trent, The Wharfedale, Sheffield, Littlewoods in Stockport and the centre of St Helen's.

The Computer Store chain is based in Walsley, with shops at Printing Office St, Doncaster; Leazes, Bradford; Trinity St Arcade, Leeds; Market Place, Rotherham; Wakefield Road, Wakefield; St Sampson's Square, York; The Woodhops, Halifax; Market St, Barnsley; and also at High Street, Souththorpe.

There are Microcity stores in the Amble Centre, Manchester; the Boulevard Centre, Nottingham; Kirkcaldy, Walsley; the Metro Centre, Gateshead; the Greenmarket, Newcastle Upon Tyne; the Kingsgate Centre, Bradford; the Bull Ring Centre, Birmingham; the County Arcade, Leeds; Parkside Road, Gosley; and Cleveland Street, Doncaster.

All offers and promotions are subject to availability of stock. Although we do our best to ensure our dealer promotion information is accurate at the time of going to press, ACE cannot take any responsibility for changes or cancellations to dealer's plans.

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# THE ACE HARDWARE GUIDE (CONSOLES)

**W**ant to splash out on a games machine? Check out this month's console guide for full details of the machines currently available. Next month, we'll be taking 15 of computers - we hoped to include that exciting new console, but were left adding the information to ensure that it's 100% accurate and comprehensive. Catch the 16-bit guide next month, and sorry apologies for the delay.

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

## ATARI LYNX

Package:	Yes with California Games pack
Memory:	64k
Processor:	6502
Price:	£149.95
Contact:	Atari 0253 333344

### IN BRIEF

The Lynx was designed by a team including Atari's chief designer, the man behind the Amiga. If that doesn't convince you, consider it was a last 6502, has 64k of game storage on its cards and supports multiple games. The graphics hardware has built-in hardware scrolling and image scaling. Software is a little thin at the moment but bound to increase during 1990. Although not officially available yet in the UK, the Lynx is widely available from 02976051.

### GRAPHICS AND SOUND

Resolution:	160 x 102
Palette:	65536
Colors:	16
TV:	No
Monitor Output:	No
Monitor Supplied:	Yes - 3.5 inch built-in color LCD
Monitor Options:	None
Speakers:	Special graphics hardware effectively breaks ALL screen objects

Speed:	Fast
Speaker Quality:	Very good
MIDI:	No
Stereo Output:	No
Performance:	4 channels, 3 octaves

stereo sound has to be heard to be believed.

### HARDWARE AND SOFTWARE

cartridge Format:	5M/10M
cartridge Price:	5/4
joystick:	4-way digital
ports:	Cartridge port, multiplexer port, monitor cable leadframe port.

Existing Software Base:	Very small
Current Releases:	California Games is a great find, very good
Prospects:	Very good
Software Loading:	Direct insert

### SOFTWARE

Best Buy Price:	As RRP
Second Hand Availability:	Very low
Maintenance:	One year's guarantee

### STAR RATING

Graphics:	****
Sound:	****
Expansion:	****
Overall:	****

## ATARI VCS

Package:	Yes
Memory:	512k
Processor:	6502/6505/6502/6700
Recommended Retail Price:	£239.00
with 4K, 16K/32K/64K/128K	
Contact:	Atari 0253 333344

### IN BRIEF

The VCS2600 is a revised version of the original Atari games console which until a couple of years ago remained the best selling home video games system of all time. The VCS2600 is a reworked version of the VCS2600 with a faster processor, eight-bit color sound and vastly improved graphics.

### GRAPHICS AND SOUND

Resolution:	192 x 160/260k
	128 x 242/320k
Palette:	16/260k/256/320k
Colors:	6/260k/16/320k

TV:	Yes
Monitor Output:	No
Monitor Supplied:	No
Monitor Options:	No
Speakers:	5/4/54
Speed:	Slow
Speaker Quality:	Depends on TV
MIDI:	No
Stereo Output:	No
Performance:	Limited to 3 channels @ 260k and less of 320k

### HARDWARE AND SOFTWARE

joystick:	Digital
ports:	2 x Video 2 for joystick, TV, cartridge port

Existing Software Base:	Small
Current Releases:	Very few
Games:	4 few
Prospects:	Uncertain in light of new competition from Japan
Software Loading:	Insert

### SOFTWARE

Best Buy Price:	As RRP
Second Hand Availability:	None
Maintenance:	One year's guarantee

### STAR RATING

Graphics:	3600	3600
Sound:	..	..
Expansion:	None	None
Overall:	..	..

## KONIX

Package:	Multi-system plus joystick
Memory:	256k + 512k expansion
Processor:	6505 + 6705 chip
	850 chip
Price:	£299
Contact:	Marked Baker 0273 679500

### IN BRIEF

Since its exclusive unveiling in ACE, the Konix has suffered from the changing fortunes of its manufacturer. A pity because it had the makings of a champion. For the first time, a games console has the option of changing between a joystick only steering wheel and a handle bar - designed on the game being played. The multi-system was going to be the 'M' machine when it appears, but whether it will ever make it was never established. If you see one, buy it for the early case, not for the prospects.

### GRAPHICS AND SOUND

Resolution:	256 x 200/16
	512 x 200 software only (limited)
Palette:	4096
Colors:	127 available at low resolution, 16 at 768k

TV:	Yes
Monitor Output:	Yes
Monitor Supplied:	No
Monitor Options:	Analog 192 x 144
Speakers:	None
Performance:	Limited to 3 channels @ 260k and less of 320k

### SOFTWARE

Multi-system also has hardware screen player like Amiga's analog player. The latter is capable of 12 million pixels per second. In other words, you'll have per second.

Speed: Very fast

Speaker Quality: Depends on TV/monitor

MIDI: No

Stereo Output: 3.5 inch jack

Performance: Digital signal processor could produce up to 40 channels of sampled sound. If you want a game as well

we'd hope to see 8 channels @ 16, 4 right now - 7 octaves - better than the Amiga!

### HARDWARE AND SOFTWARE

cartridge Format:	1.5in - 800k
cartridge Price:	Applies to developers only
joystick:	Yes
ports:	Expansion port for light gun and Power Disc

Existing Software Base:	Negligible
Current Releases:	Last 1000
Games:	None
Prospects:	Very poor, but no way to find

Game: All bets to be placed here

Prospects: No way to find

### SOFTWARE

Best Buy Price:	As RRP
Second Hand Availability:	None
Maintenance:	Expect 1-year's guarantee with normal return procedures

Expect 1-year's guarantee with normal return procedures

### STAR RATING

Graphics:	*****
Sound:	*****
Expansion:	*****
Overall:	*****

## NINTENDO ENTERTAINMENT SOFTWARE

Standard version - console plus game controller plus 1 game Super Mario Brothers, Deluxe version - console, game controller, light gun, 800-Robo, 2 games. Recommended Retail Price: Standard

model 200, deluxe model 210  
**Contact:** Coughlin PR 01-838 2931

**IN BRIEF**

The world's largest selling console, targets because of the availability of some of its games rather than its hardware specifications, which is 94th average. Better supported now in the UK than it used to be.

**GRAPHICS AND SOUND**

**Resolution:** 256 x 240  
**Palette:** 52  
**Colours:** 18  
**TV:** Yes  
**Monitor Output:** No  
**Monitor Support:** No  
**Monitor Options:** None  
**Speakers:** N/A  
**Sound:** Average

**Speaker Quality:** N/A  
**Stereo Output:** No  
**Performance:** Average

**HARDWARE AND SOFTWARE**

**Joysticks/Mouse:** 2 dedicated controllers supplied. 10 wireless controllers with 50% range now available for 4.99/95.  
 ...

**Existing Software Base:** Around 50 titles available here. Many more available in Japan but these require a converter to run.

**Current Releases:** Nintendo predict about 2-3 titles per month.

**Prospects:** In the UK, increasing demand increased support - but this is yesterday's technology.

**Software Loading:** Instant

**BUYERS**

**Best Buy Price:** 49.99p  
**Second Hand Availability:** A few.  
**Maintenance:** One year's guarantee. Faulty machines return to dealer.

**STAR RATINGS**

**Graphics:** ...  
**Sound:** ...  
**Expansion:** ...  
**Overall:** ...

**NINTENDO GAMEBOY**

**Package:** Box and 1 game (Tetris)  
**Memory:** 640K (SR RAM)  
**Processor:** Custom 8MHz  
**Price:** Not yet released in the UK. US price is around \$49. Expect to pay £29 once officially launched September.  
**Contact:** Coughlin PR 01-838 2931

**IN BRIEF**

Nintendo was the first company to produce a dedicated handheld console and now its success continues to get it on to the list. Its reputation over the Game Boy was a long time coming since the handheld was replaced by the Game Boy Advance (see page 10).

**GRAPHICS AND SOUND**

**Resolution:** N/A  
**Colours:** 2 monochrome  
**Monitor Support:** Yes - LCD display in lid by ambient light  
**Speakers:** Information not available  
**Speed:** Fast for what it is.  
 ...  
**Speaker Quality:** Depends on what games.  
**Stereo Output:** Yes  
**Performance:** Plays a lot better than it looks.

**HARDWARE AND SOFTWARE**

**Keyboard:** Select and Start - 2 option buttons.  
**Joystick:** Single 8-way controller.  
**Ports:** Headphone socket. Sub-machine interface.  
 ...  
**Existing Software Base:** Growing rapidly - check with your local dealer.  
**Current Releases:** Increasing.  
**Games:** An odd and quirky lot.  
**Prospects:** Not due for UK release until at least September. Game Boy is on technological grounds - ought to be hard pressed to beat the Lynx, but it's cheaper and the games play very well.

**Software Loading:** Instant

**BUYERS**

**Best Buy Price:** Only available through grey imports at yet.  
**Second Hand Availability:** None.  
**Maintenance:** Matched out - grey imported machines rarely have any real warranty.

**STAR RATINGS**

**Graphics:** ...  
**Sound:** ...  
**Expansion:** ...  
**Overall:** ...

**NEC PC ENGINE**

**Package:** PC Engine + controller and 1 game  
**Memory:** 64K internal + 32K video (1-128K internal 32K video)  
**Processor:** 8MHz custom  
**Price:** N/A US price around \$299  
**Contact:** Local dealers

**IN BRIEF**

There are now very few indications that this machine will be released in the UK in September. It's CD-ROM add-on drive is now the largest selling CD unit on the market and is responsible for much of the recent increase in CD development. There's also a custom 64 version, which more powerful, called the TurboGrafx, but this is only rarely available through importers and at a price - usually around \$300. NEC are also working on a hand held version of the Engine which will be software compatible with its larger brother.

**GRAPHICS AND SOUND**

**Resolution:** 288 x 224  
**Palette:** 947 (75k - 1024)  
**Colours:** 32 - 96 background

and 15 shared by sprites.  
**TV:** Yes  
**Monitor Output:** Yes  
**Monitor Support:** Yes  
**Monitor Options:** N/A  
**Speakers:** 64 (75k - 128)  
**Speed:** Very fast compared to the rest of the list.  
 ...  
**Speaker Quality:** Depends on monitor.  
**SDS:** No  
**Stereo Output:** Yes  
**Performance:** 4-channel stereo.

**HARDWARE AND SOFTWARE**

**Data Format:** CD-ROM at 1000 rpm.  
**Disc Price:** 10p/100 to N/A  
**Disc Performance:** Scored - the CD-ROM adds a new dimension.  
**Joystick:** Supplied with stick and controller.  
 ...

**Existing Software Base:** Large

**Current Releases:** Increasing.  
**Games:** Almost exclusively on sale.  
**Prospects:** Good.  
**Software Loading:** Cartridge is instant. CD ROM.

**BUYERS**

**Best Buy Price:** Currently grey import.  
**Second Hand Availability:** None.  
**Maintenance:** Matched out - grey imported machines rarely have any real warranty.

**STAR RATINGS**

**Graphics:** ...  
**Sound:** ...  
**Expansion:** ...  
**Overall:** ...

**SEGA MASTER SYSTEM**

**Package:** Console using cartridge or smart cartridge game controller and 1 game (King of the Monsters)  
**Recommended Retail Price:** £79.95, US \$99.95 + light gun + £29.95/99.95 - light gun and 3D glasses.  
**Contact/Info:** Masterforce 01-737 8070

**IN BRIEF**

Japanese software base is not as good as Nintendo's but more titles reach UK. Nintendo's home game support to the machine is the prospect look good. Like the Nintendo, however, this 8-bit machine uses established but dated technology.

**GRAPHICS AND SOUND**

**Resolution:** 256 x 192  
**Palette:** 60  
**Colours:** 18  
**TV:** Yes  
**Monitor:** ...  
**Speaker Quality:** Depends on TV.  
**Performance:** 3 channels.

**HARDWARE AND SOFTWARE**

**Keyboard:** Game controller supplied.  
 ...  
**Existing Software Base:** Very good.

**Current Releases:** Good  
**Games:** All grade  
**Prospects:** As good as any 8-bit console.

**SOFTWARE LOADING**

**BUYERS**  
**Best Buy Price:** N/A  
**Second Hand Availability:** None  
**Maintenance:** One year's guarantee. Faulty machines return to dealer.

**STAR RATINGS**

**Graphics:** ...  
**Sound:** ...  
**Expansion:** ...  
**Overall:** ...

**SEGA MEGADRIVE**

**Package:** Regulator, controller, one game  
**Memory:** 128 main + 64K video  
**Processor:** 68000 + 3800  
**Price:** Under £100 when it appears.  
**Contact/Info:** Masterforce 01-737 8070

**IN BRIEF**

Excellent example of the new 16-bit console technology. Although still not officially available, grey imports are laughing at the way in the bank. It will come when Virgin Masterforce start importing the official UK in September (likely to be the first official 16-bit console to receive official support in the UK).

**GRAPHICS AND SOUND**

**Resolution:** 320 x 224  
**Palette:** 512  
**Colours:** 64  
**TV:** Yes  
**Monitor:** No  
**Speakers:** No  
**Speed:** ...  
**Speaker Quality:** N/A  
**SDS:** No  
**Stereo Output:** No  
**Performance:** 12 channel stereo sound is produced by custom 58 chip and sounds fantastic.

**Speaker Quality:** N/A  
**SDS:** No  
**Stereo Output:** No  
**Performance:** 12 channel stereo sound is produced by custom 58 chip and sounds fantastic.

**HARDWARE AND SOFTWARE**

**Keyboard:** Dedicated controller supplied.  
 ...  
**Existing Software Base:** Poor  
**Current Releases:** Few (all at present)  
**Games:** All grade  
**Prospects:** Very good.  
**Software Loading:** Instant

**BUYERS/Best Buy Price:** Only available through grey imports at yet.  
**Second Hand Availability:** N/A  
**Maintenance:** Matched out - grey imported machines rarely have any real warranty.

**STAR RATINGS**

**Graphics:** ...  
**Sound:** ...  
**Expansion:** ...  
**Overall:** ...

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# HOT OFF THE SHELF

OK, SO SUMMER IS HERE. THE LAST THING YOU WANT TO BE DOING IS SITTING INDOORS, GETTING ALL HOT AND STICKY OVER A COMPUTER GAME. NO, YOU WANT TO BE OUT THERE ON THE BUNCH, GETTING A TAN, STRUTTING AROUND IN YOUR TIGHT CRUISE SHORTS, OR YOUR BOLD-SUNBURN, GENERALLY LOOKING COOL AND HAVING A GOOD TIME. BUT, WE ALL KNOW WHAT SUMMERS CAN BE LIKE DON'T WE? JUST AS YOU'RE DOWN YOURSELF A HERINA STRUGGLING INTO LAST YEAR'S BATHING SUITS (HOW THIN SAYS TOO SMALL), THERE IS A TRIP PITTER-PITTER, EVERYTHING GOES GREY, AND DOWN IT COMES (NOT THE BATHING SUITS STRIP). SO JUST IN CASE THE DREADED RAIN STRIKES AGAIN YOU HAD BETTER GET STOCKED UP ON A FEW GOOD GAMES, AND OUR ACE GUIDE TO THE LATEST AND GREATEST IS THE PLACE TO START LOOKING...

## ANTHEADS

Comesave/Microsoft • Amiga (114.995k)  
All of these sub-titled B Games From The Desert have in more of the same in the shape of a handy test on scenarios. It's 3D-style Sci-Fi again, and this time some very strange things are happening to the inhabitants of the tiny fictional American town of Lizard's Breath. How play 'Brick' Nash, an enlighten pilot determined to solve the riddle of the Antheads. If you enjoy puzzle solving with great graphics and sound, then you can't go far wrong with this number, and if you haven't played B Games From The Desert then why not give that a try first!  
• ACE RATING 900

## BATMAN

3D. 6200 • Amiga ST (219.995k) • Amiga (219.995k) • Spectrum (29.995k) • CD-ROM (29.995k) • CD-ROM (214.995k)  
The game of the movie. Michael Keaton put up a pretty good show as the caped crusader in the film, and his digital counterpart can't too far differ. There are no less than five sections to the game. The first, Acid Chemical Plant, and, again, Gotham City Cathedral, are superb 3D platform games in which our hero has to swing around on his batwing bumping off the villains before they get him. There is also a team game in the Batcave and two excellent 3D games set in the Batmobile and Batwing respectively. A must for all DC comic fans.  
• ACE RATING 920

## BOBBER

Artisan • Amiga ST (214.995k) • Amiga (214.995k) • Spectrum (214.995k) • ST (19.995k) • Amiga (114.995k) • CD-ROM (214.995k) • PC (214.995k)  
A flight sim employing fast solid vector graphics with more balls and wobbles than most similar programs. There are a total of fourteen lighter bombers than around the world featured in the program. If you get bored of the standard forward cockpit view then it is possible to select one of a variety of out of cockpit views. The PC version is an experience not to be missed (provided you have a 286 or 386 machine with VGA or VGA, but for all the other versions - try before you buy)  
• ACE RATING 925

## CHASE STORIES BACK

FTL/Microsoft • Amiga ST (214.995k) • Amiga TBA  
The long awaited sequel to Dungeon Master. If you have already played through the first program you can use your existing characters, otherwise there is another hall of mirrors you can select from. Chess has a similar feel to Dungeon Master, but is much tougher. There are also some new features thrown in, like a character editor and help console (very handy). If you haven't played Dungeon Master then play that first before making a definite order with this game.  
• ACE RATING 945

## COMBUSTER

Rainbow Arts • Amiga ST (119.995k) • Amiga (214.995k) • PC (214.995k)  
An arcade style tank sim which makes use of a 3D graphics system based around the use David Foster-developed for Zaxx. There are three types of game available: arcade, mission, and strategy. All three are best played with two-cylinder Barbarian-style, but there are enough control options to suit every setup. A definite buy for tank buffs.  
• ACE RATING 920

## CRACKLES

Reignite • Amiga ST (214.995k) • Amiga (214.995k) • PC 704  
This unusual combination of flight sim and adventure game, and based to the well-received Microsoft, has been in development for a couple of years now, but the resulting game has been worth the wait. The wireframe graphics of the original game has been replaced by solid 3D vector graphics, but they are just as fast. There are now wireframes to explore instead of one city, so there is plenty of long term challenge here.  
• ACE RATING 935

## FLUFFY WARRS

Palace • Amiga ST (214.995k) • Amiga (214.995k) • PC 704  
A totally mouse-driven graphics adventure from French developers Deputes. 'You are Cat', a mild-mannered office window cleaner who gets caught up in an alien plot to conquer Earth in the 43rd century. The graphics and

background music are very striking and the game is made very accessible by the lack of text entry. There is enough of a challenge here to keep most adventures happy for some time. A delightful game.  
• ACE RATING 910

## GRAVITY

Imageworks • Amiga ST (214.995k) • Amiga (214.995k) • PC TBA  
Deep space strategy unlike anything you've ever seen before. The universe is being invaded by the alien aliens who are attempting to take all the sun in the universe into black holes. Meanwhile you must create as many inhabitable systems as possible. The game makes use of the principle of Einstein-Minkowski four space - this means for some very unusual graphics. When you add programmable drivers and travel via black holes you have yourself a highly original and compelling game.  
• ACE RATING 920

## HARD DRIVEN

Demarc • Amiga ST (214.995k) • Amiga (214.995k) • Spectrum (19.995k) • CD-ROM (214.995k) • Amiga (19.995k) • CD-ROM (214.995k) • CD-ROM (214.995k) • PC (214.995k) • Archimedes (210.00k)  
A very competent conversion of the Tengen classic. Drive your Ferrari round either a speed track or a flat track complete with a top and open bridge to leap. The concept scored on its super fast solid vector graphics, and these have been faithfully reproduced in

the computer version. A must buy.  
• ACE RATING 900

## HARPOON

Microsoft/FTS • PC (219.995k)  
Quite simply the best mouse simulation to be released for the General Public. The bathroom that comes with the game deals with 5,000,000 conflict in the North Sea, but other battles will be available soon. A clever system of three map layers is used to effectively manage each mouse. The nice thing about Harpoon is that the computer takes care of all the boring mechanics, allowing you to concentrate on broad tactics. A must buy for anyone interested in modern naval warfare.  
• ACE RATING 940

## INDIANAPOLIS 500

Electronic Arts • PC (214.995k)  
The ultimate racing game. Only 500 cars state of the art solid vector graphics which really add something to the high speed action. As is Activision's Bomber there is a variety of out-of-cockpit views to select from, the realistic handling of the cars will have you coming back to this game time and time again.  
• ACE RATING 920

## INTERPHASE

Imageworks • Amiga ST (214.995k) • Amiga (214.995k) • PC (214.995k)  
A 3D sci-fi strategy supposedly inspired by William Gibson's novel Neuromancer. It is set in a 4th-century future, 'our task is to guide a female robotron to the heart of the Dreamtrack.

Cooperation by interacting with a strange 3D environment. The game is very weird and very compelling. It is also very hard - don't expect to get through this one in a hurry.

• **ACE RATING 9.5**

#### KNIGHTS OF LEGEND

Grady/Microscope • PC £29.99/£6

Role Playing at its best. An expandable game set in the land of Aeneliana. There are twenty-four quests to complete, or you can simply enjoy exploring. The program stands out because of its attention to detail. There are no less than forty different algorithms to decide how and when an enemy retreats for instance. Impressive stuff.

• **ACE RATING 9.4**

#### KNIGHTS OF THE CRYSTALLION

US-Go • Amiga £24.99/£6, including measurements of soundtrack

The most original game that US-Go has released in a long time. It has been marketed as a "culture simulator", but that doesn't really say much about the game. You play a member of a futuristic community, and your task is to rise to the highest possible status within that culture. This involves playing through several distinct sub-games. The whole is a highly unusual experience with distinct graphics and a superb soundtrack. This certainly isn't for everybody's taste, but if you are looking for something a little different - try this.

• **ACE RATING 9.3**

#### MY TANK PLATOON

Microscope • PC £29.99/£6

The ultimate tank sim. Not only are there realistic 3D vector graphics, resources with a host of a lot of atmosphere, but you also have to think carefully about choice of platforms, men, and the way you locate each scenario. Microscope had to call on the President of Information-Art to get all the information that they needed for the game. The result is one of the most

brilliantly accurate tank sims we've seen.

• **ACE RATING 9.2**

#### NEOWINTER

Microscope • Atari ST £29.99/£6

The latest mega hit from top programmer Mike Singleton, creator of Lords of Midnight. The game is set on a frozen island in the future. Your task is to recruit members of the Peace Force to fight off General Master's invasion force. This is done by managing people and resources via a series of fractal Maps and menus. The game has disappointing sound, but nice 3D graphics, and enough solid gameplay to keep you going for months.

• **ACE RATING 9.0**

#### MYTH

Sistem 3 • C64 £9.99/£3, £14.99/£6 • Spectrum £9.99/£3, £14.99/£6

The game that outdoes the C64 and Spectrum further than they have ever been before. Fight your way through several time zones to reach the ultimate confrontation with the god Garmen. The game is captivating not only because of its size and depth but also because of the superbly animated sprites and sheer playability.

• **ACE RATING 9.0**

#### OPERATION

##### WUNDERBOLT

Goan • Atari ST £29.99/£6 • Amiga £24.99/£6 • Spectrum £9.99/£3 • Amstrad £9.99/£3 • C64 £9.99/£3

Essentially successful conversion of the hot console hit Operation Wolf. Grab your lip and shoot your way through hordes of terrorists to rescue the lockers hostages. There are new 3D scenarios this time to add to the frantic lead upping of the original. Best played with a light gun, but a mouse will suffice if you don't have one. Joystick or keyboard controls don't really cope however.

• **ACE RATING 8.9**

#### PIPERMAN

Entertainment International • Atari ST £29.99/£6

Amiga £29.99/£6 • Spectrum £9.99/£3, £14.99/£6 • C64 £9.99/£3, £14.99/£6 • Amstrad £9.99/£3, £14.99/£6 • PC £19.99/£6 • Macintosh £24.99/£6 • Instruments £24.99/£6 • MSX £9.99/£3, £14.99/£6 • BBC, Spectrum £9.99/£3, £14.99/£6

The game that proves plumbing can be fun. You must construct a continuous length of pipe from several sections before the flow escapes. The action is just as compelling as that in games like Tetris and will have you bawling the midnight oil in an attempt to beat the odds. It is available for practically every machine, so there is no excuse for not owning a copy.

• **ACE RATING 9.1**

#### PLAYER MANAGER

Acco • Atari ST £19.99/£6 • Amiga £14.99/£6 • Spectrum £9.99/£3, £14.99/£6 • C64 £9.99/£3, £14.99/£6 • Amstrad £9.99/£3, £14.99/£6

Acco-Off with a management/strategy element. The game is completely non-linear, making it easy to get into. The management detail is superb, right down to planning in-match tactics. Acc-Off for the match you can either watch from the sidelines or join in with the Acc-Off guys too.

• **ACE RATING 9.0**

#### PRO TENNIS TOUR

USI Soft/Blue Byte • Atari ST £24.99/£6 • Amiga £24.99/£6 • Spectrum £9.99/£3, £14.99/£6 • C64 £12.99/£6 • Amstrad £9.99/£3, £14.99/£6 • PC £29.99/£6

One of the best tennis games yet. The control method works really well, although the standard of the computer players is good, so you'll have to put in a bit of practice. There is a choice of grass, concrete, clay, and indoor courts, as well as comprehensive practice options. A great way of spending a few hours while you are waiting for Wimbledon.

• **ACE RATING 9.0**

#### THEIR FINEST HOUR:

##### THE BATTLE OF BRITAIN

Lucasfilm • Atari ST £24.99/£6 • Amiga £24.99/£6 • PC £24.99/£6

World War II air combat flight sim. You have the opportunity to fly a variety of WW2 craft from the Spitfire to the Hurricane. A real option is the camera which records your flight and can be replayed to assess your performance.

• **ACE RATING 8.9**

#### TOWER OF BABEL

Microscope • Atari ST £24.99/£6 • Amiga £24.99/£6

An imaginative 3D puzzle from Peter Cooke - the man who brought you Tau Cast. You control three robots, a sapper, a pusher, and a puller. They must be used to complete a specific task on a number of fantastic levels of a tower. This involves working your way past various nasty constructions deliberately designed to impede your progress. This game will have you bawling the midnight oil as you attempt to get past a particularly tricky level.

• **ACE RATING 8.9**

#### ULTIMA VI

Origo/Microscope • Atari ST £24 • Amiga £24 • PC £24.99/£6 • C64 £24

The ultimate role playing game. Seven thousand objects, two hundred and fifty characters, unlimited encounters - a quest that will take months to solve, and graphics better than you'll see on any other game of the type. The Ultima series of RPGs go from strength to strength, this series with Lord British and once more enter the fray... unbeatable stuff.

• **ACE RATING 8.9**

#### WUNDERBOLT

Sistem 3 • C64 £9.99/£3, £12.99/£6

A great arcade adventure that really pushes the C64 to its limits. You must fight your way past the lightning to defeat a bomb, and rescue the professor and his daughter. But while you are on the hero's glory path,

the police are on your heels. Most of the action takes place against an isometric 3D background, but there is also an excellent driving section to end many false-starting games.

• **ACE RATING 8.9**

#### WETTE

Microsoft/Open from Helsinki • Atari ST £84 • Amiga £84 • PC £29.99

High speed racing round the streets of San Francisco in one of four Corvettes on offer. The superb 3D colour graphics in the game give a great sense of the wind in your hair as you race down progressively steeper streets desperately trying to avoid pedestrians and other vehicles. Brakes and bits of fun, this game, from the people who brought you Falcon, will have you hooked.

• **ACE RATING 8.9**

#### WARHEAD

Microscope • Atari ST £24.99/£6 • Amiga £24.99/£6

Veteran programmer Glyn Williams' latest masterpiece is set in deep space. Earth is under threat from a horde of nasty extraterrestrial insects. The only hope is the FOX-57, an advanced craft

abundantly loaded down with weaponry. Fast solid vector graphics and rapid action make this a warm, hot game you will go through the training missions and you'll soon be rapping away quite happily.

• **ACE RATING 8.9**

#### XANT

Bandow Arts • Atari ST £19.99/£6 • Amiga £19.99/£6 • Amstrad £9.99/£3, £14.99/£6 • Spectrum £9.99/£3, £14.99/£6 • C64 £9.99/£3, £14.99/£6

Probably the best horizontally scrolling shoot 'em up ever written. There's everything in this game any bigger floppy disc could want, well animated sprites, pretty backgrounds, lots of speed, a bagful of weaponry for the taking, healthometers, and plenty of challenge - what more could you want?

• **ACE RATING 8.9**



# ACE WINNERS

Yes, it's that time of the month again. Sit back, relax, and discover who is about to be launched into a life of fame and fortune by becoming a winner of an ACE competition. Who knows... it could be you...

**CRAZY CAPTIONS #1**  
Remember that most recently someone we printed in last month's *Bitter End* - a modern business woman commencing happily with her handy laptop computer. He asked you for suitable

captions, and you came up with some choices.

Our wife goes to **Mr. B.**  
**Start** with this welcome: "Have you got a light Mac?"  
No, but I've got a dark brown Apricot!"

**CRAZY CAPTIONS #2**  
Then there was that ominous "Marked out photo on page 18. Just what was going on behind all that black ink?"

Thirteen year old **David Caccia** came up with the

best suggestion. Over to David: "The black picture on page 18 is a close up of a man dressed up as a lion tamer. He is drunk and has just wandered in from the ferry three party next door. The reason for the close up is that he is doing something incredibly rude with a male beguener."  
Wow... things have obviously changed a bit since I was there!

## BREEDY CDs

The winners of our CD competition were, of course, modern versions of *Galaxians*, *Asteroids*, and *Space Invaders*. Shame on those of you who don't know.

The three winners, who all receive a 500m 5022 CD Release, and a copy of Impression's game *Renaissance* are: **Andrew Lockwood**, South Yorkshire; **Steven Mudge**, Eastleigh, Hants; and **Angela Knight**, West Sussex.

Twenty second prizes of copies of *Renaissance*, and Impression's *T-Shifts* go to: **Robert Mellor**, West Yorkshire; **Jamie Rogers**, Cheshire; **George Hobbs**, Aberdeenshire; **Steven Flood**, Warrs; **David Stevens**, Liverpool; **Kris Norfolk**, Norman District, W.Yorks; **David**

**McCallum**, N.Ireland; **Scott Byrne-Prater**, Leics; **McNeil O'Brien**, Nottingham; **Mr. J. Bayle**, Hants; **Mark Bark**, East Grinstead; **West Sussex**; **Mark Chas**, Moneyside; **Mr. D.R.J. Winford**, Northampton; **Peter Johnson**, Kent; **Mr. G. Ogden**, Stafford; **David B. Buchanan**, North, Milt; **Sakowski**, Nottingham; **Jonathan Livingston**, Glasgow; **Culture Centre**, Scotland.

Only more winners up will win a copy of *Impression* and a poster. Th... Th... That's all folk!

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## INVITATION TO TENDER FOR SOFTWARE DEVELOPMENT CONTRACTS

*Elite Systems Ltd would be pleased to receive, from interested individuals, firms and/or companies requests for further information in connection with Software Development Contracts which Elite is currently seeking to place.*

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# THE ACE STOCKMARKET ENTRY FORM

NAME \_\_\_\_\_ Telephone Number \_\_\_\_\_

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My prediction for the TOP TITLE in next month's chart is as follows:

THE TOP-GAME FOR THE AMGA  
BILL BE.THE TOP-GAME FOR THE SPEC  
TEAM BILL BE.THE TOP-GAME FOR THE  
AMSTING CPCS-BILL BE.THE TOP-GAME FOR THE D&H  
BILL BE.THE TOP-GAME FOR THE FC BILL  
BE.THE TOP-GAME FOR THE SEAR  
ST BILL BE.THE TOP-GAMING IN THE  
STOCKMARKET COMPANY  
COUNTER BILL BE.

You can also submit a JACQNET ENTRY, choose any ONE of the following categories and enter your prediction for the TOP ONE ENTRY in next month's chart for that category.

My JACQNET CATEGORY is check one only:

- ST GAMES \_\_\_\_\_ (1)  
AMGA GAMES \_\_\_\_\_ (2)  
FC GAMES \_\_\_\_\_ (3)  
D&H GAMES \_\_\_\_\_ (4)  
SPECTRUM GAMES \_\_\_\_\_ (5)  
STOCKMARKET COMPANIES \_\_\_\_\_ (6)  
CPC GAMES \_\_\_\_\_ (7)

## ROUND EIGHT

For this issue a plus bonus to ACE Stockmarket, Prince Court, 55-57 Farrington Lane, EDIR (Ed) Gaming site 21 on line 1995.

My five predicted top entries for my JACQNET category are:

1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_  
4. \_\_\_\_\_  
5. \_\_\_\_\_

### Notes:

All predictions to be received by the closing date for the month's issue 1st of the month.

No payment of entry, or of an option, is made in this contest. The total prize pool of \$50,000.00 will be split 50/50.

Only one entry per household.

The decision of the judges is final and correspondence cannot be had.

## WHAT YOU HAVE TO DO

Enter your choice for next month's number one entry in each category on the form. You can also choose to opt for the JACQNET by trying to predict the top five entries in any one category.

All correct entries will be put into a draw and a random selection made to determine a winner for each of the six categories. There's a £25.00 worth of software for your machine waiting for you if you win. If only one gets it, the entry for that JACQNET category right, then win a JACQNET PRIZE of £125.00 worth of software for their machine.

A philosophy of this form for a really fast and profitable is accessible, but please remember to include the correct number (5).

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# The BLITTER END

## CD-I - Too little, too late?

**P**hen recently held a product launch for CD-I in the UK, giving details of software, release schedules, and approximate prices. You can check out the details in this month's Pink Paper (page 103).

The editor wonders that the placing of the CD-I article at the back of the magazine and the prominent position of the game on the Amiga CD-I at the front was due solely to the timing of the arrival of the two articles. That may be so, but it strikes blitter as being rather pathetic.

The fact is that, if Commodore live up to their claim of delivering a full million video adapter for the CD-I, CD-I is going to look very odd indeed. The CD-I can share with the existing base of Amiga software. There are dozens of programming houses around the world with Amiga experience. Development systems are cheap. And the CD-I is promised for this Christmas.

CD-I on the other hand, is likely to have very few titles available at launch. Development systems cost a fortune. Commercially fit programmers have the OS2 experience necessary to program it (and even fewer combine that expertise with knowledge of games programming). The hardware spec, on the computing side, is not as exciting as the Amiga - particularly where graphics are concerned. And CD-I is not due to arrive until a year after CD-I.

These can't be entirely pleasant jobs for Philips to swallow right now. Even more alarming is the rumour that Sharp have bidged the CD-I for distribution in Japan, attacking a market that Philips - via their Sony connections - might have liked to keep to themselves. If this rumour is true, the path for CD-I looks unenviable.

Ironically, it's Philips and Sony who have created this opportunity for Commodore, by generating an awareness of the potential of multimedia and its entertainment applications. The industry is alive with CD activity - ranging from the Hit List films to the PC Engine CD-ROM - and CD-I was going to tie all the threads together. It could now as if it may be Commodore who will be ignoring the lead. If they don't seize it up, they may pull off the biggest coup in electronic entertainment since Sir Clive launched the Spectrum. And Philips may end up taking a very cold bath.

Is software getting better? The ACE Stockmarket results certainly seem to suggest that this is the case. It took rather a lot of persuading that the Stockmarket was anything other than a load of incomprehensible figures, but I'm beginning to get the hang of it. And it's the Software Index that strikes for most of all. Basically, this gives you the average mark received by ALL games

received by ALL magazines (or as many as the compilers can get their hands on each month. And each month, the index figure has been rising.

Now, either this means that the games are getting better, or the reviewers are getting better. Either think. But a process of mutual selection is at work here. Magazines get inundated with product every month, but there is far more going on in the market these days than just games. As time and more pages get devoted to console news, CD news, graphics, and music, there's less and less left for straight game reviews. Consequently more and more games head for the office wastepaper basket if they can't cut the clutter. Result, fewer hostile reviews and higher software sales.

Really, Blitter is intrigued that Kick Off 2 performed in this issue of ACE, but not related should have scored so well in the Stockmarket this month. Other magazines must have time reviewed and rated it, which is strange because the game is still not finished.

■ ■ ■ ■ ■

### CAPTION COMPO WINNERS



she was mentioned in articles for the lightest of this reader's output. Among the suggestions sent in by M B (Shon of Dover) were 'He looks like SPICE', 'he looks like old RE TUFFY', the obscure 'You're looking like your father', and the relevant 'You'll see my Aesop's Blue David Howard Nature travelling after 30th on Any Tuesday during Easter and save enough money to try ACE subscriptions.' In the end, however, we jumped for 'Where you got your hair? No, but I've got a dark brown April.'

That there was the matter of the back square on page 10, which M (Shon - in his last issue - suggested might be Steve Winder's misapprehension. The answer, of course, was - as David Corbett of London pointed out - another CD-I man dressed up as a black cat (the CD-I software is not of the same).

## SILVER SCREEN ISSUE!

Next month ACE really gets it all in the can with a stunning Hollywood competition that could send two very lucky people across the Atlantic to California. There they'll be hosted by representatives of Microsoft on an exclusive visit to Hollywood and a tour round Universal Studios, including a visit to the set of Back to the Future and - we hope - a special pass to visit the set of a feature film actually in production.

Not only that, but by collecting a special voucher (found either in the Microsoft game linked to the competition - see next month - or in the following issue of ACE) you could grab yourself £500 of spending money for the trip. ACE goes to Hollywood next month - don't miss it!

### Ooops!

And! This month we've surprised ourselves and managed to catch the Ooops! in This Issue! (Overseas it's The Third Count - as reviewed on page 89)!! We had their release details confused! And, even worse, PC was credited to Electronic Arts when it is, of course, published by Accolade. Our editors apologise to both companies and to our readers. Meanwhile, here are the release details for both games.

Overseas it is out on the Amiga and ST at £19.99 with a PC version planned. The Third Counter is out on PC, ST, and Amiga at £24.99.





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**3D  
SENSATIONS**

- ST ■ AMIGA ■ C64
- CPC ■ SPECTRUM ■ PC
- NINTENDO ■ SEGA

**ACE**