

ACE

■ SP ■ ... ■
 GPC ■ SPECTRU
 ■ NINTENDO ■

STILL ONLY
£1.60

**BE
 PREPARED**

...for any hard/software
 purchase: GIANT 48 page
 Pink Section Inside

ADVANCED COMPUTER ENTERTAINMENT

**FREE
 WALLCHART
 INSIDE**

The ACE Guide
 to Games
 Evolution

SHRED HOT

Exclusive Preview
 of Turtles UK Version



POWERMONGER
 More anguiforming from
 the programmers of Populous

WILDFIRE

Realtime's operational
 credit to 3D/32bit



WIN! WIN! WIN!

• XIPHOS, MONTY PYTHON, SIMULCRA, SILENT SERVICE II ...

**FREE
 £1
 OFF**

Admission to the
 Computer
 Entertainment Show
 from Imageworks
 "THE GREATEST SHOW
 ON EARTH"



TEENAGE MUTANT HERO

**TURTLES
 SHELL-OUT**

**image
 WORKS**

This card is YOUR chance to
 share in the great Turtles giveaway



SCHWARZE

STARS IN THE MOVIE - NOW YOU

TO RECALL

AS DOUG QUAD YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO RECALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.

THE GO TRIP OF A LIFETIME

YOU MUST TRAVEL TO MARS TO FIND YOUR TRUE IDENTITY. IT'S A JOURNEY OF NON-STOP ACTION WITH AN ARRAY OF WEAPONRY ALL EXECUTED GRAPHICALLY AND SUCCESSFULLY.

YEAR'S TOP



ZENEGER

HOW YOU STAR IN THE GAME...

TAL CALL

EXPERIENCE THE HORROR
AS YOUR DREAMS TURN INTO
HIDEOUS NIGHTMARES.
SUDDENLY YOU'RE EVERY MOVE IS
MONITORED BY WOULD-BE ASSASSINS.
YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU -
YOU'RE ME

TO MARS TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
SUCCESS OF THE

TOP MOVIE



©1989 CAROLCO PICTURES, INC.

DISTRIBUTION - M2 5NS - TEL: 061 832 8633 - FAX: 061 834 0650

"I was hot for aliens..."

from *Reviews* Editor
introduced by *Reviews* Editor



Flight Simulator Building: Development of Microsoft
Now \$24.95 (49.95) \$24.95 (49.95) \$24.95



3D Modeling Software: Development of Microsoft
Now \$24.95 (49.95) \$24.95 (49.95) \$24.95



3D Modeling Software: Development of Microsoft
Now \$24.95 (49.95) \$24.95 (49.95) \$24.95

ENAP MAGAZINE

Provo, Utah, Publishing Office
London EC2A 4EJ, UK
Tel: 020-7461 4000 Fax: 020-7461 0094

EDITOR Steve Cooke

DEPUTY EDITOR Rob Hayes

ART EDITOR Ben White

DESK EDITOR David Widdows

TRAVEL EDITOR Alan Tuckwell

CONTRIBUTORS Eugene Lacey, John Cook,
Christina Collins, Pat Woodbridge,
Neil Barnes, Chris Morley, Ben Mitchell,
Ivan Traxler, John Minton, Tony Dillon,
Sally Bradford, Susan Harvey, Gordon Lee

ARTIST Gordon Lee

COVER ARTIST Geoff Andrew

PRODUCTION EDITOR Edward Park

PRODUCTION MANAGER Ian Cook

PRODUCTION ASSISTANT Emily Hall

PRODUCTION MANAGER Melina Coates

REVIEWER Gary Williams

CONTRACTORS

ACE, Subscriptions Department

PO Box 500

100013100, LPH GAA

02630 452910

LEGAL INFORMATION

Enlightenment, Garmouth, 180 St
Petersburg, Barking Road, E12

EDITORIAL CONTACT 1 Heron Street, St 1

EDITORIAL CONTACT 1 Heron Street, St 1

100013100, LPH GAA

100013100, LPH GAA

100013100, LPH GAA

PRINTED in Great Britain

© ENLIGHTENMENT 1992

None of the information may be reproduced without our permission.

REVIEWS

This month's round-up includes the superlative
Power Rangers—even BETTER than Popeye!

ON COMPUTER pages 40-62

- 42 CREATOR Imagination
- 48 CAPTIVE Montage
- 58 DRAGONFLIGHT Phoenix
- 67 GOLD OF THE ACTRESS (cd) Gold
- 69 HIT! SOCCER CHALLENGE Microsoft
- 78 MARS Millennium
- 79 MONTE PYTHON Virgin/Microsoft
- 79 NUMBER 67 Gold
- 80 NIGHTREID Orion
- 71 OPERATION HAMMER US Gold
- 68 OPERATION STEALTH US Gold
- 74 SHOOTING Dragon
- 41 SPACESHOCKer Software/Electronic Arts
- 82 SUPERHOT MARGINE Emtek
- 71 TROJAN VIVIDWARE
- 87 3D CADWORKER Super! Magic Software
- 87 3D CADWORKER Microsoft
- 77 3D CADWORKER Microsoft
- 84 3D CADWORKER Microsoft
- 65 THE 100% (cd) LIVED ME Bonnet
- 82 TIME MARCHING Antares
- 47 TOWERS OF THE EMERALD COVE
- 68 WOLFE US Gold
- 68 WOLFE Electronic Arts

ON CONSOLE pages 64-66

- 64 BATTLES THE MOWE Imagination
- 65 DOBLE DRAGON G
- 65 EARTH MEGALITH
- 63 GUNFLET Sega Master
- 63 IMPOSSIBLE MISSION Sega Master
- 65 LINA PHOENIX
- 66 PAPERBOY Gammatry
- 64 PRINCE OF PERSIA Megalith

ON CD pages 93-97

- 93 THE CURSE OF THE SEVERED HEAD CAUCHY
- 94 THE RULERSHIP DigitalCDV

That's our new Pink section, redesigned and rebranded to give you the industry's most comprehensive reference section for gamers/layers. In addition to the hardware and software listings, we've introduced monthly columns for new major computer and console systems, so if you own an X1, Amiga, PC, Spectrum, Amstrad, OS, Megadrive, Sega Master or Gameboy you can turn to the Pink section monthly for machine-specific news and games. Additionally, there will find a new *Paperboy* test section backed by Pat Woodbridge, and another *Euro Battlefield* feature by regular Phil Hays that gives you the industry perspective from another angle. Not only that, but you will get the indispensable ACE Diary giving you monthly non-news releases dates and events; the ACE Deals section with news of freebies and round the corner, and of course the ACE Charts and Downloads, keeping you up-to-date with the hottest games around.



Captain Commando: Nintendo Game Boy Advance graphics with excellent graphics. ACE (October page 100)

READY TO SHRED

ACE turns Turtle this month, but we haven't neglected those of you with a hunger for heavyweight gaming. *Midwinter Thawout*, the extraordinary sequel to *Midwinter Simulators*, a stunningly playable Virus derivative from Microstyle, and *Captive*, an excellent combination of *Dungeon Master* graphics, RPG, and arcade action are just a few of the treats in this issue. We've also checked out the emerging CDTV software scene and highlighted a couple of development projects – the first wave of what promises to become a flood over the next six months. Plus news from Japan, Gameboy Paperboy and, when you've finished, a chance to relax in the Living Room of the Future in our CES preview feature.

Some of the original artwork for *Midwinter* page 88, suitable for licensed graphic use in a space designated "artwork".

SHRED HOT!

First glimpses of LR, Turtle on page 26, plus details on how you could grab £100 worth of Turtle goodies.

ACE

OCTOBER 1998

contents

GAMEPLAY

- 40 **SCREENTEST**
The power and the glory of October's games
- 86 **CONSOLE SENSATIONS**
Gameboy Paperboy, Master Mission, and more
- 93 **SWITCH ON CDTV**
CD's Call of the Sealed Head goes live
- 97 **UPDATES**
Latest conversions for your format
- 103 **TRICKS AND TACTICS**
Four more pages of cheats and solutions

SPECIALS

- 18 **WILD FIRE**
Midwinter Thawout, ACE breaks the ice
- 22 **RETTALIATOR III**
A jump ahead of F2P and no bugs, Bunny
- 24 **WE'RE JAMMIN'**
A console that is an arcade machine
- 33 **TIME WARP!**
Enter the unique Living Room of the Future
- 68 **WIMI WIMI WIMI!**
Grab your share of the Turtle shell-out
- 113 **THINK!**
John Mission *Spinks* about the glorious past
- 116 **FACING THE FUTURE**
ACE readers preview *Back to the Future II*
- 119 **CCHOICE**
Can Amstrad's new machines cut the crumpet?

REGULARS

- 6 **ACE NEWS**
From Japan, America, and the world...
- 11 **PAGE 11**
Rivving a trail through the games jungle
- 12 **GUIDED MISGIVES**
Episodic communications from ACE readers
- 18 **SUBSCRIBE!**
– In ACE, the Future, and the glory of gaming
- 123 **PINK POWER**
The ultimate hardware reference section

THIS IS A STICK-UP!

Due to a production error, the index was incorrectly printed. This panel packs the punches...



Midwinter – Shredded to the max! *Midwinter* – a new reality under development at Amstrad. See us on page 100

MIDWINTER THAWS OUT!

Having ACE reported, DR Inquest, takes us from journey from *Winter Warriors* this month. In search for the legend of *Midwinter*. Read from *Midwinter* Lords of *Midwinter*! *Midwinter* and *Master Mission* on creating the masterpiece of 1998. Discover the secrets of *Frankal* graphics and *Human Generation*. "There are 60-100 major releases in *Midwinter*, each has the page of *Midwinter*." *Secrets* *Midwinter*. See on today, fight your *Midwinter*. It all starts on page 17

YOU'LL NEED IMAGINATION,
SKILL, DARING... AND ERR...

£100* FOR A 1meg MACHINE.



*£100 is the estimated cost to upgrade your Amiga 486 to 1M. Price may vary. See your dealer for a full list of available add-on peripherals for the Amiga 486.

It's a sad fact of life that only the fortunate few will ever get to experience Will Harvey's masterwork - *The Immortal*.

Still, those of you who are lucky enough to possess limb equipment or a monstrously generous maiden aunt and a birthday coming up, you're in for a rare treat.

Using a uniquely realistic three quarter angle, you are lead through eight levels of labyrinth in a quest to find your long lost teacher Mordimar. In a world of intrigue and betrayal, mystery and blood curdling violence, you are pitted against the most ghastly lifelike opponents you'd never want to meet.

All in all, this is one dungeon challenge that no true enthusiast can afford to miss - no matter what the cost.

Available until 31 September.
The Amiga required.
AmigaShare 2.0

£24.99



ELECTRONIC ARTS

Electronic Arts, 1149 Redden Road, Longley, Nr. South, North GL2 8YH, Tel: 00520 69442, Fax: 02750 4647



SEGA SATURN (left) offers handheld controls for up to four players. SEEKING FOR THE BEST BY GUY AROO

GOING CONSOLE CRAZY

Rik Haynes investigates the latest consoles to hit the circuit

Are you ready to become a console collector? Are consoles really taking over? ACE looks at the leading consoles on the market and asks the UK's top software houses for their opinions and plans...

SNES Games System (£299.95), console version of the SN4, supplied with four-game compilation cartridge: *Kiss Demark*, *Parade*, *Pinball Frenzy*, *Miniclops*, *Flinder's Quest* (Systems Three) and *International Soccer* (Commodore). Commodore believes there will be at least 100 SN4 cartridges available before Christmas. Peter Glotta, Managing Director of Miniclops, states, "Miniclops want to make sure we produce the right line of games for each console". Black Striker, joint Managing Director of Comark, says, "Demark is producing five titles on the SN4 console including *Miniclops* and *Cybernet*. For the SN4000 we'll have *Kiss and Kickapoo* from the Planet of the Robot Monsters - plus three other games. All ten titles will hopefully be available for Christmas". Stricker adds, "Comark will be much bigger this year, but the Spectrum and C64 sales aren't blown out of the water yet". Other companies producing SN4 cartridges include *Miniclops* and *Miniclops*. Peter Jones of Miniclops says, "We'll certainly produce classic games like *Street* and *Gunship* - and new products such as *Rick Dangerous II*, *International Soccer Challenge*". **US Gold** is considering the following SN4 cartridge: *California Games*, *Intellivision*, *Impossible Mission II*, *Leadertboard* and *Countdown II*. But Geoff Brown, Managing Director of US Gold, states "We'll still support SN4 consoles and disk users".

Amended SN4000 (£299.95), console version of the CPC race with enhanced audio-visual hardware and Burning Rubber games cartridge (see page 119-120 for further details). Ocean will be converting *Blade Runner II*, *Blade Runner: The Movie*, *Plotting*, *Operation Thunderbolt*, *Clash HQ* and *Shadow Warriors* (unfortunately, Ocean was unavailable for comment as ACE went to press. Other

SN4000 games include *Roll Off* (Beck), *Crazy Cars* (Taurus) and *Phy Tennis* (Fox Filiberto). Electronic Arts currently has no plans to develop titles on either the SN4000 or SN4 console because they are "too European". Geoff Brown (Miniclops), "I want the Amended console to be successful because it's British. US Gold will be releasing *Eyes* (Worlds of Sport) and *Strider II* on the SN4000".

Nintendo Super Famicom (£294), ACE has noted this new SN4 console will be launched in Japan during November at a price of £250 (Yen £110). It apparently features a customised 16-bit central processor and incorporates a 3DM circuit to speed graphics and sound functions. The clock can be automatically switched to 1.768MHz, 2.858MHz or 3.588MHz. The CPU can access up to 1.38M of memory. The basic unit comes with 1.27M RAM and 64K VRAM. Eight sounds can be played at the same time using 83.144K PCM stereo sampler. A 32KHz sampling rate is also available. It is reported that Nintendo will have thirty titles available for launch, including *Populous* (Electronic Arts), *Dungeon Master* (FTL) and *San-City Mass*. No European release date has been set for the Super Famicom.

Sega Gamegear (£194), a colour handheld console with similar technology to the Sega Master System but can't use its games cartridges. It features 256K of 1.6MHz, 3.2" screen with resolution of 160x144, displays 32 colours out of a palette of 4096, 8K RAM, 16K VRAM, three tone PSG sound and one voice channel. Gamegear has a built-in speaker and 3.5mm headphone jack. It is powered by six AA batteries, up to eight players can link-up for multi-player games. Gamegear will reportedly cost 1,980Yen (£29). A later date to launch the Gamegear into a UK costs 1,980Yen (£29). Sega is using several Japanese software houses to develop and transfer games such as *Japan Computer System*, *Nesha Tele-Net*, *Nesha Cable*, *NEP Team*, *Kaneko Works*, *Sigma Trade*,



SEGA GAMEGEAR (left) has a built-in speaker and 3.5mm headphone jack. SEEKING FOR THE BEST BY GUY AROO

System Soft and Namco. The games to be developed and transferred include: *Space Harrier*, *Clash Run*, *Blade Runner*, *Miniclops GP* and *Future Zone II*. Gamegear cartridge prices will be in the region of 350Yen (£14). Gamegear and other Sega titles will also be released. It is believed Gamegear will be launched in Europe sometime in the first half of '91 - although Nick Alexander, the Managing Director of Sigma/Mastertronic UK distributor of the Sega Master and Gamegear, thinks a British Gamegear price of between £100-£150 more likely.

Sega Megadrive (£250.99) to be launched in September with 25 games titles officially available over here before Christmas, including *Space Harrier II*, *Ghost 'n' Goblins* and *Golden Axe*. Cart prices range from £29.99-£39.99, the Powerbase adapter (£29.99 lets you plug-in and play Master System games. New Megadrive games include *Populous* (Electronic Arts), *Batman - The Movie* (Sunsoft) and *Super Miniclops GP*. An option CD-ROM drive for the Megadrive has been delayed until Spring 1991 - for an expected price of 480Yen (£34).

Nintendo Gameboy (£299.95), handheld size sale comes with letters games cartridge. A wealth of good-quality Nintendo games are already available, including *Batman - The Movie* (Sunsoft), *Double Dragon* (Techno), *Teenage Mutant Ninja Turtles* (Kusum), *Paperboy* (Mushroom) and *Super Mario Land*. Geoff Heath, Managing Director of Nintendo UK, says, "Nintendo supports Nintendo because of the huge American and Japanese markets. We have *Days of Thunder* and *Geonnet II* coming out on Gameboy later this year".

Sega Master System (£79.99), US Gold is supporting the Master System Christmas with *Geonnet*, *Impossible Mission*, *Pinoboy* and *Indiana Jones and the Last Crusade*. Other USG games like *Leadertboard* and *Flinders of the Lancel* will be converted over to the Master next year.

Nintendo Entertainment System (£79.95), launched with *Temple* (Matsui) *Ninja Turtles* (Konami) cartridge game for a limited period from September. Nintendo's suggest, the *Turtles* cart and price will be dropped when initial stocks melt-out.

Lyng (£179.95), software is very scarce, Lyng is the only software developer really supporting the Lyng. Considerations of Paperboy, Kiss and *Visualizers* are on their way before Christmas.

"What console should you buy?" As Geoff Brown puts it, "There are no winners or losers at the moment". The feeling is shared by most of the other software-house bosses: "I spoke to 'We want the main console to be happily together'", says Peter Glotta. "It's my help to you, my personal view (and ACE) are currently the Sega Megadrive and Nintendo Gameboy. These, along with the Commodore SN4 Games System and Amended-SN4000 sales game, consoles will be launched at CES '91's Court, 25-16 September, 10am-6pm. See page 120 for the ACE opinion on this dilemma.

GAMEBOY GETS E-MOTIONAL

Are you smart? Do you have quick reflexes? Are you good enough for this game? US Gold's 190-rated arcade style puzzle game *Master* has been converted over to the Gameboy.

Released by Acclaim and edited to the Game CR Harmony, this original and addictive title is "an arcade game for the new age in which players must use a combination of strategy, concentration and quick reflexes".

Gameplay is simple but effective. "You're a single spinning sphere facing a series of 50 fantastic computer generated puzzles. Your goal? Knock similar balls together and

make them disappear. Sounds simple? It's not. Each puzzle is different and requires a different strategy. Hit the wrong balls together and they multiply. If you don't clear the screen in time, the whole thing explodes. Beat the baby and you can call yourself good. Beat them, you're just a pestiferous!"

Could this be the start of 'strategy software'? "Strategic thinking is a quick reflex-oriented ability." The Spectrum, Amiga, ST and PC versions of *Master* were reviewed back in ACE 32. We hope to have a review sample of Gameboy *Master* in a couple of months.



Game, 250 and 25000000 on the Gameboy.

ELIMINATE VIDEO THUMB

Can the Americans ever produce a product like the Thumb Master. I-gadget? Thumb Master is the hottest new home video game accessory. A must-for those video game enthusiasts of all ages (in years to adults). It covers and helps protect the thumb against the soreness that results from pushing the buttons on handheld control pads of home video game systems. Neoprene's flexibility enables this movement and agility of the thumb. It is firm fitting and will not slip off the thumb. Thumb Master comes in seven fun colors - Black, Blue, Aqua, Purple, Fluorescent Green, Pink and Hot Pink - in small, medium and large sizes.



All about this video thumbing!

ACE wonders when favoured Thumb Masters will be released. If you're actually interested in purchasing a Thumb Master contact: Backdoor Creations, PO Box 182758, Torrance, CA 90505, USA.

Nothing compares with DeluxPaint III.

DIAL 0898 555563 NOW!

ACE



The ACE Electronic News Line is the only way to get it made to update on the latest games news, future games technology and games industry in development. You can also view special prices. The News Line is updated every Wednesday afternoon. Calls cost 30p per minute (peak), 20p per minute (off peak). You're just a phone call away from the future...

DELUXEPAIN T HITS ST

Electronic Arts is finally going to release its DeluxPaint art package onto the ST. This popular program is already 'the' graphics software standard on the Amiga - it is used by every game developer in the biz. Now EA is confidently stating that DeluxPaint ST is "the ultimate graphics workstation for the ST".

DeluxPaint ST combines paint, animation and printing in one package. Its art and animation facilities are completely usable in 3D, and it boasts more drawing modes, drawing tools and options than any other ST graphic utility.

EA is packing a comprehensive array of features into DeluxPaint ST, including multi-bit magnification in every tool mode, fully controllable four-point bezier curves, nine drawing modes (such as break, cycle, blend and fill), multi-coloured attributes allowing mixing of colours, standards for protecting specified areas of the screen, proportional colour fonts with six points of leading, full font editor, three point styles (covered, huffman and random), multiple printer resolutions, vertical and horizontal printing, and colour poster printing.

DeluxPaint III supports the extended STC colour palette and can read or write all major graphic formats including Amiga BIT. It will be released in late September for an introductory price of £49.99 (rising to £79.99 from the beginning of December).





TOUR OF THE UNIVERSE

An exciting new space travel simulation has just opened in Tokyo. The Tour of the Universe starts

with you monitoring a personnel 3D level as the clock is set. A touch 3D eye then takes you to the controls of 3D. You enter the area of with a brief history of space and details of your travel plans. You may want to forget the 3D. It's a great idea - you get a view of what is in the cabinet before you start.

The space station is a great idea. It's all 3D in the speed of light. The two units 3D are 3D. It's a great idea. It's all 3D in the speed of light. The two units 3D are 3D. It's a great idea. It's all 3D in the speed of light. The two units 3D are 3D.



300 ARCADE ATTACK

Rage is following the 300 arcade 300 of Space Marine After Battle Strategy Force II and Super Marine 300. It's a great idea. It's all 3D in the speed of light. The two units 3D are 3D. It's a great idea. It's all 3D in the speed of light. The two units 3D are 3D.

After battle to the machine. Rage's most project is to make rage with amusement center of all time. These will, of course, feature the 300.



GALAXY FORCE II

The latest from the rage about rage. Galaxy Force II has been converted to the Fujitsu 3D. It's a great idea. It's all 3D in the speed of light. The two units 3D are 3D. It's a great idea. It's all 3D in the speed of light. The two units 3D are 3D.

ACE IN JAPAN

What's fun in the land of the Rising Sun? Find out courtesy of this new monthly update by Rik Haynes, with help from Masato Niizeki and ASCII Corporation...



B-TYPE RIDERS

From a leading Japanese game house responsible for the last side-up 3D, is spawning the B-Type Riders return for professional racing.



BOULDERDASH

Boulderdash, the unfortunately playable 3D game from the last software, has just made an appearance on the Galaxy. After the 3D, it's a great idea. It's all 3D in the speed of light. The two units 3D are 3D. It's a great idea. It's all 3D in the speed of light. The two units 3D are 3D.



LEGEND OF THE LOST



THE
SEARCH
IS ON!



IT'S ACTION ALL THE WAY . . . ON A LARGE SCALE!



SEVEN LEVELS
OF STARTLING
ARCADE ACTION!

IMPRESSIONS-RIVERBANK HOUSE-PUTNEY BRIDGE APPROACH-LONDON-SW16 3JD
SOFTWARE WITH STYLE



YODDOO NIGHTMARE

"It's dead big and well lit!" Steve Parker takes an spider, scorpion, and grass in darkest blue. Dodge diamonds or suffer temporary blindness, paralysis, sleep and fever activity. "A monkey will bring to your back and force you until you have found enough bananas to satisfy him." Palace Software will release this on Amiga and ST at the end of October.

ESWAR



Police the future with Enhanced Sprint! Weapons and Vehicles. Get your heart rate! Release US (and multi-

information release for later this year. See the large Megabyte review on page 91.

FIREBALL

"Metal combines the best of every aspect of its brother and the strategy of command. Break on the floor with gas on the pistons. "The player can control the robots together either synchronized the team." Amiga and ST version from Megabyte.



LOTUS ESPRIT TURBO CHALLENGE

The Lotus Esprit Turbo accelerates from 0 to 60 mph in 4.3 seconds. "In April 1988, Sunsoft and Lotus reached an agreement which gives Sunsoft the exclusive world rights to use Lotus cars in home-computer and console entertainment software. "The fundamental aim. The game must be better than any similar game available. The game must offer something new in the challenge it presents to the player or player." Inspired by the sport sim-plug of Wing-It, Lotus Esprit Turbo Challenge will be turning rubber in the autumn on Amiga, SE PC, Spectrum, G1 and CPC.

RICK DANGEROUS II

Tricky Ricky is back. Side splitting cartoon graphics are a definite hit in 800 K. Rick dies. Rick expands. Rick returns sets in.

Fortunately the game is competitive enough to keep you coming back for more dealings with the Fat Man. Out for Amiga and ST by Megabyte. ACE review next month.



MR. DO! RUN RUN

Mr. Do! just didn't die. And you're his. Based around the classic cult character from Fleischer Software (see 27th 28th on ST) and using a lot of a new Amiga Character (and with release early next week. Later on the Amiga, the black and white version of the classic.

Software explains: "The Amiga Character (and you) after the playing and the fun, but with improved graphical and musical features which bring these products into the 80's with out losing any of their wit and appeal."

DREAMS AND VISIONS

Rik Haynes takes a trip to tomorrow...

BUCK ROGERS - Countdown to tomorrow



Buck Rogers, pilot of the future, is making huge bucks for IBM. "US Gold will be fully exploiting the cross-marketing opportunities that Buck Rogers offers. Indeed, we have already signed a cross-promotional deal with Pinguicula Books." For cross-marketing?

"Countdown to tomorrow" in December will use a similar game system to that of

Madness. In 1990, IBM, Earth Organization and Bull (IBM trademark owned by, and used under license from, the Little Family Trust.)

GRIMMERS 2

Don't expose them to light. Don't get them wet. Don't feed them after midnight. Grimm's 2 - The New Batch movie grossed \$2,807,143 in the first three days. Will the forthcoming computer game from Elite pack a similar performance?



XIPHOS



THE UNIVERSE UNFOLDS



- Incorporating state of the art super fast 3D graphics, **XIPHOS** displays space conflict in more detail than ever before.
- Cruise around and watch life and death epic space battles – join in if you dare!
Fly through space fields, talk to aliens, meet strange creatures and explore six massive universes attempting to confront the super intelligent **XIPHOS**.
- **XIPHOS** is not for the weak, pregnant, those of weak constitution or those suffering from back or heart complaints.
- **AVAILABLE FOR AMIGA, ST AND IBM PC COMPATIBLES AT £24.99**

MAIL ORDER AVAILABLE DIRECT FROM: ELECTRONIC ZOO;

Box 1001, 65, Park Road, London, W2 2PG. Tel: 01-834 9500. Fax: 01-834 9501. Email: zoo@compuserve.com

ELECTRONIC
ZOO



Role Playing Rumpus

All this RPG action, on the increase since the success of games like *Lance and Galtima*, has got one reader up in arms...

A LOAD OF BULL! I am writing to complain in the strongest terms about the panel on page 84 of issue 34, entitled *RPG-Rip Off!* It is really a load of bull, to be quite frank. Any computer game which says RPG on the cover is misleading the customer. This is simply because a computer role playing game is not possible!

A role playing game is just that: you play roles. It is very like acting. It is not a product of the number of characters present, or a product of the number of characteristics that these characters have. Role playing stems from the way characters behave in certain situations, the way they speak to others, their personal idiosyncrasies. It is quite possible to have four characters with exactly the same characteristics, but which are all very different.

Computer RPG's simply cannot allow for such character development, and therefore they cannot really be called RPG's. You have to agree that, in a CRPG, if the characters have the same characteristics, they will

behave in the same manner, and this is simply not so in a real RPG.

Finally, let me tear your RPG character apart, point by point.

1. The numbers of characters in a party has absolutely no effect on whether or not the game is an RPG.
2. Even if each character had 27 attributes, the game would not be an RPG.
3. Remember *Doomdark's Revenge* on the Spectrum? Each "character" in that game had well over 4 attributes, all of which had a noticeable effect on the game. Would you call this an RPG?
4. All games should have SAVE options!
5. I once had a pair of identical twins in an AD&D game. One was a lawful good priest dedicated to healing all ill, the other was an evil assassin dedicated to eliminating all life on Erythra.

6. In a true RPG there would be an infinite number of character classes, as characters are free to do whatever they like.

Don't get me wrong, if all programmers stuck to your charter then it would be a wonderful world to play games in! However, not a single one of these wonderful computer games would be an RPG, not even the most powerful IBM supercomputer could replace the *Dungeons Master!*
Roy Park, Worthington

IT'S A BARGAIN?

Last month we published some correspondence from readers who were complaining about the cost of software. We asked software houses to reply but in the rush to go to press most spokesmen were "unavailable". Electronic Zoo and Electronic Arts both put their heads on the block, however...

"We'd love to see prices reduced, but until piracy stops it won't happen. The industry is still in a ghetto when it comes to developing software - there just haven't been enough tax machines sold to enable us to drop the price."

Stuart Bell, Electronic Zoo

"We spend at LEAST two man years development on our titles. Although we would like to see prices drop, until the market base increases they are likely to stay as they are."

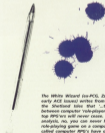
Simon Griffin, Electronic Arts

...and finally, ACE editor Steve Cooke claims that:

"...at the end of the day, however, the true test of pricing is whether the user will buy a product and feel he has received value for money. Of course there are some buyers out there, but there are still many games around that, given the hours of pleasure they can bring, are bargains at the price. Most pricing moans are really criticisms of the product, not the money."

WE'RE WAITING!

James Warner makes *Whisper* your next will be the top game of the future, along with *Blinky Wilkins* and *Death Before Dishonour*. We'll just one of the people who game on a good laugh! And sometimes a good cry! Write them before this month. Next issue we will be running three pages of letters and we're dying to hear from you. Ready? Paper can fax us on 021 886 1888 and we will deliver the mail to ACE Letters, Privacy Court, 20-22 Warrington Lane, London, EC2R 3JL - and every month we give £15 of those software to the reader of the ACE First Letter.



The *White Wizard* (on-PC), *Zoop 64*, and early ACE issues) writes from his cave in the Shetland Isles that "...the conflict between computer 'role-players' and table top RPG'ers will never cease, in the final analysis, no, you can never have a true role-playing game on a computer, but so-called computer RPG's have developed a life of their own and game designers like Richard *Galtima*, *Garrett* and *Interplay* (*Bards Tale*) deserve credit for this. The RPG Charter seems a reasonable set of statements to me - as you seem to imply yourself in your final para - but only if it is applied to computer role playing games - which is exactly what was intended.

FUTURE SHOCKS

I am writing to you from the far distant future to ask you in your quest to find out what the future has in store for computer gaming.

Here in my time, not all computer force has a stronghold over the entire computer community, leaving all other computer systems out in the cold. The brilliant Amiga C8000 with stunning multi-graphics and built-in real-time CD drives doesn't even get a look in. Even the Atari STEFLE F80V700 (introduced 4096), with twin 32-bit processors and double-ended 68000 graphics processor is left for dead.

In fact, the only computers that are permitted by the Emperor (see Part 8000 (Seven is 800)) are the IBM range, the latest of which is the IBM PS/2 80386. No other computers are allowed.

Actually, this isn't too bad, since the graphics standard on the new model is 16,777,216. Professional, with a resolution of 1500x1000 in more colours than the eye can discern. The PS/2 also has a 60-bit processor running at 120 MHz. This PC costs 7500 IBMdollars, which is pretty much the same as 500 of your time's one pound Poppies.

Admittedly, including all competition by death threats is not a nice way to carry on, but IBM is backed by the Emperor so that can't get away with it.

As for software, there is a slight soft-edge here - only one game is allowed, but luckily it is an amalgamation of virtually all game styles - incredibly interesting, deep, and great fun too. The name of the game? Elite 20.

The object of the game is to become Elite and fly your ship (preferably in

the PS/2's hydraulic cable) watching the unbelievable 3D graphics - 50000000 polygons - on one of the ten pedes alone. Once you have attained Elite status you become real life Prime Minister of Earth colony 66 (planet Earth) to you, but as yet there are colossal efforts by people to replace the Prime Minister (Mrs Thatcher) every day.

In time you have it, the future of the games industry is Elite 21 on the PC. An utterly amazing game with incredible graphics and blinding depths of gameplay. However there is one major downfall of the program, a small flaw with the computer design that causes a great loss in the gaming-playing experience...it's like this: while IBM designed the first 8088PC they did not envisage it as a games machine, and only provided a pathetic sound chip and tiny speaker.

Since then, IBM have not bothered to upgrade the PC sound, so whenever you sit off a huge 50000000 polygon torpeda glissaring into the moody starlight with it's awesome infrared trail...

...you get a little beep to show it has launched, and another if it destroys the enemy. And when you converse with an alien...well...
David Stafford, Green St. St. 76022888

Some things never change: PC sound, low prices, and Spectrum graphics...



F-29 RETALIATION

After recently purchasing AMOS and not so recently F-29 Retaliation for the Amiga, I thought that something had to be said about the quality of products arriving on the market.

Don't get me wrong, F-29 does contain some of the best vector graphics and sound yet to be heard, but the sheer number of bugs that over so blatantly obvious after playing for several hours put me off the game totally. Since then I have played the game very little so I feel that the bugs ruin the game to such an extent as to make it unplayable. For instance, the multi-function display unit contains an artificial horizon that is at the best of times incomprehensible. Also, while flying past a piece of scenery, it is possible to crash into it yet you are not actually touching it.

This seemingly bug-ridden game cost me £25 and after playing it I came to the conclusion that either the programmer was blind or that the product had's been playtested at all.

Now onto Blankart's AMOS. After reading several reviews of this new BASIC language, I decided to buy it which incidentally cost me £50.

AMOS had been presented with an excellent manual and an even better editor. Several hours later the computer crashed again for the seventh time, so I decided enough was enough for that day and switched the computer off.

No more than a week later I had discovered that more than several commands documented in the manual did not actually exist which to me seems unbelievable. Admittedly there are over 300 commands, it says, but to me this does not justify the amount of thinking that had not gone into the product costing £50, which is such a shame because AMOS is an excellent product.

My message to all software houses is that unless their products are checked more thoroughly they cannot really expect when people prefer playing safe and copying software than buying software with the chance that it is bug-ridden.

Lastly, on a somewhat lighter note, just as important, if you still sell the ACE Binder as I have all 30 issues but have no binder to put the last 11 issues in.
Stephen Williams, Reading.

ADZ was the only magazine to specifically mention the bugs in F29 when we released it. We were accused at the time by Geoff the Cupboarder writers would be withdrawn. In our opinion land we're not leavers, remember, if bugs make a game unplayable then it is not fit for the purpose for which it was used and you should be entitled to a refund from the dealer. Perhaps you might like to check with your local Consumer Advice Centre for guidance.

GAMEBOY GLORY

I've got this little gadget called the Gameboy. It's graphics are laughable and the sound is lot better than the Spectrum's. And what it comes to playability it knocks out my (imposed) ST. Why is it that most 16-bit computer games are rubbish compared to console games? I think that there is something substantially wrong with the UK programmer's view of writing/computing a game. Why not get in touch with the Japanese programmers and swap some tips etc? (The PC Engine's Chase HQ beats the ST and Amiga versions hands down. Is the hardware ever comparable?)

Could you please review some GAMEBOY games? For ever since there are lots of new games coming out like G.I. Joe, Double Dragon, Nemesis, NFL Football etc.
Jay Lee, The Netherlands.

Firstly, to say that "most 16-bit computer games are rubbish compared to console games" must either mean that you continually play out of the wrong 16-bit software, or that the titles you considered unavailably in the past have soared your view somewhat. In addition to which, you don't say which type of game you find better so the console. All of them? If so, you must surely realize what a generalised, inaccurate statement this is.

However, we agree with you about the general high standard of Gameboy titles, and we're covering them more and more (see this issue's Console Screenful section).

P.S.

Don't forget - we give a prize every month to the sender of the letter that occupies the Price Letter slot on these pages. Every Price Letter scribbler gets a software prize worth up to £25 for his or her machine, so get that post out now and address the world...

Tournament Golf™



SEGA

© 1991 THE SEGA ENTERPRISES LTD. ALL RIGHTS RESERVED THE SEGA LOGO AND SEGA ARE REGISTERED TRADEMARKS OF SEGA LTD.

elite

MONTY PYTHON'S FLYING CIRCUS

IT'S A
GOOD GAME

THE
COMPUTER
GAME

NO IT'S
NOT

YES
IT IS!

"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python 'Theme'".
Zeno 2005

"One of the funniest shows of alternative earth scenes since 'Yesss...the Beaver Cheese'".
The One 2005



ATARI ST



AMIGA



SPECTRUM



COMMODORE 64



IBM PC



AMSTRAD



GAMES

© Python Productions 1990

© Virgin Mastertronic Limited, 16 Portland Road, London, W11 4LA

MIKE and the MECHANICS

Wildfire, the follow-up to *Midwinter*, is one of the most ambitious projects in the history of strategy action games. If you thought *Lords of Midnight* and *Midwinter* were big, wait till you see *Wildfire*'s 120MB of fractal landscapes.

"There are approximately 40-50 missions in *Wildfire*, each has the scope of *Midwinter*," confesses Mike Singleton—director of Mainstream Games and veteran game creator.

Wildfire plays in a similar way to *Midwinter*—only Singleton has tweaked its gameplay to the boundaries of reception. Singleton took note of gamers' praise and criticism of *Midwinter*. "You're trying to make *Wildfire* like an action movie, with you taking the role of a James Bond/Indiana Jones style character. We'll immerse the entire 3-D graphics environment. With *Wildfire*, you can choose a short mission, lasting 1-2 hours, for a quick blast. But if you want, the strategy elements link up together to create a campaign style of game."

GO WILD IN THE COUNTRY

The story so far... After the fall of *Midwinter* Island, the population has moved south to what were once the Cape Verde Islands, off the West coast of Africa. Already known as the Seven Isles, these archipelagoes are under the control of the powerful Saharan Empire. Once established in their new home, the *Midwinter*'s form a new state, the Atlantic Federation. Now with the Saharan Empire is available. Playing a secret agent, you're on a covert mission to reveal these Slave Isles to the fledgling Federation. You'll have to fight for your freedom, but at least you get six months grace before the Saharan Armada sets off to kick your rebel butt.

Wildfire can be played on three different levels: Training, Solo Mission (a single mission on an enemy held island) and Campaign Game (a variety of

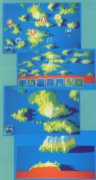
What is Mike Singleton, veteran games creator of *Midwinter* and *Lords of Midnight*, working on now? Ed Haynes exclusively previews *WILDFIRE*, the follow-up to *Midwinter*, and STARLORD...



BEFORE THIS IS *WILDFIRE* IN ACTION, HERE'S A SCENE ABOUT THE STRANGE COLOR OF THE COASTAL WATERS. THE 3-D GRAPHICS ARE FRACAL LANDSCAPES CREATED BY MAINSTREAM.

ISLANDS IN THE SUN

Mainstream uses fractal graphics to generate the Slave Isles in *Wildfire*. There are 60-50 major islands in the group, each with their own individual political, administrative and cultural identity. Using icons, you can select a flat map, isometric side view, sea level or political map of the area. Covering some 600 miles, the Slave Isles are based on the Cape Verde Islands off the West coast of Africa.



THE *WILDFIRE* CREW: (Clockwise from top left) Mainstream's Marketing Director, Ed Haynes; Mainstream's Proprietor, Mike Singleton; Project Admin, Susan Moran; Graphic Artist, Ed Haynes; Quality Assurance Director, Andy Clarke; Director, Development, Mike Singleton; Director and Proprietor of Mainstream, Mainstream's Vice President, Development, and Director of Mainstream, Development, Mike Singleton; Mainstream's Proprietor, Mike Singleton; Mainstream's Proprietor, Mike Singleton.

missions on different islands. Each mission effectively self-contained. Once these missions have been mastered, you fight a running battle with the Sakaon Armada as it heads for the Federation home base.

YOUR MISSION SHOULD YOU ACCEPT IT?

There are 40-50 major islands in *Mistral*. Every one has its own political, administrative and cultural perspective. Each contains a particular mission. During the game you could sabotage a power station, smuggle arms to the resistance, assassinate an island's chief of secret police, capture a TV station or hunt out and eliminate a traitor in the resistance. The missions can be very complex, detailed and filled with subplots. In the first example (sabotage a power station), you might have to steal equipment from a local arms base, find the engineer who designed the power plant, see his daughter from jail to persuade him to hand over the plans, hijack an arm truck to use as a vehicle, kill the sentry, plant the explosives and escape to safety.

Although you're pretty much on your own, you can find or recruit resistance fighters for information, shelter, food, clothing, weapons, ammunition, papers and transport. *Mistral* will incorporate 2D-25 forms of transport, including: airplanes, seaplanes, flying boats, rocket packs, jetpacks, tanks, trains and rope ladders.

Mistral has added "Special Action Sequences" to make *Mistral* more "flexible." During the game you can enter buildings, fly dynamics, pick up weapons and switch vehicles without leaving the solid graphics environment," states Singleton.

I WANT TO BE A PEARL DIVER

Mistral will feature thousands of individual human characters to interact with. Amazingly, each will have their own look, personality and life history. Singleton's custom-made character designer is an ingenious solution to the immense problem of creating the huge amounts of data required by every character in *Mistral*. Split into several editors, the character designer is used to create individual personalities, personalities and life stories.

With the face creator you choose the hair style and color, nose, mouth, eyes, ears, skin tone, etc and lay them out on a blank face according to look. "Hopefully the faces will be polygon generated - allowing them to be animated and show expressions," says Singleton.

WORDS OF LIFE
If the game never found solid computer faces, Mistralton will probably convert words of language over to it. "This type of the perfect solution for words of language because of the specific language," says Mistralton. So long as you're happy, you're happy.

Each character's complex background story can be generated in a matter of minutes. With the sentence constructor, you're allowed to alter the type (S-N) and syntax (S-N) of up to five words in every sentence. For example: "She had a happy childhood. The 'happy' could be changed to 'confused, wild, stifled, boy involved, exciting, adventurous, contented, ordinary, funless, lonely, hard, scary, unhappy, desolate, painful, harmful." The 'a' is automatically changed to 'an' where appropriate. In this example, the 'she' and 'had' could also be substituted for other words.

Time is not personal. The character designer also specifies the characters sex (male or female) - no skins allowed at present, status (single, married, divorced, widowed), no. of children, age, title (doctor, nurse, sergeant, bishop, knight, etc), surname, surname, occupation, eagerness and teachability (S-N). The *Mistral* job market is wide and diverse, including occupations as: archaeo-

FORMING A PEACOCK FANTASY

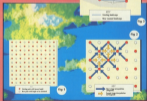
Any irregular shape, face or distribution leaves its irregularity at any magnification. Peacock geometry, invented by Professor Bruce Munkres, is used to "create shapes that are perfectly repeatable, controllable and have measurable properties which are at the same time indistinguishable, to a large extent, from the maximum of the world." In effect, Peacock graphics can create artificial worlds which look natural and feel real. They've been used in military simulations, movies and *Mistralton's* structure and flexible computer games. Helen Singleton explains how.

"*Mistralton's* Peacock landscape generator works on a square grid with each point in the grid given its own particular height above or below sea level. This is called the heightmap. When the landscape is displayed in solid 3D, the graphics routines look at the heightmap and interpret it as a three dimensional surface - displaying each square in the grid as two right angled triangles. If we show the square as a single surface, we get visual error because with each of the four corner points having different heights. It's not that the other hand, every triangle is, without fail, a flat surface."

"We start with a small, grid-sized grid of 3D grid control points, as we can manipulate the least outlines of the landscape. Sometimes this doesn't necessarily aim the heights of all these points using our landscape designer utility. This way, the rough shapes of islands, mountain ranges, etc can be differentially chosen. The outline of the British Isles, for instance, could be mimicked quite realistically. Beyond this, however, random fractal techniques take over and fill in the detail of all the intermediate points. As we zoom in further, more in-between points are fractally generated. By the time we'd zoomed in on our map of Britain to the level of the Isle of Wight, you'd notice that the rough outline is still turbulent but some of the details are different to the real thing."

"At each level of zoom, we do a 1/2 magnification. This means generating three new in-between points for every existing point (see Fig 1). To generate in-between points, we use a 4-way interpolation (see Fig 2). To make a new point, we take the four nearest existing points and average their heights. We then add a small negative or positive displacement to the average height to increase or decrease the new height. The displacement is chosen pseudo-randomly. A pseudo-random number is one that looks random but can, in fact, be reproduced again and again providing you use the same seed number. We use the map coordinates of the new point as the seed number for the random displacement, so that each time we generate the same area of landscape, we get exactly the same design. The result is a new heightmap (see Fig 3) with four times as many points. All this in-between points differ slightly from the average height of that position, creating new bumps and dips each time you zoom in."

"To keep memory requirements to a minimum, we only store added points in memory of any one time. To expand this to a full-screen map with each pixel having its own particular height, we do five zoom magnifications before writing to the screen, generating added points each time stored in *Mistral*. You can zoom in five times over. This is the equivalent to having a map made up of 48 million pixels and over 12000 of data. Indeed, *Mistral* is going to give away land data with its games in future. Fractals are the only way to do it!"



Talk is a virtual reality world of Lords of Mistral

Helen Singleton



One of the 3D models building in *Mistral*.

YOU OVERCAME THE GODS

git, korstak, beggar, belly dancer, chat show host, chimney sweep, DJ, demolition expert, aramid fiber, engraver, left torso, fire eater, green digger, guru (Guru Cook), ham, (Guru Cooke again), layabout (Sir Haynes), monk, sea-fishes, pimp, rascalator, snake charmer and tattooist.

Successibility to persuasion is another character feature in the edit suite. A character reacts to charm, (no appeal), bribery, threats, rewards, (bribery), authority and discipline (as each is set at poor, average, good) or ignored. Each character can agree to help, be non-committal, refuse or refuse with violence.

To with this full character designer and cunning memory compression techniques, *Ultima* is creating up to 2000 individual characters in *Ultima*, each with their very own history, personality and portrait. As Singleton points out, "One of the objectives with *Ultima* is to get personalities in the game."

Ultima is shaping up to be the magnum opus of 1990. The size and complexity of the game is incredible. I've only scratched the surface of the game in this preview. If *Ultima* and its micro mechanics can deliver all that's promised, they'll have the makings of an AOS-rated game. Look out for a full AOS review in the near future. I'll leave the final words to Mike Singleton, "We want to make *Ultima* authentic, interesting, and above all, fun to play."

MIDWINTER SECRETS

You can fly into headstudies from the cable-car station and land inside. This is the only building you can enter in the game. Its warmth is very different to that of your's very warm. You can even fly out through the door and fly out through the window.

"I'm gonna have you'd
Aggravate... they pull our
products from the store!"

— Hugh Robinson

ONCE AN ENGLISH TEACHER

Mike Singleton began his coding career by programming a mainframe computer at Lancaster University back in 1968. "It was a good time to be a student," laughs Singleton. He studied theoretical physics for a year before deciding life would be more gratifying as an English teacher. Singleton wrote his first game, *Space Ace* for the Commodore PET in 1979. Within two games following that Singleton's first hit came with *River* (1981). Games such as, a compilation of six 16-bit games, earned him £5000. Singleton's job as a teacher was over, his career as a full-time games creator had begun.

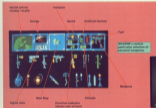
During 1982, Singleton wrote his 3D version of *Quake* (in Manchester and Gipsy, the debutted in cyberspace the following year, with *Three Kings* (space), a chess/magic game for the Spectrum, £40, 800, and the 2D. Perhaps Singleton's most widely-regarded game was released in 1984 by Beyond - which, at the time, was owned by EMAP (this company folded 1985). Lord of Midnight, an epic fantasy strategy adventure, was soon regarded a classic Spectrum game.

Over the next three years, Singleton developed *Demons*'s Revenge (follow-up to Lord of Midnight), *Quake* (Mike's first team-driven strategy arcade game for the C64), *Star Trek* (started life as a multiplatform game then down to the Spectrum - Singleton just provided the games design), *Dark Empire* (Manchester's first game), *Star* (infinite Earth (3D), various army) and *Witching* (3D shoot 'em up with 4000 polygons per second - the polygons were turned into sprites for extra speed).

Singleton started a new title venture in 1987. *Starlord* was a popular 3D play-by-mail game which continued on till 1988. Manchester's main concern for *Starlord* into a computer game, due for release sometime in 1989.

Manchester's first 16-bit megagame, the full AOS-rated *Starlord*, was released earlier this year than *ACE 200*. *Ultima*, the sequel to *Ultima*, will be the next Manchester game - scheduled to be released in November by Microspace on the Rainbow tablet.

Here meeting author
with Mike Singleton.
I had about 2000 titles
could be added
control and more other
and in 1980 game
using *Ultima*.



STARLORD

The next Manchester game after *Ultima* will be based around Mike Singleton's popular play-by-mail game. Converting *Starlord* to computer is a massive undertaking for Manchester. Featuring five color systems and 1000 graphics, this "real-time" game uses light-cone 3D graphics. *Starlord* can be played on a grand old ship, tactical or online level. Up to 25 people will be able to play the game. Here are 10 types of spacecraft in *Starlord* including Starlin, Marauder Green, Grapple, Hornet, Trojan, Laser and Windwalker...



YOU OVERCAME THE GODS? THESE HANDSOME SPECIMENS WILL BRING YOU DOWN TO EARTH!

In Populous, you challenged the gods. Now man is your adversary in the form of three unscrupulous and violent tribal leaders.



BULLFROG

ELECTRONIC ARTS

Always with Atari ST
Amiga, DOS, MS
DOS, and Macintosh

£29.99

Be as mean as them and march force with force, or be more cunning, play Mr Nice Guy and win over the local villagers.

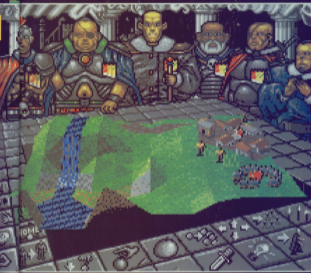
By doing so you not only swell your numbers, but also keep your barbers stocked, which is essential in ensuring the loyalty of your army.

With the stunning graphics you've come to expect from Bullfrog, Powermonger is a living world of mountains, forests and rivers, sun, snows and rain, where inventiveness and strategic skill can triumph over mere brute force.

Powermonger will test you to the limit, but if you still have any energy for adventure left, three other great Bullfrog titles still lie in wait.



ELECTRONIC ARTS



"Better than Populous". Peter Molyneux of Bullfrog, Creator of Populous.

ELECTRONIC ARTS™

Electronic Arts, 1149 Station Road, Redwood City, CA 94063. Tel: (650) 494-4000. Fax: (650) 446-7100



▲ An early computer-generated rendering of a proposed orbiting station. In comparison, American Airlines' headquarters at Rockwell International Building (left) shows rudimentary and flat 2D-style wire-frame rendering of a building.



▲ Early computer-generated rendering of an orbital station with 2D-style, flat, perspective-rendered 3D wire-frame.



▲ Major 3D computer-generated rendering of the station showing orbiting space station with 3D wire-frame. © 1987 Martin Marietta



▲ A 3D wire-frame rendering of the station with a perspective-rendered 3D wire-frame. Major computer-generated rendering of the station showing orbiting space station with 3D wire-frame.

"We can build it in 30 minutes."

Martin Marietta



▲ The wire-frame rendering of the station with a perspective-rendered 3D wire-frame. Major computer-generated rendering of the station showing orbiting space station with 3D wire-frame.



Early computer-generated rendering of the station showing orbiting space station with 3D wire-frame. Major computer-generated rendering of the station showing orbiting space station with 3D wire-frame.

DIGITAL

Many of the space-station's 3D wire-frame renderings were generated by the 3D computer graphics system developed by Martin Marietta. The system was developed by Martin Marietta and Rockwell International. The system was developed by Martin Marietta and Rockwell International. The system was developed by Martin Marietta and Rockwell International.



These 3D wire-frame renderings of the station were developed by Martin Marietta and Rockwell International. The system was developed by Martin Marietta and Rockwell International.

▲ In the 3D wire-frame rendering of the station, the wire-frame was generated by Martin Marietta and Rockwell International.



▲ Major 3D computer-generated rendering of the station showing orbiting space station with 3D wire-frame. Major computer-generated rendering of the station showing orbiting space station with 3D wire-frame.



"The bugs in the first version of Revolution were enough that people wanted it in any state."

Martin Marietta



REPARATION RETURNS

Revolution 2 is a totally new concept with better 3D graphics capabilities. It's going to be better in every way to Revolution 1," says Martin Marietta. "You control a fully equipped 3D superflight, ready to be assigned to any hotspot around the world. The polygon graphics generators have been completely reworked and now include off-line and improved clipping. The level editor allows us to create complex scenarios with primary and secondary locations. We also want to incorporate a level-to-level system. Revolution 2 has taken a back seat to Epic, but should be finished in the first quarter of 1991."

NOW SHOWING ON

AMIGA • Atari ST
IBM PC & COMPATIBLES

OUR AA RATED BACK

Mean Streets



Mean Streets

An Interactive
Detective Story

Features:

- Interact with more than 27 digitized characters and respond to questions, invites and threats.
- Use the innovative "point 'n' click" system which enables you to search without typing.
- Fly your "laser pointer" to locations of objects in the "view-coast".
- Run through offices, warehouses and facilities looking for clues.

U.S. GOLD

© 1990 U.S. Gold, Inc. All rights reserved. U.S. Gold, Inc. is a registered trademark of U.S. Gold, Inc. All other trademarks are the property of their respective owners. U.S. Gold, Inc. is not responsible for any damage to your computer system or data that may result from the use of this software. U.S. Gold, Inc. is not responsible for any damage to your computer system or data that may result from the use of this software.

ON A PC NEAR YOU

BACK TO BACK FEATURE

AMIGA · ATARI ST
IBM PC & COMPATIBLES

Crime Wave



Crime Wave

A Powerful
Detective Drama

Features

- Incredible digitised "Milton Gregory"™ (featuring wincing and moans)
- Real found™ digitised sound - no hardware required
- Unique three dimensional scrolling playing field
- Immersive depth and playability
- Breathtaking 256 colour VGA/EGA graphics

Screen shots are approximate to the resolution of this game and are not intended to represent actual screen resolutions. Actual screen resolutions may vary depending on the resolution of the computer's monitor.

ACCESS
Software Inc. (p) 1992

Get Shreddy!

...for something Tasty different!



Overcome enemies, heading along the maze path in one of the scenarios in *Turtles in Time*.



Overcome one of the varied levels in this underground adventure in *Turtles in Time*.

The story of how four baby turtles were accidentally washed into the New York sewer system, mutated by a substance called Mutagen into something other than your everyday amphibian and trained to become Ninja Warriors by a giant rat named Splinter is already a legend.

Whether you're obsessed with cash (see panel, below), the UK authorities involved in calling the little miss "Nancy", footballers (they get a terrible example, existing almost entirely on pizza), or Renaissance art (Splinter named them after his favorite Renaissance Artist), you'll find a sympathetic (or unympathetic) crowd struck by the turtles, whose real attraction seems to be their ability to do all things to all people under the age of 18. Coolman and

Leid, the American duo responsible for unleashing turtles upon the world, could never have dreamed of the success that such unlikely characters would bring.

Placed in the bewsy palms of the marketing mink,

**IMAGE
WORKS**



Multiplatform action in a word: more + more performance levels that allow you to play from any box!



"Carabog"

ImageWorks

WINDY WINDY WINDY!

All you have to do to be one of 10 fortunately lucky winners is to identify 3 products from the imaginative studio, general merchandise, adult, baby, toys, and more on their new program.

Stick your answer on the back of the postcard included on the cover (see M&M's page 8 for more savings) and get it in the post as quickly as possible! The closing date is Friday, 10th October, so don't delay!

THE PRIZES

The winners of the first ten correct answers will each win themselves a £50 worth of Turtles and ImageWorks products, three software, books, and other gifts, and more by getting through your door - get your entry in now!



Luigi leaping on the Average Alien, adding about 1000000 credits to the bank account

and possibly encouraged by the massive success of Nintendo's Mario Bros. Raphael, Donatello, Michelangelo and Leonardo (in addition to a host of other involved characters) have spawned literally hundreds of spinoffs, from casual to video games. This fall may stop staying one day, but we'll wait to make the fortunes of a very large number of people.

THE ISLAND

Licensed to Meritsoft, published by ImageWorks, and programmed by Probe Software, Teenage Mutant Hero Bogart (a slightly Missy word) borrows its due for a November release, alongside the national cinema poster.

Although they're keeping things close to their chest,

Meritsoft intend to improve upon the original graphic/arcade adventure licensed from UltraGames and first seen on the Nintendo (and first reviewed, in the UK, here in ACE). It seems pretty certain, however, that there are going to be some similarities. (Coincidental). Probe assure us between the original version and the UK one. Which isn't necessarily too bad because, as boys-as-guys, this one had a gaudy dose of gameplay, featuring primitive RPG elements that allowed you to switch control between the two mutant mannequins in different situations.

Each tank displays an aptitude for certain skills - avoiding worms, throwing death stars, stabbing larvae, and ransacking rocks - in their multi-level search for gormless girls April, making cadavers of numerous tactics along the way.

So far both 8-bit and 16-bit versions are looking pretty good, with the 16-bit versions showing some particularly impressive graphics. Ready well known for their excellent original product, Jason J and Colwell for example, ImageWorks look as if they may have a poster little number here that one might expect. Hear the final product plays absolutely remains to be seen, but with the current buzz, TM-H looks set to be the stevies Christmas number one.



One of the excellent ImageWorks titles - given what game this comes from, and even the number of the game, it's a pretty good one.



Another ImageWorks product - given what game this comes from, and even the number of the game, it's a pretty good one.

SHOOTY BOOM

Although it's not mentioned in the UK, the movie alone is currently the largest grossing film in the leading Megastore (see office report page 10), taking \$1.6, 100,000 during the weekend that they worked out a staggering figure of just under one million dollars per day!

COMPETITION RULES

1. The closing date for the competition will be Friday the 15th of October.
2. Multiple entries are permitted, but photographs sent in must be for one person only.
3. The competition is open to anyone associated with either Microsoft or ImageWorks.

HELP!

If your entry conditions are violating from the front of this month's issue, you can cancel as an entry on a non-mail postcard. Put your name to the front, address, your name and address, plus your robot size (8000), your age and the machine you own. Mail this entry to ACE for the Competition, Priority Centre, 30-32 Parkinger Lane, London, E10 6AA.

Note that this condition also includes a 21 allowed machine from ImageWorks for entry to the Computer Entertainment Show (11th-13th Nov). September, 10 if you're entering, you can use the one allowed 80000 - but please note that you can only use one 80000 machine per person.

The Computer Entertainment Show promises to be the greatest game show in 1990 and ImageWorks are delighted to offer you a special discount of 10% on all computer titles at the show, but don't forget the number you're in at it the day and you can save some extra money your way!

The show is sold only to the public part of the show - ImageWorks will be at the Computer Entertainment Show (11th-13th Nov), London, 10-12 Parkinger Lane, London, E10 6AA, the show is the best computer show in the world!

Please note:
 • The show will be sponsored at the top of the show by ImageWorks. Only one machine per person. Photographs are allowed.
 • The organizers (ACE Entertainment Exhibitions) do reserve the right to where necessary. Entry tickets to other shows will only be sold to the public part of the show. A maximum of 1000 tickets will only be sold to the public part of the show.

FREE
£1
OFF
 Admission to the
 Computer
 Entertainment Show
 from ImageWorks
 "THE GREATEST SHOW
 ON EARTH"

The Definitive Simulation of Armoured Land Combat

MI TANK PLATOON

Available for IBM PC Compatibles and coming soon for
Atari ST and Commodore Amiga



MICROPROSE
SOFTWARE • GAMES

Four M1 Abrams Tanks. Four soldiers in each. That's Four Tanks, Sixteen Men. And you control the whole shooting match.

M1 TANK PLATOON



• **Leadership:** Each of the 16 men in your tank platoon has his own battle-tested skills and abilities. Improving with experience, promotion and decorations, your strength of success increases as your platoon becomes battle-hardened.



SEE HOW YOU CONTROL A TANK IN
M1 TANK PLATOON



• **Strategic and tactical command:** Plan your winning strategies, giving orders to your platoon officers, calling in artillery and ordnance. At any moment you can "jump" into the thick of the action, taking over, steering, or controlling the commander, gunner or driver of any tank.

• **Realistic Battlefield terrain:** Make use of natural cover, such as hills, ridges and buildings to take your tanks across the rugged 100,000 acre 3-D battle zone, and also at top tank command.

• **High-tech war:** Laser sightfinders, computerized ammunition predictors, auto-guided missiles, reactive armor, air support and artillery make M1 Tank Platoon the most comprehensive, up-to-date simulation of armored 3-D warfare available for your home computer.

M1 Tank Platoon was released by IBM PC compatible machines in October, 1989.

"M1 Tank Platoon has surely earned its title. It's all there, and superb playability through great attention to detail is one of the best examples I've seen in a long time. The computer should watch out, as the stars going to take some beating." — PC Leisure Spring '90

"I can't really fault M1 Tank Platoon on its ability. MicroPowers' most comprehensive simulation yet." — EPL, Oct 1989 '89

"The most technologically accurate tank sim we've seen." — Ed's Am Day '89



• **Endless variety:** Fight during the day, at night, in heavy mud, rain or clear weather. With thousands of battlefields and millions of situations and you get endless enjoyment. Decide between single battles or an entire campaign.



HE'S BACK... TO PROTECT THE INNOCENT

ROBOCOP 2

© 1991 OCEAN SOFTWARE LIMITED. ALL RIGHTS RESERVED.

EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT

The future is a rough place. Detroit is a bankrupt city... torn apart by the bloodstained forces of the Old Man and his corrupt corporation. If you want to see them walk the streets, if you want to live - then pray for the return of RoboCop! **ROBOCOP 2** has justice in mind... a kind of justice only he can deliver. Take on Detroit's evil, mechanized and big mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. **DETROIT IS FALLING APART - IT'S TIME TO PUT IT ALL BACK TOGETHER!**

AMSTRAD • SPECTRUM • COMMODORE
ATARI ST • IBM AVIVA

ocean



A journalist and gardener are chatting about the "Last Day Days". Grandfather is, in a word, doing most of the talking...

"The year 1990? Of course I remember it, my boy. That was the year of the ... um ... or ... just let me check the diary. (Looks to diary card) Diary, last major events of 1990. Ah, here we go, just searching its memory files. Get a new diary? But why? It's too big! No thank you, I'm perfectly happy with the credit card size and besides, I'm too old for all this sophisticated gadget, direct connected mod business. (Diary begins to display the requested information) Right, it says here ... "Mike Tyson defeated, Nelson Mandela released, Iraq Gulf Crisis resolved by Paganis and ... at you ... the Best Computer Entertainment Show."

"What? Yes, that's right, the first Best, all cooks give top small awards, you know. Hard to believe the biggest interactive entertainment software show was once confined to one small four dimensional building in Earth Court, US, it's all freezing back now - the lights, the glamour, the heat, the stars. Game Betty Bot was there, you know, though she was a mere slip of a girl then.

THE GAMES...THE GLORY

Games were a lot different then, too. They took place on crumb CD strapped videocreens, with only about 16 or 32 colours used at once - a far cry from the four-wall high-definition horoscopes you'd get in your game room. What sort of games? Oh, shoot 'em-ups, platform games, graphic adventures locate on, you remember, I showed them in you at the Museum of Louvre - or films and you said they were quaint. I heard you got to the sort of games we get today were then, but they weren't interactive and the audience was fixed. Similar to story implants, but without the emotion centre stimulators.

"The amount of movement possible in these games was limited by the method of interaction. In those days they only had a joystick, a mouse or a keyboard, nothing like the neural link and body sensors in your game room. And the only feedback you got was via your eyes and ears, no electronically-induced sense manipulation. Oh no, if your space-rod crashed then all you got was a flash and a bang, none of that ghostly Cyborg-speak-you get nowadays.

"And interact with artificial personality constructs? Of course you could! Computers had nowhere near the speed or memory storage for that sort of realism. No, back then the first CGM machines were only just starting to appear. They were slow, and the very first machines had problems with piling data from storage onto screens, so the games, albeit of greater depth, tended to consist of old games with music, rather than the full motion video you get today. And the interaction was still primitive, although developers were researching into movement sensors, contact gloves, and speech recognition.

THE MARCH OF PROGRESS

"As I remember, things really started buzzing in the '80s. And I guess it all started at that first CES show. Take interactive CD, for example, shown in the ... what was it? Oh yes, the Living Room of the Future Room of the Future

those game systems. Oh, I can remember the prototype that even now - we'd never seen anything like them, a total audio/visual experience. They blew away everything that had gone before. Game production became more like film production, with script writers, researchers, directors, and so on.

The following years, and after you were born, saw the advent of ... Oh but some. In beginning to sound like your learning centre. You'll have to stop me if I start to lecture. You know all about the rest, of course, because you use it every day. So, where did we start? Ah yes, the Computer Entertainment Show. You know, I was a somewhat little shy then, I remember walking around that ACE Living Room of the Future and thinking that some of what was on show could ever really take off. How wrong I was!

These self-developing ultra-wide video are great stuff!"

And there you have the development of the Computer Entertainment Show as it is today.

The future-LIVE!



Oi!

Here's a little advance view of the Computer Entertainment Show '93 game world. Simply point the card from the head of this man at the show. Oh and God bless me! The cover page of *Play* and *Play* are the only magazines that have been invited to the show! Why? Don't they people at magazines...
-Heidi Jane Wright



"The '93 CES show will be bringing back the best of the best. Oh yes, it will be the greatest show ever!"

which drew by ACE magazine. (SM advised, you know, they'd just bought up Max Head Bie). Eventually those CD things achieved the speed for full motion video while manipulating sound and game data, and things really began to take off. With hyper-realistic TV becoming popular, games began to experience the full realism potential of

Futures present

All our tomorrows today at CES. Here's a quick roundup of futuristics that could gladden your eyes at the Show on the 10th and 16th of September...plus a lend look back at futurism just...

- The US food stand will be testing the International



Lotus Esprit - Lotus' debut. Right: Super-car from the future will take

LIVE THAT ROOM!

At a exhibit at the CES gives you the chance to see demonstrations of some of the hottest new developments from major companies in Britain and the World. Information panels on the walls of the Living Room of the Future will explain how the technology on show will apply to 1994 in years to come, and there'll be actual demonstrations and available working tomorrow's technology. The Room will concentrate on the following five main topics:

- Interactive CD -** It's something ACE has been doing, giving it a long time now, and you may be wondering what all the fuss is about. Come along and understand why we're excited about it and why you should be too!
- Communications -** Could we ever have thought Master played over the phone lines, with interactive business programs? Find out about the exciting possibilities of high-speed mobile telephones and other aspects of the communications revolution.
- Cyberpansy -** You've read the books, now expect some of the reality. Learn how the main machine interface will be revolutionized with the advent of interfaces and speech recognition and the truth about alternate realities.

- Interactive TV -** Eye been frustrated by your inability to participate in a TV debate? Now you may be able to and, combined with high definition TV, you'll feel like you're actually in the studio with the guests!

- Home robotizations -** Imagine a future where you'll never have to leave home to get to work. Imagine how your car will be able to tell you from to get back to it, and avoid any major roadblocks. And you'll be able to get your ACE on the screen of the TV - and don't miss it while it's still in the future!



Home robotizations and interactive TV: the future will be about

Games Championship, where crack gamers play from Japan, France, Germany, Italy and the UK will pit their skills against each other in the ultimate test. Forget the disappointment of the World Cup - this is what our national pride is riding on (and we've got more chance of winning)

- Genesis will be running the Lotus Esprit Turbo Challenge to promote their new game of the same name. The action will take place on a huge video wall and contestants will sit in purpose-built Lotus seats. Initiators can catch a real Lotus Esprit on display, as well as a Suzuki racing bike to promote the new team Suzuki team.
- Donk (Self), the motorcycling marvel, will be offering its track-tuned driving skills to a wide range of computer racing simulations.
- Those who feel like testing their gaming strategy should make their way to the Virgin Master/Novus stand where, for a small fee that will be given to the Children charity, you can play a head to head with the winner of last year's Mega Challenge.
- Fans of Brooklands and EastCoders will have the opportunity to see which programme employs the best gamers as members of the club's compete in a computer challenge.
- There will be the chance to have your photo taken with one of the galaxy of stars visiting the show.

- Guitar fans will no doubt be queuing around the ACE stand in their millions, because the beautiful Souzome, courtesy of Microsoft, will be there in PERSON (just) to personally sign copies of the magazine. Can't wait that much, madam?
- There'll be a Kusaka (the Japanese singling) looking paper competition, with a special video introduction from pop 'emulation' band the Vix. All proceeds will again be going to Children.
- You've read about it, now experience the reality. Take Micropro's P-12 Delta Eagle arcade flight sim for a spin: it'll be on display all day of the stand.
- All through the weekend there'll be a variety of musical acts. Russ Hill, one of London's newest radio stars, will be promoting some scratch DJ's who will amaze you with their fantastic mixes and Jaz Amgs, sponsored by Commodore, will be having jamming sessions.
- Of course, there will be a host of new hardware and software products on display. The ACE sign for the big bits of the show in these two departments? The official UK release of the Sega Magazine from Virgin (Bosterware) and the sporadic Powermage from Electronic Arts.

...and futures past!

Science Fiction has been trying to put people into the Living Room of the Future for decades, but it's surprising how few books or films actually portray a reality different yet believable and practical fiction.

The typical science fiction future is depicted in to take contemporary characters and locations then 'toss on' futuristic devices, which give the stories a sense of progression but present the reader with situations that are totally recognizable from real life.

This trend started way back in the last century with Alexandre Goe's *Notules* in Twenty Thousand Leagues under the Sea. The novels of the Golden Age of Science Fiction in the '30s and '40s were rife with the phenomenon - no matter how many magazines, giant spaceships, alien



The POWER device: get your message of the show. Always use simulation to create the perfect future with more about in the Living Room of the Future.

YOU WON'T MISS IT BECAUSE IT WON'T EXIST!

Here are a few of the things that you WON'T be seeing at this year's Computer Entertainment Show!

- Commodore CD-70** - This could be the product to beat the A500 available, but not if we never see one! Commodore are holding it back for the reader. Manager!
- Commodore's first** - see you there... again, sorry, this is actually not true!
- The rumored Atari** - again, with its growing membership and state of the art CD-ROM chip, will more or less disappear when that's a common. But another rumored device for the second CD-ROM features...
- ...and about future opportunities...

and roots were crammed in a story, the situations were still recognizable and generally interchangeable with Cooby stories.

When people did make the effort to think seriously about the future, the results tended to be bleak. Good examples of these pessimistic visions are Fritz Lang's classic 1926 film *Metropolis* — in which people, rather than being liberated by technology, become its slaves, toiling all day in mindless labor simply to keep a huge city running — and George Orwell's novel *1984* (1948), which portrayed a dystopia where every living room is fitted with a huge TV screen that couldn't be turned off and which is used by the Soviet State to boost propaganda and spy on the people.

FUTURE PARANOIA

In the 50s and early 60s the development of the atomic bomb and fear of Communism lead to a growth in paranoid fantasies populated by imaginary natural forces or hapless monsters. Likewise, it seemed, was the busy fighting for it only survival to worry about the future.

In the past, special mention should be made of the author Ray Bradbury, who had several interesting ideas of how the media would impact on our lives long before even TV was established. In February 1951 (1951), the protagonist's wife spends all day in a room made of four giant TV screens, reading in mind-numbing soap operas pumped out by the State to keep the population docile.

Even more interesting was the short story *The Field*, referred to in the anthology *The Illustrated Man*, which proposed a children's program that simulated any environment, such as a medieval castle or, as the title suggests,



—AND MORE ABOUT THEM...

• **The PC Empire** — *Directed by AGC* will see the second volume of 1993 — and in that year we may never see it.

• **General** — *General's 80* — *models create games, not generated in AGC (see 1988)* — it is still officially in production!

an African wild. In a similar way to which experts think current multi-media devices could develop, this simulator could be used around and interacted with totally, just like reality. In fact, it was so real that it is a technological feat (part of the time), the simulated form of the west killed people!

Following the Vietnam War, the dystopia theme was explored again in films such as *THX 1138* (directed by George "Star Wars" Lucas, *Alphaville* and *Laputa's Run* — amongst many others). A more optimistic view was given by Stanley Kubrick's 1968 film *2001 — A Space Odyssey*. These films are typical of the futures popular around the late 60s and 70s, where people wander around wild, anti-social, plastic rooms wearing odd one-piece suits.

In many of these visions of the future are way off the mark, grossly underestimating the current technological advance. For example, in the 70s, 40s and 50s, many writers didn't think that there'd be a man on the moon and the cold war, yet the combination of World War II and the Cold War encouraged rapid research and human feet touched lunar soil in 1969. Likewise, no-one foresaw the incredible information and communication explosion produced by the development of the silicon chip.

The ramifications of this boom have still to penetrate the majority of SF. In particular, the films still stick to the old science-fiction technology formula. Even *Blade Runner* (1982), which is widely regarded as a 'realistic' view of the future, hardly acknowledges the impact that computer technology will have on us. O.K., there's a home-on-TV phone and a hologram view, but these ideas are not really new. In essence, the film is a 60s cybernetic drama with flying cars.

More recently, *Total Recall* (1990) had the most idea of artificial memory implants, and Schwarzenegger's living room had wireless TV and a clear holographic tennis table, but it's still a future we can all recognize from now.

CYBERPUNK

The most interesting and plausible ideas of how things may go are provided by such authors as William Gibson and Bruce Sterling, leaders of the Cyberpunk movement. In the Cyberpunk future, the concepts of artificial realities and personalities, computer-human neural links, and societies where information is more important than money, are explored in depth.

But which to say that these views, which currently seem quite probable, won't look as quaint and dated as those that went before. There may be a revolution in technology just around the corner that no-one can foresee, but you can be sure of one thing — if there is and it affects you, you'll read about it first in AGC!

GIANTS IMAGE

How far are we from the Cyberpunk dream? Not far, if *Giants Image* is to be believed (as reported exclusively in AGC 19) — it's already working on a conceptual virtual reality product. One of the biggest problems to overcome will be that of human-computer interfacing. It's all very well having clever quality visuals and CD-ROMs, but how can you become fully immersed if you're still hearing to the TV set nearby with the mouse pointer or being a joystick about the machine's limitations are still getting in the way of the experience.

This could all change in the near future. Research and development companies across the world are already producing prototype recognition units which, although fairly primitive, may well improve. Many experimental results control methods have already been seen, such as the *Marble Power Glass* and *Andro-technology* (if Bruce Berke reported may look in AGC 22). When these new glasses can be used to control movement events by simple movement of the eye.

The potential for these devices is already huge: you could actually prove features in space stations in a game without feeling anywhere near the computer or the 70s if this could be combined with some sort of tactile feedback, so that you could actually feel the discomfort as you forced it, the first two steps to virtual reality could be here. However, such a device needs to be highly complex, and is not going to be around the quite a while.

DANCE DANCE VIDEO
Another device with Cyberpunk potential.

activities in the 1988 *Interactive Multi Media Empire* — reported in AGC 17).

Basically consisting of a room filled with motion cameras, visual and audio streams on four video screens are triggered by the movement of somebody in the room. Although currently just a collage of various images and sounds, the possibilities are incredible. Combine it with some sort of treadmill and you could walk around an artificial environment, laser acting with it, with sensor gloves with feedback and advanced speech recognition and the fantasy of Cyberpunk would become a reality.

Interested in experiencing the birth of Cyberpunk? Why not? AGC will have the 1988 in the *Living Room* of the future — and you will be able to sample its delights. Before us, it's an experience you shouldn't miss!



Visualization of the kind of images released out by the interactive multi-media system, which is now to be seen at the first world public in the 1988.

NITRO



NITRO

Choose your car, grab the wheel and go!

Speed through the cities, deserts, forests and wastelands competing in over 30 gruelling races — day and night in a mad dash for the finishing post.

Race against the computer or friends.

Pop in the shop to enhance or repair your machine.

Pedal - to - the - metal fun!

Squeals on wheels!

Lead - free frolics!

Screen Shots from the Arcade version

SEEING IS BELIEVING

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755



Power

...to our people!

Next month's ACE pulls no punches as we give our readers the ultimate games experience. Knowledge is power, friends, and with issue 38 you'll be putting on gaming muscle like there's no tomorrow...But there is, and here it comes...

And we'll be taking you from 1998 CES through to the year 2000 with the plans and future products of some of the world's biggest software companies. If you want to find out what you'll be playing in 2000AD, this is where you'll find out.

But that's not all. We're also bringing you:

- The debut of **MINIMAX** - a new development featuring hardware and software for the **SWAP**. Mark Healey will be bringing you the low-down on a series of technological developments that are leading to the construction of unique fixed spinners in London. Find out all about it in issue 38.
- An in-depth report from Milanovic, featuring interviews with the programmers and designers of **Resurrection 101** and **Archangel**, to name but two. Plus the chance to find out about their latest projects - a futuristic sports game that combines competition with **Resurrection 101** graphics handling and a very weird sounding title that has you taking on the spirit of a North American Indian.
- The **Chris Crawford Story**. The programmer of **Eastern Front**, **Balance of Power**, **Balance of the Planet**, and **Gun and Butter** has had an enormous influence on gaming style and coding. **John Cook** delivers the definitive ACE analysis of a major figure in games development.
- In the spot reports from the States and Japan, including

news from the **CyberExpo** International conference in Los Angeles. You'll be able to find out about emerging interactive and multimedia technologies and their applications in the entertainment world, including holography, laser interactivity, and algorithmic art.

- **WingLeader** - a major exclusive review of the game that we previewed in issue 35. Recently renamed **Wing Commander**, it promises an incredible combination of 3D graphics and arcade gameplay. We've taken these new titles in action for ourselves in the US and believe us, they're something else again.

- All the early reform releases including **Rich Dangerous 2** and **Powermonger**. This month is going to be BIG.

- The biggest competition we've EVER mounted, we're not giving anything away except to say that for the first time **D&A** reader will WIN if you want to take part in the legalist software prize bonanza of all time, reserve your copy now!

"Early, if you want to be sure you'll get to read this magazine!"

(Mike Wilson, *Wing Leader*)



WingLeader - just what you need... looking down in the ACE cockpit - and let them be glad to give you the game next month.

DEAR NEWSAGENT,

As a sophisticated user of highly complex electronic equipment for entertainment purposes, I want the chance to participate in ACE's largest competition ever. Please reserve for me a copy of the November issue of ACE magazine (Advanced Computer Entertainment), due out on Thursday October 4th. I shall be everlastingly grateful (and possibly rich).

My name _____

My address _____

HAND THIS FORM TO YOUR NEWSAGENT

ACTION, ADVENTURE AND STRATEGY IN THE DRAGONLANCE®

WORLD OF KRYNN



The first fantasy role-playing game set in the legendary game world of Krynn

CHAMPIONS OF KRYNN impresses on the award-winning game system used in D&D's legendary FORGOTTEN REALMS and CLASSIC OF THE AGE OF MIGHT.

CHAMPIONS OF KRYNN



THE NEWEST
BOOKS IN THE
D&D
UNIVERSITY
OF THE REALMS
SERIES

The war of the Lances is over. Instead it is a DEAD ZONE... with the Dragon armies defeated and the lands to the east reoccupied. The forces of good have withdrawn and settled down to a well-earned rest. But forces, however, never rest and have been quietly plotting a comeback... where to go next? Their goal: reestablishment of establishing the Grand Queens, Exalted, an undisputed ruler of Krynn!

▲ A DRAGONLANCE™ FANTASY ROLE-PLAYING
EPIC, VOL. I



Your hand reaches out from the left of your dragon... but from the opposite side of the hand there is none. There are voices with the face of many dragons and creatures you bring inside!



IT IS
NOW AVAILABLE IN
ENGLISH AND
SPANISH



ADVANCED DUNGEONS & DRAGONS
UNIVERSITY OF THE REALMS
SERIES

Talks to Queens of Darkness, and the Dragonborn leader. Some stories reach to the threshold of Krynn... from the other areas of Unhatched, culture to their own sense of the end power, struggle on the edge of defeat. Moments of the Game come forward... in Krynn will forever be consumed by evil!



TSR, Inc. is a wholly owned subsidiary of Hasbro, Inc. All rights reserved. © 1995 Hasbro, Inc. All rights reserved. Printed in the USA. ISBN 0-896-028-10-0. DUNGEONS & DRAGONS, DRAGONLANCE, and the DragonLance logo are trademarks of TSR, Inc.

OFFICERS

Advanced Dungeons & Dragons

COMPLETE PRODUCT

TSR, Inc. 401
4755 Center Express Way
Lake Success, NY 11042
Tel: 516-424-1000



subscription offer

SAVE
MONEY



ACE ISSUES

- 12 issues from your newspaper would normally cost you **£19.95**
- Receive free quarterly issues of **INTERFACE** — an exclusive subscriber's newsletter
- Don't queue for your copy!
- Receive priority allocations at ACE conferences* and get free tickets (non-subscribers pay £5)

*where available

Guarantee

If you aren't completely satisfied with your subscription, you may cancel and receive a prompt refund for all unmailed copies.

PLACE YOUR ORDER

To subscribe the ultimate games magazine just complete the coupon below, or send your details on plain paper, or ring our special 24 hour helpline service on 0858 410510 and quote your credit card number.

To: ACE Subscriptions Department, PO Box 100, Leicester LE19 6AL.

Name

Address

Postcode

Please start my subscription from the issue of ACE. I enclose my cheque/postal order (payable to ACE MAGAZINE) for

Please charge to my Access/Visa/Master/Club/

American Express account. Card Number

Expire Date

Signature



FOR ONLY £17.95

Overseas subscriptions (12 months) Air Mail Europe £42.95 • Air Mail Rest of World £72.95 • Surface Mail All Territories £27.95

Just fill in the form below or call **0858 410510** credit card hotline **0858 410888**

We request that customers outside the UK International Money Order. Please international air mail orders for subscriptions require postage £10.00 per year.

TEENAGE MUTANT HERO
TURTLES



COWABUNGA!!

THE HEROES IN A HALF SHELL™ ARE COMING!

AVAILABLE SOON ON:

Amiga, Atari ST, Commodore 64, Spectrum, Amstrad and PC.

Teenage Mutant Hero Turtles™ April 1988™ "Cowabunga!" "Heroes in a Half Shell"™ "Mousie"™ "Adagio"™ "Badasssss!"™ are all registered trademarks of Konami Games (UK) Ltd. TM™/TM™/TM™

Used with permission. Based on characters and story books created by Peter Laird and Kevin Eastman (TM) © 1987 Mirage Studios, USA

Published by Konami (UK) under license from Konami™ and under sub license from Mirage Studios, USA.

Konami™ is a registered trademark of Konami Industry Co. Ltd. © 1987 Konami. © 1987 Konami (UK).

Image Works, Inc. 1988. TM/TradeMark/Service Mark/Registered Trademark. Konami (UK) Ltd. 1988. TM/TradeMark/Service Mark/Registered Trademark.



THE ACE PROMISE

1. ACE IS DIFFERENT Unlike many magazines, ACE each volume featured games, if it's reviewed here, it's what you'll get in the shops. If there's any exception to this rule, the page will clearly be marked **REVIEW COPY**. This point is not noted, but won't let you down by including half the edited reviews that should, and to give you more better coverage, this month we've introduced the ACE Preview feature. See opposite for full details.

2. ACE IS DEFINITIVE Every game for each category is tested. It's not some online logs or other stuff written up quickly immediately with the computer concerned. There are five reviewers, about thirty thousand points, and I give you lots more than just the reviews - analysis, comparisons, and full-on information in all included wherever possible.

3. ACE IS DEPENDABLE All ratings are carefully calculated. You can rely on them to make your buying decisions. Not only do we include our own ratings, but we also include the scores of other reviewers. And our mark more than all ratings are checked by the ACE following staff, the ACE, three games!



PIC POWER!

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

We use ACE because you don't just play a game - you experience it, the Predicted Interest Curve is the only review system that takes this all-important factor into account.

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

For example, a high one minute rating means that the game must look fantastic and get you all excited from the start. So that means it's probably a good game to check out to the neighbours - who probably won't be going to buy anything for much more than a minute anyway.

The minute, hour, and day ratings can tell you a lot too. If there's a dip there, that's followed by a rise, you've got a game that may take a bit of getting into. Alternatively, the graphics may just give off for a while until the gameplay starts to grip. Check out the PIC column for more details.

Finally, you've got the month and year ratings. The better a game holds up over the more observing it is of your best owned cash.

SCREEN

Welcome to the ULTIMATE GAMES GUIDE

This month's section is even bigger and better than ever.

■ **Bigger**, because we've brought you more games, ranging from the superlative *Powermancer* to the hellious *Morfy Python*.

■ **Better**, because in our never-ending search for the perfect reviews section, this month we've introduced two more improvements: the ACE Preview feature now keeps you right up to date with the latest product - see the page opposite for full details. And we've redesigned the ratings boxes to save space - space we use to tell you even more about the games.

And don't forget - ACE is the only magazine with regular review sections for computers, consoles, and CDs, giving you complete coverage of games today - and tomorrow.

ACE RATED!

Question: Is this game really going to grab me? And for how long?
Answer: the PIC curve - the heart of the ACE Rating System.

	856 Ace and dependent graphics and other performance (based on the review for this game)
	Ace and dependent graphics and other performance (based on the review for this game)

Each review carries a PIC Curve (see PIC Power panel) and special 'Review Score' that gives you details of the game's performance on specific machines. These boxes include ratings out of ten for:

- GRAPHICS** All aspects of the game's graphics - with the machine type of each machine listed in the window.
- AUDIO** The music and sound effects are reviewed. A high rating indicates a more intense experience for the computer and PC. If the computer performance is poorly reviewed.

REACTION The Ace Reviewing Rate that ACE readers are generally expected to be more intelligent than other human beings, so the rating may be lower than you expect.

FOR FACTOR This is a measure of technical advances. Games like *Morfy Python* and *Fluffy* that require unusual computer power but we're not necessarily advanced. Most other games will have factors that are designed for instant satisfaction. Some don't have this other factor or intelligence - they're just built.

ACE RATING Is the overall rating a game will not only have it for its ability but also stand the test of time as well. Here's a general guide to what the ratings mean:

- 100+** A class game, recommended without reservation.
- 80-99** A superb game, but perhaps lacking the long-term depth to last into the month-and-year categories.
- 70-79** Well recommended, but probably for a couple of weeks to the month-and-year categories.
- 60-69** The fair game, where it tends to be OK. (You'll be OK out of things.)
- 50-59** Not recommended. The game may be some technical problems.
- 40-49** Problems with gameplay and programming that the reviewer doubts.
- 30-39** Not only is the gameplay bad but the design is also seriously flawed. Not playable.
- 20-29** Things are getting really bad. Might be funny if you're not expected to play for it.
- 10-19** Serious but game running on an edge.
- Smaller 100** An essential purchase that is only one or two unimportant aspects of excellence.

WARNING BOXES This column provides specific information on graphics, audio, loading problems etc. If there's to be for your machine (but a version is planned, it's indicated as well as a later issue).



POWERMONGER SCREEN KEY

1. Click on a place to add additional resources, including buildings and people.
2. Use your computer's keyboard to the left. New leader orders clearly show, with your mouse over a white circle. The white circle indicates the area in which you're able to act. The blue circle shows where you're not able to act on enemy's territory. It's the world of white.
3. Right-click would be given his right eye back.
4. Message window.
5. The compass. The large white change gives details, including an on-line map and points with links to a detailed window for it.
6. Click on these icons to enable the commander to either advance.
7. These icons allow you to move in a unit on the main map.
8. One-click on the Bullfrog icon orders individual actions: build up your own cities; when you're a captain, or commander, you'll appear on the left and will follow the leader you see in command; command by clicking on this.
9. How many units you'll send to go into the city; the city will be built up.
10. Buildings.
11. See on your screen.
12. Make alliances with other leaders.
13. Make walls to hold off others.
14. Daily needs: click on one (usually on screen) to form government institutions. About there.
15. The expansion level: there are six instances in which you'll affect your state every other instance in the game.
16. Screen messages box.
17. Transfer unit between Captains.
18. Group Name.
19. Roll up food.
20. Transfer to food.
21. Supply or village food.
22. Don't forget to build that food into food.
23. Command screen: it will show you how the other.
24. Group Name: you'll appear on the left and will follow the leader you see in command; command by clicking on this.
25. Build needs: when you're a captain, or commander, you'll appear on the left and will follow the leader you see in command; command by clicking on this.
26. Build needs: when you're a captain, or commander, you'll appear on the left and will follow the leader you see in command; command by clicking on this.
27. Build needs: when you're a captain, or commander, you'll appear on the left and will follow the leader you see in command; command by clicking on this.
28. Build needs: when you're a captain, or commander, you'll appear on the left and will follow the leader you see in command; command by clicking on this.
29. Build needs: when you're a captain, or commander, you'll appear on the left and will follow the leader you see in command; command by clicking on this.
30. Build needs: when you're a captain, or commander, you'll appear on the left and will follow the leader you see in command; command by clicking on this.



Bullfrog: And a glowing orb... through time to the past. Things are looking hot for the humble village of Bullfrog. How many more will... from the north of the following history.

POWER

If you thought *Populous* was something special, wait. **ELECTRONIC ARTS** latest *Bullfrog* masterpiece a full the power 59 worlds - if everyone in Britain had creation of time, they'd be polishing off the last one

Bullfrog have long been a software development team to watch. After a relatively unimpressive start with the puzzle can arcade *Shovel 'n' Fun*, they really showed that they could compete with the big boys when they released *Populous*. A computer classic of our times, there can be few people who are not familiar with it. The ease of interaction, absorbing graphics and stunning graphics evoked a real feeling of a world in transition occupied by people leading independent lives and generated a level of involvement unknown with most games.

So how do you follow up a computer legend? After a fairly quiet period, the Bullfrogs released *Flood*, a platform game which, although great fun, wasn't really in the same class as *Populous*. But that may not have been the fall before the storm, if the advance preview of their next release is anything to go by.

A few weeks after you read this, Bullfrog, on the Electronic Arts label, will be releasing *Powermonger* for the Atari ST and Amiga. Although comparisons with *Populous* are bound to be made, any similarities are largely superficial.

The player controls a warrior exiled from his homeland and, along with feisty loyal soldiers,

find himself on the shores of a large island, part of a group of 200 making up the 'world'. This is a land that needs a King, and who better to wear the crown than you self? Unfortunately, the residents of the islands don't appreciate your unwelcome mobile ambitions, and will do all they can to stop you. Raising farms and villages will result in the occupants either fighting to the death or being persuaded to become part of your merry band. Once enough people follow your flag, they will make you King. You can then move onto the next island.

Although the early islands are relatively easy and can be won by simply attacking as many natives as quickly as possible, it is only later, when you encounter similarly ambitious aspiring leaders or 'Captains' commanding troops armed with superior weaponry and your own followers are collapsing from hunger, that you begin to realize that a little more strategy is required to succeed. It is about then that you also begin to appreciate the depth of the game and the amount of thought that has gone into it.

Defeating one of the Captains puts him in your control, he can then lead an independent faction on your behalf. However, an army marches on its stomach, and these longer campaigns will require that followers are allocated to food pro-



The Bullfrogs: Bullfrog's latest release... from the north of the following history.

MEGA CODE

The logic of *Building* has been fascinating since its development for the last 13 months, and all that hard work certainly shows. An maximum score not, which is only awarded to a small number of the scorekeepers. Things may seem to move a little sluggishly, but when you consider that the system is processing an incredible 2000 polygons and several 1000 sprites per frame, the consistency of the technical achievement is not.

All creation-stage events, the level of which you'll play most of the game, everything you bring — and according to the total frequency of building, the final version will be more fluid, because they've almost total 10000 pieces of code that intelligently allocate processor time to create an and when they are needed. Also, the use of space-saving algorithms means that expensive memory bits of code aren't really used up by game logic.

It's still up to you to build a world of your own design. It's the largest piece of code that *Building* has ever written.



From any location, you can build a new village or return to an old one. Your leader is the first building. Upon clicking on the map, you can see the location of the village.



It's designed to fit all the windows, so that of people from a building view.

R MONGER

wait
a full
had
one

until you get your hands on this! ACE gives playtested preview... *Powermonger* can generate 4 to started working through the worlds since the just about ... now.

nt, part
This is
to wear
the most
they will
the
let of
yellow
can be
very
name
pink,
appearing
a great
downs
to
to begin to
to your
the best
ies are
will
and pro-

action. You can watch your people as they raise crops, tend a mill, feed sheep or even go fishing in the case of coastal towns. Should the nearby villages have a good year they celebrate by meeting up for a game of baseball — you can take a lesson on the mechanics and cheer on your favorite side!

Meanwhile you can set a village the task of inventing a new weapon, which could be anything from blow and arrow to cannon. Naturally, the villagers need raw materials to do this, so — say they need wood — they march off to the nearest forest and cut down trees. If they need metal ore, they'll set up a mine. You can then equip your men to trade these goods with other villages.

RIVER DEEP, MOUNTAIN HIGH

The graphics, which give an initial impression of *Populous*, are superb. The landscape is rectangular (and allows a great deal of flexibility) it can be zoomed in or out on, rotated, tilted and expanded to fill the screen to your own taste. The buildings and people are 3D-rendered graphics that grow or shrink but don't rotate — although the soft noticeable during play.

The flexibility has allowed *Building* to reproduce a huge number of natural phenomena in the

game. Just about every geological or geographical feature is present: there are plains, deserts, hills, mountains, rivers, valleys, waterfalls and forests; it rains and the seasons change, which is reflected graphically by sprays of snow appearing on the ground and the trees losing their leaves in the world turns to winter.

These features, clever as they are, are not there just for "cleanness" sake. Attack a village from the slope and they'll see you coming from miles off and prepare defenses, but attack from over the brow of the hill and you'll have the advantage of surprise. Make people attack in snowy weather and they'll not only eat more food, they may get lost or冻 up and die!

BIG IS BEAUTIFUL

One of the most breathtaking aspects of the game is its sheer size and scope. The entire universe is huge (see box) each "world" consists of

200 islands to be conquered, and each island is populated with 512 people with their own jobs and characters.

The Captains all have individual personalities, while a hero/ess one will be great for a lot of hard bargaining over trade goods, he may have no idea of how to supervise the invention of a new weapon. Strategy provides every aspect of the game, and the player must allocate to resources and time wisely.

This may lead you to think that this will all involve remembering hundreds of commands and intricate thousands of key presses. Not so — the game has been designed with ease-of-use as one of the main objectives, and, like *Populous*, all actions are governed by just 20 icons. The computer does most of the hard work for you and lets you just get on with playing the game. The islands have been designed so that new features and strategy elements are introduced gradually, allowing the player to build up his or her own strategy before having to tackle the harder islands.

Of course, this gentler and bigger business is all very nice, but it's all good as *Populous*. Well, the fastest answer has to be no — it's far better! In the space available I can only give a brief idea of the things to see and do, and this is still just the preview version! The final version should have several extra features, most importantly the saved effects (which we are promised will be very special) on the Amiga, and the ability to spy and sabotage villages, and these can only add to an already very exciting genre of software. Look forward to a full in-depth ACE review in the next issue!

■ Geoff Upshur



Every great civilization in *Powermonger* starts from a single starting point. Your efforts are rewarded through the use of the large stone walls and walls.



► Incredible realistic interactive "world" allows the player from the action.

► Huge and very enjoyable task with the difficulty varied so that players can learn as they play.

► Highly flexible play field allowing you to start from a new continent to the player's wishes.



► The game isn't appeal to the straight club or should consider too with a slow controls attention span.

► Graphics show detail of mountain scenes, but this may be only needed rarely.

► The game has too few bad points to fill the space available.

RELEASE DETAILS

AMIGA: WARE	CD ROM	MS-DOS
AMIGA	CD ROM	MS-DOS
MS-DOS	CD ROM	MS-DOS

All other versions planned



The opening briefing for a Xiphos episode - shown in the screen capture.

This space epic - and big Christmas hopes for the **ELECTRONIC ZOO** stable - bears more than a striking resemblance to *EMEs*. Does it live up to its famous ancestor?

XIPHOS

Civil war has broken out in the Xiphos system and you need to travel five Universes, trading with bases along the way and maintaining good relations with both sides, in your search for a sixth, central Universe and the cause of the conflict.

Control of your ship on this vast journey is best achieved via mouse buttons - used to advance and reverse - although the cursor keys provide an alternative. Firing uses the function keys (each of the first five use a different aspect of weapons capability). While this may seem an idiosyncrasy, it allows the player the speed of movement necessary to react to rapidly changing situations - if which there are many.

Remaining controls allow operation of a docking beacon, map, identification reports and info window. The latter two functions are inescapably useful within a game of this speed and pace. Operating the **I** function places a box around anything within your viewing range. In the instance of more than one object being present, repeated pressing cycles through until locating the object of your choice. Once locked, pressing **F10** displays information on the object allowing you to decide what course of action to take.

SPACE SIMULA

The system used to generate the impressively large full graphics Universe in *Xiphos*'s vast amount of space has been being a 3D-based graphics language. Xiphos allows users using industry's best programming knowledge a free hand to design and re-design complex polygon-based graphics. The development team responsible for Xiphos are confident that future releases will make use of the system, and that its performance for workgroup use will be 30-50 per cent faster.



One of the many complex universes in the game is shown in an arbitrary space station.

TACTICS AND GAMEPLAY

There are no strict guidelines as to the method of play open to you. Due to the enormity of the Xiphos system (there are 170 Universes in level one alone), a map may be accessed by which you can keep track of your co-ordinates. Initially blank, information must be purchased or bases visited to register on the map. Unusually, displaying the map does not halt the action, but is superimposed over it. This often leads to your ship being unexpectantly fired upon while viewing your course.

The game allows you a free hand to roam through space, discovering various strategies, such as involving yourself in battles, politics or mercenary activities, although it is inevitable that you will at some point click with a base to spend-indeed resources or top information for further your own causes. Any resources purchased rely on you shooting down ships to gain credits.

Each base you visit belongs to one of the two warring factions and entry depends very much upon your tactics. Shooting down a ship and then entering a base of the same faction can be somewhat hazardous if the base in question acknowledges your docking beacon, you are dragged in by tractor beam (as opposed to the lift-docking system) after you may begin to converse. Conversation enables you to determine the nature of your location, which could be anything from a religious institution to a retail store!

Attempting to enter a base credits belonging to the same faction or leaving without paying for services will result in your immediate reaction and attempted destruction, although it is possible to barter prices to a certain degree. Cash reserves are vital - charges are often incurred



The game's excellent scope to potentially involve first and second-hand trading and secondary transactions over the web is a great thought - whether to those who cannot afford the full price, or those who are interested in the game's development. It is a pity that the game's excellent scope to potentially involve first and second-hand trading and secondary transactions over the web is a great thought - whether to those who cannot afford the full price, or those who are interested in the game's development.

and scores

856



AMIGA

This well-developed 3D graphics simulation offers an excellent challenge to those who enjoy a good strategy game. The game's excellent scope to potentially involve first and second-hand trading and secondary transactions over the web is a great thought - whether to those who cannot afford the full price, or those who are interested in the game's development.

RELEASE DETAILS

AMIBIT	1.5M/15M	OCTOBER
AMIGA	1.5M/15M	OCTOBER
IBMPC	1.5M/15M	OCTOBER

See other versions page 101

money for trading, and even saving a game in progress costs credits! Occasionally however, it may be that a base changes information after you, or even offers you the chance to run a two-century event against the opposition.

POLE POSITION

Trading between Universes involves discovery of the Pole base. Once found, you need to successfully infiltrate before being spotted out into the adjoining Universe. Travel is limited to one direction however. Co-ordinates leading to the Pole base may be purchased. Alternatively you may be assisted by small creatures known as Pioneers who are quite willing to lead you to the Pole and whom you must protect through possible attacks.

The *Simula* system creates an excellent deep space environment with incredibly fast, well designed graphics conveying as much emotion as is possible in a completely abstract environment. Although the initial concept may strike as little, the option of a practice or "Road" mode allows initial heads to stand in their hearts' content, while those looking for something more in depth have a vast challenge on their hands.

Xiphos is an excellent example of a contemporary space trading game. Let's hope the *Simula* system is used to produce software of similar quality in the future.

— Andy Roberts

ELITE ON THE WANE?

Elite generated a whole genre of space trading simulators that has been diminishing gamewasters long for several years. But can the formula survive?

The problem lies in the increased competition from strategy games that feature real-time management on the one hand and the growing complexity of tactical simulation (see *MicroSim*) on the other. The space trading genre has a lot of potential, but it needs to be taken into new areas of resource management and interaction if it is going to give an excellent game as well as an elite.

Spellbound



Spellbound Don't get caught by the Warlocks!

Just as you were about to advance a grade in the school of magic your tutor goes and gets himself kidnapped. You have to rescue him, or you'll never graduate.

Rattling through eight diverse and dangerous lands, collecting spells and objects along the way, you use your limited magic powers to fight off deadly adversaries in a fraught-filled fight to free your tutor.

But it's going to be a tough task on your own: take a friend along to increase your chances and double the fun!

Screen Shots from the Atari ST

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5785



PSYGNOSIS

SEEING IS BELIEVING

Out now!

BACK TO THE FUTURE II PART II



© 1991 WARNER BROS. PICTURES. ALL RIGHTS RESERVED.

IMAGE WORKS, a division of BellSouth Corp., is proud to bring you this exciting new film.

Part II

11/11/91

Can Cadaver breathe new life into an old game-style? IMAGEWORKS and the Bitmaps follow up Zoo's Treasure Trap with another 16-bit isometric 3D adventure



As fast as a mouse, the graphics engine revolves with this 16-bit isometric scene.

Isometric adventures were big business in the 1980s, with games such as Heat Over Hell and Batman leading the pack. The secret of their success was probably the fact that they appealed to just about everybody - there was just enough jumping for platform fans, meat for hunting for arcade addicts and puzzles galore for adventurers.

On the MS-DOS platform, for reasons not entirely clear, 16-bit have been very few isometric titles. Zoo's moving Treasure Trap is one exception, so Cadaver comes up something of a curiosity, blending a helping of 3D action with a smattering of puzzle-solving. Its credits are certainly impressive - you can't argue with the famous Bitmap Brothers - but can even this much-hyped lead breathe real magic into such an old genre?

The game starts with you, Karabas the dwarf, climbing to your feet at the entrance to the very Castle Wall. Your mission isn't made clear in the instructions; you have to find it out along the way. This means your first couple of goes will demand a lot of exploration and experimentation to get you a rough idea of what you're supposed to be doing.

The standard control method is much more complex than you'd expect if you've been brought up on games like Knight Lore and Heat Over Hell.



Isometric adventures were big business in the 1980s, with games such as Heat Over Hell and Batman leading the pack.

CADAVER

- It consists of a group of icons at the base of the screen which roughly depict different actions (up, drop, throw, etc.) You select the object you want to use from your rucksack and then whatever you want to do with it from the icon menu.

Graphics are everything you could want them to be - crisp, clear and colorful. The screen is beautifully designed, with everything falling into place just right. The sound effects are few and far between, but what's there is adequate.

The problem with Cadaver is that it seems to have lost a good deal of the appeal of the old 16-bit isometric games. That appeal was basically the degree of smooth action - jumping, sliding and sometimes flying - and the puzzle element was effectively confined to small doses.

The games were easy to get into and the screens were constantly alive with obstacles and opportunity. A simple recipe, DR, but an effective one.

In Cadaver, however, although all the ingredients are still there, the balance has changed. You spend a lot of the time just walking around, picking things up, dropping them, and walking around again. Although still undeniably an arcade adventure, the emphasis is definitely on the latter.

There's no denying that this is going to be as polished a

game as you're likely to get and there are few doubts of success and lots of puzzles, but the isometric presentation of the game is slightly misleading. No jumping, dodging, mashing this, but more of a multi-screen puzzle. That will doubtless appeal to many, but personally I think the old recipe had more bounce.

■ **Max Egan**

Be sure that the first two discs of the game revolve with the 16-bit isometric scene. The graphics engine revolves with this 16-bit isometric scene.

RELEASE DETAILS

MS-DOS 3.0	£24.95	Advised 16 bit
MS-DOS 4.0	£24.95	Advised 16 bit
IBM PC	£24.95	16 BIT FOLLOW

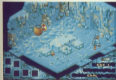
For further information please call



• Excellent graphics
• Very smooth of action



• Interesting setting to solve
• Very challenging puzzle



Another puzzle scene, but Cadaver leads to better action than many of the other 16-bit isometric adventures.

O riginally titled *Federation War*, this revamped *Capitol* is a recent ACE computer title. In excellent Tony Crowther's epic, places you in the confines of a huge orbiting fortress somewhere in the depths of space. You are there, not unreasonably, because you are the most evil man in the Galaxy.

Having been originally imprisoned for two hundred years, you are woken by a malfunction

Veteran programmer Tony Crowther leaps back into the limelight with superlative space-age challenge for MINDSCAPE



CAPTIVE

within the floating computer. With absolutely no idea where or who you are, you proceed to explore the outside world via four droids, controlled by you from a small computer contained in a briefcase handy droid.

Each droid comes in kit form and is fully interchangeable with the others, giving rise to various possible attribute configurations. Together the four units form a sort of RPG "party" that you move about in battle formation.

Under your remote control, your droid party must traverse the 3D bases holding the fortress in its orbit, destroying the power source in each and obtaining a spacecraft to transport the party to subsequent fortresses. Once all 3D bases have been shut down, you must fly the droids to the central fortress in an attempt to rescue yourself.

The opposition is plentiful and comes in a variety of forms, ranging from violent dinosaurs through renegade alien tanks to dragon. Coming up against any adversary requires fast reflexes, masterfully catered for by the coin-driven interface, which makes for easy control in any situation. The icons themselves are arranged into relevant clusters and most fulfil a dual function, depending on which mouse button is pressed. The left button initiates an action, whilst

the right allows the player to access a special feature inherent to that icon. The most obvious of the controls is the movement cluster, moving



Model your own settings regarding action and attack. This is the way you'll be controlling your droids in *Capitol*, depending on what other options your machine has.



Highlight one of the many interactive icons. Pressing the left button initiates the action, whilst the right allows the player to access a special feature inherent to that icon.

A Revolution In Home Entertainment

Your TV will be



Add the optional Power Base Converter to your Mega Drive system and you've added the capability to play more than 100 game cartridges designed for the Sega Master System.
Power Base Converter £29.99.

Home Entertainment: whenever be the same again!

SEGA has created the ultimate in games console technology. A home system with the power of true 16-bit technology. High definition arcade-quality graphics. Realistic sounds and music in stereo. Mega Drive: The new dimension in game play.



Enjoy first rate arcade performance by adding the optional Arcade Power Stick to your Mega Drive System - a precision crafted stick for pin-point accuracy in the toughest action games. Start to test through the most challenging games. Arcade Power Stick £35.99

Golden Axe
£24.99



Shadows of the Moon
£44.99



Rambo II
£29.99



Truxton
£24.99



Thunderforce 2
£24.99



Range of Slots
£24.99



MEGA DRIVE



"It's not a console...
It's a revolution!"

SEGA

Arms

Virgin

£189.99



Captive

The quest for freedom!

When you can't remember who you are, where you are and even what year it is, there you know trouble cannot be too far away...

Fold *Captive* for two hundred years in an aching space prison for a crime you didn't commit, you are desperate to escape from your electronic gaol.

Armed only with a Defiance computer found in the corner of your cell, you start sending out electronic SOS calls to the battling world outside.

Eventually you find a motley crew of four aliens ready to help bring about your escape...

...to begin your quest for freedom!



Actual screen shots

M I N D S C A P E

For further information on Mindscape products and your local dealer, contact:
The Coach House, Moorlands Estate, Scopus Hill, West Sussex BN11 7 PWG, TEL: (044 486) 762



The game has to be a bit of a stunner. The movements are beautifully programmed and animated.

To find things you enjoy is the aimpost. Most games have the usual top-down view or, in the case of Kick Off, from directly above. MicroProse however have opted for one of the best.

The effect is extremely attractive, especially when combined with excellent player movement (surely the best ever).

The player under your control is indicated with a white arrow, but who knows the attractive display method makes gameplay difficult. The amount of info shown on the screen is comparatively small, so when the opposition have the ball you usually have to stand off screen players in a 1-2, which is extremely difficult. And, of course, the computer is bringing in off-screen players too, so you often lose possession to players who have only just materialised. There's a continuous screen which lets, but to play effectively you have to spend more time looking at the rear of the screen.

Presentation is very impressive with smooth

animation and nice colours. As in a lot of lesser games these days there is the digital scoreboard with a 'M-Mer' like character that either congratulates or commiserates depending on who scored. Another nice touch are the pictures of the kit and the League which appear with flags and throw-ins. Sound effects are the usual cheers and whistles along with some nice fumes here and there.

The passing system is one of the game's strong points, however. The fire button controls power, left and right movements the camera, and vertical movements the height. The power bar is split into four blocks, with each one representing an increasing degree of power. Height and power are adjusted while the fire button is pressed to inform your going for a full powered shot you'll need to be quick.

The Goals is controlled by computer except in penalties. It's for this reason alone that I don't get troubled 1-0 by the computer. There are 3 ball levels: Easy, where unless your barriers are totally off they always find their mark, Intermediate, in which the ball is semi-intelligent, and Advanced in which you have to do all the work yourself.

In the actual game you have the choice of either World Cup or Superleague in which the best clubs around the world square off with one another. Apart from these the only other things you can do are to practice passes, penalties, etc. Although you can choose your team, you can't choose formation or the players you want, losing the World Cup feel that, for example, they 2000 had.



The worst thing however is the lack of a two player option which has to be the most important thing after playability, because, in almost every case, playing with or against someone is infinitely more enjoyable than doing the same with a computer.

MicroProse are renowned for their excellent flight sims. Perhaps that's why this product seems to have veered a little too far towards 'really' - computer taste needs to be a game first and a simulator second.

■ Keith Swales

Just as you thought the season for "footie" games was over with the end of the World Cup, MICROPROSE release what they call 'the most accurate simulation of football seen on the screen'

INTERNATIONAL SOCCER CHALLENGE

TORVAK

THE WARRIOR

The team that brought you the excellent *Rick Dangerous* go hacking and slaying with CORE DESIGN

Remember *Comet*? So do Core Design, whose latest release *Torvak The Warrior* bears a striking resemblance to the story of last year's wily wizard.

Following a five-year self-imposed exile, Torvak returns to his homeland Kaguro, ravaged beyond recognition in the bloody Torvakian wars.

Having reached the outskirts of the once thriving village, he is startled by a voice emanating from the now twisted figure of The Elder, who informs Torvak of the arrival of the Necromancer and the darkness he has brought to bear.

Intuitively, Torvak now knows the path he must take—a career in carnage as a killing, slaying sorcerer.

Heavily armed with a double-handed axe, you must guide Torvak through the five levels comprising his homeland until coming face to face with the Necromancer, whom you must then dispatch. Each level is distinctive, increasing in difficulty, beginning with Torvak's ravaged village and progressing through the swamps to the mountains and into the jungle, after which you must negotiate the Necromancer's castle.

Particular types of enemies—including Orcs, Pheasants, Scorpions, Witches, Sockies and Killer Potpourris—are specific to each level and have distinctive attacking methods, each of which must obviously be dealt with in a specific way. Levels also include some underground sequences,



Torvak takes large hits in combat, including his own, and jumps the screen.

accessed via holes in the ground, but including the same features.

Attacking an enemy may be achieved using 3 combinations of joystick movement and buttons, in addition to which Torvak may fire and cast spells. These are, in effect, magical versions of the 4 possible physical weapons—the default axe, a sword, a bat-

man and a morganite.

Throughout each level, destroying certain parts of the scenery releases bonus items such as armour (for better protection, food to replenish energy) and treasure. In addition to these more basic items, you may also come across special bonuses such as Speed Up, decreasing Torvak's reaction time; Extend, adding extra units to the maximum energy allowed; and Power Up, the last of these bonuses Torvak with greater hit power against adversaries and, when coupled with Speed Up, gives you a good idea of what *Brave Liar* would have been like playing *Karnak*. Each item collected is displayed above the main play area in the status window.

Progressing to the end of a level brings

Torvak into combat with the obligatory guardian. These increase in difficulty and include a Stag, a Gryphon and a Serpent until, at the end of the game, you encounter the Necromancer.

That aside, having booted up *Torvak* you're faced with what appears to be a very varied title.



THE PRODUCTION OF *STREET RACING* IS AN EXTENSIVE OPERATION IN TERMS OF PERSONNEL, BECAUSE OF THE EXTENSIVE SUPPORT FOR THE PRODUCTION OF THIS GAME. THE PRODUCTION OF THIS GAME IS AN EXTENSIVE OPERATION IN TERMS OF PERSONNEL, BECAUSE OF THE EXTENSIVE SUPPORT FOR THE PRODUCTION OF THIS GAME.

650

THE PRODUCTION OF THIS GAME IS AN EXTENSIVE OPERATION IN TERMS OF PERSONNEL, BECAUSE OF THE EXTENSIVE SUPPORT FOR THE PRODUCTION OF THIS GAME.

RELEASE DATES
 AMERICA \$24.99
 EUROPE \$24.99



Not one of the ugly white guy 3D characters during our testing, starting with things being so...

hack'n'slay game in the same vein as the aptly named *Arden Saga*. The other immediately noticeable fact is that Torvak can be extremely frustrating. The slow initial speed of the main sprite hampers the gameplay and lowers the interest level.

Once used to the sluggish control, however, timing begins to improve along with gameplay and progression. Each level is of considerable length and the extras to be found are a welcome addition to character performance and help you persevering in a game that would otherwise feel tedious fairly quickly.

On the visual side, Torvak suffers somewhat, although the sprites have all been well designed, colour and animation appear to have been put along the way, both falling far short of what a 3D machine is capable of. Backgrounds are both low-key and repetitive, with a monochromatic horizontal scroll and very little detail.

Seriously, I'm limited to the stationary gun and weak moves associated with hack'n'slay games, and the soundtracks that are present would seem somehow better suited to a race game.

A challenge, certainly, but the determination is as much to overcome the unresponsive control as it is to succeed and enjoy. Definitely a game for devoted barbarian fans only.

■ **Steve Boxer**



So Torvak is obliged to jump down into his own world, including when he's been hit by the enemy.

TORJAK

THE WARRIOR



EVIL LINGERS ALL AROUND...

For five years the Necromancer has reigned terror over the land. Only his hoards of evil minions to avenge the massacre of your people.

AVAILABLE ON
ATARI ST AND COMPACTOR AMIGA AT £24.99
SCREEN SHOTS TAKEN FROM ATARI ST VERSION



CORE
GAMES

CARTHAGE



CARTHAGE

Feature Packed Action and Strategy

As a Carthaginian hero you must not only repel Roman invasion by successful troop strategy but also maintain your armies' ever-waning supplies by running the gauntlet of your chariot to deliver much-needed money.

Survey the detailed North African landscape and zoom in on your troops to administer strategy. Decide which of your armies needs a cash injection then grab the reins for a mind-boggling first-person-perspective 3-D chariot race to deliver the money...

Strategy and arcade action superbly combined to give you a taste of ancient history so real you can almost smell the elephants!

Screen shots from the Amiga

SEEING IS BELIEVING

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755



PSYGNOSIS



Ultima VI

The False Prophet



In a collection of novel and light-hearted stories that form the story line for the



Celebrating the 10th Year Anniversary of MINDSCAPE

The new Ultima developed on and for IBM PC compatible computers

Watch for the deluxe limited edition of Ultima VI

Available in all major 16 bit formats.

 **ORIGIN**
We create worlds.



MINDSCOPE

For further information on Mindscope products and your local Dealer, contact Mindscope International Limited, PO Box 1018, Lewes, East Sussex BN9 4DW, Tel. 0323 86 645/647



SUPREMACY

YOUR WILL BE DONE



AMIGA • £29.99



AMIGA • £29.99



IBM PC • £34.95



Developed & Published by
Sculptor & The Box Office

1 King's Meadow, 20, The
Mills, Buntingford, Cambs, CB11 3JH
0438 3446 000
1 800 471 014



IBM PC • £34.95



ATARI ST • £29.99



ATARI ST • £29.99





It's not just Thalio, the main character, who's a dragon.

On a wing and a prayer with **THALION**

RELEASE DETAILS

AA&B 97	CD-ROM	Early 1997
AA&B 97	CD-ROM	Early 1997

Manufacturer's suggested retail price

In the traditional mould of the role-playing game, Talion Software, previously known for such games as Seven Gates of Ardenia and Champions Of Magic, now bring you Dragonflight, a quest to restore magic and discover the fate of the dragons, now disappeared but once prolific within the land of Pegasus.

Incorporating all the aspects that RPG fans have come to appreciate, Dragonflight promises to include real game depth, atmospheric sound and stunning graphics together with numerous animated sequences including battle scenes of very high quality. Taking control of a party of 4 characters - now almost standard within any fan-tasy RPG (warrior, magic user, dwarf and elf) - Dragonflight leads you through 13 dungeons with up to 14 levels displayed in the first person perspective and through 12 cities and villages.

Interaction is of course vital and to this end there are dozens of free-roaming independent characters whom you must associate with in the quest of success. As well as presenting the player with an extensive system of spells, Dragonflight incorporates more than 150 use-



Magic is Magic - one use of these four characters can take you into dragon-

able items such as weapons, potions, clothes and scrolls. Presentation comes in the form of a lengthy, illustrated novella (describing plot and detailing instructions, stories and puzzles).

All in all, 2.5 megabytes of data have been used to bring you an RPG of what looks like the highest quality. Don't miss the full review of Dragonflight in the next issue...

• Alex Harnack

DRAGONFLIGHT

FAST CARS • FAST BIKES



ONLY GREMLIN CAN DO THIS
SEE US ON STAND H6 AT ECES

EARLS COURT
LONDON



13TH - 18TH
SEPTEMBER



INTERACTIVE - ARCADE GAME From the original video version of the arcade game, both are made by drawing.



INTERACTIVE - INTERACTIVE GAME Using a joystick, players in the interactive and arcade versions of the game can move around.

Two tense tales of terror from OCEAN

NIGHTBREED



INTERACTIVE - THE ORIGINAL The first best-selling computer game of 1989, Night Breed was developed by the Spectrum and PC versions. It was one of the first computer games to feature a large number of levels, including a secret level, a maze, and a large number of enemies.

INTERACTIVE - ARCADE GAME From the original arcade game.



INTERACTIVE - THE ORIGINAL The first best-selling computer game of 1989, Night Breed was developed by the Spectrum and PC versions. It was one of the first computer games to feature a large number of levels, including a secret level, a maze, and a large number of enemies.



INTERACTIVE - THE ORIGINAL The first best-selling computer game of 1989, Night Breed was developed by the Spectrum and PC versions. It was one of the first computer games to feature a large number of levels, including a secret level, a maze, and a large number of enemies.

PAINTING BY NUMBERS

The two Night Breed games were programmed by Ocean for Painting by Numbers, a group of five programmers and two graphic artists (Mike Rogers, Chris Kelly, Stephen Kelly and John Reed). These experienced video-game pros have written levels of games in the past eight years including King of the Hill, the first video game of the year, and the first video game of the year. In the original, they've finished all the versions of the interactive and arcade versions of the game.

"We were part of the original idea from the start and we've been involved in the development of the game since then," says Rogers.

So what was the hardest thing to program in the Night Breed game? "Working out the details of the game was probably the most difficult achievement. Writing code in the building is a lot easier - you have to get the basic structure right otherwise the whole thing collapses down around you."

Like Barker's latest horror movie has inspired the charming Manchester software house to develop two games based on the film, *Night Breed - The Interactive Movie Game* (ST, PC) and *Night Breed - The Arcade Game* (Spectrum, OCA, Amiga, ST, CPC, PC). Both games have been written by Painting by Numbers, a Sheffield-based software-development team.

"I've talked closely with Clive Barker and visit at Pinewood Studios while the *Night Breed* movie was being made," states Mike Rogers, one of the directors of Painting by Numbers and co-programmer of the *Night Breed* computer games.

Clive Barker is a prolific horror writer whose previous work includes *Hellbound* and the books of *Blood* (short stories, unless many professional authors, he was very keen to have an input in game design. Rogers confirms, "The game is closer to the original book than the movie".

The book, movie, game plot centers around the Miles, a strange underworld populated by mysterious creatures, ghostly masters, and other evil forces. The film is drawn into the light zone, unaware that he holds the key to his fate survival. The play that prepared him.

Night Breed - The Arcade Game is a traditional arcade adventure, while *Night Breed - The Interactive Movie Game* is a Dimensional game based on. It's a mixture of attractive 'split' into screens and various mini-arcade sequences with you either killing or dodging approximately 40 *Night Breed* creatures.

Play begins with you driving a car around the outskirts of town via an overhead map display. If you manage to avoid the local cops and police roadblocks, you're chased through a graveyard by a hungry cannibal called Pelican. A quick burst on the mouse button gets you through the

arcade and onto the encounter with the Black, a nasty knife-throwing matter. If you make it to the Miles you must navigate its underground complex and caverns in an effort to meet Saphron, the master *Night Breed*. As Rogers puts it, "Discovers in the best part of the *Interactive Movie Game*". Look out for the *Night Breed* movie and games as you read this.

By Mike Rogers



- 1. Multiple arcade sequences.
- 2. Your imagination of ghostly creatures.
- 3. Frightful by the *Night Breed* film.



- Boring map screen.
- Disappointing audio.

"FLYING THIS MISSION IS LIKE...

U.N. SQUADRON™

...SHAKING
HANDS WITH
THE DEVIL."



CAPCOM®
USA

U.S. GOLD®

Available on:

IBM G4/128 cassette & disk

Amstrad cassette & disk

Spectrum 48/128K cassette

IBM Amiga

Atari ST.

Flip-it & Magnose

EXCITEMENT ON TAP!

In **FLIP-IT & MAGNOSE**, two players can compete head-to-head on their mission across six action-packed levels thanks to an innovative split-screen display. The question is - **WHO WILL RETURN AS CHAMPION OF MARS?**

TWO CAN PLAY AT THIS GAME. THE PLANET MARS IS RUNNING OUT OF WATER - AND ONLY YOU CAN SAVE IT ... In a last ditch attempt to save the drought-stricken Red Planet, two top agents, **FLIP-IT & MAGNOSE**, have been sent to Earth to collect enough water to save their planet. Sounds simple? Don't you believe it!



**IMAGE
WORKS**

118 Southwestern Blvd
Smyrna, TN 37068
Tel: 615 888 1444
© 1999 ImageWorks Inc.



THE SPY WHO LOVED ME

Bond is back courtesy of **DOMARK** and the Kremlin!



Welcome comrades. After a quiet summer, Domark is set to release four games this autumn thanks to its new in-house software development team known as the Kremlin.

The Spy Who Loved Me, based around the James Bond movie, on Spectrum, C64, CPC, Amiga, ST, PC, **Madlands**, conversion of the original Super Sprint tetris clone op. on Spectrum, C64, Amiga, ST, CPC, PC, **MJ-20** *Militerium* (working title), Domark's first flight sim, on Amiga, ST, PC, **STUN Runner**, conversion of the 3D Roadblockers tetris clone, on Spectrum, C64, CPC, Amiga, ST, PC.

by Mike Rogers

SIAL A DOMARK DEMO

The team here at the Kremlin (Domark's software development team) are offering a unique service to all readers here - get offline and enjoy homebrewed games, demos and graphics demos (Amiga, ST and PC). You can also feature messages on-line now. The Domark/Kremlin buffer board is online everyday from 9pm (Mon) to 6:45pm (Sun) except on days for the olympic games 1996 & 1-7 1998 (thank you details, no party, no display, the promise you won't get that, ha-ha).

SHAKEN BUT NOT STIRRED

Do you want to play a world class espionage game? Making your own agents is a big feature here only. Getting up close to the computer is also possible here, but you have to be a real pro on the keyboard.



Do you want to play an espionage game? Here you can play a role. Choosing a background and using better skills is possible. However, it's not as good as the original. However, it's a good game. However, it's a good game. However, it's a good game.



Do you want to play a game of espionage? Here you can play a role. However, it's not as good as the original. However, it's a good game. However, it's a good game.

Do you want to play a game of espionage? Here you can play a role. However, it's not as good as the original. However, it's a good game. However, it's a good game.

DO PAY ATTENTION 007

There have been 16 different Bond movies and lots of 007 inspired spy games like Casino Royale (David Brown on Bond) and Windy Affairs (playing his opponent, Steven Kay Brown). Affair (both require loading Sean Connery and modern Bond) (David Brown) and the James Bond. Bond Movie.

- 1982 James Bond with Love
- 1984 Goldfinger
- 1985 Thunderball
- 1987 The Spy Who Loved Me
- 1988 The Man With The Golden Gun
- 1989 Licence to Kill
- 1990 Never Say Never
- 1991 Tomorrow Never Comes
- 1992 Live and Let Die
- 1993 The Man with the Golden Gun
- 1994 The Spy Who Loved Me
- 1995 Tomorrow
- 1996 For Your Eyes Only
- 1997 Tomorrow
- 1998 A View to a Kill
- 1999 The Living Daylights
- 1999 Licence to Kill

Do you want to play a game of espionage? Here you can play a role. However, it's not as good as the original. However, it's a good game. However, it's a good game.



MJ-20 (ST) is simple, but playfully exciting game. Features some levels you can't play through right now because it's a bit in the middle of a game.



Here there you play James Bond in the original MJ-20 version.

STUN RUNNER

A fast-paced game for the original console. It's a 3D action game. It's a 3D action game. It's a 3D action game. It's a 3D action game. It's a 3D action game.



Do you want to play a game of espionage? Here you can play a role. However, it's not as good as the original. However, it's a good game. However, it's a good game.



"It takes 1000 lbs of silicon hardware and 1000s of petabyte pixels." Looking up before the launch.

STORMOVIK

Take to the sky as a Soviet Top Gun with Electronic Arts new flight sim...

The year is 1991. The Soviet Union, in a bid to preserve its Communist status, is fighting a war against insurgents within its own army and against blocs of anti-communist terrorists, who converge from the other side of the East German border.

Enter the Russian's newest and most advanced ground attack jet - the Sukhoi Su26 Stormovik. Specifically designed for defense force/counter-operations against ground targets, the Su26 is regarded as the best ground attack jet in the world, and is extremely difficult to shoot down. As an elite young Stormovik pilot with the Red Airforce, you'll be ordered to fly challenging and dangerous attack missions against the enemy, who will sometimes be fighting with sophisticated tanks and weapons captured from the Soviet Army.

As a new recruit, you're advised to train in simulator mode to familiarize yourself with the aircraft, its handling and weapons systems before you take on the real enemy.

Your flight begins with a 'bombing up' session where you select the necessary bombs and missiles. Then it's into the cockpit, see the engines and screens down the runway. The first thing you notice about flying the Su26 is the speed; the sea-level scenery streaks

below you at an alarming rate, and you need to keep a constant eye on the height indicator on your cockpit Head Up Display (HUD) to prevent yourself from taking a violent return to earth.

The aircraft is extremely responsive to joystick control, just the most delicate nudge on the stick is enough to perform most manoeuvres and any panicky movements on the stick will result in you and your machine hurtling to earth in a fair-ground ride fashion!

Su26 takes place over a three year period, from 1981-1985, and each year has its own list of flight missions, which grow in difficulty as the conflict against the terrorists progresses. Select your mission and you'll be briefed on your objectives and the location of your targets, what weapons to carry, and what sort of weapons the enemy will be using against you.

As flight sims go, Stormovik is one of the best and smoothest for use on the PC. The program supports CGA EGA, VGA and Tandy graphics mode. The sound is the usual collection of throbbing PC effects, but when you get into the groove of strafing a large colony of sea life, you won't be too bothered about the sound.

One little feature I liked were the mission files at night, and is extremely poor visibility there's no radar - just grey you target. Many different viewpoints from the cockpit to the control tower (one a standard feature in jet flight sims) are also included. Needless to say, there's a chunky



There's more than just your standard old enemy war machine attack for future generations.

850

RELEASE DETAILS

IBM PC EGA VGA CGA Tandy

For other versions please visit us online.



Experience some of your pleasure and surrounding beauty through your joystick.

and authoritative looking manual included with the game, and you need to spend a little time poring over the tactics before climbing into the cockpit.

There's nothing startlingly new about Su26 - the game menus of missions to fly, the same briefing and bombing up screens, but compared to other flight sims on the PC, it's fast, well put together and challenging. Thanks very much!

Ben Redwood

PC At the time of going to press, EA were still debating the final name of the game. Stormovik is the current favourite...

SU26 FACTS

The aircraft in Electronic Arts' new flight sim is based on a real aircraft - the Sukhoi Su26 - a light-weight close support and reconnaissance jet with a crew of one pilot, a top speed of 400mph, and a combat range of 100 miles. The "Impulse" made itself a formidable reputation as a ground attack jet operating against Afghanistan. Available in Afghanistan, it's distinctive long wingspan enables it to carry a surprising amount of weapons for its size. Two 100mm rocket launchers point on each wing. Other features and a really nice extended galling gun for soft targets. In addition, it can also carry four guided bombs, missiles, and other air-to-air for its own defence.



GREMLINS 2



THE NEW BATCH



TOYO
TOYO COMPANY

© 1991 TOYO COMPANY, INC. ALL RIGHTS RESERVED.

elite

GOLD OF THE AZTECS

Discover the steamy secrets of US GOLD's Aztec adventure

Bret Conrad, co-EDS Special Forces and first-time CIA, is an action guy waiting for an adventure to happen. The adventure comes along in the form of an old Aztec map, pinpointing the location of a hidden Aztec tomb. Follow the tomb's incredible wealth... and it's there, just waiting to be plundered.

Programmed by Infotica software, Gold of the Aztecs is the result of 27,000 hours of work with several megabytes worth of graphics and animation. This arcade adventure smoothly scrolls on as Brett parachutes into the jungle, charts his way past hordes of nasty Aztecian headhunters, and penetrates into the underground passages that lead to the Aztec tomb and the gold. As if the headhunters aren't deadly enough, the route to the Aztec tomb is riddled

668

ARCADIA

RELEASE DETAILS

ARCADIA	TTWorld	September
ARCADIA	TTWorld	September
ARCADIA	TTWorld	September

No other formats planned.

with a variety of very nasty toady traps, all waiting to conspire (but to the same fate that befell a group of greedy conquistadors 400 years before).

Against the dangers of the Amazon, Brett is armed only with his trusty axtomato and a machete. Luckily he's a very athletic adventurer, able to run, jump, climb, nod to mention forward and backwards, corner-cut to stay out of trouble. Scaling first through all the danger to the ultimate prize calls for patience, timing of steel, and some serious jungle wiggling. Avoiding deadly blowpipe-wielding headhunters, killer spi-



Gold of the Aztecs is pretty and highly playable, with the added bonus of a solid plotline.

phants, and deadly Aztec toady traps will take some practice.

The map gives you a scrolling pane to place view of the complete layout of passages leading to the tomb, and as you'll see, it's enormous! Nobody could hope to get right the way through the labyrinth in one sitting, so a "save game" option is included.

In terms of gameplay, layout and presentation, Gold of the Aztecs is a slickly conceived game. The graphics are detailed and well drawn—first himself is a typical Florida style hunk, while the headhunters are a pat-billed looking lot. The horizontally scrolling jungle scenery is well rendered, colorful and without garish and unrealistic, while the arcade style animation keeps the action moving.

It might take a long time, but finally getting Brett through to the actual tomb, and getting the gold, gives a real sense of achievement, not to mention well-earned jungle loot. There's enough tension and excitement in Gold of the Aztecs to satisfy most arcade style adventure fans.

—Ian Harnaway

SHOCKWAVE

They're shocking. They're captivating. They're the latest games from DIGITAL MAGIC SOFTWARE...

Digital Magic Software (DMS) was formed in 1988 by two ex-CRI, games developers, Jon Lee and James Burn. During his time at CRI, Lee was graphics designer for the infamous horror games: Jack the Ripper, Wolfman and Frankenstein. So all the latest DMS releases look familiar? See for yourself with these ACE: sneak glimpses of Shockwave and Escape From Colditz.

—Ian Harnaway



The SHOCKWAVE feature requires no full-screen - shades of the more traditional first-person games you know too. Alternatively, try the Shockwave or Escape From Colditz: either will suit you perfectly. Shockwave? No. It's the only one you can see in this picture.

Shocking news: SHOCKWAVE announced. The new way to see things—shades of grey and black—no more full-screen. Shockwave and Escape From Colditz: either will suit you perfectly. Shockwave? No. It's the only one you can see in this picture.



VAXINE

905

RELEASE DETAILS

ATARI ST	1/18/90	OUT NOW
AMIGA	1/18/90	OCT 90
IBM PC	1/18/90	OCT 90

See other releases planned

US GOLD have an antidote for E-Motion fans

US Gold's last re-traced rally was *E-Motion*, an odd but highly original game which played upon the basic concepts of 'Newtonian physics' and now, Assembly Line has also gone in the super-addictive *Apertoria* from Entertainment International have teamed up with USG to give us a shot of *Vaxine*...

This abstract game is set inside the human body and the objective is to destroy competing viruses. You must protect the key body cells which are half buried in tissue. The invading viruses are represented by different coloured blobs, as are your antibodies. Failure to hit the viruses with an antibody of a like colour does not destroy the virus, but causes a small star to be dropped, which when blasted, represents your limited arsenal. In addition to this, clusters of stars may be found hovering over the landscape, for the same purpose. The amount your antibody is increased by, also depends on firing an antibody of the same colour.

Once the viruses have appeared, they immedi-



Willingness to...

ately begin looking for a companion of the same colour. Upon finding each other, they join and hunt for a third. When all three are straggling along they'll head for your most vulnerable parts and place them from the body wall. The viruses then pop with excitement, releasing more, different coloured antibodies viruses to reject the process. To help you, there are portals in the body which, when entered, freeze the game and allow you to move around checking on the locations of hidden viruses. The level is completed when all viruses are eliminated.

Vaxine is definitely a game to test your skills, and while the overall look of the product may deter the more strategic player, the game does require a significant amount of thought as random blasting leads to an alternately swift demise. Coupled with the need for rapid hand-eye coordination, *Vaxine* is recommended as an original and entertaining product.



© Chris Murray

OPERATION STEALTH



Stealthed as they, you might a stealth fighter to feel!

The new *Stealth Fighter* is the most sophisticated aircraft in aviation history. Totally invisible to Radar, able to fly low and fast, and possessing state of the art weapons and avionics, it's the pride of the US Airforce. Unfortunately for the Americans, it has been stolen!

The CIA is called in to hunt for the missing aircraft, and they in turn, call in their top undercover agent, John James to run of American James Bond. Using his skill, ingenuity, and an array of gadgets, including such handy travelling aids as a personal forging machine and a pen that squirts acid! James' mission is to take him to the exotic South American state of Santa Parasag.

where he the ruling Military Dictator is top of the CIA's suspect list) in the search for the stealth, but he's got to hurry—the FBI has also heard about the disappearance, and their agents are hot on the trail.

Delphine has followed the success of *Falcon* with this, another Cinematic interactive adventure. *Operation Stealth* has all the trappings of an interactive adventure, and is totally mouse-driven, making it instantly playable. Unlike the earlier *Falcon* titles, improvements have been added in that any objects you pick up and examine, are shown in close up, so you can actually see what you're looking at. You move James around exotic locations, pick up, examine, and use objects and generally interact with the scenery and any characters you meet, all with the click of a mouse button. Games' powers of deduction will be tested to the full as he picks up the trail of the missing fighter and tells suspects, but he'll also need to be brave and resourceful, to get himself out of dangerous situations. The graphics are well presented and the exotic scenery gives the game the feel of a James Bond story. The game will undoubtedly appeal to the stealths amongst you, while the arcade gamers will like the undercover sequence in the game. The graphics, and animation are well designed and presented and the overall playability of the game makes for an engaging and addictive game. You'll get really involved and won't want to leave *Op Stealth* alone until you've got to the bottom of the mystery. *Operation Stealth* is well designed, thought-out and put together game.

DELPHINE hunts for a missing stealth fighter...

910

RELEASE DETAILS

ATARI ST	1/14/90	September
AMIGA	1/14/90	September
PC	1/14/90	September

See other releases planned



© Sam Bealby



Ball icons of the different elements appear in some numbers across your screen in their corresponding game color.

Crazy balls and psychedelic landscapes in Millennium's new puzzler...

Millennium's latest is reminiscent of *Crazy Ball*, a game that appeared on the CD-i a while back, and is just as weird and weird.

Fibert is a little yellow ball, whose sole task in life is to bounce on each square of a grid.



Some grids show no more squares, showing up through the horizon's surface floor.

MANIX

landscape and change its colour. Hardly an original scenario, but games like this either win or lose on playability, not originality, and first impressions of this cute puzzler is that it really delivers the goods.

The first landscape is completely flat, but later Fibert has hills and slopes to contend with and his teammates get that little bit more tricky. As the grids themselves are constantly changing, Fibert has to be quick on the bounce to be successful.

While all this is going on, some pretty weird spheres are also up and about. Fibert can eat any of the Good Does that bounce with him, gaining extra energy and points, but eating the grenades, funny enough, can be highly detrimental to his health. In later stages, our fluorescent friend has to contend with bullying Red King balls (complete with flamed helmets), Baboon, Acid, Silver Rings and spinning trees and spikes. Fibert also has to be careful to stay on dry land, bouncing into the sea that surrounds

his land results in loss of life and points.

Graphically, *Manix* is colourful and aesthetically psychedelic with a healthy touch of cute running through all 128 3D isometric screens. The game has a suitably catchy musical backing, and the action is supported by some well used cuties.

Manix includes a comprehensive game editor option for when you get bored of the three different levels and their various stages, and looks like it might become one of the year's silent and most entertaining games. Fans of arcade-style romps that combine a healthy hint of a totally weird theme (and who missed the title on its first release) should look out for it in late September.

Manix allows a Fibert straight to create the landscape.



Fibert on the bounce in *Manix*.

► **Top Rankings**

JAMES, YOU'RE SO CUTE

He's sexy, he's slinking, he's delicious! Here's a ball that fits your PDA - James Bond.

He stars in a 3D hand-held square scenario that's out in November for PS and GBA. It's a very promising looking example of one involving the retrieval of radioactive isotopes, playing balls in all manners (bouncing up the sea bed, and other 'game' objectives). All this is accompanied by eye-poppingly colourful graphics, and, big bonus: Bond's character appears to be just as hot.



► **AGE**
► **PLATINUM**
► **SELL IN GAME ED.**
► **YES**



► **REVIEWED BY GAMES**
► **TRIAL, AT TIMES**

LABOURS OF HERCULES

And while you're on the Millennium case, *Heracles*, a slightly misnamed release involving 10 levels of dangerous, energy-powered platform action, is due out in late September.

The game has the benefits of the title strategy: you complete the tasks of Heracles without being destroyed in the process. There are over 10 levels of action and a game bonus option, originally programmed by Thomas Rab - but you can't see it all back to 1984 - or thereabouts.



THE GREAT ASSAULT SUFFERS MULTIPLE SETBACKS

RAD WEATHER DELAYS TROOPS

MASS ATTACK BY AIRBORNE TROOPS REPELLED

The Allied Expeditionary Army was fighting last night on the beaches of Normandy after attempting the greatest operation of its kind in history.

Heavy casualties were suffered at sea from German shore batteries, and the attempted air invasion was aborted as parachute troops were engaged and shot down as they landed.

Mr. Churchill announced last evening that the sea passage had met with "far greater resistance than had been anticipated" as the

weather in the English Channel deteriorated rapidly, slowing the Allied Forces' progress as they met not the "stiff resistance" expected, but a much stronger, and aggressive (German) adopted by German command.

German forces were expected only to defend the Fortifications of Europe in the face of the concentrated Allied attack on the narrow Cherbourg peninsula. Their tactics of covering the Allied attacking bodies with light forces on multiple fronts is a reversal of the strategy anticipated, illustrating the flexibility of the Axis forces' battle plans.

Orders issued by the German High Command have shown the highest degree of thought and planning, as far down the chain of command as those given to individual battle units. The front-line units have high morale and are showing great experience in repelling the Allies' invasion. They appear to be utilizing the battle tools at their disposal to maximum effect.

It is imperative that the leaders of the Allied Expeditionary Force modify their invasion plans. It is fortunate that, very soon, Rumbold will give them the means to do so.

ATTEMPTED LANDINGS STALLED

A statement issued from Supreme Headquarters, Allied Expeditionary Force, yesterday, read:-

COMMUNIQUE No. 1

Under the command of General Eisenhower, allied naval forces, supported by light aircraft, attempted to land allied armies this morning on the north-western coast of France. Early reports tell of heavy losses to the fleet of aerial and land based bombardments by Axis forces.

THE KING'S VISIT TO SUPREME H.Q.

BEACH-HEAD REPORTS

The King visited General Eisenhower at Supreme H.Q., Allied Expeditionary Forces yesterday afternoon. He was accompanied by Mr. Winston Churchill, as Minister in Attendance. The King and Mr. Churchill also visited Air Chief Marshal Sir Trafford Leigh-Mallory, C.-in-C., at his H.Q. of the Allied Air Force.

The King and the Prime Minister drove together from Buckingham Palace immediately after luncheon, which Mr. Churchill had taken with the King. At the H.Q. the King and the Prime Minister talked to high officers directing operations in the field, and were shown the expected progress of the one hundred variables governing the outcome of the invasion. They were also shown reports coming in from the beaches, and discussed the Production goals which have been set towards building up the ports of Southern England.

ALLIES' TACTICAL MISTAKES

From our Special Correspondent in London

It was becoming apparent in London last night that Allied commanders may well have underestimated the potential of the German Forces, and made serious tactical errors in drawing up their initial battle plans.

OTHER CAMPAIGN NEWS

Mr. Churchill's Day-Statement	1
General Eisenhower's Message	5
Organization of the Invasion	6
Our Military Correspondent's	
Comments	6
On Board a British Troop Ship	7
General De Gaulle's Broadcast	7
Special Services in St. Paul's	7
Worry in America	8
Explosion in Moscow	8

SPECIAL ARTICLES

Mr. Churchill's view of "RETRIBUTION"	7
After Operation Overlord "TEAMWORK"	8
For British Service Engineers "MISADVENTURE"	8
"CONTINGENCY"	8

BREAKFASTING PAGES

Army News	9, 10	Specialist Groups	9
Aviation Today	7	Naval News	8
Continental Chronicle	7	Paratroops	7
Cover-Country	7	Rail & Roads	7
Continental Ports	8	Shipping	7
International News	7	The Stars of War	7
Entertainment	8	Walls & Bridges	7
Picture	9 & 10		



TIMES



WEDNESDAY JUNE 7 1944

(POSTAGE INLANDS IN ADDITION)

PRICE 3d

They must now measure further lines of action in order to take full advantage of the flexibility at their disposal.

The 'Atlantic Wall' of resistance built by the Germans cannot apparently be circumvented by the single-unit attacks launched against it under prevailing conditions. Allied forces are preparing to switch to multiple-front attacks with a heightening of aggression. The concentration on viewing the battle at Division Level must be widened to encompass a greater degree of Group Level strategic planning.

Even if such last-minute switches in the battle equations prove wise, doubts are arising in London over the Allied Forces' readiness to encounter all sixteen possible types if a successful beach-head is established.

Allied command has extensive knowledge of all 'special squares' along the French coast. These are points of major strategic importance such as ports, towns and fortifications. They are gaining up to the minute information on local temperature, climate and wind direction, in addition to the potential capability and strength of the radio production ports.

Keeping track of all the factors within the conflict is being made easier by the constant updating of battle reports dispatched from the front, and the reporting

of this information into sophisticated pre-drawn battle plans.

So that the early losses which have been suffered may be reversed, and the threat of German counter-invasion may be repelled, Supreme Allied Command are adapting these battle plans in their Master Control Panel, thought to be a body of men comprising the finest military brains available worldwide.

WAITING FOR THE WORD A VAST GATHERING

FINAL MOVES TO THE SEA
From Our Special
Correspondent
An English Post, June 5 1944

The time has come. All we await now is the word to go forth and strike the terrific blow in Western Europe, at which General Montgomery rallies in his valedictory to the assault troops under his command. When this dispatch appears that blow will have been struck, and we gaze out over an anchorage of food remembrance in which, framed by the

sweep of England's green shore, countless invasion ships lie at their stations, the mood results from the dimensions of it all.

For those tight packed ships represent only one of the rivers of men and machines that all along the coast are pouring out into the sea. Four years ago, almost to the day, the tide of water had flooded from the sea into the French channel ports before swirling back on Paris and far beyond. Now the tide has turned, and in this suspended moment of history the first mighty wave is gathered before it crashes down on the enemy's beaches. And the near observer gets no more than the fleeting, awesome glimpse of it that a solitary swimmer would have of a great breaker in an angry sea.

THE MIGHTIEST REWRITE IN HISTORY

The mightiest of all time - such phrases come glibly but say very little. Words, indeed, pale before the vastness of the reality; attempt to convey the sheer depth of strategy; fail in prose. In experience it is understood - Nations at War.

Born of a classic, the original UMS, initiated but never surpassed. Until now. This fragile planet for which man fights is mapped with precision. From the war-chords unfolding our Earth to the bloody battlefronts of vulnerable flesh, this is a truly Ununiversal Military conflict. Such an abundance of changeable parameters has never governed the activities of Nations at War before.

We have winners, but this is no game, it is the greatest wargaming activity. To encompass the changing political, economic, climatic, geographic and human factors was the Interplanetic goal. At last, perfection is achieved.

Learn from the lessons of history, from the crusades of Alexander to Napoleon's quest for Europe and beyond, here is the knowledge, requiring only the skill of a would-be Commander of men.

As Allied Supreme Command struggle for the means to reverse the error of their ways, up to fifty people sit down in the hope of rewriting history.

They now have that ability.
UMS II - Nations at War.



UMS II - Nations At War - incorporates three scenarios, comprising the Assault on Fortress Europe, the Crusades of Alexander the Great, and the Napoleonic Wars. Developed by Interplanetic, the award-winning programmers of the original UMS, in conjunction with Reinhold, the Masters of Strategy, UMS II will be available for your Commodore Amiga, Atari ST, IBM PC and compatible and Apple Macintosh.



BRILLIANT
AND
AMAZING



DOUBLE DRAGON



KENON



100%
ACTION!

edition **NE**

FOUR
FANTASTIC
GAMES ON
ONE UNIQUE
COMPILATION



A CLASSIC
COLLECTION
OF
TOP TEN
SMASHES



GEMINI KING



SOKOBAN

buy it now

available on... cassette for amstrad epc, Sinclair Spectrum, Commodore 64/128
at £12.99 - disk for Commodore 64/128 at £14.99 - disk for Amstrad epc, Atari ST,
Commodore Amiga at £24.99

VIRGIN MASTERWORKS • 12 PORTLAND ROAD • LONDON W11 6EA • TELEPHONE 011 271 8200

© 1991 Virgin Games. All rights reserved. This compilation is a trademark of Virgin Games. All other trademarks are the property of their respective owners. Virgin Games is a registered trademark of Virgin Games. All other trademarks are the property of their respective owners.



GAMES

MEETING THE CHALLENGE

Why is PSYGNOSIS pumping huge amounts of cash into game development?

More sophisticated gameplay, revolutionary new graphics techniques, even better intro sequences—these are just some of the advancements Psygnosis is promising with its next generation of games. ACEI readers have already seen *Shadow of the Beast 2*, *The Killing Game Show*, *Asespresso*, *Walker and Puggsy* back in issue 54. Psygnosis is also working on the games shown here: *Obitex*, *Cartage* and *Miro*. Look out for full reviews after ACEI has played the finished versions.

■ *Obitex* Psygnosis

More sophisticated gameplay, revolutionary new graphics techniques, even better intro sequences—these are just some of the advancements Psygnosis is promising with its next generation of games. ACEI readers have already seen *Shadow of the Beast 2*, *The Killing Game Show*, *Asespresso*, *Walker and Puggsy* back in issue 54. Psygnosis is also working on the games shown here: *Obitex*, *Cartage* and *Miro*. Look out for full reviews after ACEI has played the finished versions.

■ **Obitex** is a vertical shooter for PlayStation. Your heroes ride grumpy gulls with a constant growing spine and when enemies, initially invisible on screen, start to appear, Obitex's enemies are revealed.



■ **Miro** is the strange world of a cartoon. But only when you're watching games in a cartoon world in a cartoon world. Look out for Miro!



Watching the Numbers of Obitex!



There's a steady decline in the number of Obitex's enemies over time. The graph shows the number of enemies that are killed in each level. The number of enemies that are killed in each level is shown in the graph. The number of enemies that are killed in each level is shown in the graph.



RELEASE DETAILS		
AAAB 97	PSYGNOSIS	September
AAAB 98	PSYGNOSIS	September
PC	PSYGNOSIS	September

Further releases planned

OPERATION HARRIER

Five years after the soft-launch of *Mid over Moscow*, US Gold gets topical again, this time with a Middle East shoot-em-up. Are you ready to blast the 'butchers of Baghdad'?

Certain fanatical Middle Eastern powers have acquired nuclear warheads, and now threaten the stability of the world. You're the pilot of the versatile vertical take-off Harrier jet, sailing somewhere in the Middle East aboard a US aircraft carrier. Your job as an ace Harrier pilot is to relieve the threatening nukes. You can only do this by successfully flying a number of missions against the enemy before going for the pick-up.

Operation Harrier is designed by Creative Materials: the people who gave you *Rotator* and won the same Rotoscope technique. Your jump jet is viewed from above, with everything below it rotating through 360 degrees.

After a mission briefing from the commanding officer (a moustache looking fellow), you select the weapons your aircraft will carry for the flight, choosing between heat-seeking missiles or air-

Rotoscope your Harrier around the Middle East in US GOLD's aerial shoot-em-up

air missiles, bombs or 1000lb bombs. You're shown your jet on the carrier deck, being readied for take-off, then it's Harrier-ay.

and away you go. Most of the missions are bombing raids against enemy ships and ground targets. You must watch out for enemy jets and helicopters—too many hits from air-to-air missiles, and you'll go down in flames, suffer a scolding and a humiliating dressing-down from your superior. Complete each mission, and you'll have the chance to get the nukes and save the free world.

An aerial shoot-em-up, go, Operation Harrier is a disappointment—the scenario and gameplay are very unoriginal. Gameplay and graphics are very unimpressive. Gameplay and graphics are very unimpressive. Gameplay and graphics are very unimpressive. Gameplay and graphics are very unimpressive.

■ *Iron Rotoscopy*

KICK OFF 2



Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

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

THE ONE - Ultimate soccer simulation. 98%.

THE ACE - Brilliant: Boy, Boy, Boy. 93%.

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

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

C & VG - Championship winning material. 95%.

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

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

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

POPULAR COMPUTING WEEKLY - Nothing shouted brilliant.

NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ATARI ST.....	£19.99
IBM.....	TRA
COM 64, SPECTRUM & AMSTRAD.....	£9.99 Cas.
COM 64, SPECTRUM & AMSTRAD.....	£14.99 Disc
KICK OFF 2 & WORLD CUP AMIGA & ATARI ST.....	£24.99
KICK OFF 2 (Expanded Amiga).....	£24.99

ANCO

MURDER

PIC

It doesn't matter how many weeks *Murder* has spent on the shelves, because the word "murder" is a powerful one. The colorful, 3-D graphics of this game make the crime scenes so real that you'll feel like you're right in the middle of the action. You can even see the faces of the people who were involved in the crime.

805

ATARI ST

It's a mystery game that's different from any other. You have to solve a murder case by following a trail of clues. You can see the faces of the people who were involved in the crime. You can even see the faces of the people who were involved in the crime.

795

IBM PC

It's a mystery game that's different from any other. You have to solve a murder case by following a trail of clues. You can see the faces of the people who were involved in the crime. You can even see the faces of the people who were involved in the crime.

RELEASE DETAILS

ATARI ST	12/1/86	OUT NOW
IBM PC	12/1/86	OUT NOW
ST	\$19.99	\$19.99
PC	\$19.99	\$19.99

For other releases, visit www.computer.com



A virtual scene from the game. Any of these people could be the murderer, so you'll have to investigate.

US GOLD's cluehunter

ters may be quicker off the mark than you are - leaving the room, for example, just as you're finished taking your character to question them.

Investigation is simple. You get three menus with lists of all the characters, places and objects in the game. By mixing the three, you can construct some simple questions about possible situations, to which most people will either tell you they saw the butler pick up the sunglasses, or simply that they don't know. The murderer will never incriminate him/herself.

You also need evidence. To finally prove the murderer, you have to match his/her fingerprints to those on the weapon. To do this you have to leave some traps - for example, leaving an object in the vicinity of a suspect which they will duplicate pick up without you to match prints. It's tricky at best, but that's half the fun.

Murder is a big game, and one that will take a long time to learn how to play to its fullest. Logical thinking is essential, along with memory and masses of notes. *Aspiring Classics* might well fall for it.



By Tony Oliver

Hit on heels of the TV appearance of Quaco comes another mystery, another large atmospheric country house and another murder. A private detective, you have two hours to find the weapon and unmask the criminal. Initial impressions are highly favourable. There are initials of different possible storylines (none of characters and events are randomly generated at the start of the game). This keeps the interest up even after you've cracked it and means

that, however often you play, your investigations will inevitably follow a trail of red herrings.

The display shows the route you've in and a set of icons. Clicking on objects and people reveals identities and information, clicking on walls leads you through the house. You can do any number of "fish-like" things via the icons, such as question somebody, find an object for fingerprints, read/write notes or make an arrest, provided you have the number weapon - so proof.

For a game that looks arcade orientated, you have a lot less actual physical control than you would expect. Everything your character does is the result of a command, which can present annoying timing problems as the other charac-

PLOTTING

PIC

The new hit plotting game *Plotting* is a simple puzzle game that's fun and addictive. You can see the faces of the people who were involved in the crime. You can even see the faces of the people who were involved in the crime.

710

ATARI ST

It's a puzzle game that's different from any other. You have to solve a murder case by following a trail of clues. You can see the faces of the people who were involved in the crime. You can even see the faces of the people who were involved in the crime.

RELEASE DETAILS

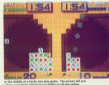
ATARI ST	12/1/86	OUT NOW
IBM PC	12/1/86	OUT NOW
ST	\$19.99	\$19.99
PC	\$19.99	\$19.99

For other releases, visit www.computer.com

OCEAN drop a brick...

Plotting is a simple puzzle game that's fun and addictive very tricky to play. In most of you are between 25 and 36 bricks, each marked with one of four designs. You control a little brick carrying potter-like figure, whose aim is to get the number of tiles down to a preset figure by demolishing them. Destroying the bricks is a matter of throwing the one you're currently holding against one of the same pattern. This results in the next brick of a different pattern past the one you destroy flying back into your open hands leaving you to wipe out another.

It sounds nice, but there's one snag. If there are no "removable" bricks of the same dimension of the brick you are holding, you lose one of your three lives. The upshot of this is that you have to plan pretty far ahead to ensure that you don't put yourself into a corner. After a while, obstacles start appearing to block you from living in certain places and things get very hairy indeed.



It's the classic art of a simple puzzle game. The answer will come when you think about it in your head and not on the screen.

Along with the main game, you get a construction set but the simplicity of the game design is somewhat restricting when it comes to creating original screens. For example, there are very strict boundaries as to where you can place bricks and obstructions. For a construction set, you can't have enough freedom.

Plotting doesn't hold an match in the way of being novel as some other builders. It's difficult to say why, but at the end of the day that might factor that a puzzle game needs to maintain interest simply isn't there. The challenge is there alright, but it just doesn't retain its appeal for long enough.

By Tony Oliver

JUDGE DREDD

I AM THE LAW



AMIGA - £19.99



ATARI ST - £19.99



AMSTRAD CPC - £14.99
AMSTRAD - £29.99



SPECTRUM 48 - £19.99
SPECTRUM - £29.99



CEM 65 - £19.99
CEM 66 - £29.99



PIC

Microstyle is a computer strategy game which encompasses the best of both worlds: it's a strategy game like you've seen before, but it's also a computer war game. The strategy part is the real-time, on-the-fly planning and reacting to what you find out about your enemy's movements. The computer part is the AI that allows you to control the game. The computer part is the real-time, on-the-fly planning and reacting to what you find out about your enemy's movements. The computer part is the AI that allows you to control the game.

ATARI ST

Microstyle is a computer strategy game which encompasses the best of both worlds: it's a strategy game like you've seen before, but it's also a computer war game. The strategy part is the real-time, on-the-fly planning and reacting to what you find out about your enemy's movements. The computer part is the AI that allows you to control the game.

RELEASE DETAILS

ATARI ST	Q4 '89	OCT '90
AMIGA	Q4 '89	OCT '90

Microstyle is a computer strategy game which encompasses the best of both worlds: it's a strategy game like you've seen before, but it's also a computer war game. The strategy part is the real-time, on-the-fly planning and reacting to what you find out about your enemy's movements. The computer part is the AI that allows you to control the game.

Microstyle uses a grid-based map system for strategic movement. "Micro" captures, including graphics-based graphics.



SIMULCRA

MICROSTYLE hurts you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive...

ALL OUT WAR

To add variety to an already exciting game, Microstyle has thrown in a wide variety of enemies. First, and most common, are the laser tanks that slowly creep in a complete circle until they reach you, whereupon they fire wildly. Various ground and air attack craft, such as jets and small tanks, race around the battlefield, randomly making only one shot to kill. Then you reach the megaliths - these can only be taken with missiles, but when shot explode in the most satisfactory way you've first seen: they go to hell and then disappear in an instant with a terrific sound effect.

Throughout the game you also have access to a map screen for strategic planning - and there's also a fast power-up that gives you short-range teleportation facilities while you're standing.

• Chris Matley

Clubscape rules in the far future, where your war is played out inside massive computer simulators. A particularly unpleasant virus has, however, had the effect of projecting the combat into the real world and as a result you have hordes of bloodthirsty simcraft pilots wreaking havoc all over the place. Your objective is to enter the "battle matrix" and destroy the other craft as well as the matrix itself.

You control a sophisticated Surface Reconnaissance Vehicle (SRV) with using wings that give it limited-flight capabilities. You drive your SRV around the matrix, encountering enemy so often a thin red line that divides an enemy barrier beyond which you cannot pass. You must then locate the relevant enemy projector and destroy it, which will lift the barrier and allow you to proceed.

Simcraft is vying on the scene, competing up immediate comparisons with the classic Virus. Your SRV rotates 360 degrees and can fly or drive. The rotation and steering are excellent and the game has a great feeling of speed. Battle is fast and furious and you can power up the SRV with loads of goodies including speed-ups, radar, fire and fogged missiles, large shield systems, shields, and extra lives.

The result is a fast-paced 3D shoot-em-up that is slightly similar to Revolution 3D in gameplay terms but blends in elements of Falcon and Virus



as well. In addition, the grid construction introduces a state-variant. Sound effects are superb and add to the sensation of speed. There's also a war-defensive sequence.

Just what a game should be: looks good, sounds good, and plays like a dream.

TECHNO FORM!

The 3D vector graphics system in Microstyle features solid-filled 3D graphics with shadows and rigid intensity surfaces. The system offers solid and wireframe surfaces to be freely mixed. Single and transparent/semi-transparent surfaces are also employed.

The game runs over up to 3D real-time player objects on the map. The game update rate and the frame rate are independent so that game time can be kept more or less constant even if the display rate is slowed down.

Special replication effects are achieved using a highly efficient particle controller that individually streams up to 100 particles. Unfortunately a game that goes with a bang!



3D vector graphics with 3D transparent objects and 3D shadows!

Pig
 999
 RELEASE DATE: 1990
 DEVELOPER: VIRGIN
 PUBLISHER: VIRGIN
 GENRE: ACTION

AMIGA
 690
 RELEASE DATE: 1990
 DEVELOPER: VIRGIN
 PUBLISHER: VIRGIN
 GENRE: ACTION

ATARI ST
 650
 RELEASE DATE: 1990
 DEVELOPER: VIRGIN
 PUBLISHER: VIRGIN
 GENRE: ACTION

SPECTRUM
 645
 RELEASE DATE: 1990
 DEVELOPER: VIRGIN
 PUBLISHER: VIRGIN
 GENRE: ACTION

AMSTRAD CPC
 590
 RELEASE DATE: 1990
 DEVELOPER: VIRGIN
 PUBLISHER: VIRGIN
 GENRE: ACTION

SPARC
 999
 RELEASE DATE: 1990
 DEVELOPER: VIRGIN
 PUBLISHER: VIRGIN
 GENRE: ACTION

RELEASE DETAILS

AMIGA ST	£19.99	RETAIL ONLY
AMIGA	£19.99	RETAIL ONLY
AMIBOX	£24.99	RETAIL ONLY
AMSTRAD CPC	£9.99 / £14.99	RETAIL ONLY
OS/2	£9.99 / £14.99	RETAIL ONLY
SPECTRUM	£9.99 / £14.99	RETAIL ONLY
SPARC	£19.99 / £19.99	RETAIL ONLY

16 other versions planned

MONTY PYTHON'S FLYING CIRCUS

Gumby loses his mind

Encounter death, persecution, and fluffy pillows as VIRGIN introduces the first game where successful players get lower scores

The scoring system is a bummer, with the overall feel of the game is that your score begins at 99,999,999 and actually counts down, 1000 less being gained for every 100,000,000 points lost!

Immediately the game begins you are required to pass through what Virgin have dubbed a "Cerebral" protection system—enter the correct names for two out of sixteen characters or the game locks up. Having passed through this, you are then treated to a sample of John Cleese's voice welcoming you to "Monty Python's Flying Circus". Sound is of a high quality throughout, with occasional sampled effects and pieces of dialogue taken directly from the series, whilst graphics, although not perhaps the greatest ever witnessed on the Amiga convey the cartoon quality of Jerry Gahan's animations to a tee.

Indeed, cartoons play a large part in the game itself as 16-bit versions are interspersed with excellent sketches from the series, although these have the ability to be turned off along with sound in the event of annoyance.

However, graphics and sound do not a classic make and whilst perhaps initially aesthetically pleasing, *Flying Circus* delivers nothing new on the gameplay front.

—Nick Brown



The Spanish Inquisition—your life being snuffed out while Gumby suffers

Plot aside, the game itself requires you to guide Gumby through four levels of wacky landscape blasting, all at your path and collecting various objects along the way. Adventure comes in the form of characters from various Python sketches (such as Norman the Mail-Box, Upper-Class Twit, and the aforementioned dead parrot), whilst collectibles take the form of eggs, sausages (used to replenish Gumby's energy) and the inevitable Spam. Spam is the key to Gumby's speed—every sixteen tons collected gets you one of the four pieces of loot.

At the end of each level, food collected is rewarded down for bonus points, whilst three versions of the game allow you to engage in a point-less argument with a Minister for Pointless Arguments for an extra bonus, achieved by pressing the joystick in the opposite direction to that which the Minister's speech bubble appears.



WORTH BUT NOT BIDDING: Gumby and you to make enemies while you are being followed by a creature that...

Dead parrots, spam, lambskins, and the Spanish Inquisition set the scene for this licensed spin-off from the '70s TV series once regarded by the BBC as having absolutely no chance of commercial success.

The plot revolves around one of Python's multi-level characters, the unacknowledged QP Gumby, complete with twisted hand-drawn antics, who is searching for four separate pieces of his liver, (logically lost during routine surgery). Despite the fact that the brain themselves are quite content to lead their own successful lives, Gumby is determined to retrieve them in a vain attempt to fulfill his dreams and ambitions.

JAMES BOND 007™

THE SPY WHO LOVED ME

He's Bond · He's Back · He's 007



James Bond returns in a classic action-adventure again, this time to save the world from the cynical and power-mad Prof. Mordorff.

Use your skills to avoid the threat of global domination as you look to break Mordorff's laser program and prevent a nuclear war between East and West.

Exhibiting these sequences on land and under the sea through Q's specially modified Lotus - stopped equal armed with pools.

With eye-on-the-water style sleek, multi-level action and top secret codes to crack, this is the fastest-paced and most exciting Bond thriller to date.

Don't miss out on The Spy Who Loved Me - a programming love affair!



DOMARK

James Bond returns in a classic action-adventure again, this time to save the world from the cynical and power-mad Prof. Mordorff. Use your skills to avoid the threat of global domination as you look to break Mordorff's laser program and prevent a nuclear war between East and West. Exhibiting these sequences on land and under the sea through Q's specially modified Lotus - stopped equal armed with pools. With eye-on-the-water style sleek, multi-level action and top secret codes to crack, this is the fastest-paced and most exciting Bond thriller to date. Don't miss out on The Spy Who Loved Me - a programming love affair!

Player Manager



by Simon Dani

PLAYER MANAGER + KICK OFF 2 A WINNING COMBINATION

Unique facility to design and implement your own tactics. Over 1000 individual players, each with a unique combination of attributes and skills. A lively transfer market. Haggle for the best deal. 4 division league and cup tournament with sudden death penalty shoot-out. Designed to integrate with KICK OFF 2 which has the options to load P.M. designed tactics, 1 to 8 individual Player Manager teams can be loaded for a single game, league or cup tournament.

AND A LOT MORE

AMIGA £19.95
ST £19.95

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

THE ONE: Player Manager is an exceptional football management simulator. It has astounding depth in an unmatched 1000 individual players, the ability to radically alter formation and team tactics - just about everything you would find in real football. Player Manager is the most involved, rewarding and playable game of its type.

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

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

COMMODORE USER: One of the most impressive options yet seen on a managerial game and the keystone to the addictiveness and involvement of the 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 least a management game that requires true management skills. Add to this most addictive arcade soccer game ever - a winner.

AMIGA FORUM: The mix between management and arcade is the best to have appeared in any football game. You will be playing it for months, there is so much to do.

ZDAP: An incredible realistic simulation of every aspect of football.

ANCO

ANCO SOFTWARE, UNIT 10, BURNHAM THORNS INDUSTRIAL ESTATE, LAWSON ROAD, BARTFORD, KENT
TELEPHONE No. 082 903 0360 & FAX No. 082 9043

SILENT SERVICE II

MICROPROSE runs silent, deep and deadly

From its very outset, *Silent Service II* is typically Microprose: vast scenarios, hugely complex gameplay and intense attention to detail. If ever there was a game that demanded significantly more than fast reflexes and a happy trigger finger, this is it.

Set against the historical backdrop of World War II, the program gives you the opportunity of recreating, in whole or in part, the career of a US submarine officer. This represents anything from thirty minutes to hundreds of hours of game time, supported by a 120-page manual, keyboard overlay with 70 commands, and dozens of mission possibilities.

Check through the obligatory security check before you must correctly identify one of eleven Japanese warships; you are met with a massive array of options. The first of these presents you with four distinct game scenarios (see Battle Stations); others include selecting one of four difficulty levels (ranging from the complete novice, to the 'Ultimate

player), starting date for engagement, submarine class (the latter two options are vital to one another: the chosen date dictates the sophistication of the submarine allowed) and even torpedo type!

Subsequent options presented to the player during the game depend heavily upon those chosen at the outset, leading to many possible situations. A typical battle scenario can involve close combat with dozens of marauding Japanese warships at short range, giving rise to multi-joint operations on the part of the player! Gameplay tends to alternate between the Bridge Screen (before you sight your targets) and the Map Screen which enables you to make more long-term strategic decisions.

Apart from actually controlling your ship, there are numerous intermission screens ranging from seeing your torpedoes launched to monitoring the Captain's Log.

Aesthetically, *Silent Service II* is at a high standard throughout with digitized three-dimensional screens and well-chosen, easily readable displays. In addition to this, each enemy ship is portrayed from a digitized photograph in any one of 24 perspectives for added flair.

One minor niggle involves continual disk access, so that accidentally pressing a key can involve waiting while the machine goes through its paces, although the ability to turn off certain animation screens helps solve this. That apart, *Silent Service II* is a must for all fans, and a worthy successor to the original, which has now sold so well that it is being converted to console!

• Alan Brunskill

BATTLE STATIONS

The four scenarios in *SII* should keep even the most ardent skipper busy for months to come. First, *STATION ONE* involves simple cruise and attack sequences in the vicinity of four assigned freighters. The purpose is to illustrate you with the craft, the command and the controls.

Next, there's *STATION TWO* (SABOTEUR) which tests your ability to attack at all, but stops you into one of three engagements, eight of which are historically based. The fourth is a random encounter with a Japanese fleet.

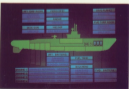
Finally, *STATION THREE* plunges you into the Russian Pacific, hunting down the merchant, engaging them and returning to base.

Finally, there's the big one: a complete West Coast. You join as a skipper at any time during *WEC*, sail a series of war patrols in one or more boats, and finish up by either the game or the victory parade. *Silent Service* claims this final option could involve literally hundreds of hours of gameplay if you start at the beginning of the year in 1942.

All options pit you against Japan - America's moral stance after the war was *Peace on Earth* in 1945 until the end of the war including the atomic bombings of 1945. The struggle with Japan stretched across the western half of the Pacific and among America's "Silent Service" forces were men with off names like "Black" Monkey, Dick O'Kane and Red Hammer. Now you can join them...



The Bridge Screen. Although this is where you sight your target, you'll also have access to your tactical information systems. Here's one view.



Damage control reports are comprehensive. Right after a battle, it's possible through a cut to see an individual torpedo.

PIC

This chart shows average system and overall activity, comparing the performance of your system to the performance of other systems. The chart is based on data collected from a large number of systems. The chart is a good indicator of how your system is performing. For more information, see the chart on the next page.

910

Average system performance is 910. Your system is performing at 910. This is a good performance level. The chart is based on data collected from a large number of systems. The chart is a good indicator of how your system is performing. For more information, see the chart on the next page.

RELATED DETAILS

IBM PC 1.50-04 GOLF NOW
See other systems at [www.ibm.com](#)

PROFESSOR MARIARTI

KRYSLIS send you blasting and puzzling into a mad professor's laboratory

Professor Mariarti has been instructed by Local Government and, as the Prof, you have to save about the flip screen map solving any problems in typical platform-games style, first objective on each of the five levels is to reach the switch and cut the power. The problems are level-themed using particular objects, in particular situations, such as repairing a device's fuelled in a pressurized room.

Wandering about the rooms of the labs are the Prof's creations, which range from the predictable (bouncing robot) to more exotic: pools of floating slime. These can be either stomped or destroyed. Depending on the creature and/or which weapon you are currently carrying, they don't disappear as fast though, so this only really helps as a short breather.

Platform games need to be pretty spectacular these days to make any headway. Really weird and... a game that had a hint of familiarity to it. Platform games are one of the most overdone genres of games, and we wanted a game that people could relate to. After all, one game I still play is Mario Bros!

Unfortunately, Mariarti has a fair few short-comings. First off, there's the simplicity of the puzzles. It doesn't take an O-Level in Egg Biting to work out that the way to get past an electrified grid is to switch off the machine next to it.

There are one or two playability problems as well. The most frustrating is the double jump, obtained by keeping the joystick in the required direction. Unless you're very careful, this often results in you jumping into a platform or ladder, and then leaving straight off again.

With a bit more input and polish in the design department, Mariarti could have been great. As it stands now, it's only good for an hour or two on Sunday lunchtime.

■ **Ray Oliver**

PIC

5
0

100% 97% 100%

RECOMMENDED
645

REVIEWED
630

RELEASE DATE
JAN 97

REVIEWED
JAN 97

OUT NOW

OUT NOW

NO OTHER VERSIONS PLANNED



How well? Mariarti: The game looks new, but is it looking the part?

TIME MACHINE

Any professor puzzler from ACTIVISION

Professor Potts is working on his time machine when terrorists strike and blow it to smithereens. The unfortunate Potts is hurled back in time and must use his ingenuity to recreate history, return to his own era, and stop the terrorists in their tracks.

You control the Professor with your joystick as he wanders around prehistoric forests, swamps, and jungles trying to figure a way back to his own era, 10 million years in the future. You've



How well? Potts: You control your character's movement with a joystick, regular CTRL keys appear in your hands when you're there. You'll be laughing. Good luck in identifying other enemies.

PIC

5
0

RECOMMENDED
800

REVIEWED

RELEASE DATE
JAN 97

REVIEWED
JAN 97

OUT NOW

OUT NOW

NO OTHER VERSIONS PLANNED

got few useful gadgets to help you - a couple of teleportation pods to move around with and a power to stun creatures and dislodge objects. World history in this game is divided into five zones, each with five screens showing a single location from a prehistoric stage. If you can help along the course of evolution in one zone, you'll gain access to the next and so on until you reach the present day.

Time Machine is a tough brain teaser involving careful observation between different locations and time zones to solve the puzzles. For example, a bridge over a river in one time zone can only be constructed using an object from another area in another zone. Use it to make more difficult by constant hazards that not only threaten your energy levels but may also undo your work, leaving a time zone to 'collapse' and forcing you to start all over again.

Graphically, Time Machine is nicely presented, with colourful scenes of the various zones from prehistoric swamps, right up to the Professor's laboratory compound. The Prof himself is a classic buff with white coat and flaming red Einstein hairstyle, and he meanders around the swampy in the usual joystick-assisted way.

The challenge of this game is almost entirely confined to puzzle solving, and some of them are extremely difficult. Super resourceful whiz-kids might make short work of the game, and be done with it, but most average brains like me will find it a real teaser and be hooked for quite a while. Once cracked, however, it will hold no further interest at all.

■ **Sam Woolley**

HE'S BACK! HE'S BACK! HE'S BACK!

*Micro-
Style*

RICK DANGEROUS

2



Rick Dangerous II.
The Man in the Hat is Back...

IN A FLASH!



TELL US ABOUT THE SUBVERSIVE SUBVERSIVE...
OPERATION WOLF

OPERATION WOLF £29.99



CHASE HQ £29.99



SLAP SHOT £29.99



ASSAULT CITY £29.99

SEGA®



WORLD GAMES £24.99



RC GRAND PRIX £29.99



BATTLE OUTRUN £29.99

THE
FOR
THE



 **THE** 
SEGA
BRITISH
BMX
RACING
CHAMPIONSHIPS
1990



SEGA PRESENTS *Vega*

IN CONJUNCTION WITH

EBC
English BMX Confederation

ON
AUGUST BANK HOLIDAY
25TH · 26TH · 27TH

AT

AMERICAN ADVENTURE
THEME PARK

M1 · JUNCTION 26
BETWEEN DERBY & NOTTINGHAM

NOTE: 1-DAY PASS
TICKETS WILL ONLY BE AVAILABLE
ON THE 21st SEPTEMBER DRIVE-
THROUGH AT 11 TLD BUICKS
TEL: 06-256-58784



TECHOS kicks it on the Gameboy

DOUBLE DRAGON

Fight teenage torturers, take control of Billy — the baseball bat thrower — in this quest to rescue his girlfriend from the Black Warriors street gang.

Double Dragon, the popular martial arts coin-op, has been converted over to Gameboy. Split into four missions, you blast the city streets, warehouses and forest to reach your final destination — the Island. Along the way you meet and dispatch various winning enemies, including tanks and various heavy duty "boss" dudes.

The Gameboy version is much easier to play thanks to the original coin-op you automatically get



the full force of martial monomaniac punch, uppercut, elbow punch, over the shoulder throw, kick, jump kick, low kick, kick in the head and spin kick. Your opponents aren't quite as tough as their arcade parents. Guys like Abdo, Logan, Dante and The Williams can be taken out with minimum motion. You still pick up weapons like the forks, baseball bat and grenade to distribute some destruction. A fire up option lets you smel tearously kick ass with a flame — provided they've also got a Gameboy and copy of the game.

Double Dragon is the nearest a beat-'em-up game has come to a martial arts genre. Get out for some serious stepping.

— **Ed Hayes**

LYNX FOUR-PLAY

Special thanks to AMI Corporation.



Amusement... looking larger than life and very addictive.



Multiple-screen... Excitement of the race never subsides... addictive... addictive.

PAPERBOY

A new Gameboy delivery from MINDSCAPE

This baby has been doing the rounds for years, and very successfully doing the do. First Originally a hit coin-op from Atari, Paperboy has been converted to everything from the Spectrum to Lynx... and now the Gameboy.

Delivering newspapers in the good old US of A is pretty treacherous for apprentice paperboys. Before you set out, you're shown a route

plan displaying where your customers live. Then it's out into the streets, fly, be careful on third!

You score points by delivering papers to your customers, if you don't, they drop their subscription. This ain't good business, buddy. For bonus points you smash the windows of non-customers (unfortunately you don't see them break in the Gameboy version). Like real-life things, aren't they simple. Various suburban obstacles stand in the way of you collecting your pay cheque. Skateboarders, breakdancers, ooops, fences, manholes, cans, tombstones, fire hydrants, garbage cans, tomatoes and the grim reaper are there to lose you a life if you collide with them.

If you survive your round intact, a training course track helps you keep in trim for next morning's deliveries. 'Who said being a Paperboy is hard?' If you can't cut it you can always work for a fast-food chain.

— **Ed Hayes**



Deliver... fly high with confidence.



Deliver... in a chaotic game using... game... on order to... the world.



Deliver... target needs drive straight when... obstacle course.



Multiple-screen... Excitement of the race never subsides... addictive... addictive.



Deliver... with... program... through... network.

GAUNTLET

US GOLD attempts an amazing feat on the Sega Master System



Fighting the dragon, dragon god (in back) in Gauntlet.

What US Gold launched this four-player co-op back in 1985 (it created a new arcade class. Pledge of all ages – and both sexes) – could qualify Gauntlet's easy to learn display, controls and tanks. An arcade sensation was created.

Everything is kept simple in Gauntlet. Choosing between an elf, wizard, valkyrie or warrior character – you wander round a maze searching for treasures and the nearest exit. Enter the exit and it's onto... yet another maze. There are 128 maze levels to master. Like most mazes, each is populated by monsters, nasty treasures and secret passages.

But boring it is not. In each maze you discover horrible beasts, ghouls and demons out to decrease your health rating. If this reaches zero, you're history. You keep the levels at bay with your bow and arrow, sword, axe or wand – depending on the character you've chosen. You can also fight by hand – but this takes time and

isn't as healthy. Help comes in the form of cat bottles: like magic potions to start the suckers, food to boost your health, and keys to unlock gates. Don't be too greedy though, pigging out on the pickups can seriously damage your health. Every so often, you visit a treasure room – collecting as many cash chests as possible within the time limit.

Gauntlet graphics are displayed in a slightly off-kilter overhead style. The screen scrolls smoothly in eight directions and a status display on the right shows your score, health and what collectibles you're carrying. Sprites are small but highly detailed. Sound supply is standard spot effects.

Two players can simultaneously play Gauntlet. You can either avoid or hinder your colleague. If you want a laugh, do both. The Sega Master version contains a few changes to the coin-op. Instead of individual player speeds you get differing rates of fire, and the final has been replaced by poison penalties. So what? Sega Master Gauntlet's an accurate conversion of a fun fantasy shoot-'em-up. Go grab yourself some mazes.

— **Mike Rogers**



A C64 classic converted onto the Sega Master System by US GOLD

Looks like you have to be ready for the candy... a Mission Impossible.

IMPOSSIBLE MISSION



"Another visitor. Stay while. Stay forever!" That's the most interesting greeting you could wish for in a game. Impossible Mission, inspired by the 1960s TV spy shows, places you in the role of a secret agent out to stop the world-threatening plans of Professor Deist. A secret password has been dissected into 30 pieces and scattered throughout Deist's HQ. You must infiltrate his complex, find the password pieces, reassemble them, defeat the evil Deist and save the world. By the way, you've only got six hours to do it.

"Destiny has my robots." Travelling via elevator, you visit a myriad of rooms – packed with deadly security robots – to find the puzzle pieces hidden away in household items, like desks, sofas, bathbats, bookshelves and candy canisters. Each room is depicted as a multitude



WITH A BOTTLE OF CHAMPAGNE

Displayed on the Sega Master System was coded by a very capable chap. They further note how they benefited conversions in its programming portfolio. The game took six months to write using the standard Sega development kit – a 70 with all its (stupid) limitations. "Sega Master Mission is the best found console adventure including the 16-bit adaptations. Everything runs at a snail's pace – it's probably faster than the coin-op." Status factor: "One to eight video chip access time, the monitor fluctuations don't run as fast as they might be." Even so, there can be up to 100 variations and 20 levels on-screen at the same time.

There is a second-chance mode hidden in the Sega Master version of Gauntlet. The first ACE reader to find it will win a bottle of champagne courtesy of the generous Sega Master – and its partners it more like a cheap Alsatian imported from your games for (International Game Audio) magazine. Write to: US Gold, P.O. Box 100, London E14 6AT, UK.

of platforms and lifts, with you leaping around – avoiding robots and scoring objects. There are many types



Looks like you have to be ready for the candy... a Mission Impossible.

of robot, each with their own movement patterns. Most are armed with electric raps. Some stand still, others come in on you, and the top of the range models move faster than you. You'll soon learn the robot patterns – don't make any fancy moves until you've learned what type of robot you're dealing with. Computer terminals can provide platform-remotes and cues to help pacify that the robots in a room.

"Bzzzz!" Contact with a robot or its electro-learn sends your death, as often falling off the bottom of the screen. Every time you lose a life, ten minutes are knocked off your time limit. The password portion of the game is like a jigsaw puzzle. Randomly selected each time you play, the password is five letters long. Each letter is formed by overlaying and correctly orientating four pieces of puzzle. Deist's room layouts are random for each game, giving Impossible Mission an edge over other platform titles.

Call me nostalgic. Call me casual. I hope someone, somewhere, someday develops a virtual reality version of Impossible Mission. It would make a perfect VR game.

— **Mike Rogers**



Batman returns to the field in the setting of an intricate and richly detailed factory.

One of both Nintendo's and Sega's versions of the Chemical Process.



SUNSOFT spreads its Batwings over the Megadrive...

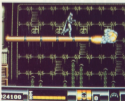
The head honchos at Sunsoft must be rubbing their hands with glee and mouthing something like "Holy Bat! Bat!" as they view the holy rolling in their lap proceeds of two splendid Nintendo versions of the Defgame. This Megadrive version looks like being the best quality version of the game so far, thanks to the Megadrive's superior specifications, and will doubtless keep the Batbats winging its way into Sunsoft's coffers.

Based loosely on selected scenes from last summer's film, the game challenges the Caped Crusader to do battle with Jack and his henchmen in various locations around Gotham City. Baty has never looked better in a computer game. From the opening sequence when he leaps in with his cape flying in the breeze he is every inch the Korbatate Avenger.

After a tough opening run-up in the sinister ghettos of Gotham City, Batman finally tracks Jack to a chemical factory where he may succeed in slugging the arch villain into a vat of deadly acid. It looks like certain for the super alien - but don't you believe it. Pretty soon Jack has recovered from the acid and is up to his old tricks again. This provides the excuse for a series of challenges - in the Guggenheim Museum, on The Freeway (bring crashes from the Batmobile) and finally in the skies above Gotham City.

Lots of Bat-symbols zoom past, so to be guided as you travel the mazes of Gotham City. Bat energy is the principle commodity to get your hands on since preserving as many Batlives as possible for the tougher and of level challenges is the only way to proceed.

Batman will test a variety of your arcade skills. The opening platform-style gameplay in the chemical factory seems tough until you master the use of the Batglove and the leaping mechanism. One early trap seems impossible until you experiment with aerial



Perhaps to attract to Sega's authority will have to spend his time and make a long.

NINTENDO PRICES DOWN

Should Nintendo's big computer bundle have been slow to take off? Because in the official list below - that of Nintendo games - a more Bat will have the leading effect for all Nintendo and would be Nintendo's answer.

According to industry news paper Computer Trade Weekly the console segment in Nintendo prepared to turn up the heat in the battle for the European video games market. Sunsoft already dominates the Nintendo in Germany and France and now that word by the huge wave needed to finance the rise of the UK market - followed by an expansion of twenty million pounds.

Batman will make a quick gain from this increased competition with a price cut on Nintendo hardware which should be effective for the time you read this. A special "bargain" Master System pack will sell for just £19.95 with the Action Set bundle falling to £29.95.

Specialist prices are also set to fall where the popular handheld is officially launched in the UK this summer. The bad news is that neither Nintendo or Sega are announcing any changes

MEGADRIVE CIBER... GET NOW



somewhat. The other areas are more simple - road racing and sky fighting. Overall the atmosphere of the Batman film comes across very strongly both in graphics and in sound. The gameplay worth with any doubts - especially an amalgam of various trail and tested, dated ones, excels challenges. The real, it is still the most come the interactive manipulation of Batman you are likely to get, short of becoming a multi-millionaire and building your own Bat Theme park. Holy Bat! Bat! - now there's an idea!

■ Egon Jones

SEGA GIVE YOU FIVE

While "When Nintendo will be their" continues to be the main topic of conversation in the video game business, Sega are steadily building their game library for the Master System - already far larger than the Nintendo equivalent. This month sees the launch of two new releases - *FRUIT* (powered by music on the Megadrive) and *Five* - a simple yet pleasing game. *FRUIT* is a three-life puzzle game, using color comparison logic. *FRUIT* is a three-life puzzle game, using color comparison logic. *FRUIT* is a three-life puzzle game, using color comparison logic.

Sega expect to launch of two new titles a month between now and Christmas with further titles coming out from independent software houses.

DAYS OF *Thunder*™

The game of the film!



M I N D S C A P E

For further information on Mindscap products and your local dealer, contact
The Coach House, Woodlands Estate, Graynes Hill, West Sussex RH17 2HG, Tel: 0144 339610



MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduces the winner, Autumn 1990.



Italia '90, Italy 1990, World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defense, as you stretch your legs to their limit. One bounce and you let fly with your foot as the goal seems before you, sending the ball flying towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unflinching defender, feeding off the passes of intelligent computer aided teammates.
- Dictate the whole pattern of play, utilizing teamwork to perfection by controlling all eleven men.
- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.
- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe, International football as it is played for real.
- International Soccer Challenge. It will make Gascoigne weep with joy, get Maradona excited, and have Hullit tearing his hair out.

AVAILABLE SOON FOR YOUR COMMODORE AMIGA, ATARI ST AND IBM PC COMPATIBLES FROM ALL GOOD SOFTWARE STORES.

**INTERNATIONAL SOCCER CHALLENGE FROM
MICROSTYLE - IT'S A WHOLE DIFFERENT BALL GAME !**

PHANTASY STAR II

Pantasy Star is an American import of a role playing game very much in the Japanese style. Until the facial characteristics of the heroes have that strange hinged-jaw European and just overall look which is peculiar to Japanese video game heroes.

The countless references in the manual to "The General" refer to the American name for the Megadrive. This is no problem as it works just as well on the English machines.

The storyline is fairly familiar. In a distant corner of the universe three planets are in orbit around the beautiful star Ago. Paim is the economic and intellectual centre of the solar system, Mota the agricultural planet and Saso is a mystery – and farthest from the Ago star.



The American version of Phantasy Star II. Mota is the town of the Megadrive. © Sega

Role playing receives the Megadrive treatment

The adventure begins on the idyllic farming planet of Mota. The all-powerful Mother Brain controls everything on Mota – from the carefully regulated "Gnome Farms" to the ecology of the lakes and forests. But the Mother Brain has developed a fault. Strange forces are terrorising the countryside. Gnomes, Leeches, and Megadrives are forcing Mota into a nightmare land.

Into this madness comes a hero – yours truly. Tap your name in and get role playing.

The Commander of Mota spells out the gravity of your mission. You must find the secret recording made in the Biogenetics Laboratory, which it is hoped will throw some light on the malfunctioning of the Mother Brain.

The first thing you notice about the feel of Megadrive role playing is its speed of response. It feels whizzes along. Information windows appear in a split second after pressing your joystick. The method of talking to players and implementing screens is the



standard console systems of multiple windows. It is all done with the keypad by choosing between alternatives and makes for very fast and absorbing adventuring.

More than most role playing games, Phantasy Star encourages a lot of conversation with the characters you bump into on your travels. There are clues, plenty of advice, rumour and snippets of gossip to be picked up everywhere and the side adventures will flow from away like suggestions of gold for future use.

Worthy of special praise is Phantasy Star's Hit Book. Over a hundred pages of full colour information – screen shots of every location, advice on combat, weapon and spell selection, and maps of all key areas, it makes the game a hell of a lot more enjoyable by doing most of the essential but tedious drudgery work.

The sheer accessibility of Phantasy Star II will be enough to convince anyone who samples it that the Megadrive is just as good a role playing machine as it is an arcade box. These introductory adventures don't come cheap though. Expect to pay at least £30 for it to be import.

■ Eugene Lacey

ESWAT

Megadrive imports turn up the heat

ESWAT stands for Enhanced Special Weapons and Tactics – a crack unit of the future police force, trained in the most advanced weapons and counter terrorism practices.



In this companion of the popular arcade game the ESWAT division are pitted against six crime bosses and their powerful forces. Before you can join the elite ESWAT squad you must first prove yourself as an ordinary policeman doing battle with the crime syndicate forces armed with a single hand pistol.

If you make it through this preliminary test you will be introduced to the first of the special equipment. Superly chosen and minimised of following, it provides greatly enhanced fire power and takes the form of an armour suit which slips on in sections. As each item is picked-up, the chart at the top of the screen shows the type of equipment that has been collected and what is left to get.

As well as the armour suit the ESWAT policeman must also collect enhanced weaponry power-up items and ammunition icons. You will need every last ounce of fire power to defeat the



The ongoing action of ESWAT in the second half of the game. You would be ESWAT members.

increasingly tough crime bosses. Each boss has a unique style of attack and requires different strategies to defeat.

ESWAT is a bang up to date arcade game and its Megadrive implementation is looking close to the coin-op original. A summer blaster of input-orientation playability.

■ Eugene Lacey

ENTER  FIRST INTO BATTLE... LAST TO LEAVE



ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES

Fast is the new future, as an alternative reality, **BATTLE COMMAND** is an arcade/strategy game in which the player controls a single "MAJESTIC" Assault Tank in one of 16 scenarios (missions) in the ultra war fought between two dominant races in the 22nd W.O.W.D. The latest phase of the North/South war has been going on for over 40 years, with a stalemate eventually developing - a standoff between armies massed near a long dug-in battlefield. Such are the elaborate capabilities of each side, full scale attacks are seldom, so any offensive moves are, by necessity, small. "Behind the lines" actions performed by elite troops in specially designed vehicles. The Master in the latest tank machine - capable of being lifted in and out of hostile territory by fast attack choppers and armed with the most advanced weaponry the Northern scientists can devise.

ocean

Ocean Software Limited, 18 Chiswick Road,
Uxbridge, MI 6BU, England, 01895 8313
Fax: 01895 831313 C. 1988 Ocean

CDTV SWITCHES ON

With the launch only a month or two away, ACE talks CDTV software...

THE CULT OF THE SEVERED HEAD

CDL get gruesome

CDL stole a march on most software publishers by developing their CD-ROM utility, later rechristened DUNE. The system enables a designer to script and develop interactive scenarios (see ACE issue 20) for CD and computer without programming skills. It works by linking mixed media files (sound, graphics, and routines) together to build a complete scenario that is then driven by clicking on "buttons" — areas of the screen that lead one into a new sequence or effect. Combine this with the use of icons and animation sequences and, in theory, you could put together a pretty complex (and without every having to code a single byte).

CDL's first DUNE release, *Herewith the Dawn*, already covered in ACE, is being converted for CDTV and is broadly similar to the original Amiga version but with enhanced graphics. The *Cult of the Severed Head*, however, is their first dedicated CDTV DUNE product.

Developed by Nicholas Gardner, the game is the first in a proposed series deriving incidents from the lives of St. Nicholas of Tolentino, a 15th-



This bust shows the saint who is immortalized in the *Cult of the Severed Head*.



A scene from the CD-ROM version of *Herewith the Dawn*. Note how much a better job than the original Amiga version.

centuried Nevenst who is the senior scholar in the Church of England. The story starts in 1488 when one Galatius sought to save remaining Druids from the Roman army by causing an evil spiritual manifestation generated by human sacrifice. The Druids aren't overwhelmed by his attitude when he succeeds in saving them and imprison the demon before killing Galatius. As magical objects will do, however, he resurrects and teaches his followers a few lessons before disappearing into history.

By now the mention of severed heads and human sacrifice will have alerted the knowledge-

JAPAN WORLD

The use and use of the CDTV compared to other multimedia devices has led to it being used for a range of development in Japan.

Recent research has led to a CD-ROM software assembly plant in the country, and the local council wanted to educate the locals in western Japanese. What better way to do it than produce a multimedia educational package.

Global Learning Systems are producing the package, called *Japan World*, and Global Education will be providing facilities and technology to help produce the software. The package will then be supplied to local institutions compatible with a CDTV to use it in — the hardware will be sponsored by Comshare.

Japan World Associates also that CDTV will indeed open up entirely new areas of application. Identifying the hardware when the software is available, they will get their heads into it.

What is about the use of the software that appears to be different from the *Cult of the Severed Head*?



able to the fact that CDL are up to their old tricks. Having teased industry scores with their earlier horror releases (Lisa the Ripper, Dusk, and others), the company are now drooling at the mouth at the thought of the enhanced possibilities of CDVi. At least 500 megabytes of blood, gore, and some tripping scenery!

"We are breaking through old barriers with these products. We are taking computer entertainment into new, exciting territories with new ideas, new technology, and a new approach."

CDVi is Michael Douglas in a better mood

The game will make full use of the CDVi 3D controller, boasts 4096 colour graphic screens, full vocalisation if required, typed-on descriptions (i.e. you can click on paragraphs for more details in development), and stop frame cinematism. In addition, up to 250 photographs of the actual set used where the action takes place will be included in the game.

It all sounds, well, rather lurid. No you're not for the faint hearted!

DR FEELGOOD

DIGITA help you deliver...

You've just come back from work to find your girlfriend going left in the kitchen. Do you call a doctor? No, like the man you are you test up Dr Feelgood on your CDVi, inside the Emergency Facility, and follow the simple on screen instructions. Gaspes...contagios...

Seriously, however - DR, isn't quite a VERY serious - seriously, however, Dr Feelgood is an excellent example of CDVi development. It aims to make maximum use of the audio and visual capability of the machine while at the same time offering improved user control in an application that most surely have universal appeal.

Not strictly entertainment, we agree - although a family doctor program with sound effects would seem to have somewhat entertainment possibilities - but Dr Feelgood gets an ACE mention because it shows how a utility application using the new technology can compete with the feature market (because of its interactive nature).

For example, apart from delivering hints, checking up on your health, and carrying out emergency first aid, Dr Feelgood also contains interactive procedures to give you advice on diet and fitness, foreign travel, and exercise. For the hyperbolical it's an essential purchase because it uses a layered system to provide a dictionary of symptoms and conditions.

On a more serious note, the Emergency Facility mentioned above enables you to jump straight into a specific area of the program if or circumstances demand immediate action. There



WHAT PRICE PAIN?

For most people, the real attraction of CD technology is the potential for full motion video - movies, effectively, on compact disks. Current records for discs, however, that likely may not be as important as previously thought.

Virgin, who have extensively researched their product during their involvement with the North Pole expedition interactive video disc, have recently discovered that lengthy periods of continuous playback (more than 100 minutes) actually cause the user interface to deteriorate, resulting in the 'viewer' and being reduced to the interface disc.

This effect has been confirmed by other users and users who are beginning to realize that the 4000 bytes of compressed video that forms an interactive interface is different to the more passive traditional full motion encoding video programs. Virgin found that useful lengths of interactive video interactive scenarios could be as little as 1 to 2 seconds long, allowing programs to be presented from start without the need for scrolling frames from the disc.

This is just as well, because IBM will be the launch next year will be delivered with IBM capability and Commodore say they will be producing an IBM version for 1993, the reality appears to be slightly different.

The difficulty here arises from the fact that the cost of the problem is simply that most video discs generate up to 500 and need to be installed as between 10 and 30 frames a second - whereas the CD can only handle 1000 in that period. At a recent cost comparison CDVi only costing at the 1992 standard of 30 frames a second that means that each sector will have to drop from around half a megabyte to just 50.

There are two possible solutions to this. The first is to harness software design to decompress and decompress data that will do the job for you and can be built into all the machines. Unfortunately, this requires an expert knowledge to be defined interface definition machines will end up demanding sophisticated file formats.

The second (more popular) solution is to use the whole thing in software. Previously this was considered to be impossible, but there have been enormous advances in recent months in compression technology and it is conceivable that software might ultimately provide the answer.

With so many people chasing the solution to run along different paths, expect to see at least five years before IBM CD systems become widely available.

STAND AND DELIVER!

Here's a quick overview of the modules within Dr Feelgood.

PERSONAL HEALTH

- Healthy living - diet, exercise, illness, substance abuse (including alcohol and smoking), smoking after your heart, psychology
- Self-examination - respiratory and circulatory procedures
- Adult health - gynaecological conditions
- Senior citizens - continued health
- Health care - general health care
- Mental health - examination and preventative medicine
- Alternative medicine - types and descriptions

TRAVEL AND ARRIVAL

Features 198 countries around the world, listing information about currencies, medications, mandatory medical requirements, climate, vaccination, useful locality facilities - full year, suitable starting base, nearest emergency procedures, additional factors you get advice

DIAGN

Simple ability to create medical appointments, with standard results, auto medication and

EMERGENCY

Immediate facility to jump into any specific part of the system

HEALTHY LIVING



Healthy Living
Diet, Exercise, Alcohol, Smoking



Heart Health



Mental Health



Self-Examination
Respiratory, Circulatory



Looking After Your Heart



Travel and Arrival

High-quality illustrations show how healthy, nutritious, exercise, stress, and "right" - mental health

are five main areas within the system: personal health, first aid, travelling abroad, obstetrics/infant growth, and a simple diary.

Developed over 2.5 man years, Digital claim that 'innovative research and design has gone into a specific user interface so that the program can be effectively controlled using the hand-held CDVi remote control.' Our only reservation so far is that it doesn't seem to provide a full-scale surgical instruction module. At well, guess we'll have to continue to make do with Life and Death. More clinical details next month...

A THOUSAND WAYS TO DIE...



TRULY MASSIVE GAME, INCORPORATING:

- 3 man years of development
- 7,000 frames of animation
- 140 hero actions (1,500 frames of animation).

- 18,000 individual pieces of graphics.
- 600K of music & sound effects.
- 8 megabytes of code & data.
- Over 80 screens of non-stop action, interwoven with devious puzzles.

...BUT ONLY ONE WAY TO STEAL...

For 400 years, warriors have died to take up the Spaniard's "Gold of the Aztecs". Best of Century special forces training and combat data have made us a way of life. This is the only real reality standard system like... and you. In case of the biggest, most fascinating game ever created!

Never before has such extensive amount of computer and graphics been packed into a game.



U.S. Gold Inc. 27 Waller Way, Bellingham, WA 98226

Available on
AMIGA • ST • AT
PC & COMPATIBLE



VISIT THE LAND OF THE AZTECS!

If you think this game is one of the toughest action adventures ever devised. That's why we're giving away the top of a lifetime to visit the Land of the Aztecs in Mexico - Summer 1991. To win you have to beat all-conquers in **THE GREAT AZTEC GOLD RUN!**

(See table for details.)

Winning entries are selected at random on the game box and are awarded a trip to Mexico, 1991. The winner must be 18 or older and a resident of the United States. The trip includes round-trip airfare, hotel accommodations, and ground transportation. The winner must be available to travel during the designated time period.

Cadaver™



Deep in the heart of darkness lies a swamp. In the centre of the swamp there stands a castle. And deep inside the castle the Necromancer waits.

His history is steeped in blood. A feud between the kingdom's chiefs, a battle won by magic and a massacre that stained the battlements red with blood. In the aftermath many adventures tried to unravel the enigmas. None returned alive.

But fate has ordained a hero. No valiant knight or warlike soldier but a liar, a mercenary and a thief. Realises the cheat is destined to go where men have failed, to come face to face with the Necromancer and probe the darkest mystery known to man. His motive? Not honour or love or a personal feud, but a grudge against evil or a deep hatred of Necromancy, but beware! and Castle Black is bursting at the seams with it...

Cadaver is the interactive fantasy adventure you've been waiting for. Struggle through a labyrinth of age-old passages, explore the magic contents of Wall's secret rooms, battle to the death with hideous monsters, struggle with supernatural traps and puzzle over the enigmatic spells of Necromancy.

- A complex interactive game environment with hundreds of different rooms and locations.
- Mind-bending puzzles.
 - A wide variety of available weapons.
- An array of spells and mysterious magic potions.
- A vast menagerie of monsters, including mutated rats, man-size water lizards and gigantic fire-breathing dragons.

Cadaver – surviving it and it's an experience you'll never forget.

Image Works Irons House,
119 Southwark Street,
London SE1 0SW,
Telephone 071 928 1454
Fax 071 585 5494

Screen Icons from Alan NT version
© 1992 Image Works Ltd. © 1992 The Group Brothers



IRON HOUSE

SPECTRUM

ESCAPE FROM THE PLANET OF ROBOT MONSTERS

Demarc/Tengen £9.99 £12.99 Atari ST version reviewed Issue 32; ACE rating 888

ESPRIM has finally arrived for the Spectrum, having already been reviewed for all the other major formats. Escaping from the robot-infested planet... you have several tasks to perform along the way, these being several SUBGOS to the game. These sub-goals include freeing human prisoners (who are clearing away in the factories that you travel through), fighting the robots, and on every third level using your collected bombs to hit an evil satellite.

Something that is lacking in these 8-bit versions is the inclusion of the space mobile maze, which gives a good variety to the 16-bit versions of the game. The graphics are in a tasteful shade of pink and black and the sound is reasonable. The game plays in a similar style to the other versions and almost manages to retain the pace and atmosphere, but the result is definitely a less addictive experience.

SPECTRUM RATING: 700



Blaxx Spectrum

BLAXX

Demarc/Tengen £9.99 £12.99 Atari ST version reviewed Issue 32; ACE rating 890

Practically everybody in the world must have played Tetris, and now a clone game in the same genre has arrived for the Spectrum. In this game you have to arrange the blocks that you catch on your 'paddle' and then build them up in groups of three of the same colour. These groups of three blocks (called 'lines') can be horizontal, vertical or diagonal.

When you are asked to collect 1 horizontal lines in the third round you will find this a very difficult challenge. But once you reach this level you will be able to cope with most of the other challenges you are faced with in the game. The colours of the lines can however become almost indistinguishable when the blocks are falling, at this stage, which is infuriating at times. As is Tetris, completely addictive.

SPECTRUM RATING: 825



I-Motion Spectrum

AMSTRAD

I-MOTION

U.S. Gold £8.99 £9.99 Amiga version reviewed Issue 32; ACE rating 890

An original product-making balls and bars. This game has you in control of a sphere with a triangle in the middle of it which you use to measure



I-Motion Amstrad

about the screen, colliding with other balls. The objective is to make other balls of the same colour crash into each other. They then disappear. To complicate things bars are placed on the screen to tend the incoming balls flying across the screen when they hit each other. The bars can also trap balls of different colours. When two balls of different colours collide then a small ball of another colour is produced. If you collect this 'quick enough' then it will act as an energy boost, colliding with itself will award you energy levels. I mean it's true long, however, and the real ball will become a rotating sphere which will explode - the same applies to all of the other balls. It's not called out by one of the same colour. The only difference with the Amstrad version is that it has no coloured background and is not 'rotated'. Yet another addition game based on a simple idea and destined to be a hit.

AMSTRAD RATING: 837

COMMODORE 64

PIRE MANIA
Entertainment
£9.99 £14.99 Amiga version reviewed Issue 31; ACE rating 910

In this puzzle game, you are a policeman and must place lengths of different 'street' paving in the 'Town' being finished (as long as you like). To complicate matters slightly you are offered several 'pieces' to choose out of your usual route. Also the paving pieces are given to you in a set order, so you need to be quick thinking to organise the use of each one. To get over the obvious problems caused by this, you can place a piece of paving over another piece.

This is called 'Bombing', but it takes longer than placing a piece on an empty space and time is of the essence because the floor is being 'buried' pieces by placing them anywhere on the screen - don't help either. Towards the end any extra pieces are counted up and points are deducted from your score. As you get further into the game you will find it very challenging, but as you progress things should get easier. You will be given a password so that you don't have to go all the way back to the beginning each time you lose at a high level. Not a difficult game to convert downwards, and a highly addictive one.

COMMODORE 64 RATING: 910

FOOTBALLER OF THE YEAR
Gaming £9.99 £14.99 Atari ST version reviewed Issue 31; ACE rating 870

The World Cup has passed and all football games are hitting the shelves. This game has you playing in a host of national and international matches. In this version, however, the actual games take place in an area only slightly larger than the goal area - very restricting, at times, so the whole game effectively reduces around shooting of goal.

To improve your score you can buy goalscoring if you

win a set piece. Also you can play this game to increase your bank balance. Then at the end of the season if you've scored the most goals you become the Footballer Of The Year.

The graphics are scarcely worth a mention with only one for footballers. The sound barely merits during the game and what this is a pity. Despite this, the game is actually quite enjoyable at first, but after a few goals you get tired of the small playing area and look for something else.

COMMODORE 64 RATING: 810

updates brings up

ACE sees how some recent hits have fared as new 8 and 16 bit versions

ATARI ST

THUNDERBOLT
Millennium: £24.99; PC
Version Reviewed Issue
33; ACE Rating 885;
ACE Graphics Award

The first thing that strikes you about this futuristic flight and fight game is its speed.

Compared to a flight sim such as F15 or F16 where the scenery scrolls at a fairly reasonable pace, in Thunderbolt your ship, with added turbo boosters, positively zooms across the screen. Even better are the amazing real-time 3D graphics and the ship's responsive handling, only let down by the sound department.

You are appearing for a TV show where you have to defend your home base from a whole host of enemy robots in orbit. Certain ships leave behind energy pods, turbo boosters and shield enhancers when destroyed, which you can collect by simply flying over them. As it's a TV show the better you perform and the more dramatic your performance is determines what type of ship you get in the next round.

One of the main pluses of the game is that the game is very easy to play and get into (unlike many flight sims) and this certainly helps the addition level. A slick, unpretentious shooter-yes.

ST RATING 885



Thunderbolt: Atari ST

INFORMATION

Psygnosis: £24.99; Amiga Version Reviewed Issue 33; ACE Rating 720

You have been placed on the planet Ruler and MUST rid the space station Alpha 2 of its alien invaders. To do this you have to close in each of the alien eggs and poison them with your cyanide gas. Also you have to destroy the alien ships and the mother ship.

To achieve this task you have to manoeuvre around the planet and the space station either by foot or by the MMU (Manned Manoeuvre Unit). There is a wide range of objects to be found and identified - for example, you have to identify lifts and computers and other items otherwise you will get nowhere in the game. Once you have worked out the basics, you'll find that this is as much a game of exploration as it is of shooting aliens and destroying eggs.

There are a large number of floors and rooms to be explored so Information will be kept off your mind for quite a reasonable amount of time. The graphics are adequate but without pushing the computer's capabilities. Tough-as-iron. Get the map and the playability soon gone on you.

ST Rating: 720



Information: Atari ST

AMIGA

THUNDERBOLT
Millennium: £24.99; PC
Version Reviewed Issue
33; ACE Rating 885; ACE
Graphics Award

See the ST review for game details. There are few differences between the two versions, but the Amiga does have better sound (as expected). Definitely one to consider.

AMIGA RATING 885

Thunderbolt: ST



Information: Amiga

PC

MEMORATOR

Bainbird: £34.99; Atari ST Version Reviewed Issue 32; ACE Rating 948

The PC version of this solid vector 3D-explosion, strategy and action game is virtually indistinguishable from the other 16-bit versions and plays every bit as well. You must yourself often to help you fight off an invasion that threatens your homeland as a fusion continent during a heavy ice age. The challenge is enormous and involves mastering skiing, using snow leopards, sniping at the opposition, and balancing resources and personnel. A big game that deserves consideration by every PC owner.

PC RATING 948

Quickjoy

Joysticks

EUROPE'S TOP SELLING RANGE



SV 001 JOYSTICK
Ten Five Buttons
Hand Held
£ 9.95

SV 002 SUPERBOARD
10 Microswitches
Digital Stopwatch
Autofire

£ 17.95



SV 401 50 Fighter
Five Rings
6 Microswitches
Autofire
LED Function
Indicating
£ 14.95



SV 003 JETBOARD
8 Microswitches
New Pistol Grip
Autofire
£ 13.95



SV 007 FOR 3 DAY
Steel Shaft
Microswitches
Autofire
£ 23.95



SV 004 BEGGBOARD
8 Microswitches
Stopwatch
Countdown Timer
Autofire
£ 24.95



SV 010 JUPITER
Ten Five Buttons
£ 4.95



SV 004 TURBO
8 Microswitches
Autofire
£ 8.95



MS FOR IBM PC

MS FOR PC

SUPERBOARD

MS FOR PC



SV 012

£ 6.95



SV 013

£ 6.95



SV 202

£ 29.95



SV 201

£ 17.95

QUICKJOY JOYSTICKS. Leading in design, technology and choice. Check out the range and features. Buy with confidence.

* More available from selected branches of...



WH SMITH

John Menzies

BOOTS

Vega

Solfridges

Hanley

Software

PLUS

... and all good computer dealers

SPECTRAVIDEO

Unit 27 Northfield Industrial Estate, Birmingham Airport, Middles, Midlands B40 1NU England

Telephone: 011 990 9379

Facsimile: 011 993 9425



BETRAYAL



A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY ISN'T
ONE OF THEM

MASTERS OF STRATEGY

A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY
ISN'T ONE OF THEM

BETRAYAL



The Blue March is a savage land ruled by
ravenous leaders. You are one of four Knights
with claims for power. And in the pursuit of
power, the end justifies the means.



The Shadow barons hold the greatest spoils.
Strategically expand your domain, reduce your
rival's resources, and tighten your stronghold
on the provinces of the land.



The towns provide your power base. Manage
them intelligently, and harness the wealth
needed to buy, bribe, and fight for ultimate
power.

Betrayal involves a long, hard, ruthless struggle,
starting with the economic management of your
towns and culminating in the timing of your military strategy and execution of
political subterfuge.



Develop a mastery of political subterfuge,
getting ahead of your Courtiers at the palace
of the King and Bishop, ready for the coup
which will only get the master of Betrayal.

BETRAYAL A HELL OF A GOD GAME

A new kind of fun. What do you had just been breached. The royal palace's smoky dining hall resounded in cheery voices. To one side of the
roy table a harpist and a minstrel were struggling to be heard above the commotion caused by two dogs snarling over a bone in a corner.

Coming slowly, I lean forward to catch the breathless whisper of a real knight.

"They came in at a run, baying like wolves. Four wild-eyed barbarians ready to cut, grab, plunder and kill anything that moved."

That news was indeed music to my ears. My former attack on his insolence soon had met with success. Financially weakened, militarily
broken, and politically humbled, he could no longer hold influence at court.

So long as no evidence of my wrong doing remained. So long as the Gods blessed the crops of my harvest. So long as the rumors of the
capture of my brother were true. The dinner was nice.

I've cheated, lied, spied and slaughtered. The fruits of Betrayal are mine.



THE KILLING GAME SHOW



THE KILLING GAME SHOW . . .

... WILL MAKE YOU CLIMBING THE WALLS - IT'S THE ONLY WAY OUT!

Suited in limited-protection armour you're the unwilling contestant on THE KILLING GAME SHOW. In front of a TV audience of millions you must battle your way to the top of 96 Pits of Death infested with Hostile Artificial Life Forms specially created by THE KILLING GAME SHOW's manic scientists to give you a hard time.

(But . . . don't forget the rising fluid or it's "next contestant time".

You must give the viewers their value for money — collect the awesome weapons and tools — if you can!

First prize is your life — Don't waste it!

Screen Shot from the Atari Version

SEEING IS BELIEVING

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5753





DRAKKEN

THE COMPLETE GUIDE PART TWO

A quick recap. In August's exciting episode Adam Morley took us through the initial stages of Drakken but, alas, he took us into the Temperate Zone where a dragon landed on his head. Ouch...

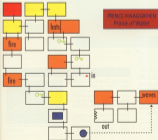
The saga continues...

Adam quickly footed up the dragon, got up and leapt towards safety. Then very casually he continued going on his lips on the world of Drakken.

TIPS FOR POSTGRADS

Engaging the locale inhabitants of the Drakken tale is the best way of improving your experience, as well as gaining armour, weapons and other items. At the beginning of the game this is easier said than done - as most things seem far stronger than you. In order to help you to determine whether to stand and trade punches or fly with your tail between your legs, there follows a list of creatures and how difficult they are to defeat.

■ **Handbook Guards:** At first these are difficult to defeat and should be handled by your warrior and sword, if possible.



Tricks 'n' Tactics

Where the Drakken Prince and Princess are found

KEY

Locked Door

Pool of Water

Locations of Armour and Weapons

Chapels

Rooms which contain items, spell books, rings, sceptres and vials

The location of powerful foes - such as Lords and Knights

Doors with nasty teeth

LEADS TO TROUBLE

- Lizard Guards:** These are easier to handle and often yield lootbars and simple weapons. Low-level magic users (those) still avoid them.
- Orkish Soldiers:** These are like the lizard guards but with spiky armor. For first-time characters, these are hard to handle and should be dealt with by war-mages.
- Robbing Slime:** A poisonous entity, one which can be dealt with.
- Blue Snakes:** These are quite easy to kill and yield a large number of exp. (500-2000). However, they may poison a character during combat, and these should be dealt with by the priest using his removal spell.
- Scorpions:** Again, these creatures are hard to kill at first, and will usually poison one of your characters. Let your priest heal his party.
- Large Snakes:** As with scorpions, although slightly easier to kill.
- Orkish Knights:** These are large creatures wearing orange cloaks. At first they are extremely hard to defeat and should be avoided until your warrior is at least level five or three.
- Flying Wyverns:** These come in all shapes and colors and are fatal to all low-level characters. They do, however, yield powerful items and high-experience points.
- Bleeding Undead:** These undead creatures are quite a handful for some time, but can be killed with either brute force or spell (either slow in the hands).
- Laughing Devils:** These little demons are very dangerous even when your characters are up at level three or so.
- Centuars:** Violent and dangerous, these creatures should not be fought unless you have strong, well-armed players.
- Black Monsters:** These have a wicked punch and can only be damaged by strong characters with good weapons.
- Orkish Lords:** These are tall creatures with fancy orange-olive headpieces. They are extremely powerful and can paralyze your characters with magic. Treat with caution!!
- Giant Treks:** These creatures are found in the more hazardous portions and are extremely dangerous and strong. They can take and give many hits. It is best to send the powerful, invisible character to attack them.
- Dragons:** These mainly appear in the Desert and the area around the Frodoes. They are deadly and must be defeated as quickly as possible.

These creatures are listed in order of increasing difficulty. Those at the bottom would challenge even characters with out a hint, and even highly experienced characters, up to level eight and nine and beyond will find them testing. After defeating powerful foes it is a good idea to take pity at that point to guard against losing valuable experience points.

ITEMS OF POWER:

During exploration you will inevitably come across rings and scrolls, as well as various potions. These rings and scrolls usually enhance one of your characters' stats, or give them a special ability.

Rings: Includes, Incorpability, Resurrection, Power II Understanding. There is also one more which, when worn, appears to do nothing; however, it actually doubles the hit/lose character gives and in this way works!

Weapons: As with rings.

Weapons: Spears, Whips, rods and swords are the basic weapons. However, large swords, Simulans, Bow (crafted) and Dags are also obtainable - usually from the higher level creatures. Weapons with extra power range from +1 to +5.

...Slightly more info on the books "BOOK ONE" is about, the all-back as a stated customer base of fan. Time to read more for Darkken: The Complete Guide Part Three "The Quest for Power"...

W

MIDWINTER

[JARGON]

Quick tip: Thanks to C. Hudson from Northern Ireland...

AT THE WEAIR (OF THE GAME)

You are on-site. Don't stop to drink. Get as quickly as you can to the nearest garage. You need routes against the bombers. Try to get a Staff Snowbuggy. You can dodge the mortars on site the same way as on a foggy turn quickly 90 degrees and speed off! If you stop to enter the mortars will get you. When you get the snowbuggy speed to your next point while blasting the bombers as they appear.



Mike Douglas's ingenious Midwinter strategy game, Midwinter

FOR YOUR INFORMATION

Against missiles: Whether you are riding or driving a snowbuggy, the moment you hear the missile being launched, stop immediately and begin to turn around. Keep turning in the same. The missile will normally miss you (you come back and keep good straight-line for a while until it finally opens off to rubble someone else will do so).

Against mortars: Watch for the bomber. It will always come over the horizon in front of you. If you are stopped, wait until it is approximately half way to you (otherwise it may be able to dodge your missiles) then blast it. If you are moving fast blast it the moment it appears over the horizon. If a bomber does manage to drop mortars turn 90 degrees quickly and speed off.

STRYX (ST)



Stryx from Popultron

Here's a quick one, thanks to Evan Sorkett...

Press the "HELU" key and "M" at the same time to replenish energy.

ASTRO MARINE CORPS

R. Farrington has kindly donated the level codes for ASTRO MARINE: CORP in the Amiga they are:

- Rescueway
- Discovery
- Enterprise
- Destroyer
- Republic
- Kool
- Watergate

IGNORE THIS!

Colin Wilson has this extremely useful tip for "STUFF" CAR RACES. He says "When playing the game do not keep pressing the forward key as when you go over a jump with it forced the engine sounds completely dull."

Much has been written by learned gentlemen about this obsession with technical humor. We suggest Colin sees immediately psychiatric help.



Microphone's Supermarket Stuff Car Races

FLOOD (ST)

FLOOD (Striga, 20)
Richard Edwards, Richard Madden and Ivan Saurfeld are drying out after sending some passwords to Electronic Arts' FLOOD. Mr. Edwards claims that password 3 is Q&W but Mr. Madden and Mr. Saurfeld are ganging up on him and saying it is Q&R.

Q&W, PASSWORD

- 1 FROG
- 2 PLAN
- 3 Q&R or Q&W
- 4 L&O&G
- 5 W&O&D
- 6 FROG
- 7 W&R
- 8 Q&R
- 9 T&P
- 10 T&O
- 11 F&W
- 12 F&R
- 13 J&P
- 14 M&L
- 15 F&O&H
- 16 Q&R
- 17 P&G
- 18 J&O
- 19 L&O
- 20 F&O
- 21 W&E or W&C
- 22 R&D
- 23 J&S
- 24 Q&C
- 25 F&G
- 26 F&C
- 27 O&S
- 28 R&O
- 29 L&O
- 30 P&O
- 31 O&H
- 32 P&R
- 33 O&O
- 34 L&T
- 35 Q&O
- 36 M&L
- 37 O&O
- 38 H&O
- 39 M&L
- 40 O&P
- 41 F&O&H
- 42 M&L



TNT SURVIVAL GUIDE

Part 2A of Jon's Hacking Guide...

In order to give you the **WHEE!** of Jon's third hacking guide, without cutting it to pieces, we have split it up over the next few issues, sorry Jon!

Chest cheat

Okay then, so what did I want to do to Citadel that I didn't do to Bombast? Well, I wanted to have more than just a pure reprogrammed space bar and ultimately I didn't want to waste time by removing what I class as bugs involved the one on the title screen! Go through the abstract sequence using the space bar! Basically, what I had in mind was "better".

O.K. mystery lovers check out the plot, weigh up the evidence and see how quickly you can work out how the final cheat will look! As I received my notes, nonchalant path through the Gothic architecture, something struck me that made me feel uneasy: I could lose energy, was it not, I could die. Luckily I was gifted with the same amount of lives as one third of a cat, which was just enough to prevent me to shut up and get on with the cheat.

Finally, a quick explanation: I talk a lot about removing routines and instructions. It isn't possible to have a void in memory, so removal normally entails filling jumps to carry on to the following piece of code, so it does nothing, or jumping around too times. I could just as easily change the code to give you an extra life every time you die but that is hardly necessary.

As usual I will start the day by losing unlimited energy. There are only two areas where the energy you lose is always the same, when you get hit by a bullet and when you crash into an alien. Because you lose four energy for both of these I could have looked for code that subtracted four away from things. Instead, I looked for code that subtracted anything.

Oops, I got a whole list of subtracts but none of them subtracted four. There is a simple technical reason for this connected to the string of bytes I searched for, so I wasn't concerned. It systematically removed and 'restored' all the subtracts, hoping to find something useful. Eureka! One of them gives infinite lives to the player's stone. I also found some suspect code that subtracted zero, effectively doing nothing.

Oh dear Martin, you've used self-modifying code, and after saying how naughty it is is just modifying code can directly change itself to mean something different, a very questionable technique indeed. I tested the new found subtracts and found that they succeeded as the traps opened (sounds like something worth coming back to me, but not just yet).

Using a more direct method to find the subtracts, I was looking for produced results. With them came another two that succeeded as the player changes levels or sides - nothing to do with energy loss but I just return to them later as they can put me into the front of bigger things.



THE ACE GUIDE TO SOLUTIONS!

Jumped later from Ben Halliday that the same thing as hundreds of others, namely requesting a list of guides and solutions that we have printed before and their respective issue numbers. Unfortunately, don't tips are not included. So here it is, a comprehensive guide starting from issue 29 if we can't please!

ISSUE 26

Dungeon Master Guide (part one) - Lee Fogden
M&M and Bard's Tale - Colin Uglar
Rethan - The Movie - Alan Marley

ISSUE 30

Dungeon Master Guide (part two)

ISSUE 34

Space Ace - David Williams and Chris Wood
Dungeon Master Guide (part three)
Future Wars - Phil Thompson

ISSUE 35

Dungeon Master Guide (part four, final part)
Complete guide to Ys - Jeff Green and Mark Cook

ISSUE 37

No guides or solutions, but loads of stories!

ISSUE 38

Castle Master - Incentive
M&M - M&M
Guide to hacking on the O&M (part one) - Jon

ISSUE 38

Orskison Guide (part one) - Adam Morley
Xenomorph (part one) - Alan Coates
Guide to hacking on the O&M (part two)

ISSUE 38

Defender of the Crown (mini player guide) - Paul Thomas
Lots of stories.

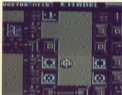
ISSUE 37

Drabbler (part two)
Reconquest (part two)
Guide to hacking on O&M (part three)
The ACE guide to solutions.

The chest and I could now roam through the citadel without being killed by deadly aliens. The laser doors don't take off energy however, they just kill you outright. I looked at the code that took 40 points off the monitor - if your energy falls into the minus region (hence it takes a smaller routine which reduces the rest of the program to go through the death sequence). There are only two chances to do this: the death routine so death from a laser door (and jump height is 0). I was right, removed the jump and key press... amenity.

HEAVEN METAL

It doesn't seem very fair to start with such a feeble weapon, it would be much nicer to have something more powerful. There are only two things that happen in the game that could start me on the trail for the location which determines what weapons the player owns. The first



Clashed on the 10K - it's overcomplicated by ten

is the sound effect when you collect it but that sound effect can mean many things. The second is the on-screen indications in the panel. It's use that.

I need to find exactly where it memory the number in question is. I need three values. The first value is a location which tells me in which, out of four possible blocks, at 20K, the screen lies and the second is where, in 16 possible blocks of 1K, the screen lies in that 20K area. The third is how far down the screen the weapon character lies. Knowing that the start of the screen is also the start of the 1K memory area mentioned earlier, I could calculate the position of the weapon character (understand it).

I found three places to the location I got from the above calculations, the first was the one I was looking for, the second store I found made the third one a waste of memory because it was just a repetition of something the second store had already done. Nearly the first store was a lead from the location that held the weapon number. As I have been doing on all occasions, I jotted down appropriate memory locations along with various notes and continued onward.

Time to find out how to use the visual effect generator. A simple job, I just looked around the memory map where the laser activator program was and I wasn't far from sight. I wrote a little program to play through all the sound effects and noted down the values of any interesting ones (along with explanatory notes like "fire", "blast" and "boom") I paid particular attention to the monitor's engine noises. I also revealed some more code programming a slave to make sure a location held specific value, sadly the location was never affected by any thing else, so the store was pointless.

To be continued next month, together with being...!

CONSOLE CORNER

We spotlight for the small Console corner this month. Please keep sending us your tips for the consoles.

BATMAN

INTERFERO GAMING!

From our old friend Dale Mills.

Batman is one of the most enjoyable games to appear on the Gameboy yet, but it's even more fun when you know what to do! The Japanese instructions aren't very helpful, so here's a helping hand.

When faced with a particularly high or long gap, it is important to remember that holding down the jump button will make Batman jump farther. For the longest possible jumps, you have to keep holding the button down until he lands on the other side. Batman can also change direction in mid-air; any bonus which seems impossible to get can usually be got by jumping off the end of a platform, and changing direction after collecting it, so fall back on the platform.

Remember, you must keep the button held down, otherwise you won't get back again! See Diagrams...



Here's a run down of all the bonuses:

- B - Bonus of 5000 points
- I - Balancing speed increase (BAAK)
- A - Batwing
- N - Best (limited range - not very good)
- M - Best (long range)
- W - "Wiggly" gun - can fire through walls
- P - Power shot - similar to above but does not oscillate up and down
- T - Laser

- Smoke - Smart bomb
- Batwheel - Extra life
- Batwing - Rotates around Batman and acts as shield (B MAX)
- Heart - Extra energy
- Gun - Weapon power up
- Inverse Gun - weapon power down

Killing the Joker at the end of level one is very easy; start by shooting him three times, and then run back to the far right of the screen. Turn and keep firing, and when the Joker jumps to the second time, run under him to the other side of the screen. Keep shooting at him, and when he gets close jump over him and run for the far right again. Repeat this pattern until he dies.

OH YES...

Don't forget to switch off the Powerline of your Mega Master System before inserting a cartridge. You have been warned!

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500
Flight Of Fantasy

£399



A500 BATMAN PACK



The Commodore A500 offers the most powerful and reliable PC you can buy. It's the only computer that lets you play the most exciting and challenging games. It's the only computer that lets you play the most exciting and challenging games. It's the only computer that lets you play the most exciting and challenging games.

PACK INCLUDES:
 A500 Computer & Mouse £199.00
 A500 TV Receiver £29.00
 A500 Keyboard £29.00
 A500 Mouse £29.00
 Batman Pack £29.00
 Real II £29.00
 The Simpsons £29.00
 Total Pack Price: **£399.00**

AMIGA 2000



The Amiga 2000 is a powerful, reliable, and easy-to-use computer. It's the only computer that lets you play the most exciting and challenging games. It's the only computer that lets you play the most exciting and challenging games.

£1295

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga title from Commodore. It's the only computer that lets you play the most exciting and challenging games. It's the only computer that lets you play the most exciting and challenging games.

PACK INCLUDES:
 A500 Computer & Mouse £199.00
 A500 TV Receiver £29.00
 A500 Keyboard £29.00
 A500 Mouse £29.00
 Flight of Fantasy £29.00
 Real II £29.00
 The Simpsons £29.00
 Total Pack Price: **£399.00**

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP THE UK'S No.1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE BROCHURES! Complete and return this coupon for a free colour brochure. It's the only computer that lets you play the most exciting and challenging games. It's the only computer that lets you play the most exciting and challenging games.

FREE BROCHURES! Complete and return this coupon for a free colour brochure. It's the only computer that lets you play the most exciting and challenging games. It's the only computer that lets you play the most exciting and challenging games.



AMIGA 500	£199.00	AMIGA 500 TV Receiver	£29.00
AMIGA 500 Keyboard	£29.00	AMIGA 500 Mouse	£29.00
AMIGA 500 Pack	£29.00	AMIGA 500 Pack	£29.00
AMIGA 500 Pack	£29.00	AMIGA 500 Pack	£29.00

PLEASE SEND INFORMATION ON THE AMIGA

Name: _____

Address: _____

Postcode: _____

City: _____

MANIX



It's a world gone mad!

Bombs drop from the sky, playing havoc with the natural order of Sir Filbert's verdant land. Filbert's got to see to it that

every square foot is set back to normal - that's a lot of work for our natural hero. The trouble is, the bombs keep on coming, spikes, acid and ninja balls keep interfering and there's not much time left to get the job done.

Fear not Filbert! Throw the tin cans, pick up the potatoes, drink the tea and you may just manage to clear up the situation. And don't forget, if the going gets too tough you can enlist the help of a friend and work as a team - just try not to get in each other's way!

- 128 colours & 3D screens of exotic action
- avoid the bullying red vikings, trees, robots and nasty ninjas
- simultaneous two player option
- customise your own games
- 3 game modes - competition, puzzle & the real thing
- 10 different musical soundtracks





THE SIMPSONS (ACTIVE) AND STREET FIGHTER (ACTIVE) ARE THE NEWEST ADDITIONS TO THE ACTIVE HOME ARCADE RANGE.

ACTIVE'S HOME ARCADE RANGE IS THE ONLY ONE TO OFFER A COMPLETE RANGE OF THE LATEST RELEASES.



WE'RE JAMMIN

The latest arcade releases plus news of how to play real arcade titles in your own home - John Cook reports...

Active Sales is a well known company in the trade, who considerably upped its public profile recently by marketing PC Engines, adapted for use in the UK. Now their same costly business have come up with an idea that lets you - the General Public - play exciting arcade titles, in the comfort of your own four walls.

Available in software shops from mid-September onwards, Active is at great pains to emphasize that this unit is not a games console, but a genuine home arcade machine.

There's no doubt about that, as the unit, 52" tall by 20" square, is an adaptation of an existing arcade cabinet manufactured by Ikonics, well known in the arcade trade.

The unit itself is an upright cabinet, with the usual two joystick, three line button configuration - but with one difference. No monitor. The cabinet, as accommodating up to a 20" screen. The outputs available are SCART, RGB and PAL - suitable for almost any CRT you will have available.

What do you do for software? You use JAMMA compatible PCB boards - the arcade industry standard. All the games you play in arcades which are not dedicated, or in units are powered by JAMMA boards, so in theory, you could play any of the genuine articles... but you wouldn't have to 'pay to play'!

However, rather than let everyone loose on



ACTIVE'S NEWER RELEASES TAKE GAMES DIRECTLY FROM THE ARCADE, BRINGING A COMPLETE ARCADE GAME EXPERIENCE TO YOUR HOME WITHOUT THE NEED FOR A MONITOR. THE ONLY UNIT TO OFFER A COMPLETE RANGE OF THE LATEST RELEASES.

the bare JAMMA circuit boards, Active are enclosing them in rigid plastic cases, which also ensure that you plug it in the right way, vital for consistent functioning of the board, the unit and you!

The cabinet will come already with a game plugged in and the price, not fixed at present, will be from £300-340.

The upside is that you can play the real thing - absolutely 100% authentic, no side games with its modifications or compromise, because it's exactly the same software/hardware configuration. The downside is the software and the price. New JAMMA boards buy fixed in this issue will be in the range £500-600. Ouch! The thing is, the older the game gets, the cheaper the board... as the arcade owners trade in/sell off old boards which are now bringing in less money for the newer games.

Therefore, Active has at least 10 games for sale at under £50, like Ghosts and Ghouls and Silencers. But bear in mind they'll be second hand, albeit reconditioned, and Active can only supply a three month guarantee on any one board. You name the board, however, and they'll quote you a price for it - or if you are technically competent, you could search the small ads of the arcade trade tag, Coin Set, for bargains.

For many arcade enthusiasts with money to spare, there's no doubt that this is the real thing - and there'll be a ready supply of JAMMA boards for the foreseeable future, either sourced from Active or via the arcade trade, in other words, it's a must!

The more casual gamer, however, must be aware that purchase of a console, such as the Sega Genesis/Megadrive, is cheaper and will allow you access to damn good imitations of the latest games at around £30-40 rather than the pure authenticity of the JAMMA board at over ten times that price.



THE SIMPSONS (ACTIVE) TAKE GAMES DIRECTLY FROM THE ARCADE, BRINGING A COMPLETE ARCADE GAME EXPERIENCE TO YOUR HOME WITHOUT THE NEED FOR A MONITOR. THE ONLY UNIT TO OFFER A COMPLETE RANGE OF THE LATEST RELEASES.

JAMMA BOARDS (USUALLY A 100% PCB BOARD) TAKE GAMES DIRECTLY FROM THE ARCADE, BRINGING A COMPLETE ARCADE GAME EXPERIENCE TO YOUR HOME WITHOUT THE NEED FOR A MONITOR. THE ONLY UNIT TO OFFER A COMPLETE RANGE OF THE LATEST RELEASES.



JAMMA BOARDS (USUALLY A 100% PCB BOARD) TAKE GAMES DIRECTLY FROM THE ARCADE, BRINGING A COMPLETE ARCADE GAME EXPERIENCE TO YOUR HOME WITHOUT THE NEED FOR A MONITOR. THE ONLY UNIT TO OFFER A COMPLETE RANGE OF THE LATEST RELEASES.

ELECTROCOIN

ARCADE
CLASSIC



EXCLUSIVE
ARCADE TOP CLASS!
AVAILABLE
TO ALL PURCHASERS
OF ELECTROCOIN
PRODUCTS

Mr. Do!

Run Run

UNIVERSAL

AVAILABLE ON
AMIGA & ATARI ST

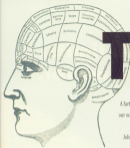


© UNIVERSAL/ELECTROCOIN 1990

ELECTROCOIN SOFTWARE

ADVANCE HOUSE
186 BRENT CRESCENT
LONDON NW10 7XR

TEL: 081-961 8766
FAX: 081-965 8240



Think!

A further installment in our occasional series on classic games... John Minico puts his thinking cap on

At a time when most software was still developed in-house, David Bishop, Beth Wooding and Chris Palmer realised that even the best programmer is not necessarily a brilliant creator of original specifications. At Tigris Design they set out to change that.

The team came up with the CD40 Golf Construction Set for AmigaSoft, which was well up in gear, and modelled their names were removed from (Stern's) View To A Girl following (apparent) artistic differences. But probably Tigris's most impressive offering was a game with only a handful of rules.

WIND-OVER-MATTER

Developers of the first generation of computer entertainment often looked to traditional board games for inspiration. Chess, Draughts, Backgammon and Reversi (Othello) were at stages of these early home machines. Effectively, Think! is also a board game... but one you could never transfer to a board!

The playing area is a six by six grid, across which two opponents take it in turns to slide different coloured counters a square at a time, one from the bottom, the other from the right hand side. Once counters reach the far edge, they vanish. The aim is to create a line of four counters, vertically horizontally or diagonally.

That is essentially all there is to it. However like all the best games, the simplicity of the rules belies the sophistication of strategies available. Every time a new counter is moved onto the board, all the counters in the same row are pushed one space further along and, equally importantly,



In the top right corner the computer's last board position and the number of moves possible are shown. Every move is worth one point, so winning takes five positions.

any counters which cross the row are moved as well, along with any spaces.

As each game develops, the intersection of rows and columns becomes increasingly complex, with each new counter shifting both players' attempts at building lines. It's all too easy to put your enemy in a victorious position - or worse, accidentally complete a winning line for them - if you don't study the board carefully.

The threat of attack must be balanced by the necessities of defence. A straightforward attempt to pile a line of four counters onto the board is too easily defeated. Instead each player has to attempt more subtle patterns which can eventually be shaped into a winning combination. Tigris's skills didn't end with the game's mechanics though. From the very first screen, there's a sense of only what was often missing from the CD40 suite. The icons inside a Mac style environment quite something for Spectrum users more accustomed to attribute icons.

Think's gameplay options covered the usual, such as two player or human against computer and board in and off, as well as more exotic choices. You could, for example, play an unlimited game, have each move against the clock or set a time to complete the game. There was also a tutorial mode, with the computer marking your moves, and a problem solving option, which allowed you to create your own puzzles.

Iterations during play were also comprehensive. Apart from returning to the main control screen, perhaps it changed from a one to a two player game, there was the opportunity to load and save games in progress and even saved screens. Actually, the last one was probably going a bit far. Did anybody ever stare a gallery of their greatest victories?

Think! was a brilliant brain teaser, fast enough to fill in the odd idle minute, addictive enough to keep you playing into the small hours. Elegant in its simplicity, interesting in its strategies it stakes you with software designers today would stop copying each others ideas and... well - think!

"Effectively, Think! is a board game - but never gets 'lost' over transfer to a board!"

HALL OF FAME

How does a game qualify for the Hall of Fame? It may have been a home effort (in the original AmigaSoft and AmigaSoft editions) but one thing's for certain, it had the field either creatively or technically. There's about quality, however compromised, and it's got had long appeal (it's the only game you still want to play after years - not weeks - of it) you've got your suggestions, they're a fine.

THOUGHTLESS GENERATION

After AmigaSoft's withdrawal from the UK, Think! reappeared on a £1.99 cassette on the Microsoft Tigris range. Following the sale of TigrisSoft to Microsoft, the budget label was dropped and through certain titles were sold, Tigris was deemed too old to further develop.

This is short sighted. Nobody would suggest stripping these because it's been around for ten years, it's good game to show a good game and Think! was a classic. Though the simplicity might make it look simple as a child, to find releases, it would attract with you from an AmigaSoft store. Fortunately I'd have to see it in a game up version for £1.99. It's the ideal solution for the owners whose customers are being turned to ease by their grandparents.



The more sophisticated allowed the TigrisSoft equivalent to add Microsoft's own icons. The original Spectrum had one along the Mac name - did - attribute icons.

**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 swivelling 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 (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 Megaflo 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., FiST BASIC, Hyperpaint and Price 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:

POSTCODE:

Please send to Atari Corp (UK) Ltd, Atari House, Railway Terrace, Slough, Berkshire, SL7 6BE.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

REMEMBER GAZAR?

One of Microsoft's earliest titles was GAZAR the RAT, a highly original game programmed in Hungary for Amstrad-style software. Microsoft's early aim of the first 2D software companies to bring in Western European games (see our article on *Game Gear* issue 6). Other early titles included an official licensed Virginia game, plus *Agonyville* (see *Amiga Power* issues) and *Games Garden*.



The Microsoft booth: GAZAR with some other titles that were first seen at Garry Douglas, Richard Scuderi, Adam Slesbury, and Matthew Anderson.

Bit Blitz

ACE readers get on the road to Microsoft, meet the Bit Maps, and eat pizza...

The world's first laptop conference took place amidst sounds of Pizza at the Microsoft offices in South London on Thursday 19th July. The lattes themselves kept a pretty low profile, which is just as well because they wouldn't have been a match for the assembled ACE readers, who were determined to give Microsoft a good dose of the bit. It all started when ACE's first ACE reader, DND Trevor Wringe stood up in the middle of the slack to the Future II demo and, in no uncertain terms, told the assembled court

party what he thought about licensed software and where they could stick it. There ensued a heated debate, fuelled by stores of American/Hot and Gypsy Beer/Combs, about the pros and cons of licensed games.

"For the price you're selling it for," groaned Trevor, "I wouldn't buy it." Which was perhaps a little harsh because (a) we'd only seen a few screens of the demo and (b) we certainly hadn't played it. In another ACE I put it later, "Actually, I thought it looked rather good" and we were indeed to agree, reckoning that the screens we'd been shown revealed a distinctly above average kludge, but we kept our voices down in case Trevor got the bit out again. In fact, really, since Microsoft has been at the forefront of original games design in the last few years, topping us titles ranging from *Falcon* through *Dungeon Master* to *Wingspan* and -- in the near future -- *Quake* (see panel). And nowadays, as Microsoft pointed out, there's simply no money to develop original software unless you release the better-selling licensed titles every now and again to keep the printers rolling in.

Of one thing there was no doubt -- Microsoft showed off the gamesmanship that a major software house can show its friends -- which is what we all were when the time came to leave. Even Trevor had a tear in his eye...

ACE CONFERENCE ROLL-CALL

They came, they saw, they conquered... A good show-down of the bits after licensed Britain and London thanks to you lot ACE Movement Conference. What? YOU may be on these pages, next issue?



Garry Douglas, *Future II* demo in a nutshell and starting point of the ACE conference.



Richard Scuderi, *Future II* demo in a nutshell and starting point of the ACE conference.



Adam Slesbury, *Future II* demo in a nutshell and starting point of the ACE conference.



Matthew Anderson, *Future II* demo in a nutshell and starting point of the ACE conference.



Garry Douglas, *Future II* demo in a nutshell and starting point of the ACE conference.

CADAVER

"This is it," said one. "It looks really marvellous... a definite buy..."

Cadaver is rightly getting something of a reputation, both over the console and some of the local networks. Its graphics seem to have kept pretty impressive. Alas as a beauty hunter, your task is to look a little more and identify the more attractive Ghouls.

Maneater includes mapping, puzzle solving, and music action. Not so simple and it's September for £24.95, with a PC version to follow for an extra five.



Cadaver was the first game to be ported to the Amiga. It was developed by the Amiga team at the time. The game was a success and it was the first time that a game was ported to the Amiga. It was a great achievement for the Amiga team at the time.

Apprentice



Zolo, an apprentice to the Master of the Guild of Magicians, is young, talented and wise beyond his years. Though he has another 400 years of apprenticeship to serve, Zolo has given glimpses of brilliance. His reward is a chance to enter the Guild provided he can cross the bewitched and dangerous world of Fumo, the dragon. The world of Fumo is colourful and full of cute but intelligent inhabitants. There are many hidden levels and rooms which can only be entered after solving different puzzles.

Zolo will need all his guile, wit and mastery of his craft to solve the complex puzzles. His youth and agility will be an asset as he journeys through the bewitching, colourful land of Fumo. An arcade adventure full of colour, superb graphics and intrigue, to grip your attention from start to finish.

THE RAINBOW ARTS
Rainbow Arts

REGISTERED IN THE
OFFICE OF THE REGISTRAR GENERAL
TRADE MARK DESIGN
© 1988 RAINBOW ARTS
ALL RIGHTS RESERVED





Amstrad's new machines boast multi-reading hardware graphics machines and sound, but the new technology isn't really accessed by cartridge software.

CPCchoice

The key to Amstrad's new range is considerably improved graphics and sound performance, achieved through custom hardware and new firmware-routines.

There's also a reasonable number of purchase options. There are three machines: two upgraded CPC's and a new console. If you just want to access the new technology, £130 will get you a 624000 console, two paddle controllers, a demo cartridge containing *Burning Rubber*, a *WRC* (or *Mass* clone developed by Ocean) and a few game chips. However, if you prefer the added functionality of a CPC with keyboard and storage medium (tape or the 484, disk on the 6128) AND the opportunity to play the new console games, then a new cartridge port on the CPC Pluses allows you to do so - at a little extra cost, of course.

THE NETTY GENTLY

It all sounds like a perfect strategy, but how does it work in practice?

Starting on common ground, namely the CPCs, the most noticeable change is the redesigned packaging. Gone is the 'backboard box' appearance of long ago. They have now been reintroduced (to fit on the shelf) with Amstrad's successful range of PCs and PDPs. Decked out in a rather fetching combination of cream and grey, with perpendicular tape deck on the 484, disk drive on the 6128 housed tidily in the rear, right hand corner of the machine (as with Atari's 512), they are very attractive-looking machines.

Beauty is, as they say, only skin deep, and the design

of the machines reveals a couple of flaws of closer inspection. On the 484, one major problem we encountered was the operation of the tape deck. The controls are sloped, and set at an angle to the keyboard. Obviously you have to press the buttons down to make them work, which is a lot easier to say than to do. For some strange reason, the buttons are designed to pivot inward, not downward, 'locking' at about a 45 degree angle from the vertical. As the buttons are curved, this means you have to use a fair bit of pressure on them, which makes tape operation not only irritating, but downright uncomfortable.

One other niggler - on our machine the cartridge slot required a pretty hefty shove to get the cartridge properly connected. That's better than being too loose, sure, but you shouldn't have to push THAT hard. Once you start using this amount of force, the possibility of incidental damage increases proportionately.

The good news, however, is that the old keyboards, which were very 'springy' on the 6128 and rather unresponsive on the 484's, have now been replaced by a much lighter, faster and generally more solid feeling unit, with a far better arrangement of keys.

The inclusion of an extra

This month sees the release of three new machines from Amstrad, namely the redesigned CPCs, 484 plus and the 6128 plus and Amstrad's first launch into the 8-bit console market, the 624000. *NICE* brings you the definitive and unbiased review of what Amstrad hope will take them into the lead in the 8-bit micro market.

"We entered the home computer market in April 1984 with the CPC484 and since then our line up has sold 2.5 million CPC machines. We are now offering 484 Plus and 6128 Plus customers the best of both worlds - they can continue to play their favourite games and can also enter the new world of the 800K cartridge game...but for those who just want to run 800K cartridges, we have the 624000 console."

Michael White, Amstrad Group Sales and Marketing Director
Paris, 9th August



The 624000 is entering the marketplace to share competition with the high-profile 'console' unit and the traditional 484 console that comes cheap.

Soon joystick port, also an analogue joystick port, opens up possibilities of game design that the previous limited CPCs never had. That's not to say that all the old CPC software will fit into these. The Pluses have total compatibility with the old machines, and why shouldn't they? After all they are essentially the same machine.

SOFTWARE POTENTIAL

Here is the real problem. Even though the machines have these new sound and graphics chips, how fast, the new capability can only be accessed through the cartridge port. This means that any new tape or disk based CPC software developed now, will have to be exactly the same as the old CPC software. This is apparently to ensure full compatibility with past, present and future software.

Of course, you could produce cartridge software for both the Plus machines, but the cartridges don't come cheap for the software houses - which means they're certainly not going to come cheap for you. Expect to pay similar prices for cartridge software on these units to the ones you pay for 32-bit products.

To all intents and purposes, the CPC plus range is the old hardware with the new 68000 tucked in. As such, they're good machines for a first time buyer who prefers the convenience of the monitor bundle, and smugly Amstrad approach, but they're definitely not the approach that CPC owners are trying out for. It's also dubious whether the price advantage of the monitor/128 package over the Amiga is sufficient to win it a sizable share of the market. Although an Amiga plus monitor costs substantially more, you can get the Amiga on its own for less and run it through your TV while you save up for the better display - and there's no real comparison between the Commodore 68000 machine and the new Plus range in terms of backwards compatibility.

THE CONSOLE

The GX 4080, on the other hand, is a completely different kettle of fish. It seems a bit unusual to release an 8-bit machine this close to the release of the Sega Megadrive and our initial thoughts before seeing the machine were that it was a bit of a waste of time and wouldn't have a chance. After taking a good look at it, however, we can tentatively say that if you're the other 500 offerings to share, for the PC Engine.

The GX4000 is the end result of 'months of work' (going with some of the 'top programming houses in Europe', feeling out exactly what they would want to see in a machine. So what you have is an 8 bit machine with a



The Plus range is carrying great looking, multi-logic console bits about like their machines, the console base processing.

SOUNDING OFF

The biggest improvements made are in the graphics and sound departments. Graphics wise, the palette has been updated to include the ever-fascinating standard of 4096 colours, of which 64 can be displayed on screen at once in several modes, or 32 by using the hardware interrupts. Hardware pixel scrolling has now been incorporated, along with hardware split screen effects, with each area of the screen using its own palette of 16 colours. There are 16 hardware sprites available, each 16 by 16 pixels, though for some reason there is no on-board collision detection.

Sound has also been improved - there are now 16 channels or frequencies (or 16) made by the built-in hardware, but the good news is that the sound chip can now be programmed to run independently from the CPU. This multi-tasking will be a boon of speed.



The GX 4080 has built its own, new, but certainly you shouldn't miss as long as it's a little machine. It offers 16 audio channels, a cartridge port and 64000 compatible bits to make this a serious upgrade.

POWER AND PRICE

Here's a brief summary of the machines...

	GX4000	Old Plus	Plus Plus
Price	£100	£200 (base) £205 (kit)	£220 (base) £225 (kit)
Bundled with	3 Joystick Power Pack Demo cart.	1 Joystick Monitor Demo cart.	1 Joystick Monitor Demo cart.
CPU	68000	68000	68000
Memory	64K	64K	128K
Monitor	68000 cart	68000 Cart 68000 Cart	68000 Cart
Keyboard	10 from 68000	12 from 68000	12 from 68000
Pixel scrolling? Split screen?	Yes Yes	Yes Yes	Yes Yes
Sound	1 channel 68000 A/D	1 channel 68000 A/D	1 channel 68000 A/D
Joystick ports	1 digital 1 analogue	1 digital 1 analogue	1 digital 1 analogue

As with the CPC Pluses, there are three joystick ports (two digital and one analogue), all three connections are handled through either a scart socket, a PAL TV modulator or Amstrad's popular monitor socket. A stereo headphones socket is built into the front of the machine. Visually, it's a very boxy looking machine and one that's surprisingly sturdy, despite its unusual size and uncanny resemblance to a Cylon attack craft.

The controllers provided with the machine are pretty standard. A cross-shaped rocker switch operated by the left thumb controls direction and two fire buttons, used by the right thumb, control specific operations within a game, such as firing a weapon, changing gears in a driving game etc. We've never been a fan of these 'compact' little joy buttons, and this one, with smaller controls than most, is no better than the rest. Whatever happened to joysticks?

If buying Amstrad, the cart supplied with the console, is a little of what's to come, but the future looks bright. At first, smooth colonial race game that's a fair bit out above the usual racing rubbish we see on 8-bit machines, and a good argument against those who say 8-bit technology has two feet and a torso in the grave.

THE 1990 ATARI ST PRODUCT GUIDE

PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



JOYSTICKS



SCANNERS



PRINTERS



USER BOOKS



ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE

THE UK's No 1 GUIDE TO THE ATARI ST

AND ITS FREE!

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY in addition to ALL Atari hardware. The range of products featured in the catalogue includes:

PERIPHERALS:

- | | | |
|------------------|-------------------|--------------------|
| Robotics | Disks | Floppy Disk Drives |
| Hard Disk Drives | Emulators | Graphic Tablets |
| Modems | Mouse | Modulators |
| Monitors | Mouse Controllers | Printers |
| Printers | Scanners | Scientific Equip |
| Sound Digitisers | Sound Samples | Video Interfaces |

ACCESSORIES:

- | | | |
|------------------|----------------|-----------------|
| Cables | Cleaning Kits | Stays |
| Disk Covers | Mouse Covers | Joysticks |
| Monitor Adapters | Mouse Adapters | Power Supplies |
| Printer Labels | Printer Paper | Printer Ribbons |
| Stands | Upgrades | |

BOOKS:

- | | | |
|--------------|-----------------|-------------------|
| ST Dedicated | 80000 Processor | General Computing |
|--------------|-----------------|-------------------|

SOFTWARE - ENTERTAINMENT:

- | | | |
|--------------|--------------|------------------|
| Arcade Games | Compilations | Advanced Sims |
| Board Sims | Adventure | Board & Strategy |

SOFTWARE - PRODUCTIVITY:

- | | | |
|------------------|------------|--------------------|
| Art & Graphics | Accounting | CAD |
| Communications | Databases | Desktop Publishing |
| Education/Office | Music | Programming |
| Spreadsheets | Utilities | Word Processors |

SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!
RETURN FOR YOURS NOW

COMPLETE & RETURN THE COUPON FOR YOUR

FREE COPY

OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE

FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica Shop is the UK's No 1 Atari Specialist. We have been supplying Atari products since 1985 and have provided complete technical support and advice to our customers. We are now pleased to offer you our 1990 Atari ST Product Guide, a 48 page, full colour guide to the Atari ST range of computers. It is available absolutely FREE OF CHARGE. Just complete and return the coupon below for your FREE COPY in addition to ALL Atari hardware. The range of products featured in the catalogue includes:



MAIL ORDER	14 The Mall, Parkway St, Solihull, West Midlands, CV56 4JH, UK	TEL: 0562 51111
London	14 The Mall, Parkway St, Solihull, West Midlands, CV56 4JH, UK	TEL: 0562 51111
London	14 The Mall, Parkway St, Solihull, West Midlands, CV56 4JH, UK	TEL: 0562 51111
London	14 The Mall, Parkway St, Solihull, West Midlands, CV56 4JH, UK	TEL: 0562 51111
London	14 The Mall, Parkway St, Solihull, West Midlands, CV56 4JH, UK	TEL: 0562 51111
London	14 The Mall, Parkway St, Solihull, West Midlands, CV56 4JH, UK	TEL: 0562 51111

14 The Mall, Parkway St, Solihull, West Midlands, CV56 4JH, UK

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Name: _____

Address: _____

Postcode: _____

Phone: _____

Which computer, if any, do you own? _____

QuickShot[®]

by Bondwell

THE NEXT GENERATION



QS-123
JOYSTICK

QuickShot offers the most complete selection of video game controllers in the market. Models are available to suit all the most popular video game machines and just about any playing style. And no matter which model you choose, you can be sure you're getting the kind of performance and value for the money that have made QuickShot the biggest name in the business.



QS-124NF*
JOYSTICK CONTROL



QS-127
LEARNING JOYSTICK



QS-120NF*
JOYSTICK CONTROL

QuickShot[®]
20,000,000
JOYSTICKS SOLD WORLDWIDE

1
YEAR GLOBAL
WARRANTY



QS-126
LEARNING
JOYSTICK CONTROL



QS-121
JOYSTICK

AVAILABLE FROM ALL LEADING COMPUTER & TOY STOCKISTS

QuickShot[®]
by Bondwell

BONDWELL UNITED EUROPE LTD

Bondwell House, Unit D4 Taff Road, London NE7 2DN Tel: 081 505 1190 Fax: 081 508 700

* For the Nintendo Entertainment System and 7 for the Sega, Neo-Geo and Commodore game systems.

© 1992 QuickShot International Ltd. QuickShot is a registered trademark and QS-123, QS-127, QS-124, QS-124NF, QS-126, QS-126NF, QS-127, QS-120, QS-120NF, QS-121 are registered or trademarked trademarks of QuickShot International Ltd. All other trademarks are registered trademarks or trademarks of their respective companies.

in the

W

E

E

E

E

A

A

A

A

A

A



Alex Runzall is your main editor in charge of the Pink Pages section. He is going to make sure you get the most interesting content for your money. Alex is also a software reviewer and a computer enthusiast. He is also a member of the ACE staff and a member of the ACE community. He is also a member of the ACE community. He is also a member of the ACE community.

124 Pink and Perky

The new Pink Page Parade kicks off with two competitors.

151 Hot off the Shell

In your software collection in need of some new titles? Alex Runzall compiles the definitive software buyers' guide.

129 Hard Sell

David Spchurch with the ACE Hardware Reference Guide -- technical listings of machines currently on sale so you can get the hard facts.

133 Addlines

If you own one of the nine major micros, there's a section for YOUR machine here as ACE correspondents talk man to micro.

145 ACE Stockmarket

Our monthly analysis of the software scene, telling you which games houses are getting the best reviews. Plus the chance to win prizes...

165 ACE Top Ten Charts

Compiled using the same system-based data as the ACE Stockmarket, these are the best charts around.

161 Adventureline

Pat Winstanley is the first of her regular tips sections for dedicated adventurers. Future columns will also include gossip and mini-reviews.

159 The ACE Diary

Our monthly guide to what's on where and what's out when.

167 ACE Deals

Put a smile in your pocket and get down to the shops today - you're sure of a big surprise, because some dealers are literally GIVING the goodies away...

167 Shopwatch

Don't Longform with a view from the other side of the counter...

148 Encyclopaedia Micromaniacal

Over the years ACE has consistently given gamers the low down on entertainment technology. Check out the subjects we've covered in the past and make sure you're up to date.

149 The ACE Puzzle

A double for a Cray Mark II, a challenge for a human.

147 The ACE Crossword

Over down the rabbit hole in across bunny (2).

166 ACE Readers Pages

Small ads, big sales. Your chance to buy, sell and tell the world.

contents



David Spchurch is in charge of Hardware Reference Information in the new Pink Pages. It's your chance to get the hardware specs, prices, and more. It's the chance to see... to get your own copy...

FIVE IN ONE!

Welcome to the new Pink Pages. We believe that they represent the beginning of a new phase in NCE's development as we continue to improve the magazine on a monthly basis, sharpening the design and packing in more features and exclusive coverage with each issue.

The new Pink Pages have got a great future. What's it all about?

First, we've appointed two new members of staff, both of whom will be taking particular care of this section. Alex Baranski is going to build the Pinky into the country's foremost software reference section, and David Upchurch is going to be the same with hardware. So that's one side of the Pink story - comprehensive reference material for the committed gamer.

The other side is entirely up to you, because it's all about communication. Both David and Alex want to hear from you - whether it be criticisms or suggestions, and Phil Mendonça, who edits the Adventureline, is also ready and waiting for your input.

If you've got questions about either hardware or software, they'll be answered here too - we have a whole team of industry experts who are at your beck and call when it comes to sorting out entertainment games. And next month we're creating a new Pink department especially for

that purpose - but the questions will have to come from you!

And to launch the new section, we've got a great console competition from Elite on this very page - and some Slack Rogers giveaways from US Gold opposite. Be proud, be pinky, but above all, be pink...

THE COMPETITION

If you're console crazy, or just console curious, Elite have offered to launch the new Pink Pages by very generously giving away one each of ALL the major console machines. This is an opportunity you just can't miss to grab some of the real hot buzzboxes you can get your hands on.

What's more, it couldn't be easier. All you have to do is fill in the form below, answering the questions. No trick questions, no strings attached - just tell Elite what you think and they'll enter your entry in a prize draw for one of the following machines:

Sega Master System, Sega Megadrive, Nintendo NES System, Nintendo Gameboy, and Atari Lynx.

HERE'S WHAT YOU HAVE TO DO...

1. Select which machine you would like to win. **THEN...**

2. In no more than 25 words tell us why you

STOCK MARKET WINNERS

Congratulations to those lucky folk who were first out of the hat with correct predictions for the NCE Stockmarket and Charts. Steve Walsh of Birmingham recently spotted Megaquest's chance to lead the software race (and on the Evening Standard website Phillipus of Norwich correctly guessed (along with many others) that shares in the new Atari game, that wouldn't be forgotten, would it?!) by putting a bet on the Game Collection, as having the UK share and also knowing the share the share who got ahead over time on the American.

David Williams was first the second time, as being the only one guessing that the Atari Amiga shares, kept really interesting. Alan of Northampton is fourth highest being high on the word to, and finally Patrick of Guildford of Northamptonshire from Perth - it must be a company's name as that with four national all names on the list, most share holders - and the price, shares, and other things, are so that...

choose the machine.

THEN...

3. Rate from 1st to 3rd choice which of the following titles you and your friends would like to see converted for your chosen machine:-

- (A) Space Ace
- (B) Dragon's Lair
- (C) Paperboy
- (D) Robocop
- (E) Hand Drive!
- (F) Teenage Mutant Hero Turtles
- (G) Kick Off
- (H) Frank Brown's Boxing

THEN...

4. Cut out the coupon and post it to the address in the panel.

ALL ENTRIES WILL GO INTO A PRIZE DRAW TO BE HELD 30th SEPTEMBER 1990.

Deadline for receipt of entries is the morning of that day.

ELITE CONSOLE CRAZE COMPO FORM

My choice of machine should I win is (tick one): Sega Master System Sega Megadrive
Nintendo Entertainment System Nintendo Gameboy Atari Lynx

My name: _____
My address: _____

My daytime telephone number (if possible, please): _____
Why I chose the machine (sked above) (in no more than 25 words) _____

My most popular choice of game is (enter letter identifying game in list)

(A) Space Ace (B) Dragon's Lair (C) Paperboy (D) Robocop (E) Hand Drive! (F) Teenage Mutant Hero Turtles (G) Kick Off (H) Frank Brown's Boxing

Send along with this panel an free entry slip, Machine options, Machine options, and Sega Megadrive.



SEGA



US GOLD IN THE 25TH CENTURY!

"Back Rogers in the 25th Century is destined to be one of the biggest multi-media events of the year."

The sudden revival of Back Rogers has come about through the famed TSR role-playing company, who in conjunction with Penguin books are about to launch "a massive range of products" including boardgames, BPOs, paperback books and graphic novels. Back is about to be reborn.

Putting the icing on the cake for its gamblers, TSR have collaborated once again with the programmers at SSI (also jointly involved with the Dragonquest series) to bring you Back Rogers - Countdown to Eozoomady, using a system similar to that used in the Dragonquest series. Countdown to Eozoomady is described as a "Sci-Fi Role-Playing space op", a title the player guides a party from the New Earth Organisation (NEO) in an attempt to foil a RHM (Russo-American Mercantile) plot to reconquer earth, whilst engaging in planetary or space combat against a horde of enemies, using the ship.

And good old US Gold are bringing in the game later this year. In celebration, they're giving away

5 copies of the Back Rogers board game, so all you have to do is follow the instructions in the panel and post your entry points.

HOW TO ENTER

All you have to do is jot down the answers to the few questions below and pop them on a post card, together with your name and address. Send your entry to AGE USG Book Competition, Poetry Court, 30-32 Farringdon Lane, London, EC1R 3BU, to arrive not later than 9th October 1990. First five correct entries out of the hat get the goods etc.

1. In which year did Back Rogers first appear?
2. Name one US Gold/SSI Dragonquest game released in the UK.



"Back Rogers burst upon our vision like some grander July 4th, full of rockets celebrating tomorrow."

Ray Bradbury

LIFE AFTER BUCK

Back Rogers official comics only debut last year in January 1989. Set in a distant future where technological advancement has made manhood obsolete in favor of the computer race, Buck was seen by many as a symbol of hope for the future.

As an example of the fan-generated popularity surrounding the series, many of the visions of Back Rogers' world included far greater and more advanced tech as the comic grew. The demand and fan-theorying about what could be allowed them to do are that didn't believe it wasn't possible to place one in the near-future. Back Rogers looked the real deal and gained a future of recognition and fan support through, while others made some interesting predictions of the future (see our feature in this issue on page 23).

The resurgence of US Gold is about well to be the year 1990 AD, and just the start of a whole new set of possibilities.

Unfortunately, there are far from the past the systems of the future (described by the original story, the Love has become a political one, national and regional by an end. National corporations, their staff has been ruled by computer, and their lives have been through what is known as the Corporate Morphing. National through technology, it only is because the fight for survival was dependent and supported by its own state of the planet.

Others to say that too, like that of 1989, is not one of the very real possibilities of our future!

WORLDWIDE SOFTWARE 106A CHELWELL RD., BEESTON NOTTINGHAM NG9 1ES



WORLDWIDE SOFTWARE

WORLDWIDE SOFTWARE 106A CHELWELL RD., BEESTON NOTTINGHAM NG9 1ES

Software Title	Age	Price
Adventure	8-12	£12.95
Adventure II	8-12	£12.95
Adventure III	8-12	£12.95
Adventure IV	8-12	£12.95
Adventure V	8-12	£12.95
Adventure VI	8-12	£12.95
Adventure VII	8-12	£12.95
Adventure VIII	8-12	£12.95
Adventure IX	8-12	£12.95
Adventure X	8-12	£12.95
Adventure XI	8-12	£12.95
Adventure XII	8-12	£12.95
Adventure XIII	8-12	£12.95
Adventure XIV	8-12	£12.95
Adventure XV	8-12	£12.95
Adventure XVI	8-12	£12.95
Adventure XVII	8-12	£12.95
Adventure XVIII	8-12	£12.95
Adventure XIX	8-12	£12.95
Adventure XX	8-12	£12.95
Adventure XXI	8-12	£12.95
Adventure XXII	8-12	£12.95
Adventure XXIII	8-12	£12.95
Adventure XXIV	8-12	£12.95
Adventure XXV	8-12	£12.95
Adventure XXVI	8-12	£12.95
Adventure XXVII	8-12	£12.95
Adventure XXVIII	8-12	£12.95
Adventure XXIX	8-12	£12.95
Adventure XXX	8-12	£12.95

Software Title	Age	Price
Adventure	8-12	£12.95
Adventure II	8-12	£12.95
Adventure III	8-12	£12.95
Adventure IV	8-12	£12.95
Adventure V	8-12	£12.95
Adventure VI	8-12	£12.95
Adventure VII	8-12	£12.95
Adventure VIII	8-12	£12.95
Adventure IX	8-12	£12.95
Adventure X	8-12	£12.95
Adventure XI	8-12	£12.95
Adventure XII	8-12	£12.95
Adventure XIII	8-12	£12.95
Adventure XIV	8-12	£12.95
Adventure XV	8-12	£12.95
Adventure XVI	8-12	£12.95
Adventure XVII	8-12	£12.95
Adventure XVIII	8-12	£12.95
Adventure XIX	8-12	£12.95
Adventure XX	8-12	£12.95
Adventure XXI	8-12	£12.95
Adventure XXII	8-12	£12.95
Adventure XXIII	8-12	£12.95
Adventure XXIV	8-12	£12.95
Adventure XXV	8-12	£12.95
Adventure XXVI	8-12	£12.95
Adventure XXVII	8-12	£12.95
Adventure XXVIII	8-12	£12.95
Adventure XXIX	8-12	£12.95
Adventure XXX	8-12	£12.95

Software Title	Age	Price
Adventure	8-12	£12.95
Adventure II	8-12	£12.95
Adventure III	8-12	£12.95
Adventure IV	8-12	£12.95
Adventure V	8-12	£12.95
Adventure VI	8-12	£12.95
Adventure VII	8-12	£12.95
Adventure VIII	8-12	£12.95
Adventure IX	8-12	£12.95
Adventure X	8-12	£12.95
Adventure XI	8-12	£12.95
Adventure XII	8-12	£12.95
Adventure XIII	8-12	£12.95
Adventure XIV	8-12	£12.95
Adventure XV	8-12	£12.95
Adventure XVI	8-12	£12.95
Adventure XVII	8-12	£12.95
Adventure XVIII	8-12	£12.95
Adventure XIX	8-12	£12.95
Adventure XX	8-12	£12.95
Adventure XXI	8-12	£12.95
Adventure XXII	8-12	£12.95
Adventure XXIII	8-12	£12.95
Adventure XXIV	8-12	£12.95
Adventure XXV	8-12	£12.95
Adventure XXVI	8-12	£12.95
Adventure XXVII	8-12	£12.95
Adventure XXVIII	8-12	£12.95
Adventure XXIX	8-12	£12.95
Adventure XXX	8-12	£12.95

Software Title	Age	Price
Adventure	8-12	£12.95
Adventure II	8-12	£12.95
Adventure III	8-12	£12.95
Adventure IV	8-12	£12.95
Adventure V	8-12	£12.95
Adventure VI	8-12	£12.95
Adventure VII	8-12	£12.95
Adventure VIII	8-12	£12.95
Adventure IX	8-12	£12.95
Adventure X	8-12	£12.95
Adventure XI	8-12	£12.95
Adventure XII	8-12	£12.95
Adventure XIII	8-12	£12.95
Adventure XIV	8-12	£12.95
Adventure XV	8-12	£12.95
Adventure XVI	8-12	£12.95
Adventure XVII	8-12	£12.95
Adventure XVIII	8-12	£12.95
Adventure XIX	8-12	£12.95
Adventure XX	8-12	£12.95
Adventure XXI	8-12	£12.95
Adventure XXII	8-12	£12.95
Adventure XXIII	8-12	£12.95
Adventure XXIV	8-12	£12.95
Adventure XXV	8-12	£12.95
Adventure XXVI	8-12	£12.95
Adventure XXVII	8-12	£12.95
Adventure XXVIII	8-12	£12.95
Adventure XXIX	8-12	£12.95
Adventure XXX	8-12	£12.95

Software Title	Age	Price
Adventure	8-12	£12.95
Adventure II	8-12	£12.95
Adventure III	8-12	£12.95
Adventure IV	8-12	£12.95
Adventure V	8-12	£12.95
Adventure VI	8-12	£12.95
Adventure VII	8-12	£12.95
Adventure VIII	8-12	£12.95
Adventure IX	8-12	£12.95
Adventure X	8-12	£12.95
Adventure XI	8-12	£12.95
Adventure XII	8-12	£12.95
Adventure XIII	8-12	£12.95
Adventure XIV	8-12	£12.95
Adventure XV	8-12	£12.95
Adventure XVI	8-12	£12.95
Adventure XVII	8-12	£12.95
Adventure XVIII	8-12	£12.95
Adventure XIX	8-12	£12.95
Adventure XX	8-12	£12.95
Adventure XXI	8-12	£12.95
Adventure XXII	8-12	£12.95
Adventure XXIII	8-12	£12.95
Adventure XXIV	8-12	£12.95
Adventure XXV	8-12	£12.95
Adventure XXVI	8-12	£12.95
Adventure XXVII	8-12	£12.95
Adventure XXVIII	8-12	£12.95
Adventure XXIX	8-12	£12.95
Adventure XXX	8-12	£12.95

FAST DELIVERY ON ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK
SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLDWIDE
CREDIT CARD ORDERS ACCEPTED BY PHONE
OR MAIL

Software Title	Age	Price	Software Title	Age	Price	Software Title	Age	Price
Adventure	8-12	£12.95	Adventure	8-12	£12.95	Adventure	8-12	£12.95
Adventure II	8-12	£12.95	Adventure II	8-12	£12.95	Adventure II	8-12	£12.95
Adventure III	8-12	£12.95	Adventure III	8-12	£12.95	Adventure III	8-12	£12.95
Adventure IV	8-12	£12.95	Adventure IV	8-12	£12.95	Adventure IV	8-12	£12.95
Adventure V	8-12	£12.95	Adventure V	8-12	£12.95	Adventure V	8-12	£12.95
Adventure VI	8-12	£12.95	Adventure VI	8-12	£12.95	Adventure VI	8-12	£12.95
Adventure VII	8-12	£12.95	Adventure VII	8-12	£12.95	Adventure VII	8-12	£12.95
Adventure VIII	8-12	£12.95	Adventure VIII	8-12	£12.95	Adventure VIII	8-12	£12.95
Adventure IX	8-12	£12.95	Adventure IX	8-12	£12.95	Adventure IX	8-12	£12.95
Adventure X	8-12	£12.95	Adventure X	8-12	£12.95	Adventure X	8-12	£12.95
Adventure XI	8-12	£12.95	Adventure XI	8-12	£12.95	Adventure XI	8-12	£12.95
Adventure XII	8-12	£12.95	Adventure XII	8-12	£12.95	Adventure XII	8-12	£12.95
Adventure XIII	8-12	£12.95	Adventure XIII	8-12	£12.95	Adventure XIII	8-12	£12.95
Adventure XIV	8-12	£12.95	Adventure XIV	8-12	£12.95	Adventure XIV	8-12	£12.95
Adventure XV	8-12	£12.95	Adventure XV	8-12	£12.95	Adventure XV	8-12	£12.95
Adventure XVI	8-12	£12.95	Adventure XVI	8-12	£12.95	Adventure XVI	8-12	£12.95
Adventure XVII	8-12	£12.95	Adventure XVII	8-12	£12.95	Adventure XVII	8-12	£12.95
Adventure XVIII	8-12	£12.95	Adventure XVIII	8-12	£12.95	Adventure XVIII	8-12	£12.95
Adventure XIX	8-12	£12.95	Adventure XIX	8-12	£12.95	Adventure XIX	8-12	£12.95
Adventure XX	8-12	£12.95	Adventure XX	8-12	£12.95	Adventure XX	8-12	£12.95
Adventure XXI	8-12	£12.95	Adventure XXI	8-12	£12.95	Adventure XXI	8-12	£12.95
Adventure XXII	8-12	£12.95	Adventure XXII	8-12	£12.95	Adventure XXII	8-12	£12.95
Adventure XXIII	8-12	£12.95	Adventure XXIII	8-12	£12.95	Adventure XXIII	8-12	£12.95
Adventure XXIV	8-12	£12.95	Adventure XXIV	8-12	£12.95	Adventure XXIV	8-12	£12.95
Adventure XXV	8-12	£12.95	Adventure XXV	8-12	£12.95	Adventure XXV	8-12	£12.95
Adventure XXVI	8-12	£12.95	Adventure XXVI	8-12	£12.95	Adventure XXVI	8-12	£12.95
Adventure XXVII	8-12	£12.95	Adventure XXVII	8-12	£12.95	Adventure XXVII	8-12	£12.95
Adventure XXVIII	8-12	£12.95	Adventure XXVIII	8-12	£12.95	Adventure XXVIII	8-12	£12.95
Adventure XXIX	8-12	£12.95	Adventure XXIX	8-12	£12.95	Adventure XXIX	8-12	£12.95
Adventure XXX	8-12	£12.95	Adventure XXX	8-12	£12.95	Adventure XXX	8-12	£12.95

Please make cheques or postal orders payable to:
WORLDWIDE SOFTWARE
106A CHELWELL ROAD, BEESTON, NOTTINGHAM NG9 1ES
Tel: 0530 414141
Worldwide Software is a registered company limited by guarantee.
All prices include postage and packing in UK. Overseas orders are subject to extra charges.
© Copyright 1989 by Worldwide Software. All rights reserved.
Worldwide Software is a registered company limited by guarantee.
All prices include postage and packing in UK. Overseas orders are subject to extra charges.
© Copyright 1989 by Worldwide Software. All rights reserved.



challenger
products
international

Freepost
Bridlington
North Numberside YO16 4BR

PRIORITY ORDER FORM **TICK BOX**

SUPER PRICES - NO HIDDEN EXTRAS - ALL PRICES INC. DEL. & VAT.

ALLSOP RANGE - THE WORLD'S LEADING BRAND FOR COMPUTER CARE PRODUCTS

DISK FILE 80 x 3.5"	QTY	UNIVERSAL PRINTER STAND & Tray	QTY
DISK FILE LOCKABLE 80 x 3.5"	8.95	UNIVERSAL DOCUMENT HOLDER	8.95
DISK FILE 30 x 3.5"	8.95	3.25" CLEANING KIT & STORAGE BOX	3.95
DISK FILE LOCKABLE 30 x 3.5"	8.95	3.25" DTD AND MONITOR CLEANING KIT	13.95
DISK FILE 80 x 3.5"	12.95	3.5" DISK CLEANER	9.95
DISK FILE LOCKABLE 80 x 3.5"	12.95	3.5" CLEANING KIT & STORAGE BOX	7.95
DISK FILE 10 x 3.5"	3.95	3.5" DTD AND MONITOR CLEANING KIT	14.95
DISK FILE 5 x 3.5"	4.95	3.5" DISK CLEANER	11.95
DISK FILE 2 PACK 5 x 3.5"	2.95	DC - 800 DATA CARTRIDGE CLEANER	9.95
DISK FILE 1 PACK 5 x 3.5"	0.95	DC - 3000 DELTA CARTRIDGE CLEANER	37.95
	0.95		37.95

ALL ALLSOP PRODUCTS CARRY LIFETIME GUARANTEE EXCEPT CLEANING KITS

COMPUTER JOYSTICKS AND PERIPHERALS

FLASHFIRE AUTOFIRE	QTY	COBRA	QTY
PROFESSIONAL BOOM	14.95	ARCADE	16.95
ULTIMATE RAPIDFIRE	22.95	ARCADE TURBO	19.95
RACEMAKER	28.95	TURBO PEDAL	22.95
IBM ANALOGUE JOYSTICK	18.95	IBM GAME CARD	18.95
IBM PC JOYSTICK ADAPTOR	18.95	MOUSE MAT REVERSIBLE	4.95

RAC DISKETTES - MAGNETIC MEDIA FROM THE SURFACE SCIENTISTS

5.25" 48 TR D500 x 10	QTY	3.5" 135 TR D500 x 50	QTY
5.25" 96 TR D500 x 10	8.00	3.5" 135 TR HIGH D x 10	24.95
5.25" 96 TR HIGH D x 10	11.50	BULK 3.5" 135 TR D500 x 50	28.75
BULK 5.25" 48 TR x 50	14.95	BULK 3.5" HIGH D x 50	64.40
BULK 5.25" HIGH D x 50	19.90	3.5" TRAVEL PACK WITH 10 DISKS	16.95

LIFETIME GUARANTEE ON ALL DISKS

NAME TEL. No.

ADDRESS

..... POST CODE

CHEQUE/P.O. TO OR CREDIT CARD NO. ENTRY DATE



HARDSELL

Here it is: the one and only hardware guide to give you COMPLETE details on the machines you're most likely to upgrade to, including that all-important criterion of software availability.

The ACORN Hardware Guide is currently run in three different sections: 16-bit upgrade machines (this month), and smaller machines. When about 2000 models or so of computers dot the U.S. and last month we'll find more than 200 models.

ACORN ARCHIMEDES

Models: Archimedes 415, 500, 415 425, 440
Package: keyboard, mouse and disc; keyboard/mouse and disc; plus monitor (either or none)
Memory: 1000 (1.2), 150 (1.6), 410 (1.8), 430 (2.0), 540 (2.4)
Processor: Acorn A400
RAM: Prices range from \$789.97 for 10000 chips to \$2044.99 for 4400 with colour monitor
Contact: Acorn 0211 349200

IN BRIEF

On the cutting edge of micro technology, Acorn's ARM is about the fastest thing this side of a Gray. This very exciting machine - although gathering admirers since the introduction of the A5000 - still lacks a good game software base and is best left to the enthusiasts.

GRAPHICS

Resolution: 320 x 256 or 640 x 256 with normal monitors, 640 x 312 available with multi-scan monitors.
Palette: 1024
Options: From mono up to 256 (2.0 x 350) or 1024 x 768
HW: 700
Monitor Output: Mono composite video colour - RGB + sync
Monitor Supplied: Depends on package bought.

Monitor Options: Acorn dedicated 12 inch monitors are colour, 12 inch high resolution multi-scan colour.
Speakers: 1
Speed: Blazing.

SOFTWARE

Speaker Quality: Good
RAM: 1600 extra hardware
Screen Output: No
Performance: 14 channels 16 stereo cards, 8 cards, 8 cards, 1 internal speaker

HARDWARE

Disk Format: 3.5 inch - 8000
Disk Prices: From £1.20 upwards.
Disk Performance: Good and fast.
Keyboard: 100 keys with programmable auto-repeat. Early keyboards have a cheap feel given the quality of the machine.
Keyboard/Mouse: 3 button mouse; a support for joystick.
Interfaces: 25 pin D parallel, 8 pin mouse, 3 pin stereo headphone jack, 16 pin video, 8 pin expansion port, 100 pin video output 40 interface.

SOFTWARE

Existing Software Base: 500 very limited. Some games available most software is for productivity and business.

Current Releases: See above.
Games: Most famous are Death Attack and Computer. But there have been several impressive one-off titles released recently.

Graphics: Potential is immense. Some excellent packages available.
Model: via graphics, but developers remain shy.
Processor: limited. Some the cheap or models find a tough competing with 375 and Aragos.

Software Loading: Very reliable.

BUYLINES

Best Buy Price: As RRP
Second Hand Availability: 100 stores, some 100 and 1 mile starting to appear but needed to pay for them.
Maintenance: One year's guarantee. Return to faulty machines dealt to.

APPLE MACINTOSH

Models: SE, SE30, SE, SE3
Package: Monitor with built-in CPU and disc drive, separate keyboard
Memory: 128

Processor: SE Motorola 68000 for SE30; for Macintosh (SE30)
Recommended Retail Price: SE £5, 128 upwards to £1500 upwards £20 or 5MT
Contact: Apple 081-009 1199

IN BRIEF

A very expensive up-market machine for those keen on desktop publishing, 28600 systems and up-market software. Offers in very expensive. Quite a few games in the SE, but few over here. Good for 1600 models but less prepared to pay through the nose for software.

GRAPHICS

Resolution: SE 1024 x 1024; SE30 1280 x 1024
Palette: SE - 640 and white; SE30 (colour monitor) 16 million.
Options: 16M colour monitor - £1 to 120
HW: 100
Monitor Output: Integral monitor
Monitor Supplied: Built-in
Monitor Options: SE - up 400-cpu model only; SE Apple II/III monochrome or AppleColor II/III RGB
Speakers: None
Speed: SE reasonably fast; it very fast SE30 and 5000 even faster, but blinding.

SOFTWARE

Speaker Quality: Good
RAM: 1280 third party interfaces available.
Screen Output: SE no; SE30 yes.
Performance: 4 channels give good performance.

HARDWARE

Disk Format: 3.5 inch - 8000
Disk Price: £1.50 - £2.00
Disk Performance: Generally fast
Keyboard: Depends with 81 keys including function keys and numeric key pad. Optional extra is the Apple Extended Keyboard with 100 keys.
Keyboard/Mouse: Apple keyboard supplied with machine.
Interfaces: 50 pin - Apple Desktop Bus connector, 120 pin (DMA) serial external disc drive; 50 pin fibre optic expansion bus; SCSI - 28-20 connector; external audio output; 1 - 2 802.11/802.11 serial; 08-20 SCSI 2.

SOFTWARE

Existing Software Base: A very wide base exists in all fields except

games.

Current Releases: Adequate, though largely of US origin and in the business or BTP field.

Games: Very few available but plenty of less driven adventures.
Graphics: Lots of interesting software for those interested in 3D publishing.

Model: Very well supported for Mac software - but it's expensive to buy.

Processor: As always, excellent - especially in business and BTP.
Software Loading: Quick and reliable.

BUYLINES

Best Buy Price: Generally the RRP - these are only sold through dealer ships. Ask for a discount for cash.
Second Hand Availability: Scarce and expensive. A better market exists in other models but these are best avoided.
Maintenance: One year's guarantee. Apple often replaces - "free of cost" you take out to cover the cost of repairs after the guarantee has run out.

ATARI ST



Models: Atari 5200FM, 5200TE, 1000TE, Mega 1/2, Mega
Package: 100 and 1200 have keyboard with built-in disc drive. Mega systems have separate keyboard.
Power Pack includes: 5200TE with light gun, joystick and 1000-0 "Power" software. Mega "Discovery" pack includes similar value software to Power pack but with an STFM and an educational font.
Memory: 5200FM and 1000TE 128K, 1000TE 1Mk; Mega 1/2, 1, 2 or 4Mk; Mega 2 or 4Mk, 57K machines expand internally to 64K.
Processor: Motorola 68000
Recommended Retail Price: 5200TE (Power Pack) £399, 1000TE (Discovery Pack) £399, 1000TE 1Mk £499, Mega 1/2 £599.
Contact: Atari 0750 32004

IN BRIEF

Excellent as a general purpose home machine for games, small business and productivity. It's the most powerful price for 1600 machines. The ST's price will grow in a digital age - but the productivity market advanced. And the new baby ST - Mega - is hoped by Atari to be the dominant portable since it is a complete Mega or Mega ST with hard disc and mouse - in a small box.

GRAPHICS

Resolution: 640 x 480 x 1000

medium res (640 x 350) (high res 640 x 480)

Printer: OEM IBM 313, 375, 4036, Many 2
Colors: Black and white to high-res 4,000-dots in resolution, 16 in tones.

For: Yes (not Mac)
Monitor Output: VGA models only, others through TV monitor
Monitor Supported: No (Mac has range of CRT monitors)
Monitor Options: A241 monitors (640 x 350 high-res mode), 500043 (not so color)

Options: 1
Speed: fast
OS: High resolution capable is only available on monochrome monitor; medium and low res displays only available on colour monitors or TV; **Bitrate (base):** up to 19.5MB (standard or 375) improves the GEM system.

Sound:

Speaker Quality: Depends on monitor.

MIDI: Yes
 stereo Output: STX only
Performance: 3-channel sound is average to good depending on software. 141 functions in 101 PCM sound, but no current software uses it.

Hardware:

Disk Format: 5.5 inch - 1.2MB
Disk Price: 1.25 to 21.50
Disk Performance: Reliable and fast. Early machines were supplied with a single-sided disk drive.
Keyboard: 96 keys including 10 function keys. Also software flag which can be improved with third party option kit.
JoyStick/Buttons: 2 joystick ports are standard. 2 button mouse is supplied with machine. Mouse is equipped with a trackball.

Software:

Existing Software Base: Excellent. A few budget titles are starting to appear now.

Current Releases: None of the major software houses ignore the AT so it is well served with plenty of good software.

Games: Across the board
Graphics: Good with some excellent software to manipulate them.
Music: Excellent. Plenty of sound samples, editors and MIDI software make this the musician's choice.
Programs: Very good, but the Amiga is currently the favourite with software houses in the UK and the AT has failed to capture a market in the States.

Software Loading: A hangover from the original machines is the 28K disk format which means few companies bother to supply double-sided disks. This means large games require fast or more disks with all the tedious disk swapping the entails.

Software:

Best Buy Price: As 68K (watch-out for the faster party bundles)
Second Hand Availability: Very

common and quite cheap. It's not hard to find value buys - beware very old, single sided machines.
Maintenance: One year's guarantee. Return to dealer if faulty.



Model: Amiga 4000, A2086, A3000
Package: Amiga has keyboard and built-in drive with moderate PSU. A3000 has separate keyboard with built-in drive, optional PSU. Recently released A3000 is a very powerful machine indeed.
Memory: A208 512K, A2086 1M, A3000
Processor: 3000000/Horizontal 4000, A2086 4000K 16 or 25MHz
Recommended Retail Price: A208 294, A3000 428.75, Business Pack 429.99, High of Amiga Pack 429.99, GEM of the 90's pack 475.99, A3000 from 428.99
Combin: 9429 878888

IBM PC:

A stunning specification with custom chips is that almost everything around, the Amiga is the first choice for the most exigent of games players and video professionals. After an initial shock that the machine continues to sell extremely well and has maintained the 21 in the UK, though the latter machine still has a slightly larger installed base, the A3000 is a top end workstation substitute, includes ROM-based 2, featuring enhanced ops, file handling, and unique features plus device drivers, a multi-media programming tool. A3000 also comes in three configurations, ranging from a 16MHz, 512Kbyte hard disk at 258.99 to a 25 750 at 428.99.

Graphics:

Resolution: From 320 x 200 to 640 x 480 (more possible in software)
Palette: 409
Colors: 1, 4, 5, 16, 31, 94 or 4096
TV: With monitor
Monitor Output: Composite video on monochrome
Monitor Supported: No
Monitor Options: C1084 (249.99)
Options: 16 in hardware 4 unlimited 8085 from software/house.
Speed: Very fast with good software.

Sound:

Speaker Quality: Depends on monitor.
MIDI: Yes. Third party interfaces available.
 stereo Output: 2 phone connections.
Performance: Amongst the best around. Custom hardware requires

3 inches of 8 bit digital sound into the four channels.

Hardware:

Disk Format: 5.25 inch - 821K A3000
40700MHz hard disk formatted
Disk Price: 21.25 - 22.50
Disk Performance: Reliable and sluggish. Third party software is available to improve matters.
Keyboard: 94 keys, 10 function keys and separate cursor buttons.
JoyStick/Buttons: 2 button mouse supplied as standard.
Interface: Two serial/printer; stereo/audio; external disk drives; 802.2 serial; Expansion parallel

printer; PCAT 10MHz compatible monochrome video; expansion bus (optional on A3000, 2.5 inch on A3000); mathematically expansion on A3000 only; internal PC expansion on A3000 and A3001.

Software:

Existing Software Base: Similar to the AT.
Current Releases: Everyone's doing them.

Games: Something for everyone.
Graphics: Quality and range is constrained.
Music: Needs better support for MIDI. Internal sound/software is well supported thanks to 87 standard.

Programs: Excellent.
Software Loading: Heavy but usually reliable. Priced by value.

Hardware:

Best Buy Price: Old Amiga 1000 can be picked up cheaply enough, but those (lack) the extra graphics, modes of later models. It's to find a good value deal.
Second Hand Availability: Becoming common. Best buys are late Amiga 500 with Kickstart 1.1.
Maintenance: One year's guarantee. Return faulty machines to dealer.



Model: IBM PC was the first PC to be accepted in large quantities, but the first PC and remains the standard by which all others are judged. There are hundreds of clones and variations including offerings from Amtek, Star and Commodore, in general, with PCs you pay for speed and better graphics standards. The extra money is worth it if you can afford it.
Package: Depends on the manufacturer although most are supplied with monitors. They can even be bought in kit form at no extra cost.
Memory: Usually 512K or 640K.

Can be anything from 640 to 1024. Always go for a 640K model.
Processor: Intel 8088/80286 in base machine is standard; upgrades with the faster 80C 80386. More expensive machines are based on Intel's much faster 386, 386SX, 386 and even the latest 486.
Recommended Retail Price: Can be picked up as an 8086 at 2000 for a "no frills" machine. With top of the range 486 based clones - and the official IBM variants - the sky's the limit. Look for a good ISA or VGA model for between 1700 and 2100.

IBM PC:

Superb value if you want the ultimate all rounder, the PC 486 isn't just a business machine. Almost every major software house now start their lists for the PC but those remain limited by the constraints of the base (most common) machines - which means they tend to be limited in sound and graphics. Definitely NOT fast choice if entertainment is your preferred use for computers, or if you cannot afford the better ISA or VGA models (both are really essential for good games playing).

IBM PC:

The first PC wasn't fitted with graphics as standard but most clones incorporate the necessary hardware and come with a monitor. There are three main standards: CGA - a fairly low end common video display, EGA about the lowest colour display with monitoring, and Hercules monochrome. To get better graphics you must go for at least VGA or VESA which are usually only found on standard to more expensive machines (Commodore PC288 is one exception).

Graphics:

Resolution: CGA 320 x 200, EGA 640 x 480, Hercules 720 x 480.
Colors: CGA 4 (in two fixed sets), 64K-64
Palette: CGA 4, 504 16, Hercules 1
Monitor Output: TV, Hercules 1
Monitor Supported: 640x480 analogue RGB 6000
Monitor Options: Vast. Many monitors are dedicated to just one or two modes - some have amber, green or white monochrome displays - think before buying.
Options: None
Speed: From very slow - 8086 to very fast - 80486

Software:

Existing Software Base: Excellent. A few budget titles are starting to appear now.

Current Releases: None of the major software houses ignore the AT so it is well served with plenty of good software.

Games: Across the board
Graphics: Good with some excellent software to manipulate them.
Music: Excellent. Plenty of sound samples, editors and MIDI software make this the musician's choice.
Programs: Very good, but the Amiga is currently the favourite with software houses in the UK and the AT has failed to capture a market in the States.

Software:

Best Buy Price: As 68K (watch-out for the faster party bundles)
Second Hand Availability: Very

Software:

Best Buy Price: As 68K (watch-out for the faster party bundles)
Second Hand Availability: Very

SEGA MASTER



Although most of the media attention is currently being focused on the Megadrive, the flow of quality titles for the Master System is continuing unabated. In the last few weeks you can expect to see World Soccer in very similar game to Sega's World Cup Soccer arcade machine with a huge number of available moves and superb playability. Alex Knie in Shinobi World is great fun platform game crossover with the violent ring beat 'em up that works much better in practice than you would think and Super Monaco GP is a dual screen beat to beat racing game - like the old Commodore 64 - which is brilliant, as is nearly always the way with decently programmed two player games.

Also due for release soon are Ultima V for the Master System version of the well known fantasy RPG - regular masters of ACE will have a pretty good idea what it looks like and Final Assault is about 'em up, so you probably guessed. Headed for a Christmas release are the Master

System versions of CS&BT, the shoot 'em up with loads on, and a novel party game called Columns. More news on these latter two games and other releases in the near future.

As I mentioned earlier, most of the Sega news at the moment is being hogged by the Master System's big brother, the Megadrive. Like the Master System, it's a wonderful machine, and there are no doubt several Master owners who are thinking of upgrading. Since again, the old 'Will my old software run on my new machine?' question rears its ugly head. Fair enough, it's a legitimate gripe - there's nothing worse than spending literally hundreds of pounds on software, that to have to bundle it all in a box with your old machine when you sell it.

And it's not just the money, is it? It's a shame to have goodbye to games that you still enjoy playing. 'You miss 'em when they're gone, don't you?' Well, I'm pleased to tell you that Sega have designed a marvellous little widget called the Powerbase Converter that slots into the Megadrive and allows you to run all Master System software. It's due to be released along with the Megadrive at the Computer Entertainment Show in September. And how much do you expect to pay for this marvel of modern microelectronics? A mere £29.99, so more than the price of a typical cartridge!

I hope this column will grow into required reading for all Master users. However, to assist to these heights we need to know what YOU want to see covered. If you have any ideas, write - all serious suggestions will be considered.

— Alex Brinkley

AMIGA



Hello, and welcome to the new column devoted solely to all you nice Amiga owners out there. Now must be the best time to own an Amiga, and the future looks even better. Sales of the Amiga are outstripping those of the SE, the software is finally starting to fully utilize the hardware and the days of straight ST ports must be numbered. Whatever the developments, you'll be able to read about them here if they're not covered in the News pages.

The support news at the moment is surprising, centered the CD-TV. Many Amiga owners will no doubt be asking 'How will the machine affect me?' The answer has to be for the better. The CD-TV is, as you no doubt know, basically an Amiga and CD-ROM drive and in one 500-line box. Unfortunately, it's not compatible with the CD standard being championed by Philips and Sony although if Commodore can lead the CD4 machines in the shelves, the difference may lie to the right of the Japanese rather than the Americans. If the unit does not

ing else, it will raise public awareness of what the Amiga can do, and, if a success will mean Amiga technology reaching other and wider markets. This will, in turn, ensure a longer and stronger lifetime for our machine.

There are two really important additions promised for the CDTV. The first is a full motion video adaptor (to date announced) and the second is the little CD-ROM widget that will enable us existing Amiga owners to upgrade to full CDTV compatibility.

Unfortunately, the latter two of tricks may not be as quick as appearing as first thought. Delays with CDTV as a whole mean that the system will not be available in quantity until after Christmas. More obviously, there is NO fixed release date at all for the Amiga upgrade package. And that could well mean 1993.

When it does arrive, it's revolutionize the way you view software. Games will not only get bigger, they'll also get more realistic. That's because the unit has full CD-audio-under-computer control and can simultaneously overlay Amiga generated sound. Sound quality of this nature has been shown to have a 'knock on' effect, making game graphics appear more realistic. Let's just hope Amiga owners can get in on the act sooner rather than later and that Commodore put their fingers out.

SCREEN GEMS

Commodore have also announced that, following the success of the Batman and Nights of Fantasy bundles, there'll be a new pack for Christmas called 'Screen Gems'. It should include the film titles Days of Thunder, Back to



A new all-Pink, all-Perky section - monthly columns for the users of the nine most popular machines, written from a personal viewpoint by other users...

the Future 2 and Nightreed, plus one original game, Shadow of the Coast 2. As usual, Deluxeport 2 should also be bundled. It's a good package, and should do well.

I've recently been looking at the new release by Commodore, Wings. The paper takes on the role of a first world war pilot, leads from flight school. At the beginning you must allocate a pool of skill points between four attributes that affect the game, such as flying ability and stamina. You can then enroll in a squadron and take part in a variety of flying activities. There are a load of different missions to take part in, such as sky-battles and bombings. The most attractive missions visually tend, I think, the most fun to play are the aerial combat ones, where you engage enemy bombers and fighters over the map of Europe in France. This is depicted in impressive 3D solid vector graphics, viewed with enhanced cockpit details the view is from behind you head, and you can watch yourself looking about for enemy planes. This is topped with Commodore's typically nice top bit very excellent presentation. For only had a brief play with it, but initial impressions are great. Expect to see a full review in the 'December' section next issue!

This column is written for you, the discerning Amiga owner. If you have any suggestions about how it should develop, just write to ACE. I'm always open to new ideas.

That's all for this month. As Sig Arny says 'It be back'!

— Ben Wilson



Amiga computers



MAIL ORDER TO - DEPT ACE, 25 HARBOR, LONDON, SE 18 3EQ

AMIGA	AMIGA	AMIGA	AMIGA
SOFTWARE	SOFTWARE	SOFTWARE	SOFTWARE
Amiga 1.2 100 meg hard disk	49.00	Amiga 1.2 100 meg hard disk	49.00
Amiga 1.2 100 meg hard disk	59.00	Amiga 1.2 100 meg hard disk	59.00
Amiga 1.2 100 meg hard disk	69.00	Amiga 1.2 100 meg hard disk	69.00
Amiga 1.2 100 meg hard disk	79.00	Amiga 1.2 100 meg hard disk	79.00
Amiga 1.2 100 meg hard disk	89.00	Amiga 1.2 100 meg hard disk	89.00
Amiga 1.2 100 meg hard disk	99.00	Amiga 1.2 100 meg hard disk	99.00
Amiga 1.2 100 meg hard disk	109.00	Amiga 1.2 100 meg hard disk	109.00
Amiga 1.2 100 meg hard disk	119.00	Amiga 1.2 100 meg hard disk	119.00
Amiga 1.2 100 meg hard disk	129.00	Amiga 1.2 100 meg hard disk	129.00
Amiga 1.2 100 meg hard disk	139.00	Amiga 1.2 100 meg hard disk	139.00
Amiga 1.2 100 meg hard disk	149.00	Amiga 1.2 100 meg hard disk	149.00
Amiga 1.2 100 meg hard disk	159.00	Amiga 1.2 100 meg hard disk	159.00
Amiga 1.2 100 meg hard disk	169.00	Amiga 1.2 100 meg hard disk	169.00
Amiga 1.2 100 meg hard disk	179.00	Amiga 1.2 100 meg hard disk	179.00
Amiga 1.2 100 meg hard disk	189.00	Amiga 1.2 100 meg hard disk	189.00
Amiga 1.2 100 meg hard disk	199.00	Amiga 1.2 100 meg hard disk	199.00
Amiga 1.2 100 meg hard disk	209.00	Amiga 1.2 100 meg hard disk	209.00
Amiga 1.2 100 meg hard disk	219.00	Amiga 1.2 100 meg hard disk	219.00
Amiga 1.2 100 meg hard disk	229.00	Amiga 1.2 100 meg hard disk	229.00
Amiga 1.2 100 meg hard disk	239.00	Amiga 1.2 100 meg hard disk	239.00
Amiga 1.2 100 meg hard disk	249.00	Amiga 1.2 100 meg hard disk	249.00
Amiga 1.2 100 meg hard disk	259.00	Amiga 1.2 100 meg hard disk	259.00
Amiga 1.2 100 meg hard disk	269.00	Amiga 1.2 100 meg hard disk	269.00
Amiga 1.2 100 meg hard disk	279.00	Amiga 1.2 100 meg hard disk	279.00
Amiga 1.2 100 meg hard disk	289.00	Amiga 1.2 100 meg hard disk	289.00
Amiga 1.2 100 meg hard disk	299.00	Amiga 1.2 100 meg hard disk	299.00
Amiga 1.2 100 meg hard disk	309.00	Amiga 1.2 100 meg hard disk	309.00
Amiga 1.2 100 meg hard disk	319.00	Amiga 1.2 100 meg hard disk	319.00
Amiga 1.2 100 meg hard disk	329.00	Amiga 1.2 100 meg hard disk	329.00
Amiga 1.2 100 meg hard disk	339.00	Amiga 1.2 100 meg hard disk	339.00
Amiga 1.2 100 meg hard disk	349.00	Amiga 1.2 100 meg hard disk	349.00
Amiga 1.2 100 meg hard disk	359.00	Amiga 1.2 100 meg hard disk	359.00
Amiga 1.2 100 meg hard disk	369.00	Amiga 1.2 100 meg hard disk	369.00
Amiga 1.2 100 meg hard disk	379.00	Amiga 1.2 100 meg hard disk	379.00
Amiga 1.2 100 meg hard disk	389.00	Amiga 1.2 100 meg hard disk	389.00
Amiga 1.2 100 meg hard disk	399.00	Amiga 1.2 100 meg hard disk	399.00
Amiga 1.2 100 meg hard disk	409.00	Amiga 1.2 100 meg hard disk	409.00
Amiga 1.2 100 meg hard disk	419.00	Amiga 1.2 100 meg hard disk	419.00
Amiga 1.2 100 meg hard disk	429.00	Amiga 1.2 100 meg hard disk	429.00
Amiga 1.2 100 meg hard disk	439.00	Amiga 1.2 100 meg hard disk	439.00
Amiga 1.2 100 meg hard disk	449.00	Amiga 1.2 100 meg hard disk	449.00
Amiga 1.2 100 meg hard disk	459.00	Amiga 1.2 100 meg hard disk	459.00
Amiga 1.2 100 meg hard disk	469.00	Amiga 1.2 100 meg hard disk	469.00
Amiga 1.2 100 meg hard disk	479.00	Amiga 1.2 100 meg hard disk	479.00
Amiga 1.2 100 meg hard disk	489.00	Amiga 1.2 100 meg hard disk	489.00
Amiga 1.2 100 meg hard disk	499.00	Amiga 1.2 100 meg hard disk	499.00
Amiga 1.2 100 meg hard disk	509.00	Amiga 1.2 100 meg hard disk	509.00
Amiga 1.2 100 meg hard disk	519.00	Amiga 1.2 100 meg hard disk	519.00
Amiga 1.2 100 meg hard disk	529.00	Amiga 1.2 100 meg hard disk	529.00
Amiga 1.2 100 meg hard disk	539.00	Amiga 1.2 100 meg hard disk	539.00
Amiga 1.2 100 meg hard disk	549.00	Amiga 1.2 100 meg hard disk	549.00
Amiga 1.2 100 meg hard disk	559.00	Amiga 1.2 100 meg hard disk	559.00
Amiga 1.2 100 meg hard disk	569.00	Amiga 1.2 100 meg hard disk	569.00
Amiga 1.2 100 meg hard disk	579.00	Amiga 1.2 100 meg hard disk	579.00
Amiga 1.2 100 meg hard disk	589.00	Amiga 1.2 100 meg hard disk	589.00
Amiga 1.2 100 meg hard disk	599.00	Amiga 1.2 100 meg hard disk	599.00
Amiga 1.2 100 meg hard disk	609.00	Amiga 1.2 100 meg hard disk	609.00
Amiga 1.2 100 meg hard disk	619.00	Amiga 1.2 100 meg hard disk	619.00
Amiga 1.2 100 meg hard disk	629.00	Amiga 1.2 100 meg hard disk	629.00
Amiga 1.2 100 meg hard disk	639.00	Amiga 1.2 100 meg hard disk	639.00
Amiga 1.2 100 meg hard disk	649.00	Amiga 1.2 100 meg hard disk	649.00
Amiga 1.2 100 meg hard disk	659.00	Amiga 1.2 100 meg hard disk	659.00
Amiga 1.2 100 meg hard disk	669.00	Amiga 1.2 100 meg hard disk	669.00
Amiga 1.2 100 meg hard disk	679.00	Amiga 1.2 100 meg hard disk	679.00
Amiga 1.2 100 meg hard disk	689.00	Amiga 1.2 100 meg hard disk	689.00
Amiga 1.2 100 meg hard disk	699.00	Amiga 1.2 100 meg hard disk	699.00
Amiga 1.2 100 meg hard disk	709.00	Amiga 1.2 100 meg hard disk	709.00
Amiga 1.2 100 meg hard disk	719.00	Amiga 1.2 100 meg hard disk	719.00
Amiga 1.2 100 meg hard disk	729.00	Amiga 1.2 100 meg hard disk	729.00
Amiga 1.2 100 meg hard disk	739.00	Amiga 1.2 100 meg hard disk	739.00
Amiga 1.2 100 meg hard disk	749.00	Amiga 1.2 100 meg hard disk	749.00
Amiga 1.2 100 meg hard disk	759.00	Amiga 1.2 100 meg hard disk	759.00
Amiga 1.2 100 meg hard disk	769.00	Amiga 1.2 100 meg hard disk	769.00
Amiga 1.2 100 meg hard disk	779.00	Amiga 1.2 100 meg hard disk	779.00
Amiga 1.2 100 meg hard disk	789.00	Amiga 1.2 100 meg hard disk	789.00
Amiga 1.2 100 meg hard disk	799.00	Amiga 1.2 100 meg hard disk	799.00
Amiga 1.2 100 meg hard disk	809.00	Amiga 1.2 100 meg hard disk	809.00
Amiga 1.2 100 meg hard disk	819.00	Amiga 1.2 100 meg hard disk	819.00
Amiga 1.2 100 meg hard disk	829.00	Amiga 1.2 100 meg hard disk	829.00
Amiga 1.2 100 meg hard disk	839.00	Amiga 1.2 100 meg hard disk	839.00
Amiga 1.2 100 meg hard disk	849.00	Amiga 1.2 100 meg hard disk	849.00
Amiga 1.2 100 meg hard disk	859.00	Amiga 1.2 100 meg hard disk	859.00
Amiga 1.2 100 meg hard disk	869.00	Amiga 1.2 100 meg hard disk	869.00
Amiga 1.2 100 meg hard disk	879.00	Amiga 1.2 100 meg hard disk	879.00
Amiga 1.2 100 meg hard disk	889.00	Amiga 1.2 100 meg hard disk	889.00
Amiga 1.2 100 meg hard disk	899.00	Amiga 1.2 100 meg hard disk	899.00
Amiga 1.2 100 meg hard disk	909.00	Amiga 1.2 100 meg hard disk	909.00
Amiga 1.2 100 meg hard disk	919.00	Amiga 1.2 100 meg hard disk	919.00
Amiga 1.2 100 meg hard disk	929.00	Amiga 1.2 100 meg hard disk	929.00
Amiga 1.2 100 meg hard disk	939.00	Amiga 1.2 100 meg hard disk	939.00
Amiga 1.2 100 meg hard disk	949.00	Amiga 1.2 100 meg hard disk	949.00
Amiga 1.2 100 meg hard disk	959.00	Amiga 1.2 100 meg hard disk	959.00
Amiga 1.2 100 meg hard disk	969.00	Amiga 1.2 100 meg hard disk	969.00
Amiga 1.2 100 meg hard disk	979.00	Amiga 1.2 100 meg hard disk	979.00
Amiga 1.2 100 meg hard disk	989.00	Amiga 1.2 100 meg hard disk	989.00
Amiga 1.2 100 meg hard disk	999.00	Amiga 1.2 100 meg hard disk	999.00
Amiga 1.2 100 meg hard disk	1009.00	Amiga 1.2 100 meg hard disk	1009.00

IBM, Microsoft, Apple, Commodore, Atari, Amiga, and other trademarks are the property of their respective owners. © 1990 Amiga Inc. All rights reserved.

CONSOLE * QUEST

Tel: (0943) 63786

Office hours: 10am-1pm 2-8pm Mon-Fri

CONSOLE BUSINESS - BUY FROM US AND PLAY BY US

We at Console Quest, would like to share the enjoyment of the very latest consoles with you. Our prices are pretty low, our stocks are bright! (No, No, no stock on hand. Oh dear)

We supply the games and machines for the GAMBETT, IC ENGINE, LIND, BELL, MEGADREY & MEGADREY. Watchmaking like adventures, our stocks included the following -

GAMBETT	IC ENGINE	MEGADREY	INDIVIDUAL
BREEMAN	SUPER POLARISMAN	SUPER MEGADREY	BASEBALL
ANDMAN	SHOCK FRONT	ANDMAN	ARMING HERO
SUPER SHARK	DEVIL CROSS	CYBERBALL	WATSON/ARMS
SHIPPY	CONCRETE 2	WICKWAGERS	RYTHM-73
DOUBLE DRAGON	MIKA HENRY	GRAND PUPPERS	DETA-COMBAT
ROCKALL	BASTIAN SAGA 2	POPULOUS	CYBERBALL

We supply machines, peripherals, disks & the consoles. 3 player leads - ALL at reasonable prices.

We have the ATARI LYNX - with a FREE game and value lead straps. The other games in our LYNX CHALLENGE, GLEYS OF ANIMATOR, BLUE LIGHTNING & ELECTRONIC MAN expected soon.

At Console Quest, we also have a game EDUCATED system for PC, BUSTERS, MEGADREY AND GAMBETT system - the old game cost £1-£20 for the PC-£25 for the GAMBETT & £14-£18 for MEGADREY. PLEASE SEND FOR LATEST INFO.

We will be happy to help you obtain the maximum pleasure from your machine. At Console Quest, we play them too, ourselves!

CONSOLE QUEST, 1 ABRACADABRA, OFFINGTON, WORKING, MIDDLESEX EN9 1DL



IBM PC



It has been a good summer all round for the British software publishing business, but to be honest the closure of Quantum and Synsoft weren't really that much of a blow to MS-DOS users, as neither firm was really noted for either the quantity (or indeed the quality) of its PC product.

However, the latest shock announcement, that Activision is to all but close its European operation by Christmas, is a far greater body-blow.

First again, Activision UK did perform extremely well for producing great-looking, exciting, striking games in fact its home-produced output - mainly action/adventure titles and a scattering of unconvertible arcade games - wasn't exactly the type of stuff you'd load up in someone's typical neighbour that PC gaming was a worthwhile experience.

However, Activision UK did perform at least one very useful function - it brought a good deal of top-notch Synsoft and Sierra product to these shores, that otherwise would have been hard to get at as the the Sabon's original Irish son,

William still, both of these companies have only just announced truly strong product line-ups that are good enough to impress you - a jaded hack like me who thought that had just about seen everything that could be done by games of this type.

But maybe it's not all bad news, because had already been lying about Sierra's setting up its own UK operation before Activision handed in its notice, and maybe this development will serve to speed up the process - which can only be a good thing for anyone who's really interested in the state of the art.

Otherwise, on the software front things have been remarkably quiet of late, with only a couple of companies even bothering to get their disks onto the shelves before this month's Computer Entertainment issue in Earl's Court.

Of those games that have managed to make it onto the production line to the retail rack, Microman's latest service kit and Wings Of The Intruder from Spectrum Holdings are the only two that would be impressive enough to stand out in, say, a Christmas special schedule.

This first is obviously a sequel to the long-serving submarine simulation, but it's hard to feel there's more to it than a simple manual update and the addition of a couple of entries to the roster - check it out whether you've got the first one or not.

Right Of The Intruder is a simulation with bits on - or should that read a simulator with it... oh, never mind. Based on a novel (and a fine that) it does fit to building blocks all over the country, it takes you back to the late '60s for a deadly behind-the-lines mission in America's prehistory of the time, Vietnam. The usual Hollywood quality is combined with some gripping missions which tend to focus the technical aspect in a way that few flight simulations have ever achieved.

One other aspect which deserves at least a couple of mentions is Intruder's all too long the fourth dimension is apparently retained) which the two players, who look as though they've stepped straight out of One Strike/Many Targets-style video, slugging it out in front of a digital crowd who are presumably crying out for different sound (all of this detail depending on the specifics of your particular configuration of mouse).

Other than that it's business as usual, apart from an unusual blend of two derived people games - not all of which achieve the definite Russian masterpiece standard of computation. Don't be too slow to buy longhand either, it's, however, does stand out, and is an essential purchase for fans of falling bombs and cerebral death.

But so much for software - the one thing I saw that impressed me most in the last month was hidden away in a small unit in an industrial estate in Bristol. This unlikely location is the home of IC Simulations, whose name, Bob Falgout, is one of those rare and lucky individuals who actually lives to job. And who wouldn't, when that job involves teaching computers to respond to your own mind?

Yes, you read that right, Bob's company is developing a system whereby he can run his favourite programs (in this case flight simulators) by means of an ingenious mix of readily available hardware and remarkable user-friendly software. In fact, not only has Bob got the machine working to him - it's even talking back!

But I agree (and I'm also running out of space). Time is again fast moving and I'll give you the full low-down on IC Simulations' developments, and also some details on how to get your own hands-on experience.

© Dave Green

C64/128



The recent console boom has seen the market flooded with machines solely dedicated to bringing the public games, games and more games. Not to be outdone by the Big Bad Box of the Console, Commodore has launched their own line in the form with their own attempt at a dedicated machine. That machine happens to be another game. No, here indeed, are a few lines and facts for your C-64. A few reviews, and others that might enter the dust from some of those older titles...

Now off to the work, part of the solution to **FORGOTTEN WORLDS** from System 1. The first level (right) is water and delivered.

1. Collect all the necessary items from the desert cavern.

2. Then compare the **CLUB**, the **AMULET**, the **SHIRT**, the **AGE**, the **WATER BOTTLE**.

3. Enter the cave mouth and walk through the first level of cave.

4. Open the chest inside the second cave and take the book.

5. Enter the water, and using the book, kill the alligator.

6. Enter the cave beyond the water, collect the muggers and machine and exit the cave again.

7. Using the machine, hack away the bushes from the cave jungle to create an opening. Walk right through the jungle avoiding all enemies.

8. Arriving at the first cavern, use the acid to release the giant slug from its chains and it is sure to attack if when it begins to move - it cannot be killed.

9. Exit the cavern via the top right-hand corner.

10. Exitting, if caught, is a watered-out on the desert wastes, sipping the **juice** rapidly will bring enough you to escape before losing too much energy.

FORGOTTEN WORLDS

Forgetting enemies from beating you to forgetful come, start up the game as a two-player option and play the second player as normal. When play on one side, all enemy attention will be directed towards where the sprite was, enabling you to cut through the levels with very a dash.

SALAMANDER

The tip requires an amfame joystick. Play in normal until your last life. As soon as you are killed, switch outside. SW is continue playing.

AGE 2

Save invincibility simply by entering the name **CHITTY BIRD** in the high

score table.

THUNDER

When the game has loaded, hold down the **SPACE** and **SHIFT** keys simultaneously, which should cause the high score table to do strange things. Begin the game with extra lives and a **HIGH** score.

WREN

When loading the game, ensure the **LEFT** **LOCK** key is depressed. You should then find that the game begins on level two although you won't have the sound. Collect the pellets from the harpoon and fight your way through to level three. Unfortunately lose 60, your lives. The next section will load and you'll be recompensed with the sound.

SHOULD W' SHOTS

Try typing **SHOULD W' SHOTS** on the high score table.

LAST MINUTE II

A listing to become entitled things on all but the final combination.

1 (PRINT CHR\$(15))
 20 FOR B=0 TO 97: READ JB
 30 LOC=ASC(STR\$(JB)): GOTO 50: IF
 40 JB=CHR\$(15) GOTO 50
 50 PRINT JB: GOTO 50
 60 PRINT "LAST LISTING FOR FUTURE
 70 PRINTING" : GOTO 50 TO GOTO 50
 80 DATA 48,49,50,51,52,53,54,
 55,56
 90 DATA 56,57,58,59,60,61,62,
 63
 100 DATA 64,65,66,67,68,69,70,
 71
 110 DATA 72,73,74,75,76,77,78,
 79
 120 DATA 80,81,82,83,84,85,86,
 87,88
 130 DATA 89,90,91,92,93,94,95,
 96
 140 DATA 97,98,99,100,101,102,
 103
 150 DATA 104,105,106,107,108,109,
 110
 160 DATA 111,112,113,114,115,116,
 117
 170 DATA 118,119,120,121,122,123,
 124
 180 DATA 125,126,127,128,129,130,
 131
 190 DATA 132,133,134,135,136,137,
 138
 200 DATA 139,140,141,142,143,144,
 145
 210 DATA 146,147,148,149,150,151,
 152
 220 DATA 153,154,155,156,157,158,
 159
 230 DATA 160,161,162,163,164,165,
 166
 240 DATA 167,168,169,170,171,172,
 173
 250 DATA 174,175,176,177,178,179,
 180
 260 DATA 181,182,183,184,185,186,
 187
 270 DATA 188,189,190,191,192,193,
 194
 280 DATA 195,196,197,198,199,200,
 201
 290 DATA 202,203,204,205,206,207,
 208
 300 DATA 209,210,211,212,213,214,
 215
 310 DATA 216,217,218,219,220,221,
 222
 320 DATA 223,224,225,226,227,228,
 229
 330 DATA 230,231,232,233,234,235,
 236
 340 DATA 237,238,239,240,241,242,
 243
 350 DATA 244,245,246,247,248,249,
 250
 360 DATA 251,252,253,254,255,256,
 257
 370 DATA 258,259,260,261,262,263,
 264
 380 DATA 265,266,267,268,269,270,
 271
 390 DATA 272,273,274,275,276,277,
 278
 400 DATA 279,280,281,282,283,284,
 285
 410 DATA 286,287,288,289,290,291,
 292
 420 DATA 293,294,295,296,297,298,
 299
 430 DATA 300,301,302,303,304,305,
 306
 440 DATA 307,308,309,310,311,312,
 313
 450 DATA 314,315,316,317,318,319,
 320
 460 DATA 321,322,323,324,325,326,
 327
 470 DATA 328,329,330,331,332,333,
 334
 480 DATA 335,336,337,338,339,340,
 341
 490 DATA 342,343,344,345,346,347,
 348
 500 DATA 349,350,351,352,353,354,
 355
 510 DATA 356,357,358,359,360,361,
 362
 520 DATA 363,364,365,366,367,368,
 369
 530 DATA 370,371,372,373,374,375,
 376
 540 DATA 377,378,379,380,381,382,
 383
 550 DATA 384,385,386,387,388,389,
 390
 560 DATA 391,392,393,394,395,396,
 397
 570 DATA 398,399,400,401,402,403,
 404
 580 DATA 405,406,407,408,409,410,
 411
 590 DATA 412,413,414,415,416,417,
 418
 600 DATA 419,420,421,422,423,424,
 425
 610 DATA 426,427,428,429,430,431,
 432
 620 DATA 433,434,435,436,437,438,
 439
 630 DATA 440,441,442,443,444,445,
 446
 640 DATA 447,448,449,450,451,452,
 453
 650 DATA 454,455,456,457,458,459,
 460
 660 DATA 461,462,463,464,465,466,
 467
 670 DATA 468,469,470,471,472,473,
 474
 680 DATA 475,476,477,478,479,480,
 481
 690 DATA 482,483,484,485,486,487,
 488
 700 DATA 489,490,491,492,493,494,
 495
 710 DATA 496,497,498,499,500,501,
 502
 720 DATA 503,504,505,506,507,508,
 509
 730 DATA 510,511,512,513,514,515,
 516
 740 DATA 517,518,519,520,521,522,
 523
 750 DATA 524,525,526,527,528,529,
 530
 760 DATA 531,532,533,534,535,536,
 537
 770 DATA 538,539,540,541,542,543,
 544
 780 DATA 545,546,547,548,549,550,
 551
 790 DATA 552,553,554,555,556,557,
 558
 800 DATA 559,560,561,562,563,564,
 565
 810 DATA 566,567,568,569,570,571,
 572
 820 DATA 573,574,575,576,577,578,
 579
 830 DATA 580,581,582,583,584,585,
 586
 840 DATA 587,588,589,590,591,592,
 593
 850 DATA 594,595,596,597,598,599,
 600
 860 DATA 601,602,603,604,605,606,
 607
 870 DATA 608,609,610,611,612,613,
 614
 880 DATA 615,616,617,618,619,620,
 621
 890 DATA 622,623,624,625,626,627,
 628
 900 DATA 629,630,631,632,633,634,
 635
 910 DATA 636,637,638,639,640,641,
 642
 920 DATA 643,644,645,646,647,648,
 649
 930 DATA 650,651,652,653,654,655,
 656
 940 DATA 657,658,659,660,661,662,
 663
 950 DATA 664,665,666,667,668,669,
 670
 960 DATA 671,672,673,674,675,676,
 677
 970 DATA 678,679,680,681,682,683,
 684
 980 DATA 685,686,687,688,689,690,
 691
 990 DATA 692,693,694,695,696,697,
 698
 1000 DATA 699,700,701,702,703,704,
 705
 1010 DATA 706,707,708,709,710,711,
 712
 1020 DATA 713,714,715,716,717,718,
 719
 1030 DATA 720,721,722,723,724,725,
 726
 1040 DATA 727,728,729,730,731,732,
 733
 1050 DATA 734,735,736,737,738,739,
 740
 1060 DATA 741,742,743,744,745,746,
 747
 1070 DATA 748,749,750,751,752,753,
 754
 1080 DATA 755,756,757,758,759,760,
 761
 1090 DATA 762,763,764,765,766,767,
 768
 1100 DATA 769,770,771,772,773,774,
 775
 1110 DATA 776,777,778,779,780,781,
 782
 1120 DATA 783,784,785,786,787,788,
 789
 1130 DATA 790,791,792,793,794,795,
 796
 1140 DATA 797,798,799,800,801,802,
 803
 1150 DATA 804,805,806,807,808,809,
 810
 1160 DATA 811,812,813,814,815,816,
 817
 1170 DATA 818,819,820,821,822,823,
 824
 1180 DATA 825,826,827,828,829,830,
 831
 1190 DATA 832,833,834,835,836,837,
 838
 1200 DATA 839,840,841,842,843,844,
 845
 1210 DATA 846,847,848,849,850,851,
 852
 1220 DATA 853,854,855,856,857,858,
 859
 1230 DATA 860,861,862,863,864,865,
 866
 1240 DATA 867,868,869,870,871,872,
 873
 1250 DATA 874,875,876,877,878,879,
 880
 1260 DATA 881,882,883,884,885,886,
 887
 1270 DATA 888,889,890,891,892,893,
 894
 1280 DATA 895,896,897,898,899,900,
 901
 1290 DATA 902,903,904,905,906,907,
 908
 1300 DATA 909,910,911,912,913,914,
 915
 1310 DATA 916,917,918,919,920,921,
 922
 1320 DATA 923,924,925,926,927,928,
 929
 1330 DATA 930,931,932,933,934,935,
 936
 1340 DATA 937,938,939,940,941,942,
 943
 1350 DATA 944,945,946,947,948,949,
 950
 1360 DATA 951,952,953,954,955,956,
 957
 1370 DATA 958,959,960,961,962,963,
 964
 1380 DATA 965,966,967,968,969,970,
 971
 1390 DATA 972,973,974,975,976,977,
 978
 1400 DATA 979,980,981,982,983,984,
 985
 1410 DATA 986,987,988,989,990,991,
 992
 1420 DATA 993,994,995,996,997,998,
 999
 1430 DATA 999,1000,1001,1002,1003,
 1004
 1440 DATA 1005,1006,1007,1008,1009,
 1010
 1450 DATA 1011,1012,1013,1014,1015,
 1016
 1460 DATA 1017,1018,1019,1020,1021,
 1022
 1470 DATA 1023,1024,1025,1026,1027,
 1028
 1480 DATA 1029,1030,1031,1032,1033,
 1034
 1490 DATA 1035,1036,1037,1038,1039,
 1040
 1500 DATA 1041,1042,1043,1044,1045,
 1046
 1510 DATA 1047,1048,1049,1050,1051,
 1052
 1520 DATA 1053,1054,1055,1056,1057,
 1058
 1530 DATA 1059,1060,1061,1062,1063,
 1064
 1540 DATA 1065,1066,1067,1068,1069,
 1070
 1550 DATA 1071,1072,1073,1074,1075,
 1076
 1560 DATA 1077,1078,1079,1080,1081,
 1082
 1570 DATA 1083,1084,1085,1086,1087,
 1088
 1580 DATA 1089,1090,1091,1092,1093,
 1094
 1590 DATA 1095,1096,1097,1098,1099,
 1100
 1600 DATA 1101,1102,1103,1104,1105,
 1106
 1610 DATA 1107,1108,1109,1110,1111,
 1112
 1620 DATA 1113,1114,1115,1116,1117,
 1118
 1630 DATA 1119,1120,1121,1122,1123,
 1124
 1640 DATA 1125,1126,1127,1128,1129,
 1130
 1650 DATA 1131,1132,1133,1134,1135,
 1136
 1660 DATA 1137,1138,1139,1140,1141,
 1142
 1670 DATA 1143,1144,1145,1146,1147,
 1148
 1680 DATA 1149,1150,1151,1152,1153,
 1154
 1690 DATA 1155,1156,1157,1158,1159,
 1160
 1700 DATA 1161,1162,1163,1164,1165,
 1166
 1710 DATA 1167,1168,1169,1170,1171,
 1172
 1720 DATA 1173,1174,1175,1176,1177,
 1178
 1730 DATA 1179,1180,1181,1182,1183,
 1184
 1740 DATA 1185,1186,1187,1188,1189,
 1190
 1750 DATA 1191,1192,1193,1194,1195,
 1196
 1760 DATA 1197,1198,1199,1200,1201,
 1202
 1770 DATA 1203,1204,1205,1206,1207,
 1208
 1780 DATA 1209,1210,1211,1212,1213,
 1214
 1790 DATA 1215,1216,1217,1218,1219,
 1220
 1800 DATA 1221,1222,1223,1224,1225,
 1226
 1810 DATA 1227,1228,1229,1230,1231,
 1232
 1820 DATA 1233,1234,1235,1236,1237,
 1238
 1830 DATA 1239,1240,1241,1242,1243,
 1244
 1840 DATA 1245,1246,1247,1248,1249,
 1250
 1850 DATA 1251,1252,1253,1254,1255,
 1256
 1860 DATA 1257,1258,1259,1260,1261,
 1262
 1870 DATA 1263,1264,1265,1266,1267,
 1268
 1880 DATA 1269,1270,1271,1272,1273,
 1274
 1890 DATA 1275,1276,1277,1278,1279,
 1280
 1900 DATA 1281,1282,1283,1284,1285,
 1286
 1910 DATA 1287,1288,1289,1290,1291,
 1292
 1920 DATA 1293,1294,1295,1296,1297,
 1298
 1930 DATA 1299,1300,1301,1302,1303,
 1304
 1940 DATA 1305,1306,1307,1308,1309,
 1310
 1950 DATA 1311,1312,1313,1314,1315,
 1316
 1960 DATA 1317,1318,1319,1320,1321,
 1322
 1970 DATA 1323,1324,1325,1326,1327,
 1328
 1980 DATA 1329,1330,1331,1332,1333,
 1334
 1990 DATA 1335,1336,1337,1338,1339,
 1340
 2000 DATA 1341,1342,1343,1344,1345,
 1346
 2010 DATA 1347,1348,1349,1350,1351,
 1352
 2020 DATA 1353,1354,1355,1356,1357,
 1358
 2030 DATA 1359,1360,1361,1362,1363,
 1364
 2040 DATA 1365,1366,1367,1368,1369,
 1370
 2050 DATA 1371,1372,1373,1374,1375,
 1376
 2060 DATA 1377,1378,1379,1380,1381,
 1382
 2070 DATA 1383,1384,1385,1386,1387,
 1388
 2080 DATA 1389,1390,1391,1392,1393,
 1394
 2090 DATA 1395,1396,1397,1398,1399,
 1400
 2100 DATA 1401,1402,1403,1404,1405,
 1406
 2110 DATA 1407,1408,1409,1410,1411,
 1412
 2120 DATA 1413,1414,1415,1416,1417,
 1418
 2130 DATA 1419,1420,1421,1422,1423,
 1424
 2140 DATA 1425,1426,1427,1428,1429,
 1430
 2150 DATA 1431,1432,1433,1434,1435,
 1436
 2160 DATA 1437,1438,1439,1440,1441,
 1442
 2170 DATA 1443,1444,1445,1446,1447,
 1448
 2180 DATA 1449,1450,1451,1452,1453,
 1454
 2190 DATA 1455,1456,1457,1458,1459,
 1460
 2200 DATA 1461,1462,1463,1464,1465,
 1466
 2210 DATA 1467,1468,1469,1470,1471,
 1472
 2220 DATA 1473,1474,1475,1476,1477,
 1478
 2230 DATA 1479,1480,1481,1482,1483,
 1484
 2240 DATA 1485,1486,1487,1488,1489,
 1490
 2250 DATA 1491,1492,1493,1494,1495,
 1496
 2260 DATA 1497,1498,1499,1500,1501,
 1502
 2270 DATA 1503,1504,1505,1506,1507,
 1508
 2280 DATA 1509,1510,1511,1512,1513,
 1514
 2290 DATA 1515,1516,1517,1518,1519,
 1520
 2300 DATA 1521,1522,1523,1524,1525,
 1526
 2310 DATA 1527,1528,1529,1530,1531,
 1532
 2320 DATA 1533,1534,1535,1536,1537,
 1538
 2330 DATA 1539,1540,1541,1542,1543,
 1544
 2340 DATA 1545,1546,1547,1548,1549,
 1550
 2350 DATA 1551,1552,1553,1554,1555,
 1556
 2360 DATA 1557,1558,1559,1560,1561,
 1562
 2370 DATA 1563,1564,1565,1566,1567,
 1568
 2380 DATA 1569,1570,1571,1572,1573,
 1574
 2390 DATA 1575,1576,1577,1578,1579,
 1580
 2400 DATA 1581,1582,1583,1584,1585,
 1586
 2410 DATA 1587,1588,1589,1590,1591,
 1592
 2420 DATA 1593,1594,1595,1596,1597,
 1598
 2430 DATA 1599,1600,1601,1602,1603,
 1604
 2440 DATA 1605,1606,1607,1608,1609,
 1610
 2450 DATA 1611,1612,1613,1614,1615,
 1616
 2460 DATA 1617,1618,1619,1620,1621,
 1622
 2470 DATA 1623,1624,1625,1626,1627,
 1628
 2480 DATA 1629,1

MIDLAND COMPUTER REPAIR SERVICES

Unit 1, The Old Dairy, North Street, Melton Mowbray, Leics LE13 1NL. (0664) 410148



FOR AMIGA/ATARI ST/BBC Desktop Universal Stand

The stand is a high quality, immensely strong, unit. Colours are Grey for the ST and Brown/Berlin for the Amiga 500/BBC models.

The unit is completely scratch proof. The supports are square metal tube design with oven baked enamel paint and has non-slip rubber pads. The platform is of high density chipboard coated in scratch proof material. The computer sits nicely underneath, with all round air ventilation, with the monitor or TV on top. The unit comes in flat pack form with all screws and tools. Assembly takes no more than 10 minutes. Twelve months warranty is given and if you are not delighted with the commercial quality of this unit we will pay the return postage should you decide not to keep it.

Dimensions: 500mm W, 300mm D, 120mm H. £24.95 (plus £1.50 p&p)

AMIGA A500 COMPATIBLE POWER SUPPLY UNIT

This unit is produced for us, under contract, by a specialist international power supply manufacturer. It is some 15mm slimmer than others on the market and is rated at 4.5 amps on the 5 volt line. This is a higher rating than most units available. A twelve months warranty is given on the unit. The price reflects direct to the end - user sale with no middle man profit! Guaranteed quality product. £34.95 (plus £1.50 p&p)

ACCESSORIES - AMIGA & ST

COMPANION MOUSE, mouse pad & boot	£20.95
AMIGA QUEST COVER, high quality, stitched seams	£2.95
4 PLAYER ADAPTERS	£2.95
ST QUEST COVER, high quality, stitched seams	£4.95
ST QUEST STICK EXTENDER	£4.95

EXTERNAL DISK DRIVES

AMIGA - 3.5 CUMANA	
ST - 3.5 CUMANA, with PSU	£74.95
	£74.95

COMMODORE I.C.'s - C64/C64C/AMIGA

901205 CH-LAB, PC3M	£3.95
901206 BA54C ROM	£8.95
901207 KE-RNAL, ROM	£8.95
906107 6510 CPU	£8.95
906111 8649 VIC	£14.95
318072 5719 GARY	£2.95
352126 9382 DE-NUSE	£24.95
352127 9384 PAULA	£25.95
318071 8371 FAT AGNIS	£48.95

REPLACEMENT ATARI ST POWER SUPPLY UNIT - COMING SOON!

Our own created and manufactured to a high standard by a specialist international power supply manufacturer. Will carry 12 months warranty. Will be higher rated than original unit. UNIT ONLY £29.95 (plus £1.50 p&p)
24 HOUR REPLACEMENT SERVICE £38.95
(Includes next day carrier delivery)

NOTE: THIS UNIT WILL NOT BE AVAILABLE UNTIL OCTOBER 1990

C64/C64C POWER SUPPLY UNIT

Brand new, established UK manufacture
12 months warranty

£17.95 (plus £1.50 p&p)

VIC 20/C64/C64C/C128

DATA RECORDER CASSETTE DECK

Brand new

£18.95 (plus £1.50 p&p)

COMPUTER REPAIRS

C64	£28.00
C64C	£25.00
C128	£48.00
C128	from £79.00
AMIGA A500	£39.00
A1200 ST	£39.00
AMIGA & ST INTERNAL DISK DRIVE REPLACEMENT	£79.00
(includes vinyl modification to top case on ST)	
A500 PSU REPAIR	£29.95

AMIGA A500 MEMORY UPGRADE BOARDS

HALF MEG. without clock	£34.95
HALF MEG. with clock	£39.95

All prices include VAT. Post & packing extra only where stated

Cheques or Postal Orders only please. Allow time for cheque to clear before despatch

All products carry no quibble warranty

FAX (0664) 67095

AMSTRAD CPC



It is all very well to trumpet the arrival of the new CPC machines and the 640000 version. But does it really bring that interest in the latter which will make the old CPCs? And the new CPC range slightly redundant as far as games without a console? A check with software houses about their support for the console reveals the following...

US GOLD

Scott Brown, Managing Director of US Gold, said, "We will initially support the 640000 with two games. *Zero War* of *Spout* is a compilation of events from the Californian companies popular sports titles: *Summer Games*, *Winter Games*, *World Soccer* and *Collegiate Soccer*. *Order 66* is a world-upon the highly successful *Top Gun* gun-pilot conversion from last year. "I want Amstrad to be successful because it's a British company," continued Brown. "We're looking at consoles as an additional source of revenue. US Gold will continue to support our current range of computers. We can release a third game on the 640000 as the C64 console because we have to develop the Amstrad game from scratch - to take into account the special graphics and sound features of the machine."

SPECTRUM



A system who has failed to notice the impending C64 show should begin to take a close notice right here. Amongst all the usual hype and additional media attention, this year sees the launch of a product that may have either either dull the usual promised impact on the home computer market, not least of all those in the lower end of the market with the Sinclair logo.

With the latter for increasingly successful game specific hardware on the rise, the future for some of the less up-to-date machines may surely be looking less than favourable. Although Amstrad are a major force in marketing, can this compete with the previous years, and - more importantly - have they met the release of their own 6400 console, is it still a gap in the Amstrad market? After all, wasn't the Sinclair name meant originally to be retained for the more 'gamey' machines from Amstrad's early days when the C64 was a Sinclair name on it?

Amstrad are adamant that they are not 'downgrading' as Spectrum owners. Yes, a sophisticated 640 line, they are looking to make a serious impact into the console market with the new 64000, but they are by no means ignoring the Spectrum, in fact, Amstrad do not regard

MIRROSOFT

"We will support the 64000 wherever possible," said Peter Birkley, Mirrosoft's Managing Director. "We want to make sure we produce the right type of game for each machine." Mirrosoft games on the 64000 are likely to be the quarter of 1985. Birkley concluded, "We want the word and console to be happily together, with Mirrosoft successfully participating in both markets."

OCULUS

Unfortunately no one from Oculus was available for comment in our column to print. But the leading Manchester-based software company is firmly backing the 64000 with *Robocop 2*, *Ballmer - the Movie*, *Rolling Operation Thunderbolt*, *Clash 40* and *Shadow Warriors*. Oculus even write *Rolling Thunder*, the game supplied with the 64000.

MINISCAPE

"We're nothing stirred at present," said Geoff Brown, Managing Director of Miniscape in the UK. Neil Harrison, Software Development Manager at Miniscape, told us, "There's talk of Christmas being converted over to the 64000, but we won't be able to if Miniscape decide to launch the Germany and UK versions of the game in Europe". He added, "I don't really think much of the new Amstrad machine. They won't sell it all in Japan and USA, and they will only do moderately well in certain parts of Europe like France, Spain and the UK."

MIRROSOFT

"We haven't made any commitments as yet, but we should have some 64000 products in early next year," said Peter Jones of Mirrosoft. "We're

either their own or the opposition's console as any other, due to the fact that the Spectrum is an "a different market area" and is still an important one due to its lower price bracket. To stress the fact, Amstrad are preparing to launch a major TV advertising campaign to reposition the Spectrum, showing at least on the surface, the courage of conviction, with those there were behind this than simple bluster.

SOFTWARE SCENE

On the more positive side, the upcoming show is far from the obstacle it could be and it is evidence that both software and hardware producers alike feel that the Spectrum is a long way from sliding into the murky depths of extinction.

Most of the action on the Spectrum scene comes from the software side of the industry and includes the launching of the inevitable magazines, the sale of which should help sustain any marketing, be it 6400 or otherwise. The title which looks set to become the only contender to come of sales is of course *Football 1* as its creator is again 'Storage Institute' here (MINDA) further.

The surprise is that the Spectrum version does look - for a moment - pretty good. Converted to use all formats, the game is looking quite as impressive on the Spectrum, as it does on 16-bit formats and, graphics permitted, should keep 6400 owners at bay. Whatever you think about these great debates, a good Spectrum version could give our format quite a boost over the counter during the Christmas season.

Other games include the similarly interesting *Foot Ball*, in which Arnie is once again converted into great perfect form, for this occasion to navigate through seven levels of Martian destruction, and the unlikely *Marty (Myth)*, *Flying Circus*, for you 6400-own how to identify

looking at arcade style games. *Storm* for Mac and MSX. Dangerous could be ideal console game," he added. "Many Mirrosoft games don't suit console because of their strategy elements. Don't forget, we're also going down our own road with the F-16 Strike Eagle arcade machine."

PEYCOUSE

Jonathan Ellis, joint Managing Director of Peycouse, told us, "Most of the Best is being converted under license by Zenith". Other titles are likely to follow.

ELECTRONIC ARTS

The California company is unsure about the 64000 because it thinks the Amstrad machine is too European. EA is talking to other companies interested in licensing its games on the Amstrad console.

DOMARK

Mark Bonwick, joint Managing Director of Domark, said, "We will be producing five titles on the 64000 before Christmas, including *Alien*, *Escape from the Planet of the Robots* and *Maniac* and the *Eye* who could take."

So will software companies really continue to support the standard CPC? What do you think? Write to: **CPC** Pink Pages, **ACE** Magazine, **ES&P** Images, Priority Centre, 18-21 Farringham Lane, London EC2P 2AQ. Also, contact us if you have something to add or say about anything connected with the CPC. Please let us know, hardware questions, playing CPC - you name it, we'll consider it for publication. We're also looking for a regular writer for this column, interested?

By John Hayes

by different types of tree from quite a long way off.

Other, less hyped but potentially equally as good titles include the officially licensed *Lotus Esprit* from Zenith, being no sign of *Chess 64* as yet, *Time Machine* from that image, (an excellent arcade-adaptation with huge elements of strategy thrown in), and what could be regarded as the best Spectrum game around at the moment, the epic, arcade adventure from Zenith - *Star*.

There, along with the many other titles already set for release on the 6400 format, are the first indicators of its demise, despite the raging competition.

It is the personal feeling however, that the Spectrum is never quite there from the console boom, both specifically and generally. This is explained, in that the cost base for the latter machine has been established over a far longer period of time, that that of the consoles, and that those people who have remained Spectrum owners have been fairly substantially purchased an additional, more powerful machine, are unlikely to give up this long-time favourite for dead.

Add to this, the fact that console cartridges are rarely under twice the retail cost of a full price Spectrum title and it is safe to assume that no matter how long or how hard the onslaught, Spectrum remains in a class of their own.

GAMES SCENE

Well, maybe not dead, but certainly perturbed. I want to build this Spectrum column into one that will truly reflect the face of Advanced Spectrum Entertainment, that means news, analysis, crystal ball gazing - the lot. So write, now.

By James Hayes

CONSOLE CRAZY!



SEGA

16 BIT

MEGA DRIVE

SCART
OR PAL **£185**



SUPERGRAF-X

SCART
OR PAL **£289**



ORIGINAL PC ENGINE **£185**

HAND HELDS

SOFTWARE
AVAILABLE
FOR ALL
CONSOLES.
SEND SAE
FOR LISTS
(STATE MODEL)



ATARI LYNX

£175

Inc. California Games

NINTENDO GAME BOY £99



CONSOLE CRAZY! c/o PERRYMERE LTD.,
BRITANNIA BUILDINGS,
46 FENWICK STREET, LIVERPOOL L2 7NB.
ALL PRICES INCLUDE VAT & P & P

(051) 227 2482

PHONE/FAX



PLEASE MAKE CHEQUES PAYABLE TO PERRYMERE LTD.

**THIS MONTH'S
SOFTWARE INDEX RAT-
ING:
74.75
SHOOTING UP FOR
CHRISTMAS ALREADY!**

STOCK MARKET

Who's top dog this month? Plus your chance to win free software in our regular monthly competition

While given the Stock Market a good overhaul this month, with a new design and simpler presentation, since we realised that the wealth of information in the previous format was beginning to become overwhelming.

Here's what you get...

Having looked at the games reviewed in the latest issue of computer magazine, we've then calculated the average mark that each publisher received for every one of its games on each format. This is the rating that you see in the second column. So, for example, if the company is great at scoring 3D/3d games but lousy at its 8/3d conversions, that will pull-down the average mark, even if you can see one one of its titles leading up the ratings. 3/1 or 3/10 (start printed on page 105). If all the games are excellent, or if the company has just one brilliant program doing the rounds of the award, it will consequently have a high rating.

The first column, labelled 'u or l', shows you how much the publisher's averages have improved (or deteriorated) compared to last month. A plus score here, and their games are getting better; a minus score means their games aren't doing as well as they were.

The last column - the Ranking column - tells you how well a software-house's games are doing compared to everybody else's. Each month we calculate the average mark for all games on all formats that have been reviewed during the month. We call this figure the Software Index. Each company's Ranking shows how well their games compare to the average as expressed by the Software Index. For example, in this month's chart, Micro Style's current batch of releases are worth 9.30 percentage points above average - according to the industry's reviewers, anyway.

We print only the top 25 companies each month. In fact, we keep lists on all of them, but you don't want to read through a list of over 1000 names in every issue! Sometimes new companies come along - the asterisk by Core Design's name indicates that it is a brand new entry to the Stock Market company-cum-rank-and-straight-in-at-number-one, too.

Finally, we take care that the information here is genuinely useful. To that end, we don't count companies which have only received a single solitary review. So other than 'sales' reviews are unrepresentative of the sort of marks a game would get from other magz, and if a title is only reviewed once-over, it's often a difficult-to-get-hold-of import.

Publisher Ranking	Score	Change	
*Core Design	93.0	u/a	14.75
Delphine	91	u/a	14.25
Acorn	89.5	-8.00	11.75
CDI	88.00	u/a	11.50
Micro Style	84.75	11.3	1.00
US Gold	84.00	13.00	1.00
Microprose	83.25	-8.00	8.50
Atari	83.25	5.00	14.47
Haswell	82.0	-8.0	9.75
STRAT	82.75	5.40	0
Domark	82.25	2.20	1.07
MultiGen	82.1	13.1	1.66
Managers	81.0	-1.25	6.75
Code Masters	81.0	15.64	6.75
Parsons Arts	81.00	-1.70	6.75
HighRoad	81	u/a	6.25
Camelot	80.0	16.11	5.75
Sierra	80.00	4.25	5.71
Atari	80	8.8	5.25
Demulio	79.85	8.5	5.1
Electronic Arts	79.50	8.60	4.81
Atari	79	1	4.25
Orion	78.50	5.07	3.88
Infogrames	78.25	-8.0	3.88
US Gold	78.25	11.75	3.68

WIN FREE SOFTWARE

Regular AM readers will already know that we give away free software every month to those who can correctly predict the top software in each month's charts (see page 105) and StockMarket. However, we've made one important change to the entry conditions, instead of filling in a form, we ask that readers submit their entries on postcards. More cards usually do the trick, giving you a better chance of winning. The award letter shows you the information you need to include. We've introduced this change for two reasons so that you no longer need to fear our copy of the magazine, and because the competition is now getting so popular that it takes us hours simply to open all the envelopes. To obtain the correct address to send your card to, see our special advertisement on page 104.

Read more about our competition on page 104.

THE RULES

- All entries must be received by the closing date for the month of December 31st 1988.
- No employees of EMI or of any company involved in the production, distribution, or sale of AM magazine are eligible for entry.
- Only one entry per household. Proof of posting will not be proof of delivery.
- Winning entries will be announced in issue 25 or 26 of AM. Please allow 10 days to delivery of prizes after publication of the issue.
- We cannot undertake to deliver specific software titles as prizes, but we guarantee that we will make every effort to ensure that the games get the absolute minimum.

THE PRIZES

All correct entries will be put into a draw and a random selection made to determine a winner for each of the seven card entries. There's a free game worth up to £25.00 for your machine waiting for you if you win. The grand winner in the December category wins you £150 worth of software.

ENTERING THE COMPETITION

STEP ONE

Enter your name and address, a daytime telephone number if you have one, and the Round Number.

STEP TWO

Put a 10p coin and a self-addressed envelope in. And in luck you win!

STEP THREE

Examine this month's charts (see page 105). Then, using your knowledge of the games scores, fill in a grid which games will come top by six machine specific charts. Finally, enter on your postcard:

- The top game for the Spectrum
- The top game for the C64
- The top game for the PC's

- The top game for the IBM PC
- The top game for the Amiga
- The top game for the AT

YOU DON'T HAVE TO ENTER A SUGGESTION FOR EVERY SQUARE! But remember that your chances of winning may increase if you do.

STEP FOUR (OPTIONAL)

You can also try to predict which company will be at the top of next month's StockMarket listing (see the paper, Enter on the card). **The top office will be...** (name of company!)

STEP FIVE (OPTIONAL)

If you want to go for the grand £150 prize, then select any of the previous categories and try to predict the top 10, entries for last

month instead of just the top one. Then fill in which category you're predicting for - it can be either the StockMarket or any of the machine categories on the Form. **REMEMBER** - ONLY ONE SUGGESTION! (see page 105)

STEP SIX

Put the card(s) in a stamped or self-addressed envelope that is clearly dated for the month of December. The address is:

**ACE Bookmarket
30-32 Farringdon Lane
London
EC1R 3AU**

Don't miss your next chance - perhaps you'll be lucky this time!

This is ROUND 11

Each month a competition has a round number so that we can correctly identify entries. You MUST include the round number on your postcard otherwise your entry may not be announced correctly.

ACE + WORD FORM

Our monthly prize word puzzle, set by the inimitable MIPs

Here's this month's teaser. And while we're on the subject of teasing, we apologise for the tease in very bad taste - and actually quite unintentional! which resulted in the August issue's crossword being one of the papers accidentally blanked out. Clue cover slips will have realised that 13 across should have had ten letters - not nine.

PUZZLE PRIZES

Each month, we've been offering our cash prizes to winners of the ACE puzzle and crossword, but several prizes have been missing so far (perhaps because there were so few prizes left). From now on all prizes will be in cash, so please make sure you include your name, address, and postcode for each when you enter.

CLUES ACROSS

- 1 'Ace Force', a game from Firebird (6)
- 7 Game leading Israeli to the Promised Land? (6)
- 8 Software Project's crazy digger (3,5)
- 9 In Mafia I, Tony, formed a software house (5)
- 10 Steps stars missing around (7)
- 13 Gives the latest news on new releases of old games (7)
- 15 Devil of a game from Dynamic (5)
- 18 Word image game used to punch in nails (10)
- 20 Mom and Dad get confused about signal changes (4)
- 21 Ravi Shankar novel about Activision game? (6)

CLUES DOWN

- 1 Chip gets involved with them in Linal game (3,5)
- 2 Software house's peak (3)
- 3 Ding's odd force (6)
- 4 Rude dancing in Science Fiction (4)
- 5 He's from Brighthelm, Yorkshire (4)
- 7 Call for more from software house (5)
- 11 Game in which you might go down the hatch (8)

DOPS!

We haven't given you the most exact solutions for some and help - solutions and answers will be published in our monthly, and we hope that the new clues are fair, and promise you we'll keep up the fun.



- 12 Top ten tries playing game (6)
- 14 Marie's playing soldiers (5)
- 16 Carl uranium around for Grandin game (6)
- 17 Storage device may skip around (4)
- 19 So Ma's upset by game-oriented language from Mandarin (4)

HOW TO ENTER

Every month we offer a free game worth up to £25 for your solution if you're the reader of the first correct crossword solution out of the rest. The entries to send your solution to is: ACE October 90 Crossword, Entry Code: P4000000, Longway Lane, London, EC9 6JH.

The deadline for entries is always the first Thursday of the month named on the cover. In this case, the Thursday 26 September 1990.

SOLUTION TO AUGUST 90 CROSSWORD

Used the answer was P. J. Bookbank of Leicester, who requests a cheque for £25.



ACE CAN MAKE YOU MONEY!

Here's the proof.....

".....we've had an excellent response from advertising in ACE. We went in the last four issues and the response has grown each time.

Thanks to ACE and to all our customers."

Graham Schofield
Hi Tech Games Zone
Tel: 081-890-8807.

"... The September issue of ACE gave us the best response from any magazine we advertised in"

Thanks.

Mike Ogden
Interface Software
Tel: 061-431-4091.

To place your Mail Order Advertising in a magazine that really works Call Jerry on
071-251-6222 Ext : 2452

NORTH EASTERN CONSOLES

MegaDrive pad for game £75.00 S&K S&K GEMS £99.95
 MegaDrive Pad £69.95 Neo geo Software from £29.95
 PC Engine Pad for Game £69.50 Gamesbox Deluxe £29.95

100% MONEY BACK GUARANTEE ON ALL MAIL ORDERS. IN FRANCE, NEW DELIVERIES ONLY.



PC ENGINE GAMES	Price	Game	Price
Patton 2 Edge	55.00	Dragon Ball	55.00
Patton	55.00	Dragon 2	55.00
Star Wars 2	55.00	Dragon Quest	55.00
Star Wars	55.00	Dragon Quest 2	55.00
Star Wars Battle	55.00	Dragon Quest 3	55.00
Star Wars	55.00	Dragon Quest 4	55.00
Star Wars	55.00	Dragon Quest 5	55.00
Star Wars	55.00	Dragon Quest 6	55.00
Star Wars	55.00	Dragon Quest 7	55.00
Star Wars	55.00	Dragon Quest 8	55.00
Star Wars	55.00	Dragon Quest 9	55.00
Star Wars	55.00	Dragon Quest 10	55.00
Star Wars	55.00	Dragon Quest 11	55.00
Star Wars	55.00	Dragon Quest 12	55.00
Star Wars	55.00	Dragon Quest 13	55.00
Star Wars	55.00	Dragon Quest 14	55.00
Star Wars	55.00	Dragon Quest 15	55.00
Star Wars	55.00	Dragon Quest 16	55.00
Star Wars	55.00	Dragon Quest 17	55.00
Star Wars	55.00	Dragon Quest 18	55.00
Star Wars	55.00	Dragon Quest 19	55.00
Star Wars	55.00	Dragon Quest 20	55.00
Star Wars	55.00	Dragon Quest 21	55.00
Star Wars	55.00	Dragon Quest 22	55.00
Star Wars	55.00	Dragon Quest 23	55.00
Star Wars	55.00	Dragon Quest 24	55.00
Star Wars	55.00	Dragon Quest 25	55.00
Star Wars	55.00	Dragon Quest 26	55.00
Star Wars	55.00	Dragon Quest 27	55.00
Star Wars	55.00	Dragon Quest 28	55.00
Star Wars	55.00	Dragon Quest 29	55.00
Star Wars	55.00	Dragon Quest 30	55.00

TURBOWARE

1 YEAR WARRANTY ON ALL TURBOWARE PRODUCTS
 2 YEAR WARRANTY ON ALL TURBOWARE PRODUCTS
 3 YEAR WARRANTY ON ALL TURBOWARE PRODUCTS

TITLE	AGE	BT	TITLE	AGE	BT
Advent of the Cheetah	12	12	Advent of the Cheetah	12	12
Advent of the Cheetah 2	12	12	Advent of the Cheetah 2	12	12
Advent of the Cheetah 3	12	12	Advent of the Cheetah 3	12	12
Advent of the Cheetah 4	12	12	Advent of the Cheetah 4	12	12
Advent of the Cheetah 5	12	12	Advent of the Cheetah 5	12	12
Advent of the Cheetah 6	12	12	Advent of the Cheetah 6	12	12
Advent of the Cheetah 7	12	12	Advent of the Cheetah 7	12	12
Advent of the Cheetah 8	12	12	Advent of the Cheetah 8	12	12
Advent of the Cheetah 9	12	12	Advent of the Cheetah 9	12	12
Advent of the Cheetah 10	12	12	Advent of the Cheetah 10	12	12
Advent of the Cheetah 11	12	12	Advent of the Cheetah 11	12	12
Advent of the Cheetah 12	12	12	Advent of the Cheetah 12	12	12
Advent of the Cheetah 13	12	12	Advent of the Cheetah 13	12	12
Advent of the Cheetah 14	12	12	Advent of the Cheetah 14	12	12
Advent of the Cheetah 15	12	12	Advent of the Cheetah 15	12	12
Advent of the Cheetah 16	12	12	Advent of the Cheetah 16	12	12
Advent of the Cheetah 17	12	12	Advent of the Cheetah 17	12	12
Advent of the Cheetah 18	12	12	Advent of the Cheetah 18	12	12
Advent of the Cheetah 19	12	12	Advent of the Cheetah 19	12	12
Advent of the Cheetah 20	12	12	Advent of the Cheetah 20	12	12
Advent of the Cheetah 21	12	12	Advent of the Cheetah 21	12	12
Advent of the Cheetah 22	12	12	Advent of the Cheetah 22	12	12
Advent of the Cheetah 23	12	12	Advent of the Cheetah 23	12	12
Advent of the Cheetah 24	12	12	Advent of the Cheetah 24	12	12
Advent of the Cheetah 25	12	12	Advent of the Cheetah 25	12	12
Advent of the Cheetah 26	12	12	Advent of the Cheetah 26	12	12
Advent of the Cheetah 27	12	12	Advent of the Cheetah 27	12	12
Advent of the Cheetah 28	12	12	Advent of the Cheetah 28	12	12
Advent of the Cheetah 29	12	12	Advent of the Cheetah 29	12	12
Advent of the Cheetah 30	12	12	Advent of the Cheetah 30	12	12

MAKE CHECKS AND POSTAL ORDERS PAYABLE TO:
 NORTH EASTERN CONSOLES, BRETTON HOUSE, 2, BARTLEPPURD ST,
 THORNTON, LEICESTER LE11 1JQ

YOU HAVE ALL THE BEST NOW TRY THE BEST!
 TEL: 0474-820630

Please make cheques payable to: TURBOWARE, 22 Church St., St Leonards, Hastings, Sussex TN37 6BB and 157 St. David's Lane, London E6 6DA for a full price list. Money orders always available.

FORM 2000-1207-2

HOT OFF THE STELL

It's Saturday morning. Life seems somewhat...well...somehow...er...not...um...quite right. Could it possibly be that you need...er...break-fast? No...a drink? No!...A new game?? Ahhhh...the relief! And to make things even easier, here's a list of stunning powerplays that could change your life.

ANTHRAZ

Commodore/Amiga version • Amiga \$74.95

For all those who loved *Command From the Desert* here is more of the same in the shape of a hybrid both an scenario, its three acts, to it again, and this time some very strange things are happening to the inhabitants of the tiny little West American town of Lizard's Beach. You play "Buck" West, an ex-fighter pilot determined to save the fiddle of the Anthrax. 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 *Command From the Desert* then why not give that a try first?

ACE RACING 900

CAPTIVE

Microgame • Atari ST/TT/2048 • Amiga \$24.95 • PC £23.95
Another in the ever expanding number of FPS's packaged using first person perspectives. Captain, programmed by the veteran Tony Crowther pits you against hordes of rampaging aliens, with nothing but a briefcase at your disposal! This briefcase however, contains a computer giving you remote control over a four-armed beast, with which you must free yourself from the future when you are imprisoned. Excellent 3D-rendered graphics, atmospheric, multiple stages sound and a total of 10000 levels put *Captive* very much in the ACE rated bracket.

• ACE RATING 900

CHRON STRIKES BACK

PC/Amiga • Atari ST £29.95 • Amiga 79A
The long awaited sequel to *Dungeon Master*. If you have already played through the first program you can use your existing character, otherwise there is another half of screen you can select from. *Chron* has a similar feel to *Dungeon Master*, but it is much tougher. There are also some new features thrown in, like a character editor and help made very handy. If you haven't played *Dungeon Master* then play that first before making a definite date with this game.

• ACE RATING 900

CONQUESTOR

Random fire • Atari ST £19.95 •

Amiga \$24.95 • PC £14.95

An arcade style tank sim which makes use of a 3D graphics system based around the old *Doom* engine developed for *Doom*. There are three types of game available, arcade, mission, and strategy. All three are best played with two players. *Conquestor* style, but there are enough control options to suit every set-up. A definite buy for tank buffs.

• ACE RATING 900

CORPORATION

Core Design • Atari ST £24.95 • Amiga £24.95 • PC £23.95

This role playing cybernetic science fiction game from CDAG pushes the limits of previous FPS's just that bit further. *Corporation* is a 3-D exploration, puzzle orientated arcade combat game in the traditional mould of *Dungeon Master*. Your objective is to find and remove an embryo belonging to the ultimate bio-genetic killing machine, first by the ACC Corp. (a science based mafia) and an industrial company (which all contributed to pushing *Corporation* over the 100 mark).

• ACE RATING 900

DARKWORLD

Novagen • Atari ST £24.95 • Amiga £24.95 • PC 79A

This unusual combination of flight and adventure game, and equal to the well received *Interzone*, has been in development for a month of year now, but the resulting game has been worth the wait. The wireframe graphics of the original game have been replaced by solid 3D vector graphics, but they are just as

fast. There are now nine planets to explore instead of one (it's no there is plenty of long term challenge here).

• ACE RATING 900

F-15 STEALTH FIGHTER

Microgame • Atari ST £29.95 • Amiga £29.95 • PC £29.95

A program that could well be described as the Flight Simulator's Flight Simulator. The AC version has enjoyed much success since its launch just over a year ago, and now its brethren on the ST and Amiga look set to do the same. The sim is based around the much talked about (or perhaps that is exaggerated about) Stealth Fighter. It boasts four huge scenarios with hundreds of missions, and plenty of detail. If you are looking for the definitive Flight sim, then you can't go far wrong with this one.

• ACE RATING 900

FLIGHT OF THE INTRUDER

Microsoft/Apple/Amiga • Atari ST £13.95 • Amiga £13.95 • PC £13.95

From the people who brought you the superb *Falcon* comes yet another world beating flight simulator. It is based on the best of the same game by Steven Eberle and his young flying friend an *Intruder* is a Phantom on bombing and missile attack missions over Vietnam. The simulator has many on features, including a superb 3D or 2D view and 2D auto-pilot option.

• ACE RATING 900

FUTURE WARS

Amiga • Atari ST £29.95 • Amiga £24.95 • PC 79A

A totally mouse driven graphic adventure from French developers Delphine. You are cast in a 3rd-person official window viewer 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 adventure fans happy for some time. A definite buy game.

• ACE RATING 900

GRAVITY

Imageworks • Atari ST £24.95 • Amiga £24.95 • PC 79A

Deep space strategy unlike anything you've ever seen before. The universe is being invaded by the alien entities who are attempting to turn all the stars in the universe into black holes. Movable you must create as many inhabitable systems as possible. The game makes use of the principle of linear movement gameplay - this makes for some very unusual graphics. When you add

NAME: CHRISTOPHER G. HAYES
 ADDRESS: 15000 S. HAYES AVENUE
 SUITE 100, WEST VALLEY CITY, UT
 84186
 PHONE: (801) 967-1000
 FAX: (801) 967-1000

CHOICE Software

COMPACT
 128 BIT DISPLAYS FOR THE
 GREAT VALUE OF OUR
 REMARKABLE SUPPORT SERVICE
 & SERVICE SOFTWARE
 & SERVICE SOFTWARE
 & SERVICE SOFTWARE

25 Amiga Memory Expansions

Includes: 256KB, 512KB (2x256KB)

256KB (256) \$49.95

with real-time clock \$59.95

Please call 1-800-747-7474

PRICE \$20 \$27

Amiga 500 \$20.00

Amiga 500 Plus \$20.00

Amiga 500 Plus 256KB \$20.00

Amiga 500 Plus 512KB \$20.00

Amiga 500 Plus 1MB \$20.00

Amiga 500 Plus 2MB \$20.00

Amiga 500 Plus 4MB \$20.00

Amiga 500 Plus 8MB \$20.00

Amiga 500 Plus 16MB \$20.00

Amiga 500 Plus 32MB \$20.00

Amiga 500 Plus 64MB \$20.00

Amiga 500 Plus 128MB \$20.00

Amiga 500 Plus 256MB \$20.00

Amiga 500 Plus 512MB \$20.00

Amiga 500 Plus 1MB \$20.00

Amiga 500 Plus 2MB \$20.00

Amiga 500 Plus 4MB \$20.00

Amiga 500 Plus 8MB \$20.00

Amiga 500 Plus 16MB \$20.00

Amiga 500 Plus 32MB \$20.00

Amiga 500 Plus 64MB \$20.00

Amiga 500 Plus 128MB \$20.00

Amiga 500 Plus 256MB \$20.00

Amiga 500 Plus 512MB \$20.00

Amiga 500 Plus 1MB \$20.00

Amiga 500 Plus 2MB \$20.00

Amiga 500 Plus 4MB \$20.00

Amiga 500 Plus 8MB \$20.00

Amiga 500 Plus 16MB \$20.00

Amiga 500 Plus 32MB \$20.00

Amiga 500 Plus 64MB \$20.00

Amiga 500 Plus 128MB \$20.00

Amiga 500 Plus 256MB \$20.00

Amiga 500 Plus 512MB \$20.00

Amiga 500 Plus 1MB \$20.00

Amiga 500 Plus 2MB \$20.00

Amiga 500 Plus 4MB \$20.00

Amiga 500 Plus 8MB \$20.00

Amiga 500 Plus 16MB \$20.00

Amiga 500 Plus 32MB \$20.00

Amiga 500 Plus 64MB \$20.00

Amiga 500 Plus 128MB \$20.00

Amiga 500 Plus 256MB \$20.00

Amiga 500 Plus 512MB \$20.00

Amiga 500 Plus 1MB \$20.00

Amiga 500 Plus 2MB \$20.00

Amiga 500 Plus 4MB \$20.00

Amiga 500 Plus 8MB \$20.00

Amiga 500 Plus 16MB \$20.00

Amiga 500 Plus 32MB \$20.00

Amiga 500 Plus 64MB \$20.00

Amiga 500 Plus 128MB \$20.00

Amiga 500 Plus 256MB \$20.00

Amiga 500 Plus 512MB \$20.00

Amiga 500 Plus 1MB \$20.00

Amiga 500 Plus 2MB \$20.00

Amiga 500 Plus 4MB \$20.00

Amiga 500 Plus 8MB \$20.00

Amiga 500 Plus 16MB \$20.00

Amiga 500 Plus 32MB \$20.00

Amiga 500 Plus 64MB \$20.00

Amiga 500 Plus 128MB \$20.00

Amiga 500 Plus 256MB \$20.00

Amiga 500 Plus 512MB \$20.00

Amiga 500 Plus 1MB \$20.00

Amiga 500 Plus 2MB \$20.00

Amiga 500 Plus 4MB \$20.00

Amiga 500 Plus 8MB \$20.00

Amiga 500 Plus 16MB \$20.00

Amiga 500 Plus 32MB \$20.00

Amiga 500 Plus 64MB \$20.00

Amiga 500 Plus 128MB \$20.00

Amiga 500 Plus 256MB \$20.00

Amiga 500 Plus 512MB \$20.00

Amiga 500 Plus 1MB \$20.00

Amiga 500 Plus 2MB \$20.00

Amiga 500 Plus 4MB \$20.00

Amiga 500 Plus 8MB \$20.00

Amiga 500 Plus 16MB \$20.00

257 Disk Boxes

Includes with changes list

50 Capacity Box \$3.00

75 Capacity Box \$3.00

100 Capacity Box \$3.00

125 Capacity Box \$3.00

150 Capacity Box \$3.00

175 Capacity Box \$3.00

200 Capacity Box \$3.00

225 Capacity Box \$3.00

250 Capacity Box \$3.00

275 Capacity Box \$3.00

300 Capacity Box \$3.00

325 Capacity Box \$3.00

350 Capacity Box \$3.00

375 Capacity Box \$3.00

400 Capacity Box \$3.00

425 Capacity Box \$3.00

450 Capacity Box \$3.00

475 Capacity Box \$3.00

500 Capacity Box \$3.00

525 Capacity Box \$3.00

550 Capacity Box \$3.00

575 Capacity Box \$3.00

600 Capacity Box \$3.00

625 Capacity Box \$3.00

650 Capacity Box \$3.00

675 Capacity Box \$3.00

700 Capacity Box \$3.00

725 Capacity Box \$3.00

750 Capacity Box \$3.00

775 Capacity Box \$3.00

800 Capacity Box \$3.00

825 Capacity Box \$3.00

850 Capacity Box \$3.00

875 Capacity Box \$3.00

900 Capacity Box \$3.00

925 Capacity Box \$3.00

950 Capacity Box \$3.00

975 Capacity Box \$3.00

1000 Capacity Box \$3.00

1025 Capacity Box \$3.00

1050 Capacity Box \$3.00

1075 Capacity Box \$3.00

1100 Capacity Box \$3.00

1125 Capacity Box \$3.00

1150 Capacity Box \$3.00

1175 Capacity Box \$3.00

1200 Capacity Box \$3.00

1225 Capacity Box \$3.00

1250 Capacity Box \$3.00

1275 Capacity Box \$3.00

1300 Capacity Box \$3.00

1325 Capacity Box \$3.00

1350 Capacity Box \$3.00

1375 Capacity Box \$3.00

1400 Capacity Box \$3.00

1425 Capacity Box \$3.00

1450 Capacity Box \$3.00

1475 Capacity Box \$3.00

1500 Capacity Box \$3.00

1525 Capacity Box \$3.00

1550 Capacity Box \$3.00

1575 Capacity Box \$3.00

1600 Capacity Box \$3.00

1625 Capacity Box \$3.00

1650 Capacity Box \$3.00

1675 Capacity Box \$3.00

1700 Capacity Box \$3.00

1725 Capacity Box \$3.00

1750 Capacity Box \$3.00

1775 Capacity Box \$3.00

1800 Capacity Box \$3.00

programmable drives and travel via
 black holes you have yourself a high-
 ly original and compelling game.
A ACE RATING 100

BLIND DRIVE

Blindfold • Atari ST (175,995) • Amiga
 500 (95,995) • Spectrum (75,995)
 £14,995 • Amstrad 68600 •
 £14,995 • C64 (25,995) £12,995 •
 £14,995 • Commodore (30,995)
 A very competent conversion of the
 original Blind Drive. In the original
 version you had to find your way
 through a maze of corridors and
 rooms. In this version you have
 a more complex maze with a large
 and open bridge to cross. The original
 version was a 2D vector graphics
 game, and these have been faithfully
 reproduced in the computer
 versions. A must buy.
A ACE RATING 95

BARPOON

MicroVegas • PC £29,995
 Quite simply the best naval simula-
 tion to be released for the General
 Public. The software that comes with
 the game deals with 14th century
 battles in the North Sea, but other bat-
 tles will be included soon. A
 clever system of three map types is
 used to effectively manage each mis-
 sion. The idea being that Napoleon
 is that the computer takes care of all
 the boring mechanics, allowing you
 to concentrate on tactical skills. A
 must buy for anyone interested in
 modern naval warfare.
A ACE RATING 100

BERNARDINI'S BOO

Electronic Arts • PC £26,95
 The ultimate racing game. Help Bob
 win state of the art 3D vector
 graphics which really add something
 to the high speed action. It is
 Action's finest hour and a
 variety of out-of-control ideas to select
 from. The realistic handling of the
 cars will have you coming back to
 this game often and time again.
A ACE RATING 95

BYTERPHASE

Imageworks • Amiga ST £24,995 • Amiga
 500 (24,995) • PC £24,995
 Your task is to guide a female adver-
 tiser to the heart of the Imageworks
 Corporation by interacting with a
 strange 3D environment. The game
 is very well and very compelling. It
 is also very hard - don't expect to
 get through this one in a hurry.
A ACE RATING 95

CHICK OFF 2

Amiga • ST £14,995, Amiga 500, £14,995,
 C64 £14,995
 The original Chick Off was the second
 most important event in computer
 football since Commodore's seminal
 International Soccer for the C64. An
 unbridled riot, superb playability

and true 2-player action made it the
 game for all others to triumph over.
 There have to date, except, of
 course, Chick Off 2, which is essential
 to the original game with some great
 extra features - loads more detail
 (you can see the muddy pitch on
 some versions), the chance to devel-
 op your own teams, action replay
 and finally the tremendous bonus of
 expandability - Amiga are releasing
 this title later you can create your
 own. Buy it.
A ACE RATING 95

KNIGHTS OF LEGEND

OriginalMonkeys • PC £29,995
 Role Playing at its best. An expand-
 able game set in the land of
 Aethelred. There are twenty-four
 quests to complete, or you can sim-
 ply enjoy exploring. The program
 stands out because of its attention
 to detail. There are no less than
 forty different algorithms to decide
 fate and when an enemy retreats
 for instance, impressive stuff.
A ACE RATING 100

KNIGHTS OF THE CRYSTAL LION

LS-Soft • Amiga £29,995 including
 music/sounds
 The most original game that LS-Soft
 has released in a long time. It has
 been marketed as a "culture simula-
 tor", but that doesn't really say much
 about the game. You play a member
 of a magically empowered and great
 task is to rise to the highest position
 within that culture. This
 involves playing through several dif-
 ferent sub-games. The whole is a high
 ly unusual experience with distinct
 graphics and a superb soundtrack.
 This certainly won't be every-
 body's taste, but if you are looking
 for something a little different - try
 this.
A ACE RATING 100

WEI TRAIL PLATOON

MicroVegas • PC £29,995
 The ultimate tank sim. Not only are
 there realistic 3D-vector graphics
 sequences with a full set of
 atmosphere, but you also have to
 think carefully about choice of ob-
 jects, maps, and the way you tackle
 each scenario. MicroVegas had to
 call on the freedom of information act
 to get all the information that
 you needed for the game. The result is
 one of the most breathtakingly ac-
 curate tank sims we've seen.
A ACE RATING 100

WEDNESDAY

MicroVegas • Amiga ST £29,995
 The latest mega hit from top pro-
 grammer Mike English, creator of
 Lords of Midnight. The game is set
 on a frozen island in the future.
 Your task is to recruit members of

IBM • AMIGA • C-64disc • ST



**WAR GAMES
ADVENTURE GAMES
SIMULATORS &
SPORTS**



Strategic Plus Software
 PO Box 8, Hoxton, middle TW12 9BA
 Telephone: 081 941 6162

Send £2.50 for Extensive Catalogue

Register Mr. S. Hayes

remembrance.

• **AGE RATING** 100

THE FINEST HOUR: THE BATTLE OF BRITAIN

Location • Amstrad 512 (24 99k) • Amiga (24 99k) • PC (24 99k)
World War II air combat re-lived in this superlative flight sim. You have the opportunity to fly a variety of WW2 craft from the Spitfire to the Hurricane. A neat system to the controls which rewards your flight and can be replaced to meet your performance.
• **AGE RATING** 100

TOWER OF BABEL

Macintosh • Amstrad (24 99) • Amiga (24 99)

An imaginative 3D puzzle from Peter Cooke - the man who brought you the GEM. You control three robots, a sapper, a grader, and a pusher. They must be used to complete a specific task on a number of futuristic levels of a tower. This involves working your way past various nasty obstructions deliberately designed to impede your progress. This game will have you burning the midnight oil as you attempt to get past a particularly tricky level.
• **AGE RATING** 100

ULTIMA VI

Original/Macintosh • Amstrad (27 99k) • Amiga (24 99k) • PC (24 99k)
The ultimate title playing games. Sixteen thousand objects, two hundred and fifty characters, unlimited encounters, a quest that will take months to solve, and graphics better than you'll see in any other game of this type. The Ultima series of RPGs go from strength to strength, and fans will love British and once more enter the fray... unbeatable stuff!
• **AGE RATING** 100

VENOMITE

System 1 (2024) (24 99k) (24 99k)
A great arcade adventure that really pushes the GEM to its limits. You must fight your way past the terrorists to defuse a bomb, and rescue the professor and his daughter. But while you are on the terrorist's tails 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 visit many full-scale driving games.
• **AGE RATING** 100

VETTE

Macintosh/Spectrum/Atari • Amstrad (27 99k) • Amiga (24 99k) • PC (24 99k)

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 roar down precipitously steep streets desperately trying to avoid pedestrians and other vehicles. Realistic controls of fun, the game, from the people who brought you Falcon, will have you hooked.
• **AGE RATING** 100

WARHAMMER

Amstrad • Amstrad (27 224 99k) • Amiga (24 99k)
Veteran programmer Glyn Williams' latest masterpiece is set in deep space. Earth is under threat from a horde of nasty extra-terrestrial insects. The only hope is the F20 SC, an advanced craft absolutely loaded-down with weaponry. For 3200 vector graphics and rapid action make this a winner. Build your army up through the training missions and you'll soon be stepping away quite happily.
• **AGE RATING** 100

WELLFELLS

Macintosh • Amstrad (27 224 99k) • Amiga (24 99k) • PC (24 99k)
Obviously the follow up to the resoundingly successful '88 hit, reviewers take the original idea and

literally turn it on its head. Seen from a plan view, it requires you to rotate coloured shapes that fall down the walls, fitting them together to make a horizontal or vertical coloured line. This achieved, the line disappears to make way for another, despite the obvious connection, it still looks good and plays well.
• **AGE RATING** 100

TELL ME!



...if there's a game you think deserves inclusion in next month's Classic Games Guide (see page 100). Naturally we've got just a few ideas of our own, but the same to hear from anyone with a personal preference for a long-forgotten release. Write to:
Alex ACE Clavin
Private House
20-22 Partridge Lane
London, SE7 8AB



mph

COMPUTER SPECIALIST
10 Chandlers Court, Eaton, Norwich, NR4 6EY
Telephone: Norwich (0693) 503382



★ **AMAZING NEW DEALS!** ★

10	3.5" DISKS • 66.75
25	3.5" DISKS £13.00
50	3.5" DISKS £26.00
100	3.5" DISKS £54.00
50	CAPACITY BOXES £6.50

10	5.25" DISKS • 64.00
25	5.25" DISKS £9.50
50	5.25" DISKS £19.00
100	5.25" DISKS £38.00
100	CAPACITY BOXES £6.50

ALL DISKS COME WITH 2 FOR 1 LIFETIME GUARANTEE; 3.5" MADE BY SONY.

CALL FOR
PRODUCTS NOT LISTED

WE CAN OBTAIN
ANYTHING WITHIN
48 HOURS

ST PD CATALOGUE
DISK £1.00

GAMES RRP
MPH
£19.99 £14.50
£24.99 £18.50

MOST RELEASED GAMES
IN STOCK, NEW
GAMES SENT ON DAY OF
RELEASE

ATARI LYNX NOW
ONLY
£187.99

LYNX GAMES
RRP MPH
£29.99 £22.00
£34.99 £25.50

SHOP NOW OPEN AT 476
STAINES RD, BEDFORD

MUTANT SOFTWARE

OPEN 10AM - 6PM

UNBRANDED BLANK DISCS	
10 DSDD	7.99
20 DSDD	14.00
30 DSDD	19.50
40 DSDD	24.00
50 DSDD	27.50

TEENAGE MUTANT TURTLES	21.99	-
LOST PATROL	16.00	14.50
F15 STEALTH FIGHTER	21.99	-
BLUE ANGELS	13.00	13.00
RESOLUTION 101	13.00	13.00
KICK OFF 2	14.50	14.50
PROGYSTLE	16.99	16.50
WORLD CUP ITALIA 90	12.00	12.00
F20 RETALIATOR	16.50	16.50
HARDBALL 2	16.00	16.00
SHOGUN	12.99	12.99
MUSIC X	.99	.99
THEIR FINEST HOUR	18.50	18.50
TURBINGAM	12.99	12.99
THIRD COURIER	15.00	15.00
HIGHWAY PATROL 2	16.99	13.99
KLAX	12.99	12.99
SHOWTER	18.50	18.50
ESCAPE ROBOT MONSTERS	12.99	12.99
INTERNATIONAL WRES	16.50	16.50
NINJA 3	16.99	16.99
DYNASTY WARS	16.99	16.99

HARDWARE + PERIPHERALS	
ARIGA 800 FLIGHT FANTASY	399.00
5 MFT ONLY	29.00
5 MFT 500 KLOCK	74.00
RF 500 USB DRIVE	69.00
PHILIPS COLOUR MONITOR	399.00

JOYSTICKS	
KONIX SPEEDING A/F	9.99
KONIX NAVIGATOR	11.99
QUICKJOY	
SUPERBOARD	18.50
COMP PRO 5000	14.99
QUICKSHOT 11 TURBO	8.99

SPECIAL MUTANT PACKS	
PRO TENNIS TOUR	
FUTURE WARS	
F20 RETALIATOR	49.99
CYBERBALL	
PROBON ISLANDS	
WIFF GUT	44.99
BOB GUT	
PLAYER MANAGER	
XTRA TIME	24.99
CHRONOQUEST II	
MONSTER	
MANCHESTER 970	59.00
TV SPORTS BASKETBALL	
CHASE 92	
PROGRAMA	49.99

MUTANT SOFTWARE

ALL PRICES INCLUDE FREE DELIVERY WITHIN 24 HOURS IF IN STOCK. RING FOR AVAILABILITY + PRICES MAYBE LABEL TO CHANGE.

475 STAINES RD, BEDFORD,

081	MIDDX	01
751	TW14 8BL	890
5999		0900

CHEQUES + PO PAYABLE TO MUTANT SOFTWARE. ACCESS AND VISA AVAILABLE BY PHONE

MAIL ORDER

SOFTSELLERS

6 BOND STREET, IPSWICH, SUFFOLK, IP4 1JE

MAIL ORDER

5A DOGS HEAD STREET, IPSWICH, SUFFOLK, (P/ITALY) 36A OSBORNE STREET, COLCHESTER, ESSEX, (P/ITALY)

MAIL ORDER PURCHASE LINE (0473) 257158 210605 FAX NO : (0473) 213457

JOYSTICKS	
Cheetah 125	27.99
Cheetah Starprobe	211.99
Pro 5000 Extra Gio Green	213.99
Pro 5000 Extra Gio Red	213.99
Pro 5000 Black	211.99
OS Turbo 3	29.99
Euromax Racemaker	224.99
Konix Navigator	211.99

DISC BOXES WITH DISCS	
3.5" 40 Holder Lockable with 10 3.5" DSDD discs ..	12.99
3.5" 40 Holder Lockable with 20 3.5" DSDD discs ..	19.99
3.5" 40 Holder Lockable with 40 3.5" DSDD discs ..	33.99
3.5" 60 Holder Lockable with 10 3.5" DSDD discs ..	15.99
3.5" 80 Holder Lockable with 40 3.5" DSDD discs ..	35.99
3.5" 80 Holder Lockable with 80 3.5" DSDD discs ..	55.99

PERIPHERALS	
Replacement mouse + mouse	
holder + mouse mat	220.00
Play Player Adapter	25.00
Mouse Mat	29.00
Joystick Extension	26.00
Over Cover	49.00

DISCS	
Quantity	10 20 30 100
3.5" DSDD	
Unbranded	27.99 214.99 294.99 299.99
3.5" DSDD	
Sony Grandbit 1.50	559.99 594.99 699.99

DISC BOXES		
3.5"	40 Holder Lockable	29.99
3.5"	60 Holder Lockable	27.99
3.5"	80 Holder Lockable	24.99
3.5"	100 Holder Lockable	28.99

CHEQUES AND POSTAL ORDERS PAYABLE TO SOFTSELLERS. POST AND PACKING FREE IN UK OVERSEAS £1.50 PER ITEM. Subject to availability and price change without notice. * Some titles may not be released at time of going to press. Shop prices may vary, but personal callers can claim advertised discounts on production of rail - off slip.



K & M COMPUTERS



** THE BEST SOFTWARE ** THE BEST SERVICE **

AMIGA

- 888 Submarine.....10.00
- Adv. Ski Sim.....4.99
- After the War.....13.00
- Anarchy.....16.00
- Art Heats.....
- (1 Mag).....11.99
- Armada.....10.00
- Subcon.....10.00
- Beast 2 * Phone.....
- Buggy Boy.....8.00
- Bad Cat.....4.99
- Boosterdash.....4.99
- BMX Simulator.....4.99
- Captain Blood.....4.00
- Conflict Europe.....16.00
- Colony.....10.00
- Combo Racer.....16.00
- Champ of.....
- Krym.....16.00
- Q Master Editor.....8.99
- Q Master Hint Book.....2.00
- Days of.....
- Thunder * Phone.....
- Damocles.....16.00
- Emlyn Hughes.....16.00
- Fast Break.....16.00
- Flood.....16.00
- Fire & Fighter *.....16.00
- Gunslip.....16.00
- Hanley Davidson.....16.00
- Inperium.....16.00
- Int 3D Tennis.....16.00
- Joan of Arc.....8.99
- Lost patrol.....16.00
- Midnight.....
- Resistance *.....16.00
- Midwinter.....10.00
- North and South.....16.00
- Red Storm.....
- Flou.....10.00
- Stargate.....4.99
- Starblade.....10.00
- Sum In.....13.00
- Tucker.....10.00
- Their Finest.....
- Hour.....10.00
- Issue Fly Trap *.....13.00
- Whaler.....10.00
- Life and Death *.....16.00
- Shepherd 84.....10.00
- Turcan.....13.00
- Matrix Mauler.....10.00
- Rock Off 2 *.....13.00
- R Off 2 World.....
- Cap.....16.00
- Robocop.....16.00
- Karate Kid 2.....3.00

AMIGA

- Sim Earth.....10.00
- Prince.....10.00
- Jane Jaymour *.....10.00
- Plotting.....10.00
- Fix and.....
- Forget 2 *.....10.00
- Master * Phone.....
- LRMS 2 *.....10.00

* NOT RELEASED AT
13-2-85
WILL BE SENT ON
DAY OF RELEASE

- Kaiser *.....20.00
- S/C 1.....
- CHASE HQ 21 *.....16.00
- Parts of Call *.....16.00
- Formula 1 3D * Phone.....
- Magic Fly *.....16.00
- Days Up *.....16.00
- Wetris.....16.00
- Sly Sly *.....16.00
- Snow Warrior.....16.00
- Back to the.....
- Future 2 *.....16.00
- Wings *.....10.00
- Isomom Wings *.....13.00
- Cluck Yeagers *.....16.00
- Alan Lync.....
- Lynx Cascade.....177.00
- Blue Lightning.....20.00
- Clips Challenge.....20.00
- Electroco.....20.00
- Gate Gardenon.....20.00
- Caution 3.....32.00
- Rampage *.....32.00

AMIBLOCK

- 888 Submarine.....5.00
- Beats Tale 1.....5.00
- Beats Tale 2.....5.00
- Beats Tale 3.....5.00
- Deatford.....8.00
- Dragon Wars.....7.00
- Dragon Master.....8.00
- Champ of Krym.....8.00
- Azure Bonds.....8.00
- Dragons of Flame.....5.00
- Indiana Jones.....8.00
- Might and.....
- Magic 2.....8.00
- Heroes Of Lamos.....5.00
- L. Salt Larry 1.....8.00
- L. Salt Larry 2.....8.00
- Black Cauldron.....8.00
- See Silver Blade.....7.00

AMIGA

- EDUCATIONAL.....3.99
- ABC 200.....
- Better Maths.....10.00
- Better Spelling.....10.00
- Discover maths.....13.00
- Junior Typist.....13.00
- Major Maths.....10.00
- Fun School 2.....
- LR, 8-8, or 8.....13.00
- Spell Book 4-9.....13.00
- Mathsack.....16.00
- Robotek.....10.00

SOFTWARE

- PRODIGY V13.....64.95
- Profiles (1 Mag).....37.95
- X-Clad Designer.....99.99
- AMOS.....30.00
- Digicad.....26.95

ACCESSORIES

- Amiga Power Pk.....47.95
- Spectrum 48120.....
- Power Pack.....3.00
- Cassette Recorder &.....
- leads for Spectrum.....
- +3Amstrad 6120.....34.95
- C64 datarecorder.....24.00
- C64 Power Supply 48.00.....
- Amstrad MPD Mod75 00.....

**AMIGA 2ND
DRIVE NITE
BYF HONDA
THE BEAST
KICK OFF
BATTLE
SQUADRON
ONLY 699**

- Virus Protector.....10.00
- Printer leads.....
- forAmiga/STIBM.....5.00
- Monitor Stand.....10.00
- 4 Player Adaptor.....5.00
- Dust Covers Item.....4.00
- Ribbon Re-Fresh.....7.00
- Mouse Mats.....4.99

**MAIL ORDER
ONLY SHOP
PRICES VARY**

3-1/2 DISK CARTRIDGE

- Amstrad/Spectra/.....
- C 44.....
- Shadow Warrior.....8.00 10.00
- Midnight Resistance.....8.00 10.00
- Sly Sly *.....8.00 10.00
- Blockade.....8.00 10.00
- CHASE HQ 2 *.....8.00 10.00
- Turcan.....8.00 10.00
- Klas.....8.00 10.00
- B.T.T Future 2 *.....8.00 10.00
- Castle Master.....8.00 10.00
- Rainbow Island.....8.00 10.00
- Int 3D Tennis.....8.00 10.00

**AMIGA ADDS
FLIGHTS OF
FANTASY INC 10
BLANK DISKS
£379.00**

**ALSO FITTED 1
MEG UPGRADE 4
DUNGEON MASTER
£445.00**

SOFTWARES

- Choclat 125.....7.00
- Pro2000.....12.00
- Rain Speacking.....8.00
- Navigator.....13.00
- Warp 1.....16.00
- Jettifinger.....14.00
- Cruiser.....8.00
- Cruiser Auto.....12.50

**3.5" discs with
labels 40p each
minimum order
30 discs**

AMIGA 1280 UPGRADES

- WITNESS CLASS.....40.00
- WITZ CLASS.....47.00
- WITZ BROWSER.....40.00
- WITZ.....40.00
- CLIQUE'S MASTER.....40.00
- WITZ BROWSER.....
- SALE.....10.00
- CLIQUE/BROWSER.....
- SALE.....40.00

**NEW
WITH EACH OFF 1 BROWN**

SEGA

- Sega Master *.....70.00
- Sega Super.....20.00
- Sega Master.....120.00
- 3D Glasses.....30.00
- Light Gun.....
- + Game.....44.00
- Control Pad.....8.00
- Flagged Fire Int.....5.00
- Sega Power.....
- Pack.....8.00
- 3D Zaxxon.....27.00
- Action Fighter.....15.00
- Asterbunker.....27.00
- Alien Syndrome.....27.00
- Altered Beast.....27.00
- Assault City *.....27.00
- BattleCruiser.....27.00
- Black Belt.....23.00
- Bomber Raid.....27.00
- Castellan.....
- Games.....27.00
- Cassio Game.....27.00
- CHASE HQ.....27.00
- Cloudmaster.....27.00
- Double.....
- Dragon.....27.00
- Dynamic Duo.....27.00
- Enduro Racer.....8.00
- Fantasy Zone.....11.00
- Fantasy Zone 2.....27.00
- Galaxy Force.....27.00
- Ghosts'n'Goblins.....27.00
- Golden Axe.....27.00
- My Hero.....16.00
- Outrun.....27.00
- Operation Wolf.....27.00
- Phantasy Star.....27.00
- R-Type.....27.00
- PC Grand Prix.....27.00
- Rhino.....27.00
- Space Harrier.....27.00
- Stalwart *.....27.00
- Tennis Ace.....27.00
- Thunderblade.....27.00
- Vigilante.....27.00
- Wanted.....23.00
- World Games 8.....23.00
- World Soccer.....23.00
- Zillion.....23.00
- Zillion 2.....23.00

**PRINTED
RIBBONS
FROM
£3.25**

ALL PRICES INCLUDE VAT **K&M COMPUTERS (ACE 1)** **PHONE 0495-**
PLEASE ADD £1 P&P **140 SANDY LAKE CENTRE** **29046**
TO ALL ORDERS **SHELDONSDALE** **FAX 0495-**
LANCS W98 8LH **50673**

ACE DIARY

SEPTEMBER

8-14 SEPTEMBER

WEEK'S RELEASES AT A GLANCE

Thriller: Snaggletooth (SE)
Amiga (£34.99), MS-DOS not in final format.

Management: Silver Service 2 (PC) Another step to successful submarine simulation.

Music: Style: Oriental Beats (ST £24.99, Spectrum £9.99 tape, £14.99 disk, CPC £14.99 tape, £19.99 disk). More martial arts action.

Accolade: Bar Games (Amiga £24.99). Collection of "brilliant" pub games on computer. Games include "Bunnies", "Bowls", or anything involving drinking bottles.

Tablets: (PC £29.99). Board game style program with an Oriental theme.

Saturday 8

Core Design will be making a personal appearance at the Virgin Games Centre complete with its signature diploma if you want to have yourself featured in your copy of *Chopper*. In at 100 Oxford Street today (for details see 0424 942000).

Sunday 9

Monday 10

Tuesday 11

Wednesday 12

Thursday 13

You think it's been fun this summer? Oh this day in 1922, a record temperature of 98.2 (134.4 F) was recorded in El Azizo in Libya. Computer Entertainment News begins at Earl's Court (under only 50p).

Friday 14

MS-DOS made only day at Earl's Court.

Saturday 15

Battle of Britain Day, Independence Day, Costa Rica. Anniversary of the first publication of *The Sun*. Computer Entertainment News opens to the general public at Earl's

Court Exhibition Centre, London, 10.00am, tickets £1.00 (unless you've got a £1 discount voucher from this month's cover - see page 56).

Sunday 16
Independence Day Mexico. Last day of the Computer Symposium Show at Earl's Court.

Monday 17

Tuesday 18
Independence Day Chile. Birthday

22-24 SEPTEMBER

WEEK'S RELEASES AT A GLANCE

Accolade: Silver Service (PC) £24.99. You play the role of a cop who averages in an exploration-based quest set in a fantasy world. **Star Control (PC) £29.99.** 3D combat in outer space.

Image Works: Damage Model (also for the PC) £29.99. Amiga. How can you save? **Control (PC) £29.99.** Strategic Brothers (also Spectrum Master) (PC £29.99). Advanced role-playing game.

Woodhead (PC) £24.99. Theme Park Mystery (PC) £24.99) Back to the Future 2 (Amiga) £24.99). Become Marty McFly in this arcade adventure. Also included in Commodore's latest Amiga bundle. **Star Trek (PC) £24.99).**

PSI-Dynamics: BattleMaster (PC) £29.99. Visual drama (PC) £29.99).

Electronic Arts: Xthos (MS-DOS). Arcade game strategy game leading game. 3D-style. Subsector (MS-DOS) from table top to desktop for the 33 year old version of football. The Phantom (MS-DOS)

Realistic: Career Command (MS-DOS). Highly rated aerial combat game, now in colour black and white.

Microgame: F19 (Amiga) £29.99.

25-30 SEPTEMBER

WEEK'S RELEASES AT A GLANCE

Accolade: Jack Nicklaus Golfed Course Design (Amiga). Play on Nicklaus's own courses, or design some of your own. Table (Amiga) £24.99. General board game. Eternia: Alliance of the Dark (SE) Amiga (£24.99). The larger than life camp horror game makes it up to the great ones.

Entertainment International (Amiga): Iron Yakuza (PC) Baseball game.

Electronic Arts: Deluxe Paint (SE) £49.99 - introductory price). Lord of the Rings (PC) £29.99. First of a trilogy of games based on Tolkien's trilogy of books. From interplay: **Battlezone II: Glorious Chase (PC) £29.99. Also from interplay: the chess game where the pieces actually make a fight of it. **Adventuregame (Amiga, Spectrum) see review in this issue).****

Latest from Bullfrog: Mountains of Doom (MS-DOS). More fantasy role-playing. Magic Fly (SE) Amiga, £24.99). Destroy the evil tent first in your multi-level-forbidden Magic Fly world. Star Weaver (also also (MS-DOS) Amiga £24.99) (PC) £29.99). Arrange the destruction of a failed city (Star Wars: The Imperial CR). Amiga, 1989 only) Starwark (PC) £29.99). Another plane chase in SE Night six

US Gold/Amiga: Mean Streets (SE) £19.99, Amiga, PC £24.99). Someone has died. Salsola or murder? You play the detective on the case.

US Gold: Operation Warrior (ST £19.99, Amiga, PC £24.99). Latest from the programmers of Action. Warrior (ST £19.99, Amiga, PC) £24.99). Defeat your own bodyguard mutant Virus.

Micro Style: International Soccer Challenge (SE) Amiga £24.99). Four six field over from the British World Cup rush to publish, inserting unusual side-on graphics with some great animation (see this issue).

Palace: Dragon's Breath (PC) £29.99).

Krisalis: Slopes Hooper (SE) Amiga). Paralytic marbles, with you as sole controller of the universe, set for revenge.

at Peter Gilson, England publisher, 11, 1985.

Wednesday 19
Anniversary of the screening of the first cartoon "talker" Walt Disney's

Steamboat Willie, starring Mickey Mouse, in 1928.

Thursday 20

World News Year 1971 (Amiga) (Amiga)

Friday 21

National Day Malta.

Saturday 22

Sunday 23

National Day, South Africa. First day of autumn. Anniversary of the first Coffee (Amiga), 1974. Birthday of Bruce Springsteen, 1949.

Monday 24

MS-DOS (also from the south coast face for the first time) by Douglas Horton and Douglas Kent, 1975.

Tuesday 25

Wednesday 26

Thursday 27

Friday 28

Saturday 29

Day of Remembrance (Yam Gipsy)

Sunday 30

National Day, Botswana. Anniversary of the start of Radio 1, 1967.

OCTOBER

Monday 1

Republic Day, Nigeria. National Day, China. Independence Day, Cyprus. Beginning of the (pleasant) shooting season.

Tuesday 2

Wednesday 3

Thursday 4

Independence (two months). Tabernacles (Jewish)

Friday 5

Birthday of "Sir" Bob Geldof, 1956.

Saturday 6

Anniversary of the first publication of *The Independent*.

Sunday 7

29 SEPT - 7 OCT

WEEK'S RELEASES AT A GLANCE

Accolade: Strategic (PC) £29.99. More tactical strategy. **Search for the King (Amiga) £24.99.** Immense adventure-style game.

Fireball: Fireball (SE) Amiga £24.99).

Star: Grasses 2 (PC) £24.99) World Championship Soccer (PC) £24.99). Another contender in this overworked field. **Championship Contenders or multi-table soccer? World Championship Golf (PC) £24.99).**

Micro Style: International Soccer Challenge (PC) £24.99). General Soccer (Amiga) £24.99). Selection of martial arts combat mini-games.

TOFWARE INTERNATIONAL

TOFWARE INTERNATIONAL, 11 Barney Gardens, Bolbeck Parc, MK1 5AQD Milton Keynes
Visa and Mastercard accepted Fax: 0733-371703

FREE ORDER PHONE: 0800-898 455

GAMES PACK VOL. I

10 Disks packed with
30 beautiful games £ 16.00

GAMES PACK VOL. II

10 Disks packed with 11 big and
exciting games £ 16.00

STAR TREK

the game of the movie 3 disks £ 3.00

RETURN TO EARTH

game, 1disk £ 3.00

SONIX SOUND PACK

10 disks with sound sampling, demos,
and great music. 10 disks £ 16.00

SUPER SEX PACK

10 disks packed with the most
beautiful girls including the best
animation. £ 16.00

STARTERS PACKAGE

10 disks packed with tips, tricks,
CU help, DEMOs etc. £ 16.00

SUPER PROGRAMMERS PACKAGE

15 disks with CAD-CAM, household
programming, anti-virus, games and
utilities. A German magazine had
tested this package and wrote:
"the quality of the programs is
* good to very good". 15 disks £ 22.00

FRED FISH VOL. I

Number 245 to 260
15 disks at a price of £ 22.00

FRED FISH VOL. II

Number 261 to 280
20 disks at £ 27.50

FRED FISH VOL. III

Number 281 to 300
20 disks at £ 27.50

Write for
FREE catalogue

We stock ALL
**Amiga Public
Domain**

NEW PACKAGES:

FRED FISH VOL. IV

Number 301 to 320
20 disks at £ 27.50

FRED FISH VOL. V

Number 321 to 340
20 disks at £ 27.50

AMIGA TAIFUN PACK I

Number 110 to 120
10 disks at £16.00

AMIGA KICKSTART PACK I

Number 181 to 192
11 disks at £ 16.00

NEW NEW NEW NEW SEXY Packages

Sexy Girls Vol 1/6 per volume	7 disks	£10.
Lovin Pam	2 "	£ 5.
Sexy Heroes	2 "	£ 5.
Miss all bare America	1 "	£ 3.
Pam from California	2 "	£ 5.
Summer night-games	1 "	£ 3.
Jack the Nipper	1 "	£ 3.
Dia show	3 "	£ 6.

NEWSFLASH

a monthly diskmagazine with great music
graphics, reviews, programs, tips and
tricks and many more.

Subscription 6 months £ 25.00
Subscription 12 months £ 45.00

Introduction: Newsflash issue
July and August now £ 5.00

HOW TO ORDER

Call our freephone 0800-898 455

or fax: 0733-371 703 (attn. Software International Dept.)
and we will send you the goods by first-class post (E.U.P.)
Send cheques to:

Software International
11 Barney Gardens
Bolbeck Parc
MK1 5AQD Milton Keynes

We accept Visa and Mastercard.
All prices are inclusive VAT.

Please add £ 2.50 to total order
for post and package

board and get them up to exchange quickly. It is also useful to have a hand, a mace, a wrench and a pickaxe. This is a good mix of man. Without your wrench advantage, use "GSD". This gives you a greater chance which is very useful.

If you have a large fight, use one mace to cast "BFF" every 10 seconds to keep your man's hit points up to full. If you get some trouble in your eyes cast a new light spell. Make sure you keep enough space to collect new items. Change your warrior's weapon to one which causes most damage.

When you enter the castle you can teleport up to level 3 (2 above). You will come across a room which says "treasure". Enter and you will be faced by 10 x 4 barbarians. Fight these and you will get 10000 experience points. It is a good idea to keep a note of the directions by casting "GSD", then you can exit the castle by placing the "top" in the status of the next god. You will then be teleported back to the gate of Epsilon's tower. This "top" is in a chest in the castle.

When you enter Epsilon's tower you must find the wizard Epsilon who will give you an arrow key. You need this to get into Manger's tower. You should also find a silver triangle in a room on its own. When you come across a crystal statue it will keep returning to life after you kill it unless you are using the crystal sword.

When you visit Epsilon's tower go to the eastern room adjacent from the altar "666, 132, 30". This will take you to the long

stairs going up which you should take to get you to the gate of Manger's tower.

You ought to be at least level 10 before tackling Manger's tower and have two advantages. Explore all levels of the tower to find secret words which will form a message needed to enter level 4. Useful objects found in the tower are: Maze Staff - restores spell points. Computer Staff - halves spell cost from there. More powerful than fire bars. Dragon Wand - turns like foot bars.

POLICE QUEST I

The continued solution from Anthony Quinn

Your next call will be to the coffee shop where a group of bikers are causing a disturbance. Enter the coffee shop and you will be instructed to go to the bar next door. Notify dispatch of your arrival. Enter the bar and make sure you have your nightclub from the car with you.

Approach the leader of the gang who will ask what you want. Type "move your table" and he will reply "and who is going to make us". One of the gang will try to grab you. Press F10 quickly. This will draw your night stick and the gang will back off quickly.

Go back to the coffee shop and talk to the

owner. He will thank you. Notify dispatch of your success. On your return to the police station stop in the hallway and examine the table. You will notice a money pad and input trap. This is meant to transfer to narcotics. Place money in to trap and return to patrol.

Your next call will be to a drunk driver. Chase. Stop approach with caution. Before getting out of car, notify dispatch. They will give you information on the suspect. When you arrive at the suspect's car type "smash". Then "examine license". Return license. Tell your suspect to "get out" then type "F11". The suspect will enter into the bag. Then "suff him". The man will ask you to suff him at the front. Type "no". Then type "read rights". "question suspect". Tell him to follow you to the car. Open door and tell car pool to get in. Notify dispatch and go to jail.

When you arrive at the jail, open the door and tell your suspect to follow you. Remember always to close your door or your car will be open unless you want that. Open the lockers outside the jail and put your car in (weapons are not allowed inside the jail) then close locker and press button on the wall. The jailer will open the door.

Enter and he will ask you what the charge is. Type "drunk and driving". You must tell the jailer to book the suspect. Then type "release cuffs" and put him in cell. The jailer will have a message for you. Do as he requests.

PIEL COMPUTER
COMPUTER
GAMES
199 399

NEW RELEASES EVERY WEEK

THE HOTTEST
GAMES
SECRETS
0898 299 380

MEGADrive GAME LINE

TRIKY TRICKS
COMPUTER
GAMES
0898 299 390

SAM COUPE
HOTLINE
0898 299 380

Progressive Software, PO Box 5, Boreham, Warwick, CV34 6AA
 Cash charged at 20% per hour. (Cheques and H/Ps not available at all times)
 (A 10% discount on all phone calls)

THE HI-TECH GAMES ZONE

Console & 16 Bit Specialists.

Sega Megadrive, PC Engine, Matt Lynx, Nintendo Entertainment System, Sega Master System, Amstrad 500 & 7000 systems, Games & World Handhelds, Range, Atari ST & IBM PC Software & Hardware.

Megadrive, Megadrives over 20 games
 demonstrated on the tape ONLY £4.99 +
 + SEGA MEGADRIVE £154.99 + £3.50 p&p +
 WITH A GAME £184.99 +P&P

(Our megadrive for Japanese and American Software)
 Send SAE, and one of which machines you are interested in. We'll send you a detailed catalogue by return postcard (leave your name & address on our 24 hour answering machine number below).

Open 7 days a week 10am-7pm, 24 hour answering.

The Hi-Tech Games Zone, P.O. Box 15, Fallowham, Wiltshire, WY14 0BB
 TELEPHONE 081 890 082

The Hi-Tech-GAMES ZONE is a fully Authorized Nintendo Dealer (Supported by SEGA) - the UK Distributors of NINTENDO.

C.E.S

153 White Hart Lane, Barnes, SW13 0PJ
Tel : 081-876-5501

Sega Mega Drive Pad	£129.99
Sega Megadrive - Scart	£119.99
PC Engine Super Grabs (Pol)	£199.99
Game Boy	£59.99
Neo Geo (Imported)	£299.99
+ SPECIAL OFFER + NEO GEO GAMES £129.00	

NEW MEGADRIVE GAMES

Exotica	£30.00
Flying Shark	£29.00
Batman	£30.00
Phallos	£30.00
Whynush	£30.00
Rastan Saga 2	£30.00
Four King of Devil	£30.00

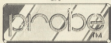
Megadrive/Japanese magazines only £7.

Also Special offers on PC Engine Games call now for
 all your console needs on 081-876-5501
CHEQUE/PO TO C.E.S

Please add £5 P+P for machines. £1 for games. All
 above subject to availability.

CONSOLE

Yourself
at



Programmers, artists and musicians required for major licensed projects across all the major home computer systems and console machines. Top rate salaries, financial security, programming support and flexible working environment.

Please contact or write in confidence enclosing a C.V. to:

Fergus McLaughlin
PROBE SOFTWARE LIMITED
100/11, 24-27 FISHMARKS RD.,
CRAYFISH, SURREY CR2 13JL

Tel: 089-888-4182

IN HOUSE PROGRAMMER

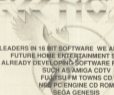
Electronic Arts is looking for experienced programmers to join in the growth of it's in-house programming team. Candidates should have a proven back ground in 16-Bit software and should be fluent in 'C', 68000 and 80X86 assembler.

The qualified candidate will be programming games for 16 Bit machines using the latest technology and must be enthusiastic about Entertainment Software. They must also be highly self motivated and able to work in a very competitive industry.

Electronic Arts provides a comprehensive employment package. Salary is negotiable, depending upon experience and includes a bonus scheme and private medical cover.

Qualified applicants should send a C.V for the attention of C. McLaughlin at:
Electronic Arts, Langley Business Centre,
11-49 Station Rd., Langley,
Slough.
Berks. SL3 6YN

PSYGNOSIS



PROVEN WORLD LEADERS IN 16 BIT SOFTWARE WE ARE NOW EXPANDING INTO THE FUTURE HOME ENTERTAINMENT SYSTEMS.

PSYGNOSIS ARE ALREADY DEVELOPING SOFTWARE FOR LEADING EDGE SYSTEMS

**SUCH AS AMIGA CDTV
FUJITSU FM TOWNS CD
NEC PC ENGINE CD ROM
SEGA GENESIS**

NINTENDO 16 BIT CONSOLE

If you want to be part of the Future and feel your skills as a creative programmer, artist or musician on 16 bit machines, including Amiga and ST, are something we should hear about, come and have an informal chat with us on Stand G12 at the CES Show

(Earls Court, 13-16 Sept)

We look forward to meeting you.

Contact Ian Hetherington, Psynosis Ltd., South Harrington Building, Sefton Street, Liverpool L3 4BG

Tel: 051-709-6756

ACE JOBS ACE JOBS ACE JOBS ACE JOBS ACE JOBS ACE JOBS ACE JOBS

ACE DEALS

Longwood-based City Software is kicking off the football season with a month-long extravaganza of competitions and special offers. The store has promised to get its hands on every football game it can use to fill the shops, while prices such as 1-for-3 offers and badges are on offer to owners of its sport-the-best quick competitions.

City Software is also hoping to feature the Sage Megastore strongly by either first making the shops and a night out at the movies for the first or the future it offers.

In Yorkshire, Computer Store outlets are holding a big 'unleash your PC' style competition where the prize on offer is a Windows Entertainment System. Any purchase you make from any Computer Store branch will come complete with a card leaving four simple computer-questions-oriented questions. Get the answers right and you'll be in the running for the Windows.

Computer Store will also be holding special promotional days throughout September where a particular software package, or series of titles, will feature prices and freebies between its walls. From where you buy. Check with your nearest Computer Store outlet for details below for details of each big price day as they come up.

There are still plenty of the Computer Store range packs to go. For the usual selling price of £399, you can buy not only Commodore's Amiga 500 but also a flight of fantasy pack, but take away £60-worth of extra accessories as well, including more software, a mouse and a chair.

Core Design will be making a personal appearance at the Virgin Games Centre on Saturday September 8, and they're bringing their Corporation names with them. So if you fancy meeting a copy of Corporation personalised to include your own digitised mug and name in the game, be there. Personally your own Corporation patches will cost you £2, or if you'll still cost you £1, and that offer lasts throughout September.

Computershops are adding a 17 gift voucher to every purchase. A badge (possibly that you buy, and, it is back to school items of school,

Our regular column highlighting special offers around the country. Useful to check out before you head for the shops...

there's a free patch now going with every copy of Baseball's new For School 3.00.

OUTLETS

City Software is on Lime Street, Liverpool.

There are 100+ stores in the Avonlea Centre, Manchester; the Broadmark Centre, Nottingham; Kingsgate, Wakefield; the Metro Centre, Gateshead; the Greenmarket, Newcastle upon Tyne; the Kingsgate Centre, Bedford; the Bull Ring Centre, Birmingham; the County Arcade, Leeds; and Peckham Road, Leeds.

You can find Computer Shop outlets in the Avonlea Centre, Manchester; Newcastle, Leeds; Preston, Sunderland; Brighton and Nottingham. Also part of the Computer Shop chain are the two Games Store outlets in Cardiff and Middlesbrough, which stock role-playing games as well as computer software.

Virgin has its Games Centre outlets on London's Oxford Street (at Marble Arch), within the Megastore, and at its 100 and Street, and also in Megastores in Birmingham, Brighton, Dublin, Edinburgh, Glasgow (at Union St and North St), Leeds, and Nottingham.

You can find Computer Shop outlets in the Avonlea Centre, Manchester; Newcastle, Leeds; Preston, Sunderland; Brighton and Nottingham. Also part of the Computer Shop chain are the two Games Store outlets in Cardiff and Middlesbrough, which stock role-playing games as well as computer software.

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 amendments to dealers' prices.

Advertiser dealers don't keep your promotions, competitions, special offers, etc., secret. Tell us at ACE and we'll tell everybody else.

SHOP WATCH

A new regular section in which software seller Dirk Longhorn gives a view from the other side of the counter. This month, could the IT be dying out...and why?

It doesn't seem that long ago since Commodore 64 and Atari 800X owners used to congregate just together in our little old input port which was the better computer. The discussions are sometimes tedious, occasionally toxic, and invariably childish but there were always pointers. Neither group would alter its opinion, to make what evidence was presented in either machine's favour.

Not long after those happy times took place, the whole argument became irrelevant. The Atari 800X began to die, partly due to Atari discontinuing production of the machine and partly due to the attitude of Atari owners. A typical Saturday would see several groups of Atari owners enter the store together to scan the software racks. They comments were depressingly simple:

"Get it. Get it...Get it. Get it coming this week. Got it. Made it two years ago...Get it...Get it..."

This would then apply to new releases. The price networks on the

shop floor was so vast that it seemed most of the owners got the same titles before the shops. They would stand around talking about "happy Commodore" and review of games that were, at that time, priced and would occasionally make conversation with us in their usual sneering manner.

"Have you got Winter Games in yet?"

"You mean it's not released yet?"

"No it is! (Shrugged) Oh, I've had it for months..."

Eventually of course, retailers realise that stocking full price software for the machine was pointless, and would stop. With retailers not stocking new releases, it wasn't long before the majority of software houses stopped publishing them, and that led to the machine taking its place in the computer graveyard alongside the C64, Dragon, Longbit Type, and all the other one-time fadware names.

The sad part was that there were good still and Atari owners who are not greedy. They have had to suffer for the use of their peers.

AMIGA NEWS

Some 10 years on and we find Commodore and Atari owners still talking. Now, though, the arguments take place in the letters columns of magazines and the machines are the Amiga and the AT. The disturbing thing is how many Atari ST owners have upgraded from their old machines - because there's no alternative for them... Their second thought?

Given everybody's on the fact that the old network still seems to be intact, and there's disturbing evidence that it may be dying for the AT what if it did for the 800X.

It is widely believed that the AT has the best dated software. The Amiga in this Century. Certainly a close look at market research indicates that the machine (despite increasing Amiga sales) still has a larger user base than the Commodore machine in the UK. Why then, despite the majority of 'big' titles being AT more expensive, do we see FDS (FMDS) as much Amiga software as AT?

I know that we are not doing it in this regard, and that's a major mistake - one of the major software houses will release future products first on Amiga format, and ONLY if it sells well will they be released on the AT. Soja is anyone?

I sincerely hope that the AT does not follow its predecessor into oblivion, but if it does, you'll know why.

To change the subject somewhat, I noticed that the September issue of ACE carried an update review of the Best Game Being Amiga version and gave it the fairly low mark of 90. I realize that reviews are subjective, but if you like Amiga-type type games don't be too put off - the decision's based on it.



ENCYCLOPAEDIA MICROMANNICA

Here it is... a list of those vital topics that every up-market gamer needs to have at his command. Just because you thrashed the best at two-party Tetris doesn't mean you'll be the star of the party. No class, you need know-how. And here it is...

Each entry has a brief explanation, followed by a reference to an issue, so that you can find down the full list, in depth, ACE magazine.

It, however, you missed an issue because you were absent on a covert SAS operation, or nursing a sick relative in Bolivia, or some other critically serious, fit no longer. Back issues are available for all issues from ACE 10 (include except ACE 11) at the generous price of £7.50 each in the UK and £8.50 each for overseas. These prices include post and packaging (surface mail). Overseas readers wanting annual delivery should enquire as to the cost of the address label, being the issues required.

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazine, to: ACE Back Issues, PO Box 900, Leicester LE19 9AA.

• **ACE CONFERENCES** give you the only major venue to meet software houses and talk to them about their games. Lunch is supplied and admission is free to subscribers - who also receive priority allocation. ACE reader's have already visited Domesday 86, Activision Issue 30 and Microsoft. (ACE 17)

• **ASAP (ADVANCED STRATEGICAL AIRBORNE TRAINING)**, combat flight simulator for the US Air Force by Parasoftics. Uses Falcon software by Spectrum Helicopters/Flitecraft. Features include networking for multiplayer action, tactics feedback and fingertip weapon selection. (ACE 14)

• **BAKMAN DIGITAL JUSTICE** is the world's first interactive hypertext by Peter Morson. 'Digital is the art medium of the future.' (ACE 28)

• **BATTLETRON**, the world's first complete computer simulation for play, featuring multiplayer cockpit equipped with 40MB of 18 million colour graphics processors, stereo spatial sound and wheel controls as you command 51 of century Mech. (ACE 28)

• **BT BOPPER**, the world's first MIDI sub-ambient entertainment system by Teledisc. His 80k's synthesizer hitstring games take 32-bit disks. Sony stereo optical disc and custom made video cassettes. (ACE 29)

• **CBH (Compact Disc Interactive)** is destined to become the entertainment and education medium of the 90's. (ACE 31, 32, 34, 35, 38, 39) Check out Issue 30 for multi-media principles

Not hip to Hypergames? Feeling confused by CD-17 Mind's a void when it comes to VOOGs? ACE has the answer...

Hypermedia in particular and Issue 24 for a preview of the Philips CD-i system.

• **CD-i7**, Commodore's attempt to bring multi-media to the mass-market. An Amiga with built-in CD-ROM drive and CD-audio capability, redesigned to look like a PC. (ACE 24)

• **COMIC COMBO**, the world's first hypergame courtesy of Cyan Software/Activision. Check out Issue 21 for the first review, Issue 26 for a feature on hypergames, and issue 30 for general hypermedia coverage. New Game CD-ROM version featured in Issue 28.

• **CRUISE**, the world's first hypergame created by OR. (ACE 20)

• **DUNGEON MASTER**, seminal SAS ACE Rated fantasy role-playing game by TFL/Microsoft. (ACE 18)

• **FLARE TECHNOLOGY**, trio of talented Cambridge-based games hardware engineers. Their custom-designed Flare One nuclei formed the basis of the Kairo console. (ACE 11)

• **FUJITSU FM TOWERS**, a 32-bit 24 million colour computer with built-in CD-ROM drive. If you bought ACE 31 you could have won one! (ACE 17)

• **HYPERGAMES** like Cosmic Drama and National Digital Justice are paving the way for CD-i entertainment. (ACE 24, 30)

• **PHOENIX FLIGHT SIMULATOR**, the world's first multi-player Transporter game running at 23 frames per second on 11 Transputers. (ACE 1)

• **INTERACTIVE FLIGHT AND ENTERTAINMENT SERVICES SYSTEM**, Pegasus' answer to being plane jockey - video games displayed on the seat in front of you. (ACE 25)

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-i. (ACE 28)

• **JAYSTRICKS**, fortunately ACE hasn't been desperate enough to write a psychol. review in three years!

• **KOPEX CONSOLE**, a powerful British console with revolutionary ball-in-physical controller which could change into a steering wheel, motorbike handle or airplane yoke. (Probably held due to a lack of marketing money. Burnouts tagged a low-buyer is intended. (ACE 18, 29)

• **LEAPFROG SIMULATED**, three researchers from Carnegie Mellon University, USA have developed an algorithm's enabling them to generate graphical simulations of objects seen travelling at 99% of the speed of light. (ACE 24)

• **MOIRA LAB**, Boston-based research institute with one simple goal - invent the future. People at the Massachusetts Institute of Technology (MIT) are working on computer generated holograms, interactive computer newspapers and virtual reality man-machine interfaces. (ACE 19)

• **MOO-GEO**, a new home and arcade-based games console from IBM in Japan, with storage capacity for 64MB games cartridges and IC card capability. ACE gave you an exclusive chance to win one in Issue 24. (ACE 30, 34)

• **POPULAR**, highly influential 1983 ACE Rated arcade strategy game by Bally/Bally/Electronic Arts. (ACE 15, 19)

• **RENDERMAN**, the unique 3D graphics system by Pixar which creates polygons with photorealistic detail. (ACE 25)

• **SEM CITY**, another influential 948 ACE Rated game - the urban simulator by Mass Software/Intelligence. See also SEM-CARTR by Mass Software/Comet in ACE 25. (ACE 24)

• **THEATRE SIMULATOR**, the Disney's latest theme park ride comes flight simulator based around the movie magic of Star Wars. Experience it for yourself at Disney's theme parks in California, Florida, Japan or Paris. In 1992. (ACE 27)

• **TURBOEXPRESS**, currently the best colour handheld console - a portable version of the NEC PC Engine. Fully compatible with existing games cartridges. (ACE 25)

• **ULTIMA VI**, 948 ACE Rated fantasy role-playing game from Origin/Mindspace. (ACE 11, 23)

• **VOOGs (Voice-Coordinated Online Game)** use voice recognition technology to allow spoken commands by the caller. The ACE Interactive News Line allows similar voice-track. Just dial 0955 594664. Calls cost 30p per minute peak, 25p per minute off-peak. (ACE 11)

• **WARON**, influential 929 ACE Rated shoot'em-up by David Braben using a new video 3D-viewport. (ACE 3)

TNT - IT'S DYNAMITE

There's another new speed version to check out next issue - because they could help you avoid that game that's got you thinking up the walls and pulling hair out of the dog. There are four stages of terror, torture, and torment which are easily done up 800 - a game that's a whole step up the way through a maze-like fun, which means it's not about the best of the answers! And we haven't got the space to tell you to get it and have to wait till next month, when we will tick the 3D manufacturing books - a complete review of all the games ever reviewed on ACE, and which issue to find them on.

HOW TO PLACE YOUR ENTRY

All you have to do is send off the form below, together with your payment;
 Entries to the Pink Pages cost just 05.00 each. (Except for helpline which is free).

- The maximum is 20 words except for Helpline. (Helpline entries can be extended to 100 words max - use another sheet of paper if necessary).
- The service is NOT open to trade advertisers.
- We will print your advertisement in the first available issue.
- Entries which could be interpreted as encouraging software piracy will not be accepted.

ENTRY FORM

POST TO: ACE Readers Page,
 Ensp B+CP, Priory Court,
 30-32 Farringdon Lane,
 London EC1R 3AU.

Category of entry:

- Helpline For Sale
 Wanted Pen Pals
 User Groups Other

Write your Advertisement here, one word per box.
 Include your name, address and phone number if
 you want them printed.

Please place my ad in the
 next available issue of ACE.

Name

Address

Method of Payment

- Cheque P.O.

Please make cheques and
 postal orders payable to
ACE MAGAZINE.

ADVERTISERS INDEX

ANCO	74,80	IMPRESSIONS	10	PERRYMERE	142
ATARI	115,114	INTERFACE	138	PROTON	136
BONDWILL	122	IMPEX	137	PROBE	164
BEST BYTE	146	ST IVCSOFT	148	PC ENGINE	146
BRUCE	162	K&M	158	RAINBOW ARTS	118
CORE	55	LOGOTRON	108	RAPID	131
CONSOLE SUPPLIES	134	MIDLAND GAMES	143	SHIKHANA	144
CLS	139	MINDSCAPE	45,58,89	SILICA	107,121
CONSOLE QUEST	135	MIRRORSOFT	39,46,62,96	SPECTRAVIDEO	99
CHOICE	152	MICROPROSE		SOFTWARE CITY	154
CEB	162 26,27,70,71,83,90,106,101		SOFTSELLERS	150,157
DOMARK	79	MICROSMART	126,	STATE OF THE ART	163
ELITE	15,65	MICROSMART	126,127	TOPWARE	160
ELECTRONIC ARTS	6,20,21	MIDLAND REPAIR	140	TOUCH	153
ELECRONIC 200	12	MAIL CENTA	143	TELEGAMES	166
EVESHAM	132	MUTANT	168	US GOLD	
EUROMAX	128	M.P.H.	155 OBC,24,25,26,27,61,95	
ELECTRACON	112	MEDUSA	135	VIRGIN	
GREMLIN	99	NEW WORLD	149 16,50,51,52,72,76,84,85	
GLIDING LIGHT	146	NE CONSOLES	148	WORLDWIDE	125
HIGH TECH ZONE	162	OCEAN	IPC,IPC,30,66,92		
ICE	144	PSYGNOSIS	32,102		
INTERMEDIATES	110,111	PREMIER	156		

THE W I N N E R E N D

ALOHA ACTIVISION

Activision, the veteran American software house, has decided to stop supporting the Amiga, ST, Spectrum, C64 and CPC. Instead the company will concentrate on the PC, Nintendo Entertainment System, Gameboy, Super Nintendo and Commodore Duo projects. Activision UK, operation in Reading has been immediately cut from 24 to 11 personnel, and there will be only two people working for Activision UK by January 1991.

Although this decision is a shock, the reasons for it have been on the cards for years. Activision UK, now called Mediasync, lost nearly £20 million dollars last year, and is facing a \$8 million dollar bill after losing a long and embittered court battle with Williams. The Philips subsidiary has successfully claimed copyright infringement on a video game from the early eighties. Activision also spent millions of dollars buying prestigious adventure developer. Infocom, only to lose it almost earlier this year. Mediasync is believed to be up for sale, but customers have been thin on the ground.

The whole situation is very sad. Activision has sold some great games in the past. It started in the early 80's producing video games cartridges for the Atari VCS. David Crane's Pitfall probably being its best console release. It switched to movies in the mid 80's brought even greater success with the classic Radstorm, but later Hero and playable River Raid - plus my personal favourite, Park Patrol.

Activision produced two of the most original computer games ever. After Eggs and Lids Computer Program and, in 1988, one of the best selling computer games ever, Ghostbusters.

Other Activision titles include: Alien, Predator, Pitfall, Atlantis, WolfQuest, Hammerite, Rampage, Galaxy Force II, Power Drift, Mechanic, Howard the Duck, Hacker, Die Hard and Ghostbusters II.

Activision UK also handled System Three, Sam's Deluxe and Laserline games in the past including: The Last Ninja, Pit, Laserline, Last Larry, Rescue on Fractalus, Invasion 486, The Colonel and SealTeam.

PLAYING GAMES FOR BRITAIN'S FUTURE!

The success of Britain's future business depends on you - the dedicated games playing public. According to a recent report by the MSC (Manpower Services Commission), British industry should harness your interest and enthusiasm for Advanced Computer Entertainment, to prepare you for dealing with new business in the rest of your working life.

So the next time you're playing Defender or Sidewalk in the arcade, keep an eye out for a sign from BSC, Barclays Bank or British Airways.

HOUSEHOLD HELP

A Reader has written in with a handy tip for Gamers and Cps owners spending too much money on AA batteries. "Save money buying new batteries by recycling the batteries in your household."

MAKE A DATE IN YOUR DIARY

Don't forget C.E.S., the greatest game show in the universe. The European Computer

ACE HAPPY HOUR HOTLINE



Have we already said the new ACEs are the magazine. David Spink (left) and Alan Bennett, in the beginning of the all new Fun Pages. How can you actually speak to them all over the world game website via our special ACE Happy Hour hotline.

Are you stuck on the file level of those "Magicians"? What games is ACE playing this month? Which video games should you buy? Where will the future of the home and PC happen or Nintendo Super Nintendo become officially available in the UK? Have you got any questions regarding Advanced Computer Entertainment?

And all this without a cost. And all our content written with you in mind. We're not just for the month of ACE. The British magazine industry has been down on its knees for many years now. We're proud to be the first magazine to bring you content directly from our readers during the ACE Happy Hour.

And while we're talking ACEs, we thought it was a pretty stupid idea to publish that although an editorial change got our name in the magazine, the new editor didn't know where the magazine stood or how to make it work. We're proud to be the first magazine to bring you content directly from our readers during the ACE Happy Hour. We're proud to be the first magazine to bring you content directly from our readers during the ACE Happy Hour.



Entertainment Show is the only show dedicated to the latest in games software and hardware from the leading board names. Enjoy the fun entertainment. Meet your favourite celebrities. Maybe even appear on TV. Try out the newest games and equipment from some of the biggest names in the industry including Commodore.

Sega, Nintendo, Amstrad, Coint, Microsoft, US Gold, Virgin/Mastertronic, Gamark, Gamark and Rockade. Contribute to Oxfam charity. Visit Laser Room of the Future, sponsored by ACE.

CES, Earls Court, London, 15-18 September, 11am-6pm, see you there!

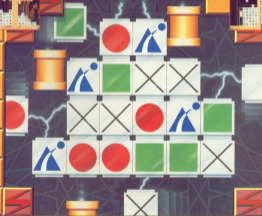
HALLOWEEN COMPETITION TOKEN

Cut out this token and stick it on a postcard with the answer to the question asked in last month's issue. If you win the Origin Halloween Competition with this token you'll get an extra £500 (pending money)! See ACE 38 for further details.

£500
TOKEN

PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE

Plotting



It all seems so easy, but can you beat the micro or your partner, at this hideously mind-boggling game.

Special blocks will give you extra lives... GREAT!... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubi-Cube master and the reflexes of a pigeon at a shoot-out! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

And that... that's the name of the game. The concept is simple - destroying blocks! But dice will be rolled to create those blocks on your screen! So?

ADDICTION!

TATCO

ocean

IBM AMIGA - ATARI ST

Ocean Software Limited, 11 Central Street, Macclesfield, M21 6PP
Telephone: 0625 324242 Fax: 0625 324243

FROM THE CREATORS OF

FUTURE WARS FUTURE WARS

WINNER OF THE EN EN AWARDS FOR THE BEST CYBERPUNK GAME

ANOTHER GREAT *Cinématique* PRODUCTION ...

OPERATION STEALTH



Screenshot from
Operation Stealth



Screenshot from
Operation Stealth



Set in the world of international espionage, Operation Stealth brings you everything that is best in Cinématique™ interactive adventures.

Operation Stealth is the second game to feature the exclusive Cinématique™ speaking option, which has been combined with our best computerized voice recording system.

©1992 Delphine Software

- Entirely voice-controlled.
- Easy to use point-and-click interface.
- Fully compatible with 486, 486 and Roland-based Cards (PC, Version).
- PC version features 256 colours (EGA).
- Supports music produced by Delphine's in-house recording studio.

COMING SOON ...

U.S. GOLD

U.S. Gold Ltd., Suite 211, Redwood Way,
Redwood, Washington 98147,
USA. Telephone: 425-875-7000.

CRUISE

FOR A CORPSE

© 1992 DELPHINE SOFTWARE.
All rights reserved.
Cinématique is a trademark
of Delphine Software.

AVAILABLE ON
STEEL SL + 3MGA
PC & COMPATIBLES