

# ACE

CPC  
 ■ NINTENDO  
 THE  
**ULTIMATE  
 GAMES  
 MAGAZINE**

ADVANCED COMPUTER ENTERTAINMENT



**EXCLUSIVE**

## SAVAGE EMPIRE

Reviewed: Latest blockbuster  
 using Ultima VI gamesystem

## THE AXEMAN COMETH

Exclusive review of  
 Golden Axe plus FREE poster

**BOOKLET  
 MISSING?**

Ask your  
 newsagent for  
 assistance

◀◀◀◀  
**FREE!!**

Complete Gameboy  
 guide...  
 The software, the  
 specs, the full story

**TIMEWARP!**

The Ultimate Games  
 Experience it today...



...AND YOU'LL BE GOING FOR US ON PAGE 37

## GAMEBOY GIVEAWAY

£3500 worth of  
 Gameboys up for  
 grabs!

**PLUS**

COVERT ACTION,  
 DRUMS 3,  
 WRATH OF THE DEMON,  
 BARK, SHOCKWAVE...



ISSN 0951-2688

# SCHWARZE

STARS IN THE MOVIE - NOW ON

# TOTAL RECALL

AS DOUG QUAYD 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 TRIP OF A LIFETIME

YOU MUST TRAVEL TO MAKE YOUR TRUE IDENTITY YOUR OWN. A JOURNEY OF NON-STOP ACTION, MUTANTS, FUTURISTIC VEHICLES, AN ARRAY OF WEAPONRY ALL CAREFULLY EXECUTED GRAPHICS AND SOUND EFFECTS COMPLEMENTS THE SUCCESS.

YEAR'S TOP



# ZENEGER

FROM YOU STAR IN THE GAME...

# TAL CALL

**E**XPERIENCE 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  
BY YOUR MISSION IS NOW  
ON STOP ACTION, STRANGE  
TIC VEHICLES AND A STARTLING  
IC ALL CAPTURED IN SUPERBLY  
CS AND A GAME PLAY THAT  
THE SUCCESS OF THE

**TOP MOVIE**

**eon**<sup>®</sup>

©1989 CAROLCO PICTURES, INC

CH ESTER - M2 5NS - TEL: 061 832 6633 - FAX: 061 834 0650

The latest releases on computer, console and CD are all given the authoritative ACE treatment...

"My centre is giving way, my right is in extreme situation excellent, I shall attack."

**George Frideric Handel** (1685-1759), the English Baroque Composer, *Handel and Brock*, *Handel and Brock*, (ACE)



**Handel and Brock** (ACE) **Handel and Brock** (ACE) **Handel and Brock** (ACE)



**Handel and Brock** (ACE) **Handel and Brock** (ACE) **Handel and Brock** (ACE)



**Handel and Brock** (ACE) **Handel and Brock** (ACE) **Handel and Brock** (ACE)

**EMER IMAGES**  
Penny Cook  
Farrington Lane  
London EC2R 8JZ  
tel: 071-261 6300  
fax: 071-492 1094

**EMER** Steve Cooke

**EMER** 02044 Alex Payne

**EMER** 02044 Jon White

**EMER** 02044 Rachel Richards

**EMER** 02044 Alan Rowland

**EMER** 02044 John Cook, Christine Erdos, Paul Woodcock, Tony Wilson, David Woodard, Matthew Walker, Mark Smith, Carol Spenser, Sarah Sumpster, Sarah Hayes, Rachel Palmer, Gordon Lee, Dick Longdon

**EMER** 02044 Emily Arnold, James Ford

**EMER** 02044 Geoff Fowler

**EMER** 02044 Edward Park

**EMER** 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** Publishing, Subscription Department  
1 Lincoln Court, Lincoln Road,  
Petersborough, PE1 1DP  
01733 300787

**EMER** 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

**EMER** 02044 02044 02044 02044

## ON COMPUTER pages 47-66

- 66 **3D!** Three-Stay Pacific preview
- 68 **APPRENTICE** Rainbow Art
- 69 **BAT** about
- 67 **BUFFY** MAFI 1946 impressions
- 67 **BACK ROGERS** GE Goldfish
- 68 **CONVERT ACTION** Magazine
- 68 **FLIGHT AND MAGNIFIC** Imageworks
- 71 **GREENGLASS 2** Film
- 71 **MONKEY ISLAND** US Gold/Activision
- 69 **POWERMONGER** Bullfrog/Electronic Arts
- 68 **SAVAGE EMPIRE** Origin/Mindscape
- 91 **SHOCKWAVE** Digital Play/ Software
- 68 **SUBBITER** Electronic Zoo
- 81 **THE CITY WHO LOVED ME** Comant
- 69 **WOODEN NIGHTMARE** Palace
- 72 **WING COMMANDER** Origin/Mindscape
- 87 **WRAITH OF THE DEMON** ReadySoft preview

## ON CONSOLE pages 100-107

- Our first preview of Super Famicom titles, plus just how good is the Neo Geo...?
- 100 **APPEALING** II PC Engine
  - 100 **ONE HARD** PC Engine
  - 100 **FINAL BLASTER** PC Engine
  - 104 **NINJA COMBAT** Neo Geo
  - 100 **KICKING HERO** Neo Geo
  - 101 **SUPER FAMICOM** PREVIEW I
  - 104 **W-WING** PC Engine

## ON CD page 111

- 111 **LIVING BOOKS** CDTV

# BOTTOMS UP!

Next month's issue is going to be so hot we just had to let you into a few of its secrets ahead of schedule. For a start, we've got a fabulous report from the US Gold conference, where ACE readers gathered in Birmingham and were greeted by...well, words that you'll probably all too rightly thought gave you a bit of a kick in the pants. Then we've got a real hot-off-the-press report from the Entertainment '92 conference in New York - a glowing review of the future of interactive television, games, and on-line technology. If you're nervous about gaming, then it's so easy you just couldn't miss.

On the gaminging front, we'll be covering more games than ever before as well as providing in-depth hardware and software buying guides for the Christmas season - so if you're out for a game, a console, or a computer make sure you check with us first. There'll also be news of the next ACE conference (and how you can join us) as a special first Christmas games guide, major UK entertainment releases, and a huge guide for games, trivia facts with huge of prizes!

All that. And a Christmas Freebie! ACE is really going to kick you on for the festive issue so don't be shy about...insure your copy now on page 116!



On the day of the conference in next month's issue, Online Entertainment will have all the news you need from there.



Send us your favourite ACE magazine cover (or a Sega Game Gear) and you could win! Ask the contents of the Winner's Guide and the magazine, and how to get the Sega Game Gear on page 7.

**IMPORTANT NOTICE** The publishers of ACE Magazine recognise that the contents of this issue may prove offensive, or even harmful, to certain people. Those of you who think that handheld gaming is a vicious, destructive habit may be disturbed by our intensive gametesting of the Sega Gamegear on page 8. You may also be appalled by our irresponsible distribution of 50 free Game Boys on page 25. Narrow minded bigots who insist that time travel is not possible will be outraged by our Gamesworld feature on page 93, and failed comic strip artists may conceivably shoot themselves at the sight of pages 28, 39 or 52. You have been warned. The rest of us can relax and have a stinking good read...

## GOLDEN AXE

The conversion of the year? Find out on page 30/31.

## 0898 AND OVERSEAS

Don't forget, as promised last month, the contents of the 0898 numbers for the £10000 software scratchcards are printed in this issue - and there's still time to claim your prize or discount. See page 26.



## ROGUE LOADS AND RUNS

...and so do Judge Dredd, Ramo Dorso, Rager the Barbaric, and Splinterman in the latest plus of comic inspired escapism. ACE takes a look at alien strip art and wonders whether hot strips made for hot games on page 34.

The face of the future: this is an image used in our Game Gear issue about Game Gear titles.

# ACE

DECEMBER 1990

# contents

## GAMEPLAY

- 30 **GOLDEN AXE**  
Exclusive review of Virgin's *Made in Heaven*
- 47 **SCREEN TEST**  
*Autumn Gold!* the latest releases on trial
- 101 **CONSOLE GLORY**  
Exclusive *Super Famicom* games preview
- 111 **CD SENSATIONS**  
Become a *Living Bookworm*
- 113 **ACE UPDATES**  
The latest format conversions for your files
- 117 **TRICKS AND TACTICS**  
Post-halloween trick or cheat section

## SPECIALS

- 8 **SEGA GAME GEAR ON TEST**  
Exclusive gametesting of the *Sega handheld*
- 19 **TIMEWARP**  
Exclusive revelations from ACE issue 190
- 25 **GAME BOY GIVEAWAY**  
Yes! FREE Game Boys up for grabs!
- 38 **BLOOD, BYTES, AND INK**  
Dread and co. in alien strip-offs
- 43 **WRITING 'NAM 2**  
The final instalment: packing 'Nam into RAM
- 123 **HALL OF FAME**  
John Giffels' comic-famous personalities

## REGULARS

- 8 **ACE NEWS**  
Dominated by the *Sega handheld!*
- 13 **ACE LETTERS**  
Bobby's debate on the issue of tomorrow
- 54 **PAGE PINK REFERENCE SECTION!**
- + **THE ACE CHARTS**  
Which titles are getting the hottest ratings?
- + **BUYERS' GUIDES**  
Hardware on p137, software on p159
- + **PINK FEATURES**  
FD update on p175, joystick judgement p185
- + **MICRO SPECIFICS**  
An ACE column for YOUR machine, pp189/191
- + **PLUS...**  
*Adventureline...diary...crossword...mail...order...competition winners...check out the full index on page 125.*

# KICK OFF 2



## A NEW DIMENSION TO SOCCER SIMULATION

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY



KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

- Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.
- 1 to 4 players option. (Amiga and ST only)
- 2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (strength, pace, etc.) and skills (passing, shooting, tackling, etc.)
- Instructive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
- Set piece FREE KICKS including freekicks and the ability to flip the ball or bend the ball round a defensive wall.
- 8 types of corner kicks with full control of shot power. Long and short these too.
- Team selection from a squad of 35 with substitution and a choice of tactics.
- League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- Facility to view, edit and save the Action Replays and create a Golden Shots disc (Hard, IBM & CRM 64)
- Facility to load Player Manager teams and tactics for a single or league game.
- Red and yellow cards, 35 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

- ST ACTION - The best game ever to grace the ST. Highest accolade from the...
- AMIGA USER 897 - The best computer game ever 1978
- THE ONE - Ultimate soccer simulation. 90%
- THE ACE - Inland. Mag. Sun Day 90%
- AMIGA FORMAT - Best footy game to have appeared on any machine. 88%
- ST FORMAT - What a great game to play. Mag. 89%
- CRM 64 - Championship winning strategy. 87%
- GAMES MONTHLY - Probably the best sports game ever. 87%
- COMMODORE USER - The other footy game can reach a 90%
- AMIGA ACTION - Superior to all other football games. 90%
- POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
- NEW COMPUTER EXPRESS - Compulsory football event of the year.

AMIGA & ST £19.99    IBM £24.99  
 IBM CAT & XT Turbo, EGA & VGA £24.99  
 CRM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple - **Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, acquiring the right players from the transfer market and building a team worthy of the highest honours.

- 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.
- A division league and a cup tournament with sudden death penalty shoot out.

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

- ST ACTION - A mode of pure genius.
- THE ONE - An exceptional football management simulation. Following Sports. Most involved, involving and playful.
- THE ACE - Successfully blends challenging soccer management with hard, end to end soccer action. 88%
- NEW COMPUTER EXPRESS - The show depicts a realistic, 3-dimensional management game.
- COMMODORE USER - At last a manager's game that requires true managerial skills. 87%
- ST FORMAT - Inland. 87%
- AMIGA FORMAT - Enthralling and addictive. 87%
- CRM 64 - Best football management game ever written. 82%

AMIGA - ST    £19.99



# 3 DIMENSION IN SIMULATIONS

## THE FINAL WHISTLE Amiga - ST £12.99 (Ret. Max)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

### Two extra kits.

Look at any player stats, attributes and skills before entering a game.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Penalties to kick the ball in the air and down a blinding defender or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Lineups and subs on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

4 new pitches - Wembley - Jay - Muddy - New League

And let's Move

**WINNING TACTICS** (£9.99 - 9st. No. 1) - A collection of tactics for use in Player Manager or KO2 with full explanations.

**RETURN TO EUROPE** (£9.99 - 9st. No. 1) - Three European cup competitions, UEFA cup - European Cup - Cup Winners Cup.

**GIANTS OF EUROPE** (9st. No. 1) - Best teams of Europe on one disc.



Player	Goals	Assists	Appearances	Minutes	Goals per Game	Assists per Game
Player 1	12	5	25	2250	0.48	0.20
Player 2	8	3	20	1800	0.40	0.15
Player 3	5	2	15	1350	0.33	0.13
Player 4	3	1	10	900	0.30	0.10
Player 5	2	0	8	720	0.25	0.00



Full specifications subject to change without notice

ANCO SOFTWARE, UNIT 10, BURHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT  
TELEPHONE No. 0022 82513/18 FAX No. 0022 83422



It's the girl again! Here, Cindy models the latest portable from the handheld console manufacturer who wants it all to return.

Japanese console companies are putting a lot of talk into the 'Wallace' theory of portable electronic entertainment. If you visit your local electronics retailer in downtown Tokyo you can find a Nintendo Gameboy, Atari Lynx, NEC PC Engine GT Turbo-Express, and now a Sega Game Gear... the latest addition to the team of handheld consoles. So how does it compare to the portable competition?

The Sega Game Gear is a sleek black console with the most classic handheld design of screen, keypad, two fire buttons and a start key. Its size and weight is placed between the Gameboy and the Lynx. Game Gear weighs a reasonable 570g and is a little larger than a 7MB video-cassette. It has a similar internal architecture to the Sega's host Master Systems deck, but cannot use any Master game cartridges.

Six AA-batteries (provide you with a 3.2" backlit colour LCD screen at a resolution of 480x144) with 16 on-screen colours out of a palette of 4096. A built-in internal speaker built

THE GEAR is a colourful update on the traditional of portable game consoles.



Sega's Game Gear has colour handheld appeal. 16MB colour, front-loading console, optional TV tuner and it only costs £16 (in Japan).

# PALM

## GAME GEAR SPECS

SCREEN: 3.2" colour LCD  
 VIDEO: 16MB  
 COLOURS: 16 colours on-screen out of a palette of 4096  
 SOUND: 2 internal sound channels (FM) and more  
 CPU: 16MHz 68000  
 MEMORY: 128K  
 PORTS: Wallace handheld-style audio, 16 DC power outlets, external expansion socket  
 CONTROLS: eight directional keypad, two fire buttons, start/stop/restart controller  
 FEATURES: six AA batteries (or the 160mAh supply)  
 PRICE: £160 (see price)  
 GAME: 1000 titles, Super Monaco GP, Enduro, Power Gears, Out Run, Wonderboy in Lay, The Simpsons '98, Super Copier  
 AVAILABLE GAME TITLES: 1000 (or 124)  
 CONTROLS: 8-way, 2-way sticks or 8-way sticks (for expansion) can play fixed-function games, keypad (and with two external 'game' buttons, master power supply can simulate lighter gun feel)

out three PSG stereo-sound channels (plus a noise generator). If you don't want to enjoy your fellow commentators you can connect Wallace's headphones. You plug your game cartridges into a slot in the top-back of the console.

Game Gear has a wealth of optional accessories including a TV tuner, link-up lead to let two Game Gear owners to play head-to-head games, and various power supply options such as TV DC mains-adapter and a cable which allows you to power the Game Gear using a car cigarette-lighter.

But the most impressive feature of the new Sega machine is its very low price. You can pick-up a Game Gear in Japan for only 10800 yen (£776). This compares to the official UK price of £169.99 for the monochrome Gameboy, with the Lynx coming in at a hefty £179.99. And it's not

forget the 'Waluigi-Boys' of handhelds, the PC Engine GT costing the equivalent of £290 in Japan. Already the Game Gear has a clear advantage, but what about the software?

## PLAY THE GAMES

There are three games available for the Game Gear at present. Prices are in the region of 3500 yen (£24) per game-car, Pengo is a conversion of the ancient Sega coin-op, while Columns is a more up-to-date coin-op adaptation taking advantage of the current craze for arcade puzzle games that becoming the de facto standard for handheld games. In fact, you can think of Columns as a colourful version of Tetris.

Super Monaco GP is the most impressive title of the three. This fast Porsche-style racing sim is full of extra features like a multitude of





One of the alternative 'quadrant' versions from SEGA's Master System. How many more is your console for the Sega Master System... only 800,000 copies left, say.



SEGA MASTER SYSTEM probably the best game available on the home front at the moment.

It will be interesting to see how SEGA networks over to the Game Gear... it's a real-looking Sega Gear from the moment you start.



Sega has just launched a colour handheld console in Japan costing a mere £79! Is the end in sight for the Lynx and Gameboy? Rik Haynes grabs the first look at the GAME GEAR...



ACT is the Game Gear.

# POWER

Grand Prix controls to race in and the chance to customise your racing car with different wings, engines and tires.

That's not all. *Wonderboy*, *Pheliosball '90*, *Dragon Crystal* and even *Ukio* will be released on the Game Gear in the coming months.

## GETTING INTO GEAR

The future looks very bright for the Game Gear. Software supply should not be a problem. Sega is one of the top Japanese game companies with a string of classic coin-ops already under its belt. We could soon be playing Game Gear versions of *Space Harrier*, *Out Run*, *After Burner*,

*Thunderbolt*, *PowderMill* and *Galaxy Force II*.

And don't forget all the Japanese, American and European third-party software houses that Sega has signed up to produce games on the Master and Megadrive. So will they be developing Game Gear titles as well?

Scott Brown, boss of *GG Gold*, was most enthusiastic about the new Sega baby. It seems likely that the Master versions of *Paperboy*, *Gunster*, *Indiana Jones* and *The Last Crusade* (the Arcade Game), and *Impressario* (Mega-ops) will be converted over to the Game Gear. "We also have the opportunity to develop other titles in the future," added Brown. Meanwhile, Gary Bracey at *Cosmic* told us they have no plans to develop Game Gear titles at present. Though he did manage to mention the fact that *Robocop* is tentatively fixed on the Gameboy and looking very good.

Moroney's boss Peter Blatta was very taciturn about the whole subject of Sega's Game Gear, repeatedly saying he was bound by a non-disclosure agreement. Does this mean we'll shortly be playing Game Gear versions of *Stunt*, *It*, *Back to the Future Part II* and *Speedball*?

## IT'S BUY THAT FOR A DOLLAR

Mark Alexander, boss of *Sega-Mastertronic* — the official UK distributor of the Sega Master and Megadrive, was pretty noncommittal on the official UK launch of the Sega Game Gear. "There's no firm release date but we're hoping for early next year," confirmed Alexander. And what about the price? "We'd love it to be under £100 — we just don't know at the moment."

In the meantime, you can bet the grey importers will be buying up huge stocks of what must be the best value handheld console in the world.




How good is the Sega Game Gear? Only you can tell.

# 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?**



**T**WO 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, the 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

1000 W. 10th Street  
1100 Southwestern Blvd.  
Lawton, OK 73505  
Tel: 811-888-1000  
© 1998 ImageWorks Inc.



ILLUSTRATIONS: SCOTT WITTE

# ALL CUED UP



Atari 2600 screenshot of Atari's *Snoozer* is a nice recreation of a game from the Disney Movie and Fun Fair World.

## PLAY IT AGAIN, SID

**N**ow you can relive the classic CGA music hits on your Amiga courtesy of a reusable side piece of public domain software.

Users will stream from your eyes as you boot your 100-MHz tunes from the Commodore 64 and listen to the sound effect it and music tracks from such classics as *Commando*, *Cray Games*, *Delta*, *Ghost 'n Goblins*, *Proball*, *International Karate*, *The Last Ninja*, *Master of Magic*, *Melinks*, *Parasite*, *Sanshou*, *Tennis Courts*, *Thing on a Spring*, *Trap and Switches* - in voice bit the best.

Ive Hagan and Ron Birk have managed to replicate the infamous SID - the CGA's custom sound chip - on the Amiga. And they claim to have achieved this amazing feat in a mere six weeks. There's only one thing missing from the set, there's no sign of Riffball! This is an outrageous omission - Master Gateway's work on Riffball was undoubtedly the best audio found on any CGA game.

Many thanks to Lill Software of 1 Queens Road, Southend-on-Sea, Essex for supplying the essential £2.99 Amiga program. What are your favorite game tunes and sound effects? Write! Send your top ten tracks to ACE Letters, EMP Images, Priority Court, 38-32 Farrington Lane, London EC2A 4BA.

**DIAL  
0898 555563  
NOW!**



The ACE Interactive Revolution is the only way to get a weekly update on the latest games news, feature games hands-on, and games currently under development. You can also win special prizes. The ACE Revolution is published every Wednesday afternoon. Call our toll free number tomorrow, 11p per minute (ex. calls). You're just a phone call away from the future.

**A**fter *Wizball*, the veteran programmer of the classic games *Dropzone* and *It's*, has now turned his attention to the "hardcore" sport of *Snoozer*... and produced one of the most stunning micro simulations the ACE team has ever played.

The lively programmer is putting the finishing touches to his yet unnamed *Snoozer* game, which should be released within the next few months on 16-bit format by Virgin/Mastertronic.

Archer's new masterpiece incorporates some of the fastest 3D filled polygon graphics yet seen on an ST, with a very respectable screen rate of 25 frames per second. It also includes a multitude of play options, viewpoints and a

handy 'undo' feature allowing you try out and perfect some nifty trick shots. Look out for a full review in a near future issue of ACE.



And for those of you looking for more and more... get your own Riffball!

## IT'S A SMALL WORLD

**N**ow, I Shrink the Kids Movie Set Adventure is the latest attraction in the Disney MGM Studios Theme Park in Florida, USA.

"The latest Motion Theme park guards into the Wizard land of the 1989 Disney hit motion picture *I Shrink the Kids*," says Disney. "Floating blades of grass reaching 30 feet in height, gigantic backyard toasters and giggler sprinkler beds all await human-sized visitors."

All three Florida-based Walt Disney World

theme parks are open daily throughout the year, with extended hours of operation during the summer and at other peak vacation times. General guest information about the Park Disney resort is available by writing to: Guest Letters Department, PO Box 13030, Lake Buena Vista, Florida 32830-0030, USA - or by calling 0161 467 8294321.

Disney lists there are more than 1300 overnight accommodations throughout the Disney vacation kingdom.



The bells in the Audio-Animatronics show in the show of I Shrink the Kids at Walt Disney World.

# HE'S BACK... TO PROTECT THE INNOCENT



# ROBOCOP 2



**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 decadent forces of the Old Man and his corrupt corporation. If you want to die - then 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 mastermind and his mega-corporation in some of the most action-packed zones ever devised for maximum entertainment value. **Detroit is falling apart - it's time to put it all back together!**

SPECTRUM AMSTRAD COMMODORE  
ATARI ST CBM AMIGA



## DON'T BELIEVE THE HYPE!

First of all, I would like to say how much I think your mag has gone downhill, heading more towards consoles and endless speculation on CD technology. Why dedicate so much time to consoles? Don't you think that the market will soon be if hasn't already become oversaturated and people will not have a clue as to what to buy? I don't believe that all these computers, consoles and handhelds can possibly all fit together. Consoles in particular seem to be aimed at the very people (the younger generation) who cannot afford to buy out CDS or so on a console, and then anything from £30-£50 for the software.

My guess is that in the next few months you will have forgotten about the Megadrive (the instances and will be raving on about CD hardware (such as the Amiga), shortly followed by the latest hi-tech gadget you think we should buy. Perhaps you should realise that most of your readers do not have an endless supply of cash and a desire to change their machines every six months. You may as well rename your mag *Advanced Console Entertainment*. This may seem harsh criticism, but while I welcome technological advancement I do not welcome unrealistic hype. By all means report such things - but in moderation!

John Oliver, *Widelyness*

Half a month indeed Mr Oliver and (in my opinion) quite unfounded! Taking your first point, we would disagree that too much space is being devoted to consoles and CD news. You yourself state that they are new technology and as you know, *ACE* is dedicated to bringing its audience news of all.

As for the price of consoles, we are hardly to agree, although the cost of hardware is only relative to the UK market. Japanese consumers pay around £150 for the Megadrive itself and £24 for cartridges. Granted, that may not be applicable to the UK, but even here £120 for a 16-bit machine with audio capabilities and £21 per £50 is considerably cheaper than any other such machines. As regards handhelds, (including at around the £20-£30 mark), they provide a cheaper alternative and all the playability a younger gamer/player could wish for.

As for forgetting current technology when the future comes around, take a look in *ACE* and you will find that we still cover the 8-bit machines that could long ago have been disregarded. Covering new technology does not necessarily mean that we are attempting to force readers into purchasing - just to advise and inform those who wish to know (and face it - who wants to live in the past?)

# Letters

Console aggro, computer aggro, adventure aggro, and a debate on economics...

## THE WUMPUS IS DEAD...

I would like to offer a few thoughts on the subject of text adventures, as it seems that they are a dying breed.

A form of game similar to a book that actually lets the player take part in the story ought to have a lot going for it, yet the popularity of books and novels has always far outweighed that of adventures. The reason must be that the implementation of such games is all wrong.

For a start, text ought to be dynamic and captivate the reader's attention. I am a great fan of just a few locations being in-

itially accessible and progress being made via logical puzzle-solving, giving the player a sense of achievement and allowing the story to develop along a set course. There is nothing worse than being faced with dozens of locations and an inventory full of useless objects, right at the outset. It is very daunting and abates the plot. Progression is the keyword, and text-based games on today's machines could involve quite a journey. Puzzles should always be logical and never include the kind of tedious random element you see in today's adventures. About 90% of all adventures I have played, I've been stuck within about half an hour, no wonder nobody buys them anymore. I only hope that I haven't written a wumpus, but software houses should realise that text-based titles now have even greater potential.

Mr C.J. Marley, *Birmingham*

## CONFUSION FUSION

Could you please tell me why when reviewing Megadrive games, prices in *ACE* are quoted as being £18.99?

When readers see this I'm sure it must put them off buying the Megadrive. You only have to look at numerous ads to see that most suppliers charge around £30-£35. Perhaps that is why games get such low ratings, for £30 you would expect something outstanding. As it is, Megadrive games are outstanding anyway...

Grammar follows, mates

The Megadrive titles we reviewed were received at a very advanced stage (although admittedly not reviewed for some time) - hence the £30 price tag. We are aware of mail order firms offering cheaper prices and will be taking note in future. As *ACE* reviews always concentrate on the gameplay - value for money, it is not included in ratings. We believe that only you know just how much you're prepared to pay for a game.

Your letter evoked a fit of nostalgia in our Editor, who got onto the phone to someone called The Editor and asked his opinion. It arrived the following day by your chosen huggo...

Anonymous Award-Winning Huggo Greetings!

Although in retirement near the North Pole I was interested in the points in your letter and felt a reply was in order. Like you, I believe that the adventure format is far from dead, but simply suffering a temporary set back. The attractions of verbal puzzling and the power of the written word will certainly make a comeback.

But how? My feeling is that CD technology will make a huge contribution to adventuring. Remember that CDs can share the spoken word very efficiently. The big problem with traditional adventures was reading all that text on-screen. Now you'll be able to enter into adventures in an aural fashion, with the games presenting themselves much like interactive radio dramas with video screen graphics and powerful stereo sound effects.

This will happen because (a) the spoken word is cheaper (than moving pictures) and (b) good actors can work miracles with the right text. Stand by for the return of the Wizard! And the Wizard! Uncle Tom Cobbley! Auntie Bicknell! Pete (Cant) p880!

# THE SONG REMAINS THE SAME

In your console special (June 86), you exhorted all 16-bit computer owners who are "verloren about games" to "certainly consider buying a console", implying that the way forward for Advanced Computer (entertainment lies with dedicated games machines such as the Megadrive. Do you seriously think that I and other Amiga (or PC) owners are about to abandon the versatility and capabilities of our computers, for the limitations imposed on console owners by their machines?

Certainly those who can afford it should certainly consider a Megadrive as well as their computer, but I'd be willing to bet that after the fairly customized graphics and multi-channel sound of the 'new boy' had worn off, it will be the computer, not the console that will continue to demand

the most time. Where else but on 16-bit computers can you continue to see the best with strategy games like *Midwinter* and *Ultima VI*, and fulfil your dreams of flight with sim's such as *Interceptor*.

A glance at the current batch of console titles should confirm the limitations of these machines - games like *Flying Shark*, *Thunderforce III* and *Ghostbusters* in the Megadrive, and *Shen's 'n' Gables* on the Nintendo are like junk-food for the mind. Plenty of arcade action but little to hold the prolonged interest of the brain. I would suggest that such machines are only suitable for children, after which (hopefully) they graduate to slightly more advanced forms of computer entertainment.

Additionally, the enthusiasm which ACE and other magi have for the new format would seem to be premature - of the nine consoles featured in "Hotboxes", four are not yet available in the UK and three are very dated and definitely a step down from the likes of the one mag Amiga and many PCs. And that leaves? The Neo-Geo, truly an advanced machine but one which, (as ACE rightly pointed out) is beyond the reach of the everyday user (at £800 any-

way). I also have my doubts about software support for many of these machines - I'd seemed enthusiastic but I wonder if their style of advanced simulation is really suited to consoles.

Don't be misled to easily by new technology just because it's new. In my view, the way forward is with the likes of already established machines like the Amiga, M and Mac - who would have dreamt ten years ago that the likes of Cosmic Demos would be stretching the latter to such limits.

**D. Dally Co. Dublin**

Why is everyone lining these days? The arguments currently being put forward fall back to those put forward by ST and Amiga owners, and Spectrum and OS/4 owners before that. The key machine is better than your debate is all rather petty when you consider that anyone not wanting to involve themselves with a certain format may exercise their right of consumption and simply not "consume".

To say that consoles are very limited as regards game styles shows a prejudice and lack of understanding. To begin with, Populous has already been converted to the Megadrive as have golfing titles, and the Nintendo (the world's most successful games to date) sports a range of Ultima products. For the future, plans to convert titles such as *A28* (retro) to console format further demonstrate the capabilities of dedicated machines - how's that for versatility? Certainly there are numerous straight conversions available for consoles which may require little thought to play, but that is not for all machines.

Next, the machines mentioned in "Hotboxes" are all planned for release in the UK with exception of the NEC Homefile - and are all available through specialist dealers even if not yet officially launched. If you can buy it, we're going to cover it.

Yes, the Neo Geo is expensive, but you can rent it and in any event we always let our readers share their own conclusions about price. We give you the facts - you decide whether you should splash out or not.

## WHY NO BINDERS?

I now have a year's supply of ACE but still no binder to put them in. When, or how are we going to get the binders you've been promising for so long?

**A. Bates, Liverpool**

We do apologise about the long delay on binders. However, readers will be relieved to hear that a deal has been struck with a supplier and they should be available by mid-November at the latest.

## STOCKS AND SHAREWARE

"Inspired" by the withdrawal of the UK arm of Activision, I'm writing you what could be a remedy. For both software houses and game-players. Why don't software houses convert at least part of their capital into shares to be offered on the stockmarket? In this way, game-players could support their favourite software houses and (more importantly) influence the kind and quality of published software - perhaps even pushing prices down. Software houses needn't worry so much about piracy and big losses because shareholders would see the whole situation from a company viewpoint, so buying more games (especially from the "houses they invest in), a new kind of responsibility would develop and activities such as piracy would decrease. Additionally, small or software houses would gain more strength and be able to compete in the market better.

In short, the two sides of the market would come closer together, resulting in better relationships and conditions for both. For me, Economics operates, but I think this would be very possible, wouldn't it?

**Alexe Maczewski, Germany**

Although a nice ideal, the answer to your final question is no - it wouldn't work.

For a start, in all probability, only the larger software houses would have the resources to float shares. Any smaller house wishing to do so, would have to guarantee a good return on shares to attract investors in the first place, and to ensure a good return, they would have to be very sure of sales to create the revenue needed to invest as further product (difficult).

In addition, our investment would inevitably invest in those houses which they considered to be worth the most, rather than a "variety". Smaller software houses would be more likely to be swamped, creating a very limited market of large companies or conglomerates. As to the concepts of less piracy and more spending, both would be unlikely to occur as finally, there are always people who will prefer "free" software and secondly, companies investing would have less, rather than more disposable income, thus buying less software!

A nice idea, but sadly unlikely - although flotation is more frequent in the larger American market.



# WORLD CHAMPIONSHIP™ SOCCER

SEGA

© 1994 SEGA ENTERPRISES LTD. ALL RIGHTS RESERVED.  
THIS GAME MAY BE SUBJECT TO EXPORT CONTROLS. PLEASE CONTACT YOUR EXPORT AUTHORITY.

elite



# 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 Wild West has a strange land ruled by  
immoral leaders. You are one of four Knights  
with a love for justice. Dead in the pursuit of  
justice she will justify the means.*



*The bloodless battles yield the greatest gains.  
Strategically expand your domain, reduce your  
enemies' resources, and replace your stronghold  
on the presence of the land.*



*The arena provides your greatest base. Manage  
them successfully, and harness the wealth  
needed to buy, build and fight for ultimate  
power.*

*Betrayal involves a long, hard, ruthless struggle,  
starting with the economic management of your  
territory and culminating in your lands, culminating in  
the honing of your military strategy and execution of  
political subterfuge.*



*Develop a mastery of political subterfuge,  
giving place for your enemies as the palace  
of the King and Bishop, ready for the day  
which will truly give the master of Betrayal.*

## BETRAYAL A HELL OF A GOD GAME

*A new dawn of fire. Which one had just been revealed. The royal palace's empty dining hall resounded to heavy voices. To one side of the  
top table a harpist and a minstrel were struggling to be heard above the conversation caused by two dogs snarling over a bone in a corner.*

*Coming slowly, I leaned forward to catch the breathless whisper of a rival Knight.*

*"They came in at a run, leaping like wolves. Four wild-eyed barbarians ready to cut, gouge, pulverize and kill anything that moved."*

*"That noise was indeed music to my ears. My forces in such an unalike were had me with success. Financially weakened, militarily  
broken, and politically bankrupt, 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 throne was mine.*

*I've cheated, lied, spied and slaughtered. The fruits of Betrayal are mine.*



PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE

# Plotting



"...plays brilliantly. An absolute must for puzzle fans!" *Smiles User*  
"It's simple, but it's dead hard... more exciting than many other puzzle games - tricky, but also very addictive." *Crash*  
"...fun to play and will keep you hooked for hours on end. A good game that is sure to please." *Average Action*

It all seems so easy, but can you beat the micro or your partner, or 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 Rubik's Cube master and the reflexes of a pigeon at a speed shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

IBM AMIGA - ATARI ST

Ocean Software Limited - 4 Central Street, Manchester - M2 5AP

Telephone: 061-833-6431 Telex: 669977 OCSOAS G Fax: 061-834-9458

## ADDICTION!

At the time of writing, this software is available on IBM PC compatible systems. But it's also available on the Amiga and Atari ST.

TITO

ocean

# Welcome to...

**T**he year is 2099. The location is Southern England. The venue is Gamesworld, an entertainment complex that may seem out of this world, but in reality uses readily available technology. In fact, it could just as easily have been built back in 1990, but no-one had the idea. A pity, because it's proved to be one of the most successful entertainment innovations since the Bingo Hall.

Construction of Gamesworld began in 1997, financed by a rights issue taken out by Meridian Gigagames Euro Inc. The original concept was developed by the ACE Think Tank (Chris Brantel) and the project took eighteen months to complete at a cost of £204,000M. The site covers four acres of prime land in downtown Watney Garden, just round the corner from the Tesco library.

## DREAMWORLD

Gamesworld was envisaged as a haven for committed gamers who wanted more than just another round of Tetris or Knight from the start, it was decided that the complex should offer dedicated entertainment premises for ALL players - not just for Gamepunks and Cybermilitars. Strategy, combat, simulation, horsepower...even romance - we wanted to ensure that everyone had a gamesworld they could feel at home in.

Unfortunately, it was a condition of the finance house that an 'adult entertainment' section be included (the Provisional) but this was against the wishes of the Think Tank and leading by the demonstrators the path. The unacceptable face of cybergaming is liable to be the subject of government legislation later this year.

So what has Gamesworld got to offer you? It's really worth taking a trip on the Tube and taking out £2,000 as four for! Judge for yourself...

## WORLDS WITHIN WORLDS

Gamesworld consists of eight scenario centres, each dedicated to a particular game discipline (see the various panels in the article), and connected to the Main Lobby. Each



centre runs different scenarios each week and comprises a main cockpit area where the individual players sit and participate, an Actionzone to simulate area usually used for live encounters), and Robots - robotic figures who communicate or otherwise take part in the scenario.

When you arrive at Gamesworld, you'll need to place a deposit of £200 in the ESC machines at the main entrance. This unit will photograph your facial appearance and the fact it sets your Smart ID, which you take from the slot at the bottom of the machine. If it doesn't appear, by taking it.

Your Smart ID is a small smart card with transceiver and CPU, originally developed in Japan in 1980 and exhibited at the ACE Living Room of the Future show in 1990. Credit card sized, it holds 250K of memory and can receive/transmit at a range of up to 30 metres. It's used to store your Gamesworld credits (see below) as well as your game status (for all screenend, personal information, medical details and Community Change ID included by law). The low-angle picture enables us to make a visual identification when necessary - remember, the card is NOT transferable. Your Smart ID card retains the property of Gamesworld and you may surrender it at any time for a 50% refund of your deposit.

**This feature is based on an article in ACE issue 150. We have, by special arrangement with our publisher, transmitted it down a temporal fax for your attention. This, people of 1990, is the future of games. And it's not just a dream, as you're about to find out...**



This scene is taken from a reference film available at the Gamesworld Experience premises (see other articles). The figure is shown in the way you normally find it, with the red-tinted effect, with the best graphics and effects from your favourite station.



You should now enter the Main Lobby. Your card will be scanned automatically on entry and recorded with the current Gamesworld status and options, preparatory to your joining any of the scenarios.

The Lobby, like the *Asalandomies* (see caption to main illustration) within each scenario centre, is scanned periodically by a HyperIMC system based on the engine circuit



technology. It is the job of a being and killer robot. The robot also scans a sector from the dome of control area, so when you enter an aerial scenario, you will see a red light flash. The player is controlling an engine bridge. The engine bridge is a control console.

opened in 1990 by Subjective Technologies in California (and demonstrated in prototype form at the 1990 CES). Infrared sensors combine with laser tracking devices to monitor your movements throughout the complex, recording any encounters into your Smart ID.

#### BUYING TIME

Gamesworld is divided into eight scenario centres. Participation costs £10.00 an hour and is deducted from your Smart ID when you enter the specific scenario centre.

Clocks are purchasable in the Main Lobby 24 hours a day. Games therefore take place from 09:00 to 23:00. Infrared you get to your assigned cockpit as quickly as possible. All scenarios play 24 hours a day. Please ensure that you leave your cockpit after the session as you would wish to find it. Feeding is not allowed.

Please remember: Gamesworld cannot take responsibility for death or disfigurement unless directly attributable to negligence on the part of its employees. A Medibot is provided in each cockpit and is tested daily. Use it to summon help if you experience chest pain, breathing difficulty, or acute alcoholic poisoning.

Information about the current scenarios available in each centre is displayed on the *Wallpaper* at all times, together with leading information that tells you how many queues are still available for players. Remember that in addition to the cockpit players, there are limited places for home players – see elsewhere in this article. Choose with confidence, enter, and enjoy...

#### BEHIND THE SCENES...

Here at *Medibot* head offices, beside the clean, sparkling water and golden beaches of the *Mersey* estuary, we create the complex computer that supercharges the *Medibot*.

A computerised *Medibot* each development team and software tools for the *Medibot*, the software workshop, and the art studio. The *Medibot* tools are tailor-made for each project to provide a broad spectrum of design. A *Medibot* think tank usually includes a historian, here or there, a general designer, a physicist, and an ordinary *Medibot* player, chosen of course. In the software workshop, we use 3D modelling based upon the generation language program generators to develop the code that runs the game. Our art studio is, perhaps, the strangest. Most of our artists are sculptors and all of them do their work directly in a cybernetic environment. Some take our sketches and all of them use a group of screen-rendering graphics and writing languages often



Characters come in all shapes, sizes and ages. They share the same physical appearance, but their personalities are different.



This character is a *Medibot* who is actually a *Medibot* in the *Medibot* world. The *Medibot* is a *Medibot* who is actually a *Medibot* in the *Medibot* world. The *Medibot* is a *Medibot* who is actually a *Medibot* in the *Medibot* world.



A regular visitor to the *Medibot* world. This is the only one of the *Medibot* who is not a *Medibot*, but a *Medibot*.



#### HOMEPLAYER

Home players can attend *Medibot* scenarios in person. They can attend, but they can't play. Home players can attend, but they can't play. Home players can attend, but they can't play. Home players can attend, but they can't play.

#### NINJAWORLD

Gamesworld offers players the opportunity to develop their own scenarios. The *Ninjabot* is a *Medibot* who is actually a *Medibot* in the *Medibot* world. The *Ninjabot* is a *Medibot* who is actually a *Medibot* in the *Medibot* world. The *Ninjabot* is a *Medibot* who is actually a *Medibot* in the *Medibot* world.

#### THE PORNVERSE

The *Pornverse* is a *Medibot* who is actually a *Medibot* in the *Medibot* world. The *Pornverse* is a *Medibot* who is actually a *Medibot* in the *Medibot* world. The *Pornverse* is a *Medibot* who is actually a *Medibot* in the *Medibot* world.

Home players can attend *Medibot* scenarios in person. They can attend, but they can't play. Home players can attend, but they can't play. Home players can attend, but they can't play.

Home players can attend *Medibot* scenarios in person. They can attend, but they can't play. Home players can attend, but they can't play. Home players can attend, but they can't play.



#### CYBERHORSE COCKPIT

#### FANTASYWORLD

The *Fantasyworld* is a *Medibot* who is actually a *Medibot* in the *Medibot* world. The *Fantasyworld* is a *Medibot* who is actually a *Medibot* in the *Medibot* world. The *Fantasyworld* is a *Medibot* who is actually a *Medibot* in the *Medibot* world.



Gameworld is split into eight centres. Each centre can mount different scenarios and has hardware dedicated to different game disciplines.

#### POWERUP BOOTH



#### SPORTSWORLD

Sportsworld offers a similar solution to Romarcworld in terms of that its Strategy world. The two can use one very similar. But the hardware can only sit below Sportsworld because the Architecture is totally geared to perfect sports physical space, and the hardware can't sit the same game as well as the hardware can sit. The same principle is used.

Football - a highly unstable kind of the CPU and game world.

#### STRATEGYWORLD

Games will be similar to Strategy but differences come in a greater level of focus than the strategy of Strategy and Romarcworld offers. Including control systems have highly detailed models with excellent control and mounting. As a Strategy, the Architecture system is in your display area that offers varying controls according to the scenario. Strategic games are an interesting and alternative, including the very complexity of developing levels of game control, including the possibility of an off-line play, a large part in an independent control than in any of the others.

## COMING SOON DRAGONFIRE

This new lobby is centrally located, surrounded by a glass display area. It will be used by the players to play and play, and will include a large display area for the game. It will be used by the players to play and play, and will include a large display area for the game. It will be used by the players to play and play, and will include a large display area for the game.

#### ROMARCWORLD

Romarcworld offers a similar solution to Sportsworld in that its Strategy world. The two can use one very similar. But the hardware can only sit below Sportsworld because the Architecture is totally geared to perfect sports physical space, and the hardware can't sit the same game as well as the hardware can sit. The same principle is used.



Contains the other game worlds and is the main entrance to the building. It will be used by the players to play and play, and will include a large display area for the game.

This new lobby offers features the classic design. It will be used by the players to play and play, and will include a large display area for the game. It will be used by the players to play and play, and will include a large display area for the game.

#### WARWORLD COCKPIT



#### WARWORLD

This new lobby offers features the classic design. It will be used by the players to play and play, and will include a large display area for the game. It will be used by the players to play and play, and will include a large display area for the game.

The Warworld cockpit is located in the main lobby. It will be used by the players to play and play, and will include a large display area for the game. It will be used by the players to play and play, and will include a large display area for the game.



This new lobby offers features the classic design. It will be used by the players to play and play, and will include a large display area for the game. It will be used by the players to play and play, and will include a large display area for the game.

The Warworld cockpit is located in the main lobby. It will be used by the players to play and play, and will include a large display area for the game. It will be used by the players to play and play, and will include a large display area for the game.

#### CRIMWORLD

This new lobby offers features the classic design. It will be used by the players to play and play, and will include a large display area for the game. It will be used by the players to play and play, and will include a large display area for the game.

# NOW SHOWING ON

AMIGA • ATARI ST  
PC & COMPATIBLES  
CDM 64/128 DISK

# OUR AA RATED BACK T

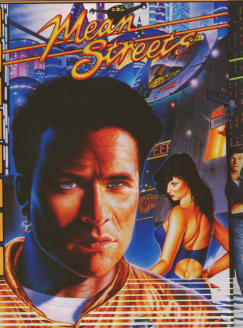


## Mean Streets™

An Interactive  
Detective Story

### Features:

- Interact with more than 27 digitized characters and respond to questions, bribes and threats.
- Use the innovative "point & click" system which enables you to search without typing.
- Flip your "Latah speeder" to locations all along the West Coast!
- Burn through offices, warehouses and factories looking for clues.



**U.S. GOLD**

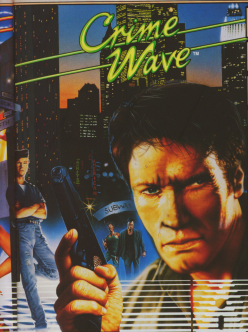
Copyright © by U.S. GOLD™ INC. 1990.  
All rights reserved. This game is protected by the copyright laws of the United States and other countries. All rights reserved.  
Published by U.S. GOLD™ INC., 15015 E. Harvard Avenue,  
Denver, CO 80231. Tel: 303 697 1544.

# ON A PC NEAR YOU

## CLICK TO BACK FEATURE

AMIGA • ATARI ST  
PC & COMPATIBLES

# Crime Wave™



## Crime Wave

A Powerful  
Detective Drama

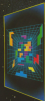
### Features:

- Incredible digitized "Motion Graphics"™ featuring real action and models.
- Real Sound™ digitized sound - no hardware required.
- Unique three-dimensional looking playing fields.
- Tremendous depth and playability.
- Breathtaking 256 colour VGA/MSX graphics.

Access shall not be held responsible for the availability of the goods presented. The actual presentation may vary. Access shall not be held responsible for any damage caused by the use of the goods. The actual presentation may vary.

**ACCESS**  
Software Incorporated

# THE NEW AGE FOR SOFTWARE



COLLECTION CRYSTAL



Welltris



*- Master the colours,  
rule space... -*

ATARI ST-STE, AMIGA,  
PC & compatibles, Spectrum, C64, Macintosh

Alpha Waves



*- They created  
the dream machine... -*

ATARI ST-STE, AMIGA, PC & compatibles

The light corridor



*- The echo of lights  
on the walls of silence... -*

ATARI ST-STE, AMIGA, PC & compatibles





# GAME BOY GIVEAWAY



**Yay! Not just one, not just two, not just twenty...FIFTY**  
Game Boys are up for grabs as ACE and Nintendo celebrate the console's UK launch

**P**icture the scene. It's Christmas Eve, and down the corridor your dad's brother is waiting eagerly for the biggest slice of dinner fivers and heavy breathing down the chimney. Could Santa possibly be bringing him a present? Is endless portable gaming pleasure?

Who cares. Because YOU, you lucky dog, have already got your mitts on your very own Game Boy. Thanks to that super-hot ACE/Nintendo competition in issue 29, what loads of disappointment echo down the corridor as Robbie utters his pair of fluorescent night socks, the only sound that will come from your room is that of dancing fivers—celebrating Level 19, handicap 5, in Gameboy Tetris. Ho, ho, ho...

## IT COULDN'T BE EARLIER

Top, even sickeningly within dreams like that can come true. All you have to do is get into the swing for one of these super-hot little fest boxes to follow the instructions below. Nintendo are very generously giving away 50 Game Boys and to celebrate we've produced

our own Game Boy Companion (mounted on the cover of this issue). Read it carefully if you're smart, it could unlock the secrets of the competition!

Right, here's the nitty gritty. On these two pages you will find a short narrative report concerning one of the country's most influential personages. You will note that five words have been missed out. All you have to do is jot down each missing word on a postcard as instructed in the HOW TO ENTER BOX. It's as simple as that! Go get to it, and you too could be going ping-pong-whizz instead of plink-plink-fizz in the New Year.



## HOW TO ENTER

Here's how to enter the competition. It couldn't be easier...

1. Get yourself a blank postcard.
2. Read our very willy story. Some Prince Charles. There are five words missing. Each missing word is mentioned in the text.
3. Use your intuition skill and awesome judgement to determine what the missing words are. Your ever faithful the Nintendo Companion will help with some of the answers. The booklet is free with this issue - if it was missing when you bought it, check with your grocer.
4. Write down the five missing words, together with their numbers, on the postcard. DO 'Word Number 1 is Philip' and so on.
5. Write down your name, address, and (if possible) a daytime telephone number.
6. For our information (this is not part of the competition and is optional!) tell us (a) which bit of the issue you liked best and (b) which bit you liked least.
7. Check the entry rules below. Then post the card to:

ACE Nominating Competition  
Box 1  
88-92 Farringham Lane  
London  
SE18 6BA

## RULES

(a) Employees of EMAP Group, Nintendo, and anyone involved in the manufacture, sale, or distribution of their products are not eligible for entry.  
(b) Closing date for entries is 7th December 1999.

(c) The winners of the 50 free Game Boys will be the first 50 correct qualifying entries drawn at random.

(d) Entries MUST be addressed as shown above. Incorrectly addressed entries will not be entered into the competition.

(e) Only one entry per household.

**CAP!**  
 Has your dad's  
 collection of Mystery  
 Eggs together from  
 the last issue, the fee  
 and the price. But if  
 you gave yourself  
 one special letter  
 advantage, you can  
 win it at home, your  
 prize waiting  
 potential. Find out  
 more on page 126.



## GAME PRINCE CHARLIE

Dean was peering his cheery face over the trees at the bottom of the garden as (1) wined sleepily in his four-garter bed. Somewhere in the distance came the disgruntled yelp of a Corgi, followed by a yelp of pain. Old Cobble was up to his tricks with the dogs again, shattering the fragile peace of early morning.

Charlie turned over in his bed and slipped a hand under the pillow, feeling the reassuring bulk of his (2) where he had slipped it the night before, exhausted, after a vigorous round of Paperboy. Such luck! Despite the early hour, he felt a shiver of excitement as he contemplated the day ahead. Breakfast with Diana, followed by a few quick rounds of that Russian thingie, (3) . which should put him in a good position when he met that Garby fellow for lunch.

If only Diana could share his new found enthusiasm for advanced computer entertainment, missed Charles, as the butler entered with a cup of tea, a charcoal bickie, and a spare set of batteries. The irony was that whereas the sprightly sound of dancing sprites brought spring to his heart, it appeared to send Diana screaming out of the room.

Fairly sure of the games should take her fancy? What about (4) , where you had to collect the diamonds - positively cooling Princess appeal; one would have thought. But no, she absolutely refused to play ball, or anything else, for that matter.

Absentmindedly, he slipped the Game Boy out from under his (5) and flipped the switch, his restless soul eased by the innocent 'ping' as the machine booted up. How clever he'd been to persuade that Nintendo chappie to let him have one of his very own! And what a pity that the fellow hadn't had a spare to give to Diana! And how absolutely spiffing it was to be able to show her how jolly good he was getting at all those games! Strange, though, how often she'd been recent-

### WHAT THEY SAID ABOUT THE GAME BOY...

"Wonderful!"  
*from Family Home Software*

"A massive improvement for Nintendo... it's not just my favourite!"  
*from Nintendo*

"I love it, the price!"  
*from Nintendo*

"So much for doom and gloom - but the computers you have to get into to see the games..."  
*from Nintendo*

"I always have an in my briefcase - to play loom!"  
*from Nintendo*

"That someone comes along with a colour machine at the same price, it's an insult to its name!"  
*from Nintendo*



## £1000 OF SOFTWARE STILL TO BE WON!

Last month's scratch-card competition was one of the most popular we've ever run. And there are still some prizes to be claimed, including the £1000 first prize. That means that SOMEWHERE there's a card lying about that could revolutionise your gaming session! And there are still many free games left to be claimed.

Meanwhile, here - as promised - are the contents of the 2000 members. There's still lots of time to get your claim in the deadline in November 1993 (1994, if you're late). Overman makes it his way to make it easier to win the £1000 award should check the number on their card with the list below.

- If your card bears the message WINNER 0000 000 000, you've won a discount off a game from the 000000 list printed in the last issue.
- If your card bears the message WINNER 0000 000 000, you've won a discount off a game from the 00 0000 list printed in the last issue.
- If your card bears the message WINNER 0000 000 000, you've won a discount off a game from the Miscellaneous list printed in the last issue.
- If your card bears the message WINNER 0000 000 000, you've won a discount off a game from the 00000000 list printed in the last issue.
- If you get the number 0000 000 000, you've won either a free game or - yay! - £1000 worth of software.

Follow the instructions given on p2447 of the last issue to claim your discount or prize.



ively cooling Princess appeal; one would have thought. But no, she absolutely refused to play ball, or anything else, for that matter.

**1** Start off with one of the following: that's the instruction in a special letter to Nintendo.

**2** Nintendo has announced that... Package you... Nintendo... You can... Buy computer... Use at the... You can...

**INTERNET SERVICE**  
 If you've got a Game Boy, you'll be pleased to hear that Nintendo have launched an Internet. There are two members you could use. The first is 0000 0000 and has three operators to handle general enquiries. The second (January 1st 1993) 0000 0000 will be open for 24 hours, more queries, more online, more fun, and giving the Nintendo team to build up the second network with as many as 20 operators by the end of 1993.

**ACE**  
 THE COMPLETE GAMEBOY COMPANION FOR YOUR GAMEBOY

**GAME BOY COMPANION**

# WOLF PACK



**THE ODDS ARE EVEN . . . WILL YOU  
ENJOY A HERO'S WELCOME OR  
REST FOREVER IN AN ICY GRAVE?**

WOLFPACK IS A PRECISE SIMULATION OF A CONFRONTATION BETWEEN A GERMAN SUBMARINE WOLFPACK AND AN ALLIED SHIPPING CONVOY. PLAY THE PART OF A WOLFPACK COMMANDER OR A CONVOY ESCORT COMMANDER TO EXPERIENCE THE REALISM OF A FULL SCALE, REAL TIME, STRATEGIC ENCOUNTER.

REPRODUCED BY PERMISSION



## FEATURES INCLUDE:

- SEVERAL DIFFERENT SCENARIOS
- ACCURATE ARMAMENTS AND INSTRUMENTS
- SUPERB GRAPHICS
- ONE OR TWO PLAYER OPTION
- DAY AND NIGHT MISSIONS
- UNIQUE CONSTRUCTION SET



EXCLUSIVELY FROM



# U.S.G.O.

CEM 64/128-K Amstrad cassette & disc  
Spectrum cassette, Amiga & Atari ST

Express our registered trademark of Express S.L.A. Inc.  
© 1990 Express S.L.A. Inc. All rights reserved.

CEM 64/128-K Amstrad cassette & disc  
Spectrum cassette, Amiga & Atari ST



awesome

firepower in your

in your

# GOLD<sup>®</sup>

RIDER II<sup>™</sup>  
2  
STRIDER



APCOM<sup>™</sup>  
USA

QUADRON<sup>™</sup>



SQUADRON



◀ COM-64/128 & Amstrad cassette & disk,  
Spectrum cassette, Amigo & Atari 5L

ESWAT is a registered trademark of Capcom U.S.A., Inc.  
© 1989 Capcom U.S.A., Inc. All rights reserved.

list this Christmas!

So again back to back covers, Golden Axe, is a very popular console thanks to its simple game play and gorgeous graphics. And any arcade success must be cemented. First came the critically acclaimed Megaworld conversion, now Virgin has turned Golden Axe into misadventure on the Spectrum, C64, Amiga, ST and CPC. So are you ready to slay some ogres and back without hesitation?

Once upon a time in a strange kingdom filled with fire-breathing tax-collectors, an alliance of three brave warriors began a deadly quest for the Golden Axe. This is their story. The fair land of Axia has been thrown into a state of chaos by Death Adder and his army of monster thugs. After ransacking defenceless villages, the evil ogre has kidnapped the King and beautiful princess. Only one thing stands between Adder domination and lasting peace - and that's you.

Golden Axe is a six-stage horizontally-scrolling back-swinging-to-death beat-'em-up. You lead a band if you opt for the simultaneous two-player option that the game by choosing to be one of the aforementioned warriors: Ax-Ritter, Gaus-Trundenfeld or Tyra-Flare. Armed with a sword or axe, your warrior has a full complement of combat manoeuvres such as punch, slash, slice, body kick, body slam, kick and headbutt. Your Hit Meter shows how many hits you can take until you lose a life.

In addition, each warrior has an individual magic spell which you use as a 'smart bomb' to destroy of your enemies currently on-screen - though some may survive the devastation. The power of the spell depends on the amount of magic pots you're carrying (shown at the top of the screen). You collect magic pots - and bars for extra strength - by 'mugging' little Demes who appear throughout the game.

Warriors of the wastelands. These are the guys you can control. Ax-Ritter the Barbarian, finds his mother's final screams and she was put to death by Death Adder - now he wants revenge. Ax-Ritter



# Golden



"Golden Axe on the Amiga looks good, elegant and has all the features you need."

Neil Young, Software Publisher  
ST/Amiga

## TOTAL DEMENTIA

Demented was the software development team in charge of the sprawling Golden Axe with The Amiga. Director Castella oversaw the code and Travis Bunker produced the graphics. Additional graphics were provided by Mark Robinson and Adrian Corbett. "Golden Axe on the Amiga is a hybrid of the Megaworld and other versions," says Castella. "Obviously, the Megaworld version is intended to be the original, but it isn't. The Amiga version shows the computer's graphic designs but obviously doesn't have as many colours." The Amiga conversion has a two 16-colour palette for the sprites and backgrounds. The artists used 48000 words of memory to produce a game that runs within a frame - 600 bytes - as performed every 1/60th of a second. "It combines the best features of Amiga games," confidently states Castella. Castella even reflects the spirit to real life. Golden Axe on the Amiga even includes subtle screen-changing during the six stages. There were Amiga Golden Axe beta-versions that had sprite animations, hit-sprite size of 8x8x8 pixels, 18 sound FX (including compressed hit, powerup, losing the ground and fatal damage sound), and 11 soundtracks (incorporating such classic tracks as 'Whitehouse' and 'Papa of the Flood'). Surprisingly Castella thinks Golden Axe has a lot more depth than the normal fighting game. He previously worked on Final and Thunder for Spectrum, but that for Amiga and the C64 version of Day of the Exploding Fox for the Spectrum. News.



# Axe

As **VIRGIN** goes on a coin-op hack attack, **Rik Haynes** is there to pick up the pieces



## ACE PREPLAY

**Amiga Golden Axe VCR**  
 - easy drop to the coin-op and Sega MegaDrive versions  
 - eight colourful sprites  
 - one a new wonder ball

**Amiga Golden Axe AGAIN!**  
 - gameplay better, variety and quality become excellent  
 - like the original coin-op, the game does not consume any depth



## SELECT PLAYER



you command up to four levels of Volcano Magic. Tyra Fire is a tough Amazon warrior, the last surviving member of her jungle tribe. When she's really angry she can command up to six levels of fire Magic. Glax/Thunderbolt lost his hair/feather in a fight against Abber's soldiers. His specialty is conjuring and scorching his enemies with up to three levels of Lightning Magic.

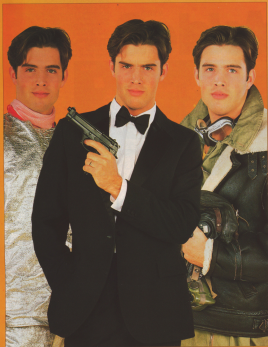
Battle beyond the gates. Between a walk in the woods and the final confrontation with Death Abber, you meet Twin Brutes, Lizard Woman, Skeleton Scoundrels and Bloomers - Death Abber's misbegotten. If you blast an enemy off the back of a Bloomer, you can throw the creature yourself and spit flames and twirling fireballs, or wallop people with its tail. Golden Axe even includes a Lutter village, though fortunately there's no sign of any teenage mutant ninjas.

Prose handled the micro-conversions of Golden Axe. The Amiga version of Golden Axe was written by Dementia the software development team responsible for Core's ACE-Rated Corporation. David Whitaker provided the music, and three graphics artists worked on the game. David Shea programmed the Spectrum and CPC conversions, with graphics by Jason Green and music by Sound Images. The Design Team (the same guys who produced the C64 version of Turbo Cobra last year) recode Golden Axe on the C64 - Mark Kelly programmed. Steve Crow designed the graphics. Golden Axe's manual was even written by ex-ACE editor Graeme Kidd.

ACE played the near-completed version of the game on Amiga like the Pre-Play panel (see details) and CPC. Golden Axe on the Amiga is very close to the original coin-op. All the important features have been included and the graphics and sound bear a close resemblance to the technically-superior arcade machine. The CPC version suffers a little in the scrolling department (it's a bit jerky) but has colourful, detailed sprites and backdrops. ACE's only worry about converting Golden Axe onto micros is the original's lack of gameplay variety and depth. But as Neil Young (Software Producer at Probe) points out, "Our brief was not to enhance or modify Golden Axe, but stay within the limits of the target machine". Golden Axe may only keep you hooked for hours instead of days or weeks. Still, you'll have immense fun slaying and herding creatures from a fantasy world, especially during the simultaneous two-player option - you can even hack each other to bits!



The problem with life is





# that you only live it once.

## One lifetime of experiences, one lifetime of fun.

*And that seems a little harsh.*

*As the leading force in simulation software, we try to expand horizons at MicroProse. So, this Christmas, we're giving you three different lives to live. Three stunning experiences. Three lots of fun.*

### THE PAST

The date is 1914, and you are a British, American or French flying ace of World War I, attempting to take out Axis pilots in hair-raising dogfights and shoot down Zeppelins before they can cross the channel. "Knights of the Sky" is historically accurate, allowing you to use more sophisticated and powerful aircraft as you move towards 1918, navigating by map and compass, just like the real aerial combat pioneers of seventy five years ago. You can even mail up challenging the best hot-shot pilots that Germany could put into the air, such as Oswald Boelcke, Max Immelman, or even the great Baron von Richthofen, the Red Baron himself. "Knights of the Sky" features MicroProse's acclaimed 3D graphics system, further enhanced and improved, taking the flight sim genre into a whole new era. Available initially on IBM PC-compatible machines, Amiga ST and Commodore Amiga versions will follow shortly.

### THE PRESENT

The 1990's are the age of international crime, terrorism and espionage - and you are the clandestine superespionage charged with travelling the globe to combat these forces in MicroProse's new techno-thriller, "Covert Action". Using the latest electronic bugging techniques, high-tech intelligence sources and good old fashioned wire tapping, it's up to you to identify the ring-leaders and bring them to justice. Become expert in wiretapping, decipher acquired information with the aid of sophisticated code-breaking programs, and use surveillance to complete the picture. And if your technological know-how, cunning and luck ever let you down, you've always got the latest combat weapons such as CS gas, stun grenades and compact sub-machine guns to help you out. Across Europe, the Middle East and Central America, with 16 cities to cover in each area, you'll have your work cut out to make sense of all the allegiances between numerous terrorist groups, known political activists and foreign spies, all undertaking "Covert Action". Available for IBM PC-compatible computers.

### THE FUTURE

The end of the 21st century. The Earth is an ecological wasteland. Nuclear meltdowns, climate alterations, species extinction, all have taken their toll. Humanity must evacuate its mother world, to give the Earth time to recover from the devastation wrought by past civilizations. The human species has left Earth in immense transport ships. You are the pilot of a Trailblazer series development, sent ahead of the main ships to prepare an alien star cluster for human colonization. You must find a planet suitable for humanity and obtain the resources the colony needs to survive, by mining them from unclaimed worlds or through supplementary commerce with friendly aliens. You must make the cluster as safe as possible for human families by making friends and eliminating enemies. Flying at incredible speeds through deep space, the many lifetimes you encounter will see you, quite correctly, as the alien. "Lightspeed" is MicroProse's first space simulator and it is one which will set new standards by which others will be judged. Original music scores and the latest in 3D light source graphics provide the stunning technical backdrop for your journey as you fight, track, and talk your way towards your goal of finding a new planet for your people. "Lightspeed" will initially be available for IBM PC-compatible computers.



*MicroProse bring worlds to life.*

**MICRO PROSE™**  
SIMULATION • SOFTWARE

## Three stunning experiences. Three lots of fun.



STOYN



90% CRASH SMASH  
80% GEN D'ER  
99% ZERO HERO



# S T D R A G O N

WWW.STOYN.COM

STOYN: THE DRAGON OF THE FUTURE

Stoyn: The Dragon of the Future

An evil force of mechanical machines has sworn to conquer the Galaxy. One by one the peaceful rays of the Galaxy have been attacked and captured by the Cyber Warriors. No one has the strength to stand against the power of the Cyborgs. One lone rebel has risen within the ranks of the mechanical invaders. Fast dragon, fast machine, the Cyber Warrior fights back against the tyrant machine. The Galaxy has a Hero. Hope returns to the hearts of the people at the feet of the armored champion they call THE DRAGON.

THE DRAGON OF THE FUTURE  
80 LOMBARD ROAD  
LONDON, SW11 3DD

"I haven't seen a decent death-swing for ages (in fact Killzone was probably the last). Now the look set to end with a product from the very same Killzone programmers that could challenge the might of Super Hero!"  
[GameSpot, 1998]



ACE still is looking for a monitor that will deliver the best picture.

# Light Fantastic

**D**utch giant Philips has produced just about every conceivable electrical device for the home, many of which have been innovative and influential.

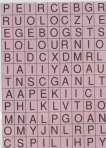
Having made its presence felt in the computer market in previous years, the early eighties console, PC competitors and the late Philips return with a successor to their immensely successful 14 inch colour monitor (the CM8633), with the M41 version. The original CM8633 has retained up over 2 million sales worldwide (four of them are in the ACE) official since its launch five years ago, enjoying success as a multifunctional monitor for both games and business applications.

The latest model has been redesigned and upgraded with 1987's single European Market and compatibility firmly in mind. Fortunately for you, 1992 will come sooner than you think, because not only do the Dutch give us diamonds, cheese and tulips, but they give us monitors as well - 3 to be precise. All you have to do to win one of these sleek new screens, is discover all 12 words hidden cleverly within the grid. Each is associated with the new CM8633/M41 and our thanks go to Philips and Muller's Toysies (P) for the prizes.

## TECH-SPECS

The CM8633/M41 is compatible with a wide range of computers including the Amiga, Atari, IBM PC and laptop computers, and incorporates TTL digital, RGB analog and CVBS (not signals) the best for computer and the latter for video. Sound output is delivered in stereo and may be run through an in-built telephone socket. The 14 inch colour anti-glare screen sports a CRT tube of 8.6 inches, a resolution of 600x295, the frequency of 15.6 kHz and 2000 characters per screen. The monitor can also receive TV pictures with an optional base, while a fast blinking feature allows superimposition of computer graphics over video images.

If all of the above means as much to you as a Betamax Function CD, what if all this does to it is rather very more for that gives you a clear, crisp picture and full stereo delivery.



The company that's bringing you CD-I has got three superb colour monitors for lucky ACE readers.

## PHILIPS COMPQ: HOW TO ENTER

Locate the twelve words on the grid, three can go up or down, forwards or back words, and an diagonal. Then simply put these down on a postcard only, please, together with your name, address, and daytime phone number (if possible). Post to: ACE PHILIPS COMPQ, Box 9, Trinity Court, 65-18 Enniskerry Lane, Dublin D15 2AA. Make sure you send the note before sending in your entry.

1. Deadline for entries is Thursday 20 December.
2. The word on the line may have several entries drawn as random from the qualifying entries.
3. Correspondence concerning additional entries will not be eligible for entry.
4. Expenses of travel, postage or Philips or anyone involved in the manufacture, sale, or distribution of these products are not eligible for entry.

**★ COMPE**

**OVER £650 WORTH OF SOFT**

**WIN A MEGADRIVE!**

**DO YOUR SELF A FAVOUR YOU COULD WIN A  
SEGA!!**

**WIN £200 WORTH OF CONSOLE  
SOFTWARE! JUST PICK UP THE PHONE  
AND IT COULD BE YOURS!!**



**(0839)**

If you are under 18 please make sure you  
Calls are charged at 44p per minute peak rate and 33p

# TITION★

WARE UP FOR GRABBS!!!!



**WIN £200 WORTH OF COM-  
PUTER SOFTWARE!**

**CAN YOU AFFORD TO MISS THIS!!**

**WIN A NINTENDO!**

**YOUR CHANCE TO WIN THIS POPULAR CON-  
SOLE MACHINE! CALL NOW!!**

# 121107

have permission to dial this number.  
off peak. All recordings last no longer than 3 minutes.

# SILICON STRIPS

...or silicon strip offs?

ACE investigates the latest batch of comic-inspired releases

**W**hy can't a game be like a comic? Or, for that matter, why can't a comic be like a game? There has to be some pretty obvious answers to these questions, but, notwithstanding the obvious differences between games and

comics, editors persist in trying to borrow the glamour of the world's more successful strips and remaking their products with it. Omega, with its big budgets and star producers, means that practically every software company under the sun has tried the "interactive movie" marketing slant: comics, with their high graphic content, cult status, and cheap mass distribution, have a similar effect. So called "interactive comics" go back a long way and, judging by the current batch of releases, have still got a long way to go.

But you've got to hand it to the editors. They keep on trying, when you've said keep coming for that comic format, you've got to make at least some effort to ensure that your program reflects the atmosphere of the great original.

Game designers and programmers have taken different approaches to this thorny problem, ranging from the obscure to the infamous. Remember Stone, where the central figure had continual "thought" scrolling above his head - you had to grab them as they floated past to get him to do anything. Word, huh? Other approaches were more mind-numbingly literal. Melrose Place's Redhawk and Road! configured the screen as a comic strip in glorious monochromes. Flames scrolled past horizontally (and slowly) as Redhawk acted according to your comments. Yes, it did look terrible.



Judge (above) makes a subtle effort to win the original's spirit. However, Redhawk (here) is going to make his face better-looking on screen...



Redhawk (above) is doing nothing to win the strip's - but hey, it's his game! Redhawk (below) is doing it.

Other editors took a more relaxed approach. Take the hero, above him is a scenario that sometimes reflects his qualities or character, and damn the rest. Perhaps it's not surprising that this approach has resulted in the best games - or Batman from Ocean. Very simply, neither of these games made any attempt to LUDOR like a comic, and as a result they didn't play like one either. Just as well.

However, just because games like these weren't bad because they put gaming first and comic presentation second doesn't explain why they were any good. With that question in mind, we've checked out the current comic releases and tried to determine what makes a good comic license...if there be such a thing...

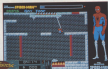
## ATMOSPHERE

First, comics succeed when they generate atmosphere. COSMOS' line of the most prolific licensors who software-forward titles call a strip (but not of its most successful) called Melrose - a tremendous epic of a time when the world was dominated by a robotic ecology and distinguished by almost no speech at all. Much of the strip was concerned with tedious sequences of senseless action, generating tags of atmosphere but perhaps a little obscure for the little ones. However, that same atmosphere underpins the success of Judge Dredd!

## BECOME A COMIC STAR!

Have you got a great computer game which you'd like to see made one million of? Would you like to see your game become a comic strip? We'd like to see you with your game and we'll give you an opportunity not only to win some original comic artwork but also to star in it yourself! Don't miss it in the next issue of ACE, our Thursday 14th December.

hanging on the rear with a parachute. The original mission was to get into the building, but the game's graphics are so colorful that you just want to stare at the view of the city.



Most scenes often end up with the character on the fire, but for the most part, the game's graphics are so colorful that you just want to stare at the view of the city.

and Regan Trooper. Any game wanting to capitalize on that has to have programmers and designers that are fully in tune with the original. Andy Wilson, one of the principal programmers of *Dem Daze*, was a real fan. Coincidence? Surely not.

#### GRAPHICS

Graphic presentation is obviously a very important part of the comic recipe. Unfortunately it's highly detailed, with very variations in color (often monochromatic). It's also, of course, static. Comic art styles cost, however, the better implemented in screen designs than at present. Of the games under consideration, only *Exiled* and *Spideeman* (see, using by the same trick, Regan) really borrow the graphic style of the originals. A pity.

#### CHARACTER

Most comic strips have one central hero who's personal idiosyncrasies make him both attractive and compelling. *Dem Daze* may be the best, but he also shows occasional oddball. Regan may be half-machine, but he's also half-human, as his fantasies about his lost love frequently reveal. *Dem Daze* may be all machine, but his exuberance is all human. *Spideeman* may be a superhero but like *Exiled*, he's also more vulnerable than most of his impetuous companions. Any game scenario has to recognize that character as far as possible in terms of both scenario and game objectives.

#### NARRATIVE

Apart from the above, the other essential formula is straightforward narrative. A good strip needs a good story. If your game simply consists of a series of bang/bang encounters followed by a congratulatory sequence then you haven't got a real story. Early comic games like *Questmaker's Spideeman* was pretty heavy on story — a pity they weren't heavy on gameplay at all.

Check out the special for the rest of the story...



The technique is used to give your game a comic book feel. The original comic book style is simple to learn, and the character's look, style, and theme. Unfortunately, comic book art is designed with a specific style in mind, so the game's graphics are often very different from the original. The original comic book style is simple to learn, and the character's look, style, and theme.



## THE GAMES

#### NAME

##### Exiled

PC, Amiga, CPC £24.99 (Amiga)  
£24.99 (Amiga) + £24.99 (CPC)

*Dem Daze* pushes his way through a deceptively often unconvincing, accompanied by a slick user interface that enables you to interrogate bystanders and carry on further encounters. The atmosphere of the game is a reasonable reflection of the original but the distance and originality of the style here is heavily compromised by extensive lack of originality in the graphics and gameplay. The story, however, is more complete than some other games in this selection but fails to compensate for the otherwise standard fare.

#### ROCK TROOPER

##### Amiga

£24.99 (Amiga)

*Dem Daze* pushes his way through a deceptively often unconvincing, accompanied by a slick user interface that enables you to interrogate bystanders and carry on further encounters. The atmosphere of the game is a reasonable reflection of the original but the distance and originality of the style here is heavily compromised by extensive lack of originality in the graphics and gameplay. The story, however, is more complete than some other games in this selection but fails to compensate for the otherwise standard fare.

#### JURIAL MURDER

##### Amiga

Amiga, £24.99 (Amiga) + £24.99 (CPC)

*Dem Daze* pushes his way through a deceptively often unconvincing, accompanied by a slick user interface that enables you to interrogate bystanders and carry on further encounters. The atmosphere of the game is a reasonable reflection of the original but the distance and originality of the style here is heavily compromised by extensive lack of originality in the graphics and gameplay. The story, however, is more complete than some other games in this selection but fails to compensate for the otherwise standard fare.

#### SPIDEEMAN

##### Amiga

PC, Amiga, CPC £24.99 (Amiga) + £24.99 (CPC)

*Dem Daze* pushes his way through a deceptively often unconvincing, accompanied by a slick user interface that enables you to interrogate bystanders and carry on further encounters. The atmosphere of the game is a reasonable reflection of the original but the distance and originality of the style here is heavily compromised by extensive lack of originality in the graphics and gameplay. The story, however, is more complete than some other games in this selection but fails to compensate for the otherwise standard fare.

#### HAZARD THE HORNED

##### Amiga

*Dem Daze* pushes his way through a deceptively often unconvincing, accompanied by a slick user interface that enables you to interrogate bystanders and carry on further encounters. The atmosphere of the game is a reasonable reflection of the original but the distance and originality of the style here is heavily compromised by extensive lack of originality in the graphics and gameplay. The story, however, is more complete than some other games in this selection but fails to compensate for the otherwise standard fare.

THE COMPLETE GUIDE TO THE

# COMMODORE 64

EVERYTHING 64 FOR ONLY

**£2.95**

OVER  
**140**  
GAMES

REVIEWED AND PREVIEWED

WIN:  
**3 C64GS  
CONSOLE!**

**RICK DANGEROUS 2**

**BADLANDS**

**COLDITZ**

**LAST NINJA 3**  
EXCLUSIVE REVIEW AND DEMO

INSIDE  
TIPS  
JOYSTICKS  
PERIPHERALS  
CHARTS  
AND MORE

**OUT  
NOW**

**COMPLETELY FREE  
4 GAMES PROGRAMS**

A: FIREFLY & TRANTOR  
TWO FULL GAMES

B: NINJA REMIX  
& NINJA 3 DEMOS



# MURDERS IN SPACE

Special features  
 only on this package



Everything was running like clockwork on the orbital station PEGASUS. The discrete vibration of the apparatus assured the eight members of the staff concentrating on their experiments. Calm stillness everywhere... until the discovery of the first victim. Then the adventure tumbled into horror.

For TITAN ET A STE. AMICA, PC & Commodore

GS  
 LES

IDE:  
 PS!  
 STICKS!  
 PAPERALS  
 ARTS!  
 MORE!

FREE  
 AMS  
 TOR  
 MES

## NEW ALLCOPY-SYSTEM COPIES ALL AMIGA SOFTWARE

All that's needed today, which is easy even for the beginner to use. We have not found a single program whose copy-protections would have prevented making a backup-copy with Allcopy System.

The equipment functions as if it made a copy with hardware devices. Allcopy Systeming does not manipulate the original software/underprogram. It respects all formats. You don't need an Amiga with an extra diskette in order to utilize the Allcopy mode of the set. The low price, the many-utility programs and the new generation copyprogram all make the ACS a necessary investment even if you do not own an extra diskette.

**WARNING:** Because ACS copies all Amiga software it's use to copy and distribute commercial software is illegal.

The utility program set following ACS is usable even without an extra diskette. The set includes several functions which make the programmer and file surveillance easier. One function allows from other copy programs to being able to see from content what kind of other hard disks and in which diskette on which device and on which disk. This is possible whether you used your Amiga own diskette or 5 extra diskettes. ACS is at least a necessary investment on buying an extra RAM memory or an extra diskette.

... AND AT THIS RECHOCULOUSLY LOW PRICE  
**EQUIPMENT + SOFTWARE only £ 39**

30 days return right and 6 months guarantee.



YES... Send me an ACS copysystem with software at £29 + £10 Postage. DON'T SEND MONEY! Pay when getting the goods. We'll treat you!

Name

Address

Country

NOTE: Buy it less or more and save 10% of price. Pay £21 for one each. Postage is £3 for matter how many you order. I order  sets.

PLACE  
 STICKERS  
 HERE

HI-TEC  
 INVENTIONS

P.O. BOX  
 SF-00701 TAMPERE  
 FINLAND

WARNING:  
 Because ACS copies all Amiga software it's use to copy and distribute commercial software is illegal.

SET OF  
COMPARISONS  
AT VARIOUS

Amateurs, run for cover!

WATCH OUT!

# CHALLENGERS

...for only the best!



Available on ATARI ST, AMIGA, IBM PC  
and compatible, COMMODORE 64, SPECTRUM and AMSTRAD CPC

NOTE: KICK OFF is not available in the PC version.

NOTE 2: In the SPECTRUM version STUNT CAR RACER and SUPERSKI are replaced by DANGER COMMAND, P 47 and RISK DANGEROUS.

UBI SOFT is a leader in the development of high quality  
video games. We have a long history of success and  
are proud to be part of the UBI SOFT family. We  
are currently looking for talented individuals who  
are interested in joining our team. For more  
information, please contact us at: UBI SOFT, 11  
Rue de la Loi, 1050 Brussels, Belgium.

UBI SOFT SA  
BOULEVARD ROSSIGNOL, 1000 BRUXELLES  
NATIONALLY LICENSED: SURREY DIST. LTD.  
TEL.: 0202-800 790

UBI SOFT

Entertainment Software

© 1997 UBI SOFT SA. ALL RIGHTS RESERVED. UBI SOFT IS A TRADEMARK OF UBI SOFT SA.

# The Final Assault

Games designer Matthew Skibbe concludes

his mini-series on the design and coding of

Demarc's Nam



Games designer  
Matthew Skibbe,  
designer for Nam

"Not flying, but there's what  
we're fighting for!"  
"Not! It's gonna demarc."  
"Not demarc! It's demarc."  
— Matthew Skibbe

and months I described how I went about designing Demarc's Nam. This month, as promised, I'll cover some of the technical issues that came up during the game's implementation.

In my last article I described the problem of designing a coherent and intuitive metaphor for a game. Nam uses the idea of a Presidential report including all the information needed to make decisions, a newspaper, and maps. The player makes presidential decisions by entering details into this report. Apparently even this was too complicated for President Reagan, who had to have video presentations and who made his decisions by taking in news material "approved" or "disapproved." The military decisions are made by interaction with the map. It is easy enough to say all this in a game design document, but how to implement it?

This was the question I faced in early June of this year when I began programming the first Macintosh version of the game. I approached the problem by designing a proto-

type using HyperCard which allows you to place graphics, text, scrolling lists, buttons and editable text on HyperCard-linked "cards." Using this, and the graphics that Janine Holzman-Jones had prepared beforehand, I came up with a working prototype that looked very much like the current version of the game.

I then took this "proto" (as a HyperCard file is known as a model, and implemented in '07 Think C V4.0) to be prototyped all the basic user interface items that I had used in the prototype. This meant that I had to re-implement scrolling lists, buttons, text from scratch. Luckily the Mac ROM's give you a lot of help. If you don't mind reading the 2000+ pages of "Inside Macintosh" it checked because I have Apple's CD-ROM version which is much quicker than looking things up in the paper version's five volumes. Nevertheless the code for the user interface takes to about 150k of source code, including all the code to buffer the screen so that refreshing appears instantaneous.

As I have been programming the Mac for over three years in Object Pascal and MacApp's brilliant Smalltalk-like object oriented environment for the Mac with another 2000+ page manual I tried to make the code interface to this set of user interface building blocks as "object-oriented" as possible. This means that it is possible to define as many screens and with as many different user interface bits and pieces as I wanted simply by giving short descriptions of what I wanted and where it should be. Some screens can be described in less than a dozen lines of code.

I originally designed and tested the models for the game in Executive Mac and PC based spreadsheet. I updated the models and tested the buffer using a fantastic program called Stella which

makes it very easy to model the kind of complex dynamic models used in Nam or Imperium. Programming the models was therefore simply a matter of taking the formulas from Stella and expressing them in C.

While the Macintosh version was being developed I received a great deal of help and advice from a small group of Beta testers, who were never slow with constructive criticism. I am sure the game is better for the help, but any faults that remain are, of course, mine! All the beta testing was carried out using AppleLink and CDX (both electronic conferencing systems—AppleLink is Apple's own network to share text files, and to exchange comments about the game. Often I would upload the latest version at 5pm, and there would be comments on it by 9!

The PC version was started when the Mac version was nearly complete. I worked with another PC programmer until he fell ill, and I had to complete that version by myself.



Some President Reagan decided military strategy by looking details on the battle position screen.

It was programmed using Microsoft C 4.0.5. The biggest problem that confronted me with the PC version was how to reprogram the user interface code without using up loads of memory (which is a given) on a PC (thanks to DOS), and, more importantly, without spending days wrestling with video cards and screen modes.

Microsoft Windows, which I initially preferred, was ruled out because of the cost of bundling the four disk runtime version. After some searching and experimentation I stuck upon a software library called "Microsoft". Amazingly, this provides device independent graphics for the PC, and does more impressively does so using function calls that combined parameter by parameter with the Mac equivalents. Thanks to this, programming the user interface on the PC took about five months. At first we used different coordinate systems for different screen modes - 640x480 in 16 colors for VGA, 640x200 mode for VGA and so on.

Once I added all the models and combat code, there was no room for the two offset-on buttons that I had used in the Mac version when running VGA. With some reluctance, I decided to adopt a universal 640x200 in all modes, simply varying the console depth to suit the graphics card. This makes it easier to do some things, but having achieved a working VGA version it was disappointing to have given the programmer like this. If anyone wants a VGA version that flows, perhaps they might like to write me just kidding.

Luckily there are no such memory problems on the Mac, so the Mac version will run in 256 colours on a 640x480 screen if you have the memory, otherwise it will run in mono in progressively smaller windows.

I cannot speak for Colin Donnell or the Koehnle who is working on the ST and Amiga versions of the game, so for to say that I have seen the work in progress and it seems as faithful an implementation of the original as is possible, and that he is trying to take advantage of the individual machines where possible (for example using polygons on the Amiga version).

Finally, I must add that I was captivated throughout the long development of this game by copious amounts of coffee, the wonderful source code management tools of Apple's Mac Programmer's Workshop, and (of course) a very scratchy tape of the Woodcock concert from the 60's, and especially by the recording of Country Joe and the Field.

**COVERING TRACKS PT 1**  
Between 1961 and 1970, 50,000 US servicemen were killed and 500,000 wounded by direct enemy action.

**COVERING TRACKS PT 2**  
1 general, 1 colonel, and 67 11 Colonels died in action.

**COVERING TRACKS PT 3**  
80% of captured items from strategic fragments, 70% from small units. 80% of these wounded survivors died in combat conditions and advanced medical facilities.

**COVERING TRACKS PT 4**  
Bundy threw 5000 miles of wire over 10,000 miles of enemy wire lines - more than 1961 and three and a half times.

## THE WHOLE SAD STORY CONTD.

and I was a pile of big babies, and marked a major U.S. offensive in the South. However, the doctrine of area warfare, limited numbers, and the mobility of the enemy meant that the army had little to show for its efforts in terms of captured ground or enemy units. Instead of head-on assaults, and captured towns and compounds, the American people were told that South was the key.

In 1968, there might have been expected by the US offensive. This was in many ways an initiative in the American effort made the year before. It was not so much the communists themselves allowed to start a military assisted revolution in the South, but the ability to mount extensive attacks in strength that attracted public opinion. In the end it was a military disaster for the communists who had to retreat to the effective fighting force, and had to be limited not by more and more US offensives. However, it was a great political and propaganda success. If the South Government did not rise to support the Communists, it was not because of their support for the Saigon government, but because of their recognition - they had been used to US troops since the beginning of the Second World War.

1969 provided a stimulus for the Americans. They began to look for a way to extract themselves from a war that had been increasingly unpopular and expensive. Indeed, every week was marked by the fact it was untenable. 1970 to 1971 marked the phased withdrawal of American ground forces, and the emphasis on air operations, whereby the armed

forces of the South were established and supported regardless of their political ideology in 1971. It was a defeat - a call out by the Americans, and I believe that they knew that South Vietnam would not long outlast the Peace Treaty made in 1971. This, I think is false as by the fact that my personal experience was that the American withdrawal was a disaster for the South. I believe that the South launched their final offensive in 1975 against the South in 1975.



One of the attractive features of the game is that the terrain is both realistic and strategic, and is clearly visible to both sides.

## FIGHTING TALK - GLOSSARY OF 'NAM TERMS

**Availability** The use of helicopters to insert troops.

**Aviation** Airborne military transport.

**Avlight** Avlight by US forces. A number could be used in a number of ways.

**Army** Army of the Republic of Vietnam army of war.

**AVN** Strategic aviation command unit consisting of up to 50,000 of US troops.

**Battalion** See division.

**Brigade** See division.

**Camouflaged** A mixture of natural concealment and false political commitment visible not by all sides.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Division** A division consists of brigades, which in turn consist of battalions. Each individual unit has its own HQ (HQ), in the case of the US military units have been

divided into their subordinate units a name such as HQ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

with naval, air or military gunfire positions. The area of US base includes Cambodia Laos and the sea.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

and end of supplies.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.

**Comp area** "Protected" area. These were military regions of South Vietnam, starting with Comp area 1, and ending in the South and in Capron the South.



# UNDERNEATH THIS COMPUTER IS AN ARCADE FIGHTING TO GET OUT.

Underneath the respectable exterior of the new Amstrad Plus range of computers, hidden away...

...is a whole world of games just waiting to be played.

Because even though the 628 Plus and 664 Plus are both serious computers (with the "BASIC" programming language) they're both ready for fun whenever you are.

Whether you choose the advanced, disk-driven 628 Plus or the compact driveless 664 Plus, you'll love the superb graphics palette, the stereo sound and your own paddle for real playing control.

Both computers also take instant loading ROM cartridges, so you get instant access to top rated games from the best software houses in Europe.

And they're both compatible with hundreds of CPC titles on disk and cassette.

You'll also get straight into the great high speed car game "Burnin' Rubber" because it comes free with your computer. Both models come complete with a choice of stereo microphone or stereo colour monitor and a full-sized keyboard.

Not your Amstrad star? No worry, the Amstrad... don't worry, fun play along.

**THE NEW AMSTRAD 628 PLUS  
- FROM £229.**

**THE NEW AMSTRAD 664 PLUS  
- FROM £229.**



FOR FURTHER DETAILS AND  
**0077 200220**

PLEASE USE  
FOR INFORMATION

Please send me details about the Amstrad 628 Plus and the Amstrad 664 Plus.  £229.00  
 Name: \_\_\_\_\_  
 Address: \_\_\_\_\_  
 Postcode: \_\_\_\_\_  
 Name of Amstrad Distributor (if known): \_\_\_\_\_  
 Tel: \_\_\_\_\_  
 Fax: \_\_\_\_\_

\*The full range contains the game "Burnin' Rubber" free on cassette. Different colour schemes. Please contact Amstrad, 88F, New Kings Road, London, W8 7AH for more details. Amstrad, Amstrad Plus and Amstrad 628 Plus are trademarks of Amstrad plc. © Amstrad 1990. Amstrad plc. All rights reserved. Amstrad is a registered trademark of Amstrad plc. Video, Cassettes, Cards, Comps, Books are available separately.

# THERE'S ONLY ONE

NOW AVAILABLE FOR  
ATARI ST & AMIGA

*Emlyn Hughes*



## INTERNATIONAL

# SOCCER



*Audiogenic*



### OVER A YEAR IN THE CHARTS ...OVER 100,000 SOLD!

The 8-bit soccer game of the 80's becomes the 16-bit sensation of the 90's with the release of the long-awaited Atari ST and Amiga versions.

When EMLYN HUGHES INTERNATIONAL SOCCER was released for C64, Spectrum and Amstrad, reviewers were amazed. It rated 90% in Zzap, 91% in Sinclair User, 88% in Games Machine, 91% in Amstrad Computer User, 94% in Computer & Video Games, 88% in ACE, Game of the Year in CCI - we could go on for ever!

Now, with the release of the Atari and Amiga versions reviewers are reaching for their dictionaries to find new superlatives. ZERO described the game as 'totally excellent', the sound as 'absolutely brilliant' 85%; Your Amiga rated it 'the best soccer simulation to date - 95%'; YC World Cup Winner 97%.

Forget the rest - there's only one EMLYN HUGHES INTERNATIONAL SOCCER!

AUDIOGENIC SOFTWARE LTD

Winchester House, Canning Rd, Woodstone, Harrow, Middlesex HA3 7SU. Tel: 081-661-1195.



# SCREEN TEST



Prosecutor: Following the verdict, Ace Attorney is back at the forefront of courtroom drama on page 67.

## ACE RATED!

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

The PC = Analytical Interest Curve

— is the most sophisticated reviewing tool around.

We on ACE know you don't just play a game — you experience it. The Analytical 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 adrenaline 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 word go. That means it's probably a good game to show off to the neighbors — who probably aren't going to play it either for much more than a minute anyway.

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

Finally, you've got the month and year ratings. The former a game builds up from the more demanding it is of your hard earned cash.



The adrenaline and persistence are constant, but after a while you'll get bored. A high adrenaline and persistence rating means it's a game that has more to...



It's the only full-scale review system available. It's the only one that's been used for over 10 years. It's the only one that's been used by over 100 million people.



It's the only one that's been used for over 10 years. It's the only one that's been used by over 100 million people.

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

## ACE AWARDS

All things awards are of course the subject of our special feature. In a game that's been in the headlines for a while, you'll find the ACE Award. It's the only award that's been around for over 10 years. It's the only award that's been around for over 10 years. It's the only award that's been around for over 10 years.



All things awards are of course the subject of our special feature. In a game that's been in the headlines for a while, you'll find the ACE Award. It's the only award that's been around for over 10 years. It's the only award that's been around for over 10 years.



All things awards are of course the subject of our special feature. In a game that's been in the headlines for a while, you'll find the ACE Award. It's the only award that's been around for over 10 years. It's the only award that's been around for over 10 years.



All things awards are of course the subject of our special feature. In a game that's been in the headlines for a while, you'll find the ACE Award. It's the only award that's been around for over 10 years. It's the only award that's been around for over 10 years.



All things awards are of course the subject of our special feature. In a game that's been in the headlines for a while, you'll find the ACE Award. It's the only award that's been around for over 10 years. It's the only award that's been around for over 10 years.

## THE LINE UP

### ON COMPUTER pages 67-96

- 67 **ACE** Three Day Party preview
- 68 **ADRENALINE** Action Arts
- 69 **ACE** Action
- 67 **BUTTERED** MAY FIND impressions
- 72 **BUCK ROGERS** in GUTTER
- 80 **COVERT ACTION** Impressions
- 82 **FLIP IT AND WASH IT** Impressions
- 70 **CRIMINAL** in 3D
- 73 **MONKEY ISLAND** CD-ROM preview
- 68 **POWERWAGON** Bullfighting Sports ACE
- 68 **SAVAGE EMPIRE** Original/Impressions
- 64 **SHOCKWAVE** Digital Man Software
- 64 **SUBVERSIVE** Electronic Arts
- 65 **THE GUY WHO LOVED ME** Comment
- 66 **WOLFEIN** Incredible Pictures
- 75 **WORLD COMMANDER** Original/Impressions
- 67 **WYRMS** get the **SHOCKWAVE** Analyze/Art preview

### ON CONSOLE pages 103-107

Our first preview of Super Nintendo titles, plus just how good it is the New Gen...?

- 104 **ATTERBURNER** in PC Engine
- 107 **ICE HARS** PC Engine
- 107 **FRIG BLASTER** PC Engine
- 104 **WARRIOR** Comment New Gen
- 107 **WARRIOR** Comment New Gen
- 107 **WARRIOR** Comment New Gen
- 104 **WARRIOR** Comment New Gen

### ON CD page 111

- 111 **LIVING BOOKS** CD-ROM

**I**ght must be developing a strong claim to the Software House of the Year Award. First, Ultima IV transformed the Ultima series with yet another quantum leap in playability. Now Chris "Mad Blood" Roberts brought us the superlative King Commander and now... can you take it? They've delivered another masterpiece. The only problem is going to be convincing you that it's as good as it is...

The problem's a real one and it arises because of the prejudice that many gamers have about Ultima-style games.

These prejudices fall into two categories. The first is based on actual personal experi-



In the village of the Friendly Knights, the location graphics in King Commander are even better than in IV!



# SAVAGE EMPIRE

ence of early Ultima. These were graphically tedious and had extended, but very obscure, gameplay. The other based them or looked them. The second category belongs to people who lump Ultima games together with other pseudo-RPG and fantasy titles and who would rather get stuck into a more active scenario.

**Can this be true?? An Ultima game that's... gasp!...even BETTER than Ultima?!**  
**Yup...ORIGIN have come up with another fantasy of graphics, gameplay and long-term addiction**

The first category are missing out because the games have changed beyond all recognition. The second category are just missing out, period. Here's why...

#### THE ELEMENTS

What do you get in a game like Savage Empire? First, you get the Ultima IV software engine. This gives you a scrolling map engine of considerable graphic complexity, the ability to create and store game characters, complete with their appearance and all statistics, a powerful command-line interface, and the capacity to process vast amounts of gameplay data. This engine can drive 512 games.

Gameplay consists of leading your party (which may consist of between one and six members) around the landscape, entering buildings (displayed in high resolution light down to the cups on the table) and encountering people (such as you would do in real life). Unlike other games, these characters don't just sit there like parts of the furniture - under constant computer control every one of them is leading his/her own life and moving about the world just as you are.

When you encounter someone you can

talk, physically attack, or... the usual old, allowing them to walk through the computer interface to the language interface.

And, remember, you get more. You can sign up to a quarterly subscription where the software may come on different schedules. You can't do this unless you've found that it really works for you.



either ignore them, chat with them, or fight them. Again, these options are not just IGNORE, CHAT, FIGHT as they would be in some other games; we could mention - these options are powerful and complex. If you communicate, the other person may well have a lot to say and highlighted words in the text prompt you with subjects for further discussion. Characters may get quests, offer information, simply pass the time of day, take puzzles for you, or even join your party and place themselves entirely under your control. You can't afford to ignore anyone.

#### COMBAT

Scores of later years' going to bump into someone (or something) you don't like, or who doesn't

#### WHAT TO LOOK FOR

Here are some extra bits of things to look out for in Savage Empire.

- **Discovery and Theft**  
A couple of friends with completely flexible travelling modes. Can these be diamonds and not just diamonds?
- **Water**  
A beautiful picture of the South Isles. Pop yours in here.
- **Repeat the Mist**  
We have an old island and think it's suitable as the Blue Isle. Return to us soon, please!
- **Secret Discoveries**  
There's a particularly important yet secret item by the name of a gemstone. You have to get past them - and past the stunning, interesting things in the lake.
- **Navigation**  
They're not just where you thought the whole world was remaining with nothing but directions, identifying information, and many, many treasures, are you a real? The lake, the lake, the lake, or again and it may reveal the secrets of the Underground Empire that South has.





## OTHER ULTIMAS

Since Ultima came to the PC, software buyers haven't had the same level of choice. Ultima: The New Dawn, Savage Empire, and Ultima III all in one year, is the question of format conversions is greatly important. And now, that, that Microsoft has established a European conversion team at the Origin Development specifically to cater for those of us in the other side of the pond.

Ultima II, which was regarded as a big success for Origin, didn't really, was unfortunately delayed prior to final release but should be available in time. The Savage version of Ultima II and Savage Empire will continue since Savage III is being made by the finished before the latter can make much progress. UTM used of course will not be replicated either - and expect some Ultima-style products for another few.

like you. In this case, you're into combat mode. Back of your party is directly under your control. Facing light equipment gives you have previously set for combat status to include default tactics. There are four default tactics settings for characters in Savage Empire: DANGER (moves in and attacks nearest enemy), RETREAT (runs away), FLEE (stay back and avoid ranged weapons), and COMMAND (under player's command at all times).

About now, either when you or your opponents manage to reach the area or when one party is destroyed. During combat you maneuver your party individually, concentrating on selected opponents that you choose according to the particular strengths and weaknesses of your own characters. You get frequent reports telling you how badly (or how well) the opposition are taking it. If you've been put off in the past by the sort of RPG fight routine it, for example, Battle Tale for the client out Savage Empire because the systems really bother.

## EXPLORATION

Exploration, the combat and interactive, is another excellent opportunity for those of you used to simply wandering about a sparse map and grabbing the objects that litter the landscape. In Savage Empire the locations are not only graphically superb but are also choo-choo with detail.



How do you attack the evil wizard? And what are these - references to the other Ultima's? Well, not!



Having a look at a character's statistics you will see some of the things you can do with it.



Not only is there lots to check out, but the various objects and larger items can all be manoeuvred, investigated, used, repaired and so on.

## IN PLAY

The incredible thing about Savage Empire is that, in play, it's even better than Ultima. I suspect this may be something of a subjective value (I) but I'm certain that for most people the scenario of the game is going to be vastly more approachable than the normal fantasy RPG without waffle had in the past. Even games like Wheeland, which have had earlier appeal, have lost out because the locations have been killed off by the rampant side-games play and RPG jargon. You don't get any of that in Savage Empire - you just get a rollicking good yarn and a very steady game system.

As a dedicated Ultima fan, I have to admit that it's pretty taken aback by Savage Empire. I'd imagined a rather pale imitation of the previous games but instead Origin have come up with a winner. Even the close-up scrolling map, which I didn't like as much in LVI as the small scale display in LVI, works better in Savage Empire. That's anyone who knows their way round Britannia will constantly be hampered by the narrow field of view in LVI and be wondering what they are in. In Savage Empire it's a whole new world and the large scale simply brings the experience a choice. (Sometimes, I found fighting dinosaurs and

## THE STORYLINE

It doesn't seem like the Ultima software might be perfectly designed for it's setting either. Ultima had some pretty complex narrative lines and it's a tribute to the system that Savage Empire comes across as being a completely different game. The story, like the software, is interesting.

In this game, you enter into a chaotic Celtic Celtic (and World). After a prologue - yes, you remember them - you're led to that group's style. There's a fairly nice continuity with the other titles as you return from Britannia and meet up with a character who you may have previously met in the previous game.

Good! As you would have it, there's a big bang and you find yourself with the food and a local journalist in a storming jangle. A few yards away a dragoned beauty (that's right, she's your boss) having found the dragon. It's about to be grabbed up by something that looks distinctly non-magical.

Actually you can't handle them, but shortly after your beautiful is captured. Instead you're in a goodly band of heroes called the Order of the Dragon. You can't be offered your own adventures with the dragon, you find that your friends and your boss are gone.

Well, there have been with miles of jangle, ancient civilisations, great ones, dragons, underground cities, and other things, for here you think away...

It's not bad! The plotline is certainly not as tight as the previous titles, but it's still a good one. It's not as tight as the previous titles, but it's still a good one.



It's not bad! The plotline is certainly not as tight as the previous titles, but it's still a good one.

## MARTIAN WORLD

Having seen how successful the setting of the Ultima system has been, we were particularly pleased to hear that the next game in the series of Ultima would be available by the end of the year. The game is called the Martian World. It's a game that's been in the works for some time. It's a game that's been in the works for some time. It's a game that's been in the works for some time.

natives a lot more interesting than struggling with supernatural gargoyles. There's also for more variety in the social structures of Savage Empire than there is in Ultima.

This is a winner. It's going to be.

© Steve Coles

**955**

**SAVAGE EMPIRE**

**RELEASE DETAILS**

SAVAGE EMPIRE CD-ROM ONLY NOW  
 AVAILABLE CD-ROM ONLY

Number of copies available for purchase

Sullivan Bluth Presents

# DRAGON'S LAIR III

TM

# TIME WARP



Princess Daphne has been spirited away to a wrinkle in time by the evil wizard Mordroc, who plans to force her into marriage. Only you, Dirk the Daring, can save her.

Transported by a bumbling old time machine, you begin the rescue mission. But you must hurry, for once the Casket of Doom has opened, Mordroc will place the Death Ring upon Daphne's finger in marriage and she will be lost forever in the Time Warp.

Be the first to play the all new Don Bluth animated adventure Dragon's Lair III: Time Warp features full-screen animation and digitized sound with more scenes than any previous animated adventure.

"Dragon's Lair III: Time Warp" is a Williams arcade by Don Bluth, Ltd. © 1993 Bluth Group, Ltd. and other content from Sullivan Bluth Interactive, Inc. • Character Design: © 1993 Don Bluth. © 1993 all rights reserved and copyright, Sullivan Bluth Interactive, Inc., All Rights Reserved. Programming © 1993 ReadySoft Incorporated.



ReadySoft Inc.



The only way to defeat the dragon. This 2D game has a different feel, but doesn't lose its sense of physical accomplishment by the other means.

The story of *Apprentice* is one of size, great loss and impressive ambition. You, being nothing more than a mere wizard's aide, have always wanted to become a grand master of magic. However, you are far too young. The wizard will let you try, but to prove your worth, you have to sneak out a great dragon, and scavenge for books of secrets that he stole so long ago. The path is perilous, taking you over and



Here you are pushed into the water to avoid dropping items. Heavy items require longer periods of time.

# APPRENTICE

Rainbow Arts are looking for promotion - the hard way!

over land and sea, as well as a short jump through hell for good measure.

Obviously not everything is against you in the game. Not a very nice thing to be told, but it's true. The wizard has decided to help you a little, by so cleverly packing crates about the place that can be kicked or thrown at the wizard. Some of them hide secret treasures, such as money or magical bonuses that allow you to float like a leaf, or create an animated control table made of yourself.

Against you are all manner of nasties ranging from the very slow and simple hedgehogs to menacing dragonets that have a nasty habit of throwing your bones back at you. There are also all kinds of traps laying about the place, collapsing stairways and water-filled holes to come to mind. You're no way off being eaten out of these ones, so the game has to be learned.

Each of the thirty-four levels is composed of large, four-way-walking play areas viewed side-on, a la Super Mario Brothers. At one end is the start location, at the other is the exit. There are a million and one different routes across the level, but the correct one is marked with fruit. A helpful inclusion on the later levels, which really are nothing more than complicated mazes.

The controls are very well thought out indeed. Depending on which spells you've collected, the fire button plays a different role at least four times. For example, if you are holding or about to use a box, you'll either throw or kick it. However, if you are not in either of these categories and have collected some bombs, the button will place one directly in front of you.

Another nice gimmicky feature is the ability to change direction while jumping. This allows you to adjust your trajectory in mid-flight, changing the length and height of your jumps and even looping backward. Handy in more than a few situations.

On the face of it, *Apprentice* doesn't break any barriers. Indeed, it may well get lost in the wash of cartridge-style games - a forest this deep may fit right into - by being a little too ordinary. A fun game to play, but by no means an outstanding product.

by Tony O'Brien



Unleashed magic is quite a sight to see in the city. Here you can see some magical weapons and materials, just the wizard's work.



Illustration shows and more about the game being used in this book. While not all titles are, the game also includes a guide to a large number of other titles. Some of these are also available on CD-ROM. For more information on the game, please contact the publisher or visit the website at [www.rainbowarts.com](http://www.rainbowarts.com).

<p>REVIEW</p> <p><b>685</b></p> <p>4.5</p> <p>4.0</p> <p>3.5</p> <p>3.0</p> <p>2.5</p> <p>2.0</p> <p>1.5</p> <p>1.0</p> <p>0.5</p> <p>0</p>	<p>AMIGA</p> <p>1994</p> <p>1995</p> <p>1996</p> <p>1997</p> <p>1998</p> <p>1999</p> <p>2000</p> <p>2001</p> <p>2002</p> <p>2003</p> <p>2004</p> <p>2005</p> <p>2006</p> <p>2007</p> <p>2008</p> <p>2009</p> <p>2010</p> <p>2011</p> <p>2012</p> <p>2013</p> <p>2014</p> <p>2015</p> <p>2016</p> <p>2017</p> <p>2018</p> <p>2019</p> <p>2020</p> <p>2021</p> <p>2022</p> <p>2023</p> <p>2024</p> <p>2025</p>
---	--

RELEASE DETAIL

DATE OF	TYPE	OUT NOW
AMIGA	CD-ROM	OUT NOW

(In other versions please)



The bottom screen is much as the top screenshot. This one's a bit more for long, though, as it's all about walking.

ACTION SET

... Faster than ever before!

FOR CHAMPIONS, SIMULATION AND ACTION  
ARE ALL THAT COUNT!

# FULL BLAST

...do or die!



Available on  
ATARI ST, AMIGA, IBM PC  
and compatible, COMMODORE 64.

NOTE! In the COMMODORE 64 version,  
HIGHWAY PATROL and CHICAGO 90 are replaced by GRAND PRIX 500.

UBI SOFT is a registered trademark of Ubi Soft Entertainment Software.  
ATARI is a registered trademark of Atari Inc.  
IBM PC is a registered trademark of International Business Machines Corporation.  
COMMODORE 64 is a registered trademark of Commodore International Inc.  
AMIGA is a registered trademark of Amiga Inc.  
HUNT FOR RED OCTOBER is a registered trademark of Ubi Soft Entertainment Software.  
THE GREAT ESCAPE is a registered trademark of Ubi Soft Entertainment Software.  
FORMULA ONE is a registered trademark of Ubi Soft Entertainment Software.  
FERRARI is a registered trademark of Ferrari SpA. © 1992 Ubi Soft Entertainment Software.

UBI SOFT

Entertainment Software

UBI SOFT SA  
SAVOUROY HOUSE, 108 READING ROAD  
WARELEY DAMBURY, GERRY WAY 28A  
TEL. 0203 682 050

# BUCK ROGERS

## COUNTDOWN TO DOOMSDAY

**S.S.I. give you the chance to join Buck Rogers and the rebels of NEO in the struggle against RAM domination**

**T**he year is 2059 and humanity has colonised most of the solar system, re-arranging the planets to suit its needs. However, with three international alliances, which – following the “The Last Gasps War” – have replaced national governments, Luna is owned by the ComStar faction, Venus by the Indo-Asian Consortium and Mars, seat of power among the war warring, by the despotic Russo-American Republic (RAM).

Earth, however, is in a bad way. Ruled for decades by great efficiency and an iron fist, mass pollution and war have taken their toll. In response, NEO (the New Earth Organisation) has been formed by a daring band of rebels to liberate Earth’s citizens.

As fate and plot structure would have it, Buck Rogers is recruited alive from his frozen sleep and with his tactical genius and fearless

driving the soon leads NEO to victory over RAM, who leave Earth after it becomes too expensive. Although NEO is now in control, RAM still attacks and, with a full resources investment, our heroes are desperate to build a defence force.

The game is in a similar vein to S.S.I.’s *Advanced Dungeons and Dragons*, Buck Rogers being the computer incarnation of TSR’s role-playing game of the same name. The action starts with character generation. Each character has seven abilities (strength, dexterity, charisma etc) which are in turn modified by that character’s racial characteristics. For example Martians (actually engineered earthlings by Merlo) get a +4 modifier to their COM and STR values, but a -1 to DEX and CHA. Other races include Terans, Saurians, Meronians, Takans and Desartl Flowers.

The next step is to pick a career class, the selection ranging from Rocketpicks to Engineers – all have minimum ability requirements and are open to only some of the races.

To personalise your character you allocate 50 skill points between various skills and advancement is achieved via the collection of experience points. Each time a character goes up a level you get an extra 40 points to add to it, plus for his/her skills. With more than 100 in any class from you can create a varied party, ready for anything!

Combat occurs quite often and is fairly easy to get to grips with. Viewed from slightly above, you control colourful sprites which attack in a set order depending on relative. This is a random value number modified by various factors including density and surprise.

A varied arsenal is available although you start off with standard Bolt Guns, but as you progress you can upgrade to the likes of Laser Rifles and Plasma Throwers. Also possible is space combat, this too is controlled by a side-view of menus, turning being an option which can then be followed by boarding. To take a ship you must secure both the bridge and engineering sections. All body is their yours and the team is credited with the salvage value. This account is used for ship repairs, fuel, and other necessities.

There are many locations ranging from Warbler densets to cavernous spaceports and all are inhabited in one form or another, some being



Character statistics in a standard game illustrating the 3D RAM interface.



...and a three sign screen.

hostile and others friendly. Control of your party’s actions is via a series of menus with movement achieved by clicking the mouse on various parts of the 3D view.

All the views are clearly presented with good shading and colours that help build the atmosphere. Most of the major locations are introduced with some really impressive pictures that further give the feel of the 20th century. Sounds include the usual PC beeps and whines although soundboards are catered for.

None expects a computer to beat a human RPG star, but Buck Rogers succeeds superbly in its own right and is an excellent addition to the genre.

■ **Steve Webster**



...and a three sign screen illustrating the 3D RAM interface.



At the start of the experience through the interface.

**BUCK ROGERS**

...and a three sign screen illustrating the 3D RAM interface.

**RELEASE DETAILS**

RAMM 01	024-06	00000000
RAMM 02	024-06	00000000
RAMM 03	024-06	00000000

...and a three sign screen illustrating the 3D RAM interface.

ONE DAY AT A FRIEND'S HOUSE...



HI JOHN!  
COME AND LOOK AT THIS.  
I'VE JUST GOT HOLD OF  
3 GREAT GAMES.



HOLD ON!  
THESE ARE COPIED  
DISKS!!

DON'T YOU KNOW  
IT'S AGAINST THE LAW  
TO HAVE THESE?

WELL, I SAW THE  
F.A.S.T. ADS, BUT I  
DIDN'T REALLY THINK...

IT'S UP TO  
PEOPLE LIKE YOU AND ME  
TO STOP THE PIRATES.



- AND F.A.S.T.  
ARE OFFERING £1000  
IF WE HELP.



LET'S TURN THE TABLES  
ON THESE CROOKS.  
I'VE GOT THE NUMBER FOR  
F.A.S.T. HERE.



HELLO F.A.S.T.  
GET HOLD OF A PEN,  
I'VE GOT AN  
ADDRESS FOR YOU.

# £1000 REWARD

THIS CAMPAIGN IS ORGANISED BY

**ELSPA**



ANY INFORMATION ON PIRACY SHOULD  
BE PASSED TO F.A.S.T. (THE FEDERATION  
AGAINST SOFTWARE THEFT)

TELEPHONE 071-497 8973

FOR INFORMATION  
LEADING TO A  
PROSECUTION  
& CONVICTION



**PIRACY  
IS THEFT**



**F**rom the heart of Moraga in California, Maxis has produced some of the most original micro-computer software ever created. SimCity, the urban city simulator, and now SimEarth from you manage a planet? Just taken the word "micro-simulator" to a mass audience about the globe. Maxis products are now available on a variety of machines ranging from the Spectrum and Amiga to the IBM Team and Super Famicom. But how did it all begin? Jeff Braun, President of Maxis, explains:

"Maxis started in 1987, it's a partnership between Will Wright and myself. Before Maxis I was involved with productivity software on the Amiga but I just didn't see that going anywhere. I then met up with Will at a party. He'd already written *Road on Bungaling Bay* (see panel for further details), Will designed all the graphics in *ROBE* and had a system setup where he could just plug down factories and roads and build the islands you try to destroy in the game. While he was designing *Road on Bungaling Bay* he decided it was more fun building the islands and cities than it was destroying them. This, coupled with the fact that his last-odd neighbor just happened to be a knowledgeable programmer with a stack of computer-model data from his university days, led to the next idea of SimCity."



Jeff Braun, the president of Maxis.

"SimCity was finished in 1985 - it was originally called *Metropolis* on the C64 - but Will couldn't find a publisher, so we set-up Maxis and converted SimCity over to more advanced orientated machines like the Macintosh. SimCity is now available on the Spectrum, DOS, CPC, Amiga, ST, PC, Macintosh, IBM Team, Sharp X68000 and NEO-9600. It will also be available on the Nintendo Entertainment System and Super Famicom in January 1990. Nintendo has actually bought through forming rights for a sequel one million pounds, though Jeff was unwilling to comment - ACK! Before the Nintendo deal Maxis was just five people, now we're got over 20 people."

# Get the Max

"The Super Famicom version of SimCity is being developed by the same team who created Super Mario Bros. 3 - it's a beautiful product. The Super Famicom implementation will be the best version of SimCity with more 'gamey' features. It has animated ocean waves, a weather/time-system, and gives standardized names to objects in the cities like the ACE, Suspension Bridge for example."

## WILL THERE BE A FOLLOW-UP TO SIMCITY?

"As soon as SimEarth is finished, we're putting the same team on SimCity2. A lot of the features in SimEarth will appear in SimCity2. We'll have elevation - mountains and valleys. We're going to have a much bigger area and multiple cities, it will be almost like a county. We're not certain how these cities will interact yet, but we're talking about a multiplayer ability, so you can be mayor in one city and your friend mayor in another. There will be some kind of conflicts where there's a county tax-rate, and one city might be industrialized and the other more commercial so there'll be some tradeoffs. The budget window's going to



Where do you go after  
simulating the planet  
Earth? Erik Haynes  
talks to Maxis, the  
company that brought  
you SimCity,  
SimEarth and soon  
SimCity2...

## NEW KIDS ON THE BLOCK

Maxis is introducing two packages of SimCity Graphics as add-ons to the original SimCity. *Graphic Set 1 - Ancient Cities* gives you Ancient Asia, Medieval Times and the Wild West. *Graphic Set 2 - Future Cities* provides Future USA, Future Europe and Moon Colony. In addition to building your own cities, you can separate your work with the city creator via SimCity's pre-built and play ready combinations like Moon Colony City, Prehistoric, Star Wars Tokyo and Medieval Ireland. These data disks cost £19.99 each and are available for the Amiga, MS-DOS, Macintosh and IBM Team.





Screenshot

be much bigger (it won't be just three services - you'll have things like managing the sewers, water supply and waste disposal). There will be education and schools. We'll also have freeways, roads, rail, light rail and heavy rail - so there'll be a lot more transportation. We're going to add a lot more city services so that it's more realistic. We're going to have multi-layers such as subway, street, city and highway levels in the city. You'll be able to roam through levels of the terrain."

"SimCity2 will be set through time, you'll see the city evolve. You can play it in any time-scale, you can start in medieval times and work your city all the way up to future times. The graphics will change over the years. We'll put in more detailed information about the city, we'll have more statistics."

"With SimCity2 we've come up the model so you have these fiddlers where you can change variables. For instance, you can change the relationships between land-use and crime, traffic density and population. You can go in and try your own rules. We're working on the special case SimCity2 will be a completely different type of game in its progression. It should be ready sometime next year."

#### WILL YOU ENHANCE THE CITY VERSION OF SIMCITY2?

"Yes, we'd like to include some hypercard-type stacks in the CDTV version to give you a lot more information about the product. We'd also like to have experts who analyse the city for you - you'd also be able to ask them questions. We might commission some famous urban planners. For example, if the crime-rate is high they might tell you how to help the city combat it. We're looking at a lot of different ideas of how we can fully exploit the CD-environment. Hopefully we'll have more graphics as well."



Left: Jeff Braun, Executive Producer; Middle: Mark Stone, Director; Right: Henry Blumberg, Designer



Major features include air of SimCity

SimCity has been successful as the first franchise to bring planning to the virtual world by the American Planning Association.

The mayor who were awarded the award for a small town in America played SimCity for a night to see who would get the best score.

Mayor will be working with building the structure of the city and the future. They'll see something from their position the next year.



Screenshot of the game interface

#### RAID ON BUNGELING BAY

The game that inspired Bill Wright to create SimCity is a very playable 3D strategy shoot-'em-up. The mid-80s CD title - released by Broderbund - also requires a fair degree of strategic thought. During the game you pilot a helicopter in a mission to stop the Mac Machine by disrupting the production of its six air factories. These heavily defended buildings are connected via a network of pipes to a central control room. You have five minutes to demolish your enemies. Each enemy has a limited supply of missiles and one health. You can repair and refuel with bombs at any time by landing on your carrier - which you must also defend against attack. The bombs can hit everything except airborne targets, while the missiles destroy everything except the factories and factories. The factory is built on one of the islands during the course of the game. You can delay its construction by bombing it but since it's built the factory will just get to use and feed for your carrier. It eventually returns and lets your carrier off you don't sink it. If your carrier is sunk, then the helicopter you're flying becomes your fuel and you cannot repair damage. You can still retreat by finding bombs located on some of the islands. Apart from the factory, the Mac Machine has a formidable arsenal of tanks, boats, anti-aircraft guns, fighter planes and radar installations, and missiles. Tanks and boats supply the factories and increase the rate of production, and anti-aircraft guns cause heavy damage and normally protect factories and radar units. The fighter planes will chase and fire at you until you lose or eliminate them. The radio instructions on the ground tell the players to locate your bombers occasionally attack your carrier, when this happens you receive a warning message and a limited amount of time to return by the carrier and shoot the bombers down before they sink your carrier. If you destroy all six factories, you see a newspaper headline story about your victory. Field on Bungeling Bay is definitely an old classic. If you can't play it, the game was one of the first licensed titles on the Nintendo Game Boy console and sold over one million units in Japan.



The very special of SimCity



# S P O R T S B O X I N G

"I've never enjoyed boxing so much as I do now... It's a real challenge, and it's a real thrill to be able to control the action like this... I'm hooked on it."

"I've never enjoyed boxing so much as I do now... It's a real challenge, and it's a real thrill to be able to control the action like this... I'm hooked on it."

"I've never enjoyed boxing so much as I do now... It's a real challenge, and it's a real thrill to be able to control the action like this... I'm hooked on it."

"I've never enjoyed boxing so much as I do now... It's a real challenge, and it's a real thrill to be able to control the action like this... I'm hooked on it."



## Do you want to box in the Fourth Dimension?

Mindscape and award-winning developers TST bring to you one of the games to your home computer with the 4D Sports series. Now the 4th Dimension is realized and the action is amazingly real. Modelled and animated on real human movement, 4D Sports Boxing is the most accurate sports/active action ever written. 4D Sports Boxing lets you create and score a range of up to five of your own boxes.

You choose how tall, how heavy and how strong they are.

Meet your brain Devo and build them up into local, powerful fighting machines - then it's time to order them into their first fight.



MINDSCAPE

For more details contact:  
Mindscape International, Ltd., The Coach House,  
Chesham Close, Inverclyde, PA,  
West Lothian EH31 1 7PS. Tel: 053 426 874

For further information or to place an order,  
contact us direct please call 0800 4 1 6 1 1

IBM PC or Compatible, VGA, VGA Upgrade, CD  
or Hard Drives, Windows, Windows 3.11 or  
Windows Networking digital sound card or more  
hardware required.

Forwarded from our special £2.99  
introductory price is available between 1/10/93 and 31/10/93

**UBI SOFT**  
Entertainment Software Presents

# brainblasters



**AN EXTRAORDINARY BRAIN-TEASER  
COMBINED WITH HUMOUR, IMAGINATION  
ACTION AND REFLECTION**

**UBI SOFT**

Entertainment Software

The **BRAINBLASTER** is the keeper of the main library, and the time has come for his succession. Like every other human, you can lay claim to his position.



Come, mere mortal, as you have the power to compete in the ultimate test of IQ!U and become the mighty **BRAINBLASTER**.



Recall shapes and recall them with pieces that float from the sky. An intelligent game which will make your memory work hard, while astounding you with incredible, humorous animations.



**UBI SOFT**  
Saddlers House  
100 Reading Road  
Totley, Cumbria  
SURREY GU17 7EX  
Tel: (0252) 860 29

# POWERMONGER

Populous was billed by some as the ultimate God game — now ELECTRONIC ARTS step down from the dizzy heights of deity to wage war as a Powermonger

**P**opulous is back. It's Powermonger, and has been seen in the following in the mundanely successful Populous: this is not the case. Programmed by Buffing, Powermonger is indeed a game of conquest and strategy, but places you in the role of an exiled warrior with feisty lies under your command. You're out to rebuild yourself, having come ashore on strange and foreign islands. To reach this somewhat formidable goal, you must successfully conquer each of the 170 areas that make up the world of Powermonger.

As you progress, the status of your leader (depicted as a large character behind the main play area) will vary according to the orders issued to each character under your control. As with Populous, each of these characters moves independently unless specifically commanded, although success inevitably depends upon certain orders being issued.

Like Populous, the range of controls does not extend to creating natural disasters, moving inland amidst hazardous (but stack, dependent) perils, invasion and the odd battle or two. Most water islands are relatively easily won by force, many inhabitants are less than prepared to resist, preferring to either trade, bribe or persuade in order to gain alliance. (Each of these methods you should employ may be de-



Powermonger requires an excellent command, and you're writing orders your followers can't disobey.

ed by spying on opponents to discover weaknesses or requirements). By instance, other leaders may have advanced their weaponry and supplies beyond yours, when your own troops may be starving and inadequately armed.

Before attempting any destruction, you must commission and equip an army. Having done so, you may then select from 10 levels of aggression for your unit, pick your destination, launch your attack and observe the resulting battle. A defeated captain will be directly under your command and may subsequently lead an independent body of followers to further your regime, (although orders are sent via pigeon, so take some time to be carried out).

Physical opponents aside, continually changing weather may wick, after your intended course of action, or even render plans completely useless. By mounting an attack during the winter and watch the driving snow discourage your armies to the point of desertion (and coupled with various geographical structures, often pose considerable problems). For example, any attempt to attack from either an open plain or the top of a



As attack moves into more complex stages, spying seems to be a pretty handy and useful weapon.

hill will see your chances of success decrease, as the enemy will have obtained your intentions and prepared defenses. Alternatively, attacking from the cover of a forest or the edge of a hill increases your chances of success due to your having the element of surprise.

The complex involved in producing the fully manipulable polygon landscapes that make up Powermonger's 170 areas, must be regarded as an achievement. The zoom and rotate facilities are not only excellently implemented, but add an extra twist, allowing full views of each game aspect, geographical and otherwise, but control is easily learned, although mastering the game itself will take considerably longer.

Originally, Powermonger is a class of its own. Not only are there thousands of independent characters (all well designed), but elemental characters and (diversity of land formations combine to provide variety and maintain interest). Colour is appropriately used to enhance realistic scenery. Sound is both realistic and informative and mostly activities may be recognised easily, so reinforcing a player's actions.

A laudable example of the art of computer gaming, and an essential purchase.

By Iain Marshall

**PIC**

Powermonger is a highly detailed and complex game. It features a large number of different units and buildings, and a variety of terrain types. The game is set in a fantasy world, and is a true test of strategy and command.

**973**

See all our books, tapes and video titles at our website: [www.computerscreenbeat.com](http://www.computerscreenbeat.com)

**AMIGA**

See all our books, tapes and video titles at our website: [www.computerscreenbeat.com](http://www.computerscreenbeat.com)

**RELEASE DETAILS**

AMIGA	CD ROM	MANAGEMENT
AMIGA	CD ROM	OUT BOX

for other versions planned



Information may be gleaned about anything within the game. This is a particularly feature a chief reason to play on.

# QuickShot<sup>®</sup>

by Bondwell

## THE NEXT GENERATION



CS-123  
PC ANALOG



CS-126HF\*  
SPECIALIZED CONTROLS



CS-127  
WIRELESS 1000000

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.

QuickShot<sup>®</sup>  
**20,000,000**  
CONTROLLERS SOLD WORLDWIDE



CS-130HF\*  
TRACKBALL



CS-125  
GENERAL  
WIRELESS 1000000

**1**  
YEAR GLOBAL  
WARRANTY



CS-131  
NEW MODEL

AVAILABLE FROM ALL LEADING COMPUTER & TOY STOCKISTS

**QuickShot<sup>®</sup>**  
by Bondwell

BONDWELL LIMITED BROMLEY, ENGLAND

Bondwell House, Unit 21 Tuffen Road, London NW7 1EH Tel: 01-861 1991 Fax: 01-861 881 834

\* For the following International Countries: USA, Canada, Mexico, Australia and New Zealand only. (Other countries not included)

© 1998 QuickShot International Ltd. - QuickShot is a registered trademark owned by, and is the property of, Bondwell Limited. All other trademarks and registered trademarks are the property of their respective owners. All other product names are registered trademarks or trademarks of their respective owners.

# RANK

YOUR MOTHER WOULDN'T LIKE IT!



From Rome to New York, psychopaths is taking its victims. The President of the United States, himself, is compromised. You are Rank, an android with muscles of steel. But you can't even leave the world, something even worse. Your friend, Lulu, has disappeared and you want to find her at all costs.

AVAILABLE FOR  
ATARI ST  
AMIGA  
PC & COMPATIBLES



THE VIDEO GAME

UBI SOFT

Entertainment Software

© 1992 UBI SOFT  
DESIGNED BY  
AND DEVELOPED BY  
UBI SOFT  
L. 2000 001 001

# THE IMMORTAL

EA prove that sometimes dead is better

I'd like to tell you that Bill Hovey's (author of *Jump Golf* and *The Moon Construction Set*) latest, *The Immortal*, was a top quality arcade adventure, you'd probably be very interested. If I were to tell you that it had, in the words of the guy who wrote the packaging (our "movie-quality animations"), no dead yet items would seem a fair bet. If I finally followed up by telling you that it only has around 150 locations, your enthusiasm would no doubt collapse in a rolling heap. And if to you/hundred gamers out there, all screens seem like a glibly visual amount, let me tell you that this is no easy job.

The plot is a standard one of goblins, underground moans, rescue and magic scrolls. The game itself, however, is anything but standard. In terms of gameplay design and presentation, *The Immortal* is in a class of its own.

You are a wizard on a quest to find and rescue your teacher and master, the Grand Wizard



A typical (but nice) scene will give you a hint as to what you can do.



The Immortal's screen. Getting on there will allow you to do things.

Merlin. The underground complex you have to travel through contains eight levels full of Goblins, Trolls, secret traps and all manner of puzzles, presented in isometric format. You begin the game totally unarmed magically, with only your wizard's staff for protection.

As you traverse, you find an assortment of items, be they locked away in chests, lying on the floor or hidden on the bodies of your enemies, only reclaimable when they're dead. Even though some items may seem a little pointless, such as the bottle of water, every item in the game has a use. The key to progressing is working out what to use and where.

The lack of an intro screen was a little disappointing, but as soon as I began the game, I realized why they don't want to waste any disc space on something as minor as an intro



One of the many Immortal puzzles: the location of light has been identified by the gobs. And there!

screen. It seems as if every spare byte has gone into the graphics in the game. If ever a game could be said to have truly realistic screen art, this is the one. Every movement made with in the game by anything has been finely calculated to look as perfect as possible, right down to the timing of the wizard's robes and the glister of the gems.

In terms of the design of the game, Bill Hovey and his team of merry men must have reworked it hard. Every room poses a new problem, from following a secret path through a room loaded with traps, to entering some 'W-O-T-W' where to follow you into combat. All in all, you've got a game that'll lead you well into the early hours of next week.



One of the more interesting observations: when you leave the light you made take the gobs for the gobs.

**PIC**

The graphical capabilities provide some of the best-looking stuff you can see on an entertainment system, and you can play it on a wide range of computers. The graphics are great, and the sound is excellent. The game is a real challenge, and the puzzles are really interesting. The only problem is that it's a bit slow, but it's worth the wait. There's a lot of fun in this game.

**910**

**ATARI ST**

Check the quality and quantity of the graphics and sound. The graphics are great, and the sound is excellent. The game is a real challenge, and the puzzles are really interesting. The only problem is that it's a bit slow, but it's worth the wait. There's a lot of fun in this game.

**RELEASE DETAILS**

ATARI ST £29.95  
 AMIGA £29.95  
 DOS £29.95  
 CD-ROM £29.95  
 SEGA £29.95

EA GAMES

by Tony O'Brien

# Balloonin'

**SPECTRUM**  
C. & D. GIG  
**AMSTRAD**  
C. & D. GIG  
**COMMODORE**  
C. & D. GIG  
**ATARI ST**  
**AMIGA**

**NO TIME FOR  
BALLOONIN' AROUND!...  
NO TIME TO SHOOT THE BREEZE!...**

In fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable bubble poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!



# PRO TENNIS TOUR

# 2



# IS COMING...

**UBI SOFT**  
Entertainment Software



## IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do.

The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.

So if you question an advertiser, they have to answer to us.

To find out more about the ASA, please write to the address below.

Advertising Standards Authority,  
Department 5, Brook House,  
Borrington Place, London  
WC1E 7HN.



This space is donated in the interests of high standards in advertisements.





BLUE MAX

Three Gully Pacific, Inc. is the American software developer responsible for the AC, Atari/Amiga-based strategy game. Now the California-based company is working on simulations of WWI planes, WWI submarines and WWI bombers. Now that's a lot of WWI!

#### AGES OF THE GREAT WAR

"It's good as your nerves at 2000ft with an armed/loaded B-1 on your tail! Forget glory... it's survival," says 360. Blue Max, Ages of the Great War, attempts to recreate the excitement and challenge of aerial combat over France during 1911.

You have the choice of flying one of eight classic or to play fighters from "the 1910's to God Alikes." The realistic, split-3D flight simulator is packed with features, including user defined



AGES OF THE GREAT WAR

weather conditions, two-player head-to-head play options, instant replays, and multiple historically accurate missions.

Blue Max is to be released this month on PC for \$24.95ds - this version fully supports 256-color VGA graphics and AdLib, Creative and Game Blaster soundboards. The game even features the soundtrack from the original George Peppard movie. Versions for the Amiga and ST will arrive later this year.



FLIGHT OF THE OLD DOG

#### DAG BOOT

This German U-Boat simulation is based around the accounts of Peter Cremer, one of the three surviving U-boat captains from World War Two, and technical source from the sensitive and absorbing TV miniseries.

"Sound, music and historical perspective combine to make this an intense and action-packed simulation," explains Three-Gully.

Three-Gully, Dag Boot incorporates missions in the Arctic, Norway, Gibraltar, Bay of Biscay and the North Atlantic as you attack sea, land and air-based targets and avoid mine fields and depth charges.



DAG BOOT

Like the other games mentioned here, Dag Boot is out now on PC (E24.95ds) with Amiga and ST versions available soon. "Scenes of confrontation between the sub and its enemies on the surface and in the air are vividly displayed in 256-color VGA graphics and a full 3D world with multiple camera angles," states Three-Gully.

Dag Boot is basically an underwater version of Acceleade's Age of Aces flight sim... which is hardly surprising as Tom France, the boss of Three-Gully, also happens to be the ex-President of Acceleade.

#### FLIGHT OF THE OLD DOG

Based around the best-selling but typically gung-ho American novel, Flight of the Old Dog by Bob Brown, MaggotForce features a vintage

American B-52 Bomber modified and armed with state-of-the-art weapons and avionics, a state black book for stealth assistance, and golfer-like stripes. The "helicopter" B-52 flies just 200ft off the ground at a hectic 300MPH, and is apparently capable of attacking any target in the world regardless of its location and amount of defenses.

MaggotForce is a sophisticated flight simulation available for PC (E24.95ds), and coming soon on ST and Amiga. During the game you take on the role and views of the pilot, naviga-

tor, communications officer and electronic countermeasures officer. You have to attack a heavily defended target on the Karakoram Peninsula while evading off board SA-2s and SA-3s fighters.

"You need complex planning, strategy and the ability to handle tremendous pressure under fire," reveals Three-Gully.

Author Dale Brown actually collaborated with Three-Gully's developers to produce the game. Brown was originally a U.S. Air Force Captain and participated in numerous top-secret tests and exercises for Strategic Air Command, including the Red Flag tactical combat exercise at Nellis Air Force Base in Nevada where he took the F-111 bomber over the speed of sound at low-low level to escape enemy fighters and ground-to-air threats.

DAG BOOT



DAG BOOT



DAG BOOT

What have biplanes, German U-Boats  
**THREE-**  
**YTXI2**  
 'no-mo-z-ni evel zndmo-0 02-0 naximoz-0w

# CU AMIGA

THE ULTIMATE GAMES GUIDE TO THE ULTIMATE COMPUTER

NOVEMBER 1990 £2.95

DM16 PTA 770 AN EMAP PUBLICATION



## TOTAL RECALL TOTAL EXCLUSIVE!

THE FIRST AMIGA REVIEW OF THE NEW ARNIE GAME

### ON THIS DISK!



STAGE 1

PLAY TOP-NAME  
DEMOS!  
SUPER OFF-ROAD  
RACER (VIRGIN  
GAMES) AND PANG  
(OCEAN SOFTWARE), PLUS ANOTHER

FANTASTIC  
GRAPHICS TREAT!  
FULL DETAILS ON PAGE 20



**NO DISK  
ATTACHED?**

ASK YOUR NEWSAGENT

**100  
GAMES**

REVIEWS, PREVIEWS  
AND TIPS



**NEW!** THE A TO Z OF AMIGA ANIMATION! GREAT STUNNING CU "20001: A SPACE ODYSSEY" COVER! - YOUR STEP-BY-STEP TUTORIAL STARTS THIS ISSUE COURTESY OF BULLFROG, THE POPULOUS & POWERMONGER TEAM.....

# BLITZKRIEG MAY 1940

IMPRESSIONS put history in your hands



The German Army advances. The map scrolls in the enemy's direction.

On May 10th 1940 the German army launched its attack against the Low Countries and France. The plan was to break the May-encumbered Belgium, while the main weight of the German Army stormed through the Ardennes, crossed the Meuse and then struck out to the Channel. This would split the allied army and cut its southern forces off.

The plan was largely successful and within a week the allies had to retreat. The British Expeditionary Force decided to withdraw from Dunkirk on the 26th May and, by June 14th, Paris was in Hitler's hands.

The main reason for this success was due to the speed at which the German forces moved and the name 'Blitzkrieg' ('lightning war') was given to this form of mechanised warfare. In 1998, however, you get a second chance or impressions put history in your hands and offer you the opportunity to send Adolf packing in the May 1940 version or to repeat his success in the Blitzkrieg version.

Almost all of the game is played via a large four-way scrolling map showing France and the Low Countries. Also displayed are the major rivers and roads. Your armies take the form of square icons representing the units available to you. Different colours distinguish each of your armies which include German tanks and other armoured vehicles, infantry and Infantry and finally Italian Infantry (Vehicle) transportation.

Each army has a percentage rating which determines its ability in combat. These ratings

are altered depending on the unit type and terrain in which the battle is fought. Should a unit's rating fall below 40% it will be disbanded and combined with other units in the same army.

Terrain also affects movement, with each type needing a set amount of points. Armour, for example, has fewer points at its disposal, while Infantry on the other hand has only six.



Strong impressions are made in Blitzkrieg. The 1940 version transports fast digital facts.

The game can be played entirely by the mouse or keyboard depending on your preference and can be set at one of three levels. A number of facilities are available each turn, issuing orders are the most important, here you can find out the status of all units in the army, current objectives and also current orders.

Also present are the Strategic Movement and Reserve options which you can transport units and save stacks, along with sending support to armies with less than six units.

**PIC**

The graph shows the percentage of units in an army that are in the same state as the units shown on the map. The graph shows the percentage of units in an army that are in the same state as the units shown on the map. The graph shows the percentage of units in an army that are in the same state as the units shown on the map.

**ARMY A**

ARMY A has 805 units. The units are: 1000 Infantry, 1000 Armour, 1000 Artillery, 1000 Air Support, 1000 Naval Support, 1000 Strategic Movement, 1000 Reserve, 1000 Support.

**REFRESH DETAILS**

UNIT	COST	STATUS
ARMY A	805	OUT OF
ARMY B	805	OUT OF

For other details please see...

The units themselves can be varied in a number of different ways. For example, each army has three order settings, these being Attack, Defend and Retreat. Although not actually direct orders, these strongly influence the commander's decisions. Every so often a commander will make some comments, giving you some advice or informing you of his needs requirements, depending on you to improve reinforcements. Supplies depend on routes being available, with the type determining the amount getting through.

Combat is achieved by being adjacent to the opposing unit and damage is shown with a number depicting its unit rating. Along with the factors mentioned above, Morale also plays a key part, having effectiveness by up to 30%.

Graphics are functional and serve their purpose well, being both clear and logical, although this could have been made a bit more presentable with a better use of colour.

Blitzkrieg May 1940 is a good effort at the part of Impressions and, unlike some modern war games, it is very easy to get into. That makes it suitable for novice wargamers who fancy a spot of strategy without having any desire to do the maths and dig trenches in the front garden. For a dedicated soldier, however, the scenario and its implementation are too limited and, even though there are different skill levels, there just isn't enough variety to detain you at the front.

■ **Keith Howlett**

ON! CREAT  
COVERD  
S THIS ISS  
PELOUS A

ENTER  FIRST INTO BATTLE... LAST TO LEAVE



ATARI ST  
CBM AMIGA  
IBM PC &  
COMPATIBLES

*Battle*



Set in the near future, an alternative reality **BATTLE COMMAND** is an arcade/strategy game in which the player controls a single "MAJLER" Assault Tank in one of its scenarios (missions) in the ultra war fought between two dominant races in the **NEW WORLD**. 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 over a long rugged battlefield. Both the offensive capabilities of each side, but also attacks are subtle, for any offensive moves are, by necessity, made "behind the lines" actions performed by elite troops in specially designed vehicles. The Majler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

**ocean**

Ocean Software Limited, 8 Orlow Road,  
Wimbledon, Surrey, London SW20 7EJ, UK  
Tel: 0181 871 2024 Fax: 0181 871 2020

Your girl-friend's left you and run off with your best friend. A witch doctor has put a hex on you. And you're stuck in the middle of the jungle. Thank PALACE.

# VOODOO NIGHTMARE



Hex in the jungle: heading for a temple (left) and/or the hidden knowledge.

**V**oodoo Nightmare is *3-Doom Games'* first foray into the home computer market, baby. From now on the authors behind such classics as *Comic Fights* will be consoled only by flooded their forward product with only one thought—all they go out with a bang or a squarl! A huge 3D-isometric maze, cleverly disguised as a path, sets the scene as you search for her brother and the help of the five different gods who shield them in your struggle against a howling witch doctor. The jungle is over 300 screens large and also includes stages for buy-up bits weapons such as knives and torches and coins, where you can increase your mana by fruit, as it is more commonly known.

## MANUAL DEXTERITY

In a desperate bid to beat *Digger* as their own game of designing original mazes, Palace has included the title of the old *Digger* five star levels to tell the story of the game. *Amaze* and beat them Larry Campbell and Jason Bell's stars (start found) around a path like some system, with four homes at each step and a stone gate under each. *Amaze* was not the best reading, there's a little round "Bee" that's not only and best friend, but the things are scattered. *Amaze* to the south, and *Amaze* to the south? I see *Amaze* with the *Amaze*!

Each temple follows the same line: a small body 3D screenful maze of rooms filled with diamonds. The idea is to collect all the diamonds in the temple and bring them to the temple god. If you have collected all the gems, the god will present you with a gem with which to equip your wooden doctor doll and a special power which you'll need later on in the game. To leave the temple, you need all the gems and some are

in hidden rooms that can only be opened by killing certain creatures or by moving certain objects around, bringing a slight puzzle element into the game.

Once you have completed all five temples, you have to complete three special missions in the jungle itself, such as rescuing a lion cub, for the last of the night god. The lion cub the witch doctor himself is too massive underground/holes—ways—even larger than the jungle.

## ISOTONIC CONTROL

The controls are definitely the game's weakest point. As with any isometric game, all the joystick directions have been rotated by 45 degrees with the fire button performing a standard attack procedure if you have a weapon, you'll use it—otherwise you'll jump. For example, pulling down on the joystick makes your on-screen person walk in a down-right diagonal. The problem is that, responsive though the controls are, the character moves far too quickly to be finely controlled, meaning that in times where precise control is necessary (e.g. "going to kill a spider by jumping on it" you end up racing around in unpredictable circles). With a game that you can get used to them, but mastering them is another matter.

*Voodoo Nightmare* is a well designed product, with an interesting storyline. It's not too sure



The graph shows the game's performance over time, indicating a peak in performance followed by a decline.



The graph shows the game's performance over time, indicating a peak in performance followed by a decline.

## RELEASE DETAILS

ATARI ST £34.95 Publisher  
AMIGA £34.95 Publisher

Neither version planned



A special version in the game, though. The video on the floor now indicates that this is the other part of the game.

now to take the size of the game, though. On one hand, it is a huge challenge, and one I'm sure would be wanting to beat. However on the other, it does look like it could become dull halfway through. Maybe a little more variety and time? Oh, sorry! I got. There won't be a test time.

• Tony Miller

The Definitive Simulation of Armoured Land Combat

# MI TANK PLATOON

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



**MICRO PROSE**  
SIMULATIONS • SOFTWARE

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 battlefield skills and abilities. Improving with experience, experience and decorations, your chances of success increase as your platoon becomes battle-hardened.



Get ready to roll with M1 Tank Platoon on your PC.



• **Strategic and tactical command.** Plan your winning strategies, giving orders to your platoon, artillery, rolling in cannons and ordnance. At any moment you can jump into the thick of the action, taking direct control as commander, gunner or driver of any tank.

• **Realistic battlefield terrain.** Make use of natural cover, such as hills, ridges and buildings to hide your tanks, across the huge 16,000-acre 3-D battle zone, and lead the tank commander.

• **High-tech war.** Laser rangefinders, depleted uranium penetrators, wire-guided missiles, reactive armor, air support and artillery make M1 Tank Platoon the most comprehensive, up-to-date simulation of armored level warfare available for your home computer.

M1 Tank Platoon was selected for IBM PC compatible machines in October 1988.

"MicroPress had surely excelled on this one. It's all there, good object playability through great attention to detail in use of the best manuals I've seen in a long time. The competition should watch out, as this one's going to take some beating." — PC Leisure (Spring '89)

"I can't really fault M1 Tank Platoon as it's definitely MicroPress's most comprehensive simulation yet." — EFT (May '89)

"The most technologically advanced tank sim we've seen." — PC Age (Dec '89)



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



# WING COMMANDER



Wing Commander's 3-D graphics are produced from both conventional software and digital sculpting. Roberts' team developed the custom studio software that lets him use digital clay tables in his studio from which to create and edit the alien ships he designed for the game. Digitized models, textures, information about ship and engine sizes and positions, and other data are then compiled into the computer game files.

## TRADE SECRETS

**W**ing Commander took 17 person-months to be developed. Chris Roberts' plus four other programmers provided the revolutionary graphics code found in the game, while four graphic artists designed the rap-trend and futuristic screens and sprites. Audio was supplied by two composers and one sound-effects specialist, and three writers devised open-the-gameplay scenarios.

The absolute maximum time to complete the game—if you don't screw up—is eight hours, said playing. Wing Commander can be played as a straightforward shoot-'em-up or advanced "space" flight simulator. It's a sort of cross between Sega's Galaxy Force II ringer and a classic Star Wars game called Star Raiders. "You can develop your own style and tactics in Wing Commander," says Chris Roberts—the ex-lit creator of the world's first computer space-combat simulator. But he concedes: "I prefer to fly by the seat of my pants!" Afterburners are the key to successfully flying the four spacecraft found in Wing Commander.

You must master this function to get good firing positions against enemy ships. In fact, they're the the only way to survive later on in the game.

Roberts moved to Austin, Texas in the States after programming the BBC computer version of Ocean's Match Day and Spyker's fun for Superior Software. Shortly after arriving in this busy Texas town, Roberts started to work for Origin—the leading American software company responsible for the hugely popular Ultima series of role-playing games—which just happened to be based just around the corner.

Roberts has written Times of Lore, God Blood and now Wing Commander for Origin.

"I wanted to create a game with the movie-like effects seen in Battlestar Galactica and Star Wars," states Roberts. "I thought it would be neat to play around with military hardware while also develop-

Thrust out and kick in full afterburners with this ORIGIN/MINDSCAPE epic...



Afterburners. The character's view of the game is the same as the player's. The player can see the ship's position on the screen and the situation in the game. The player can also see the ship's position on the screen and the situation in the game. The player can also see the ship's position on the screen and the situation in the game.

ing the characters' personalities in the game."

Roberts is currently putting the finishing touches on an add-on disk for Wing Commander featuring 12 missions and a plot to find a new Krells Dreadnought after it butchers one of your outer colonies. In the longer term, he will soon start work on **Wing Commander II** which will include such extra goodies as user-defined weapon selection, more complex gun conditions, career replay function, greater variety of spacecraft to fly including bombers and different bases. "I want to make it even more like a movie," confirms Roberts. Wing Commander II should be released by the summer of 1994.



Wing Commander's graphics are another highlight of Wing Commander's 3-D graphics. Roberts' team developed the custom studio software that lets him use digital clay tables in his studio from which to create and edit the alien ships he designed for the game. Digitized models, textures, information about ship and engine sizes and positions, and other data are then compiled into the computer game files.





It's the flexibility of hardware—after the Super 386, the 486 and the Pentium series of the Pentium—before you can start investing in any new 486. Different use patterns, capabilities, or prices at the time may vary widely.



As far as the flexibility of hardware goes, the Star Trek: The Next Generation interface was built with the Super 386 in mind, but it can run on any 486. The interface was built to be flexible, and it is. You can run it on any 486, and it will run on any 486.



Working with your link to the Super 386, you can run the Star Trek: The Next Generation interface on any 486. The interface was built to be flexible, and it is. You can run it on any 486, and it will run on any 486.



Having the flexibility of the Super 386, you can run the Star Trek: The Next Generation interface on any 486. The interface was built to be flexible, and it is. You can run it on any 486, and it will run on any 486.



Star Trek: The Next Generation interface on Super 386, 486, and Pentium.



Star Trek: The Next Generation interface on Super 386, 486, and Pentium. The interface was built to be flexible, and it is. You can run it on any 486, and it will run on any 486.

**SCREENSHOTS**

**STARSHIP VIEW**

**STARSHIP VIEW**

**STARSHIP VIEW**

**STARSHIP VIEW**

**STARSHIP VIEW**

**STARSHIP VIEW**



Star Trek: The Next Generation interface on Super 386, 486, and Pentium. The interface was built to be flexible, and it is. You can run it on any 486, and it will run on any 486.

**PIC**

IBM PC

949

RELEASE DETAILS

IBM PC	ET: IBM	OUT NOW
AMIGA	ET: IBM	TBA
OS/2	ET: IBM	TBA
OS/2 (Advanced)	ET: IBM	TBA

no other console planned



Star Trek: The Next Generation interface on Super 386, 486, and Pentium. The interface was built to be flexible, and it is. You can run it on any 486, and it will run on any 486.

**SCREENSHOTS**

**STARSHIP VIEW**

**STARSHIP VIEW**

**STARSHIP VIEW**

**STARSHIP VIEW**

**STARSHIP VIEW**

**STARSHIP VIEW**

# S.T.U.N. RUNNER



**TENGEN**

*The Newest In Coin-Op Conversions*



**FEEL THE POWER...**

**A STUNNING coin-op –  
now a STUNNING  
computer game...**

Grasp the controls and enter the awesome three-dimensional world of the S.T.U.N. Runner. Travel ahead in time to the 21st Century and experience the thrills of racing at speeds of over 500 miles per hour!

Rebbitaring... Challenging. The S.T.U.N. Tunnel Network leaves you gasping. Like a hotbed race you can increase your speed by riding the outer walls of the tunnel.

Kick armored dross and Wag Cycles out of your way and hit

the boost pads for massive injections of speed. These catapult you to warp speeds – so fast that you appear transparent and can even pass through enemy vehicles unharmed.

Complete the various challenge screens and race through the S.T.U.N. Network towards the 'Ultimate Challenge'.

**FEEL THE POWER!**

# GREMLINS 2



On the way to Level 1, the gremlins in a game are abundant.

**G**remlins 2, the movie, received a mixed bag of reviews. Some loved it and some hated it, so I'd like to take a bit of a risk in giving a feature that could never be described as a "sure bet." Said to say, it seems to have been a gamble that hasn't paid off.

The game is based around five screens from the film, with each level following along, basically the same way. You travel from left to right along the top-screen level, shooting the gremlins that appear randomly throughout with your trusty torch, or any other weapons that is about existing to be collected (including firebombs and telephone receiver bits). At the end of each level there is a lift, which will only open if you have collected a special item (marked with a yellow 'G' inside a computer on the floor).

Visually, the game looks like nothing more than a standard 87 game — game colours and

poorly masked sprites. Each screen is composed of myriads of platforms (disguised bodily as items of furniture). Bonus items, such as weapons, extra lives and extra time lives, it's a race against the clock and extra time lives, and it takes planning to get into positions where you can reach them, as well as incredible reflexes to avoid the randomly appearing gremlins.

Here lies the problem. It's very simple, gremlins appear randomly on screen and move quickly. You're on the hot too, but the physics response is appalling. Gremlins can appear from either side of the screen at any time — even as you are about to walk off — and (surprise!) contact kills — with unjustified regularity.

Even more annoying is an interesting little glitch based around a character called Shocky, who jukes out of electricity sockets and fires

bolts of energy at you. He has a tendency to hang around the edges of the screen — no problem, but where you die, you are placed at the edge of the screen you died in. Therefore, dear reader, if Shocky stays you at the edge of the screen, the game is almost certainly over. Since this little number crops up on Level 4, a certain amount of hair pulling is likely to ensue.

Without these playability problems, Gremlins 2 could have been a really good game. Unfortunately, it's...well...pretty bad.

— Tony Gillen

ELITE fed them after midnight!

**PIC**

405

**RELEASE DETAILS**

AA&A	£19.95	RECOMMEND
BM&M	£24.95	RECOMMEND
AM&A	£24.95	OUT/RECOMMEND
SPECTRUM	£9.95	RECOMMEND
CPC	£9.95 + £14.95	RECOMMEND
CD&VD	£9.95 + £12.95	RECOMMEND



On the way to the top, the gremlins are abundant.



On the way to the top, the gremlins are abundant.



On the way to the top, the gremlins are abundant.

# THE ULTIMATE

# Ride

## Open up the throttle for 'The Ultimate Ride'

Turn your dream machine in the Ultimate Bike racing challenge—The Ultimate Ride brings two wheels of action hurtling into your living room at its own, never-blinging pace.

Take six of the best superbikes and race them on a world tour of the fastest grand prix circuits. If the open road is more to your liking, the you can take it "country style" on six carefully designed road courses set in different locations.

The Ultimate Ride even lets you design your own course using the unique Artificial Intelligence track editor. Challenge a friend on the simultaneous two-player option or create custom disks of your favorite track and bike.

The Ultimate Ride combines ultra fast road racing graphics with unguessed presentation and animation. This is a real interactive racing world.

Can you take the power?



MINDSCAPE

Actual screen shots:



# M I N D S C A P E

At your local dealer, contact: Mindscape International Limited, The Coach House, Hambleth Chase, Coppen Hill, West Sussex BN17 7NG, UK. 044 484 761  
For further information on Mindscape products and new releases, please call: 0800 274214

# THE FINAL CONFLICT



**A SIMULATION OF POWER  
POLITICS AND GLOBAL WARFARE**



PLATO: AN  
EXCITING RANGE  
OF STRATEGY  
GAMES FROM:



IMPRESSIONS  
RIVERBANK HOUSE  
PUTNEY BRIDGE APPROACH  
LONDON SW16 2LD

SOFTWARE WITH A STYLE

# Quickjoy

## Joysticks EUROPE'S TOP SELLING RANGE



SV 001 JUMBO Stick  
Two Fire Buttons  
Hand Held  
£5.95



SV 002 JUMBO Stick  
8 Microswitches  
New Pistol Grip  
Autofire  
£13.95



SV 003 JUMBO Stick  
8 Microswitches  
Autofire  
£9.95

SV 001-Soft (S) 004-RO  
10 Microswitches  
Digital Stopwatch  
Autofire  
£17.95



SV 001-Soft (S) 004-RO  
8 Microswitches  
Stopwatch  
Countdown Timer  
Autofire  
£24.95



SV 004 40-60 Fighter  
Pistol Grip  
10 Microswitches  
Autofire  
L.R.D. Function  
Indicators  
£14.95



SV 005 10" Soft (S) 4  
20" Soft (S) 4  
10 Microswitches  
Autofire  
£23.95



SV 006 ULTIMATE  
Two Fire Buttons  
£4.95

SV 001



£5.95

SV 002



£13.95

SV 003



£9.95

SV 004



£14.95

SV 005

QUICKJOY JOYSTICKS. Leading in design, technology and choice. Check out the range and features. Buy with confidence.



Now available from Selected Branches of ...

WH SMITH

John Mannors

BOOTS

Vega

Selfridges

Harveys

Software PLUS

...and aligned computer dealers

SPECTRAVIDEO

Unit 21 Northfield Industrial Estate, Burnfield Avenue, Worsley, Middlesex HA0 1NU England.

Telephone 081 900 0024

Facsimile 081 900 0025

# COVERT ACTION

## Microprose involved in undercover espionage shock!

**W**ell known for titles of truly monolithic proportions, Microprose has come forth with another in the range of their spy games, the strategy oriented Covert Action, in which you play the ultimate secret agent known as Max Remington. Discovered by the canines of CIA training, Remington decided to go it alone in the world of undercover investigation — at which he excelled. Now, having worked for nearly every western Government, Remington is recruited to take on only those cases he feels personally intriguing — the one exception to which is said to be those asked of him personally by the U.S. President.

Upon loading, the game runs through a short intro sequence after which you are presented with three options enabling you to enter one of a host of cities or a saved character, or to practice a skill. It's vital to familiarize yourself with the important areas of gameplay. These areas comprise of combat, driving, cryptography and electronics.

Combat is generally coupled with break-ins, whereby you must first select a point of entry, it relies initially on aiming yourself adequately, depending upon the tension of the situation you are entering. Equipment includes a hand-machine gun, body armour, grenades, a

**Preparation For Field Work**

Training Summary

Driving: Average  
Cryptography: Average  
Electronics: Average

 Combat Average	 Driving Average	 Cryptography Average	 Electronics Average
--	---	--	---

The vital skills available to you that to succeed

motion detector and camera. Once inside the building, you will be shown a large plan display of the room and its contents through which you are free to rove. It is advisable that the camera is taken, in addition to available bug-ging devices, should the room prove fruitful. A smaller display to the right indicates the area immediately outside where any additional activity

is taking place. (A hand-held camera is shown, and it is one showing existing resources. Combat itself is only engaged if your unscrupulous activities are discovered by officers — otherwise a small hail of bullets drops them like flies, in addition to physical combat, Remington may use body traps, activated by placing a grenade in a strategic position whereby enemy movement will detonate it.

The second of the major skills, driving involves pursuit of a suspect through the city streets — having first chosen from four possible



We received a garbled transmission from one of our undercover CIA agents which has us very concerned. Shortly after we recorded the message, the transmitter went off the air. We have been unable to reestablish contact.

### FROM BEGGARS TO MICROPROSE

For many, maximum tactical covert action is not more than just a programmer. Not so for Michael J. "Mike" Remington. After two years in a computer technology job, he quit to start his own business with his brother, and spent almost a year as a graduate student at the University of Michigan with a degree in computer science. Following his graduation, Mike began programming mini-computers for General Instruments Corporation, Business Practices Division. In 1985, Mike purchased an Atari 400 as he felt his graphic capabilities were well suited to the game he was required. Later that year, he set up an Atari user group. Having played an aerial combat game in an arcade, Mike felt he could add more realism with software specifically designed for home computers. He attended the Computer-Music '87 and from this, Microprose Software emerged. Mike's idea that software should continually challenge the player, whether through or against, some of the toughest titles of the time were acknowledged by youth. Microprose releases are CD-ROM (Strike Fighter), Turbo System, Atari Series 2 and 3 and MS-DOS (Strike Force 2 and 3).





Guide to the information made for you? the phone.

around cars with varying speeds, heading and level of conspicuity. Pursuit is depicted via large map to the left, displaying all the locations you've visited. To the right are two smaller, smaller windows, the lower showing a more detailed map and the upper, a 3D representation of the car. Racing reached your destination a menu of options is displayed, depending on your state of play - practice or interstitial. During this section you also lose the ability to auto-adjust, but be wary that they don't become too aware of your previous behaviour - or at you may become the hunted.

Topology involves simply deciphering a message sent by an opposing organisation. This is achieved by entering the letter you wish to decipher, followed by your chosen alternative. Once completed, the translated message will usually reveal clues necessary to the completion of your mission.

Finally, the electronics section involves studying a particle connected circuit linked to either a detector or a car tracer and several alarms. The objective is obvious - connect the active circuit to either a tag or a tracer without setting off an alarm. A time limit is imposed, after which an approaching guard will deter your attempts. Laying phones is a necessity as agents gain



Can you really follow them a Chevrolet in an intersection in a 30000?

wing information, whereas car tracing proves useful when following a suspect.

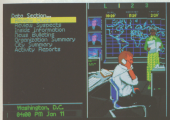
Inside each of the four major sections, *Covert Action* includes a dozen of additional screens, locations, possible actions and interlinking requirements, giving the player enormous tactical scope. These include observation, to name from which any of the major skills may be researched - where you may reach a suspected building or suspect, and intelligence, giving you the ability to scan local and international reports, locate double-agents or perform a crime chronology making collating evidence easy, as it is all stored by your assistant with whom you may liaise.

Each of the organisations encountered will have agents and branches throughout the World

making travel vital, whether interstate or intercontinental. Once having reached a destination, play continues as normal.

Complexity of gameplay has become synonymous with the *Mega* name, something that *Covert Action* has found a happy medium of. The choice of options provides a depth of play rarely seen. A choice of four skill levels, three mission areas - Middle East, Europe or the Americas - three basic crime-orientations - espionage, international crime or terrorism and over a dozen of enemy operatives (at least half a dozen of which will be involved with each criminal). *Covert Action* is a game that will take many hours of play to successfully complete.

By Mike Marshall



How do you tell the FBI who's on the case in 1991?





# THE SPY WHO LOVED ME



Submarine scene. Top: Bond's night. Bottom: Underwater driving sequence.

sub, mounts a moving security camera in an endeavour to blow a hole in the control room wall. Using a crossbar, you must protect Bond with detaching arms (and masks) from attack by scores of agents.

#### COOED INTERLUDE

Next there's a code cracking section, where you must decipher a series of slugs in a limited time, allowing Bond to redirect the nuclear missiles towards the sites from which they are to be launched - lol, and the rules take us Moscow and New York.

The penultimate scene has James setting off to save Rita aboard his Commodore war ship. Penetrating the defences, Bond reaches the final section and the second of the Go what scenarios. Initially up against more of Stronberg's forces, including the formidable laser, Bond must then successfully double Stronberg, whilst carefully avoiding floating lava. (Sound here and later sweet melody.

Graphic detail and good choice of colour make the game easy to look at and the underwater section is, aesthetically, particularly pleasing. The shooting scenes are well implemented, though the sounds are fairly standard - engines and guns abound. I do, however, particularly like the agonised screams of the pedestrians as you accidentally run them down in the driving sequences.

There are, however, two questionable aspects. The code-breaking appears to be something of a filler to break up surrounding scenes, and the initial difficulty level is quite high. If you're not a strong player, you might yearn for an easy introductor.

This is, however, Domark's best Bond game to date. It may seem liberally plagiaristic, but the sources all work very well together. Each section has been introduced at a particular point during the overall structure, giving the player as much variety as possible whilst never becoming disjointed.

■ Ken Stewart

## Find yourself shaken AND stirred as you go undercover with DOMARK'S latest licence

Set over six scenes inspired by game genres ranging from Spqunker to the more recent Ramo 2 and Cy Mail. The latest Bond is a from Domark brings one of the secret agent's most famous co-operations to the small screen in just perfect form.

Following the original plot, Bond and lover agent Ana Amasov must confront nuclear war saboteur Karl Stronberg in his underwater fortress Atlantis. Each scene is introduced by a seriously funny rendition of the Bond theme and plotting. (For starters, you control the famous white Lotus. In fact, up against the clock, your objective is to reach the boat that is to take you to meet Stronberg.)



When the auto-steering for the scene of the drive.

Q's revolutionary car may carry up to three offensive and three defensive weapons, ranging from a basic machine gun, its ground/air missiles as well as smoke and paint guns for evasion purposes. Decked out with a full complement of hardware, the car is able to withstand some impressive firepower.

Armaments do not come free and, once purchased, diminish with use, but the road ahead is littered with bonuses that may be used to replenish or buy more. Having reached the waiting boat, play transfers to the water in a similar fashion. Throughout this phase, other vehicles, submarines, mine-layers, mines and the fast reactor gear progress on land. In water, you must avoid swimmers, piers and more of Stronberg's agents.

The first part of Scene Two involves more of the same. After getting essential extra hardware that must include underwater capability, you proceed to the second half of the scene - the underwater section, reminiscent of the recent Ramo 2 and equally as difficult. Enemies come in the form of mines, scuba divers and sub-aqua vehicles, the latter of which are particularly lethal.

Scene 3 gets you directly agaisnt Stronberg's agents in the first of two Cy Mail style sections as, having infiltrated Moscow, both Rita and Bond are captured. OBT escapes and, having released the crew from the captured



A solid picture over the course of the game, Bond and Ana Amasov will take you through a series of scenes that will test your skills as a player. The scenes are designed to be challenging and exciting, and the game is a must for anyone who loves a good action game.

**789**  
 The price of the game is \$78.95. The game is available in both CD-ROM and cassette formats. The game is available in both CD-ROM and cassette formats. The game is available in both CD-ROM and cassette formats.

**RELEASE DETAILS**  
 PRICE OF \$78.95  
 \$78.95  
 \$78.95  
 \$78.95



Take the game into the water to reach the next scene.

# BAT

2  
THRILLING  
ROLE PLAYING  
ADVENTURE

EARTH, 22nd century.

You are about to embark on an exciting and dangerous adventure. The Bureau of Astral Troublemakers has selected you as their Special agent.

Your mission: to find and destroy Krangor, the evil genius who is threatening the people of the planet Selenia.



Player interaction gives you the chance not only to participate in the lives of other characters, but to be plunged into the actual city of Terrapolis.



Play the DRAG, a genuine flight simulator shown in 3D.

Learn how to use B.S.B., the programmable computer implanted in your arm.



UBI SOFT UK

One-Stop House  
100 Watlington Road  
Oxford OX1 7TA  
Tel: 01865 866 202



Explore over 1100 different locations, and meet characters from 7 different species.

Enjoy the fantastic atmosphere provided by outstanding graphics and sound effects.



UBI SOFT

Entertainment Software

REVEAL THE CAUSAL FOR FREE COLOUR DOCUMENTS

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

# NEW! - AMIGA PACK

Commodore A500  
Flight Of Fantasy

# £399



## A500 BATMAN PACK



The Commodore A500 Batman Pack must have been one of the most successful computer packages ever. It's now back with the Commodore Amiga 1000 computer with the same content. This Amiga pack also has the classic title "The Untouchables" which is a sequel to the original. The Amiga pack also includes the classic Amiga game "The Untouchables" which is a sequel to the original. The Amiga pack also includes the classic Amiga game "The Untouchables" which is a sequel to the original.

**PACK INCLUDES:**  
 Amiga Computer & Software £129.00  
 A500 TV Module £29.00  
 Batman: The Movie £29.00  
 New Zealand Story £29.00  
 The Untouchables £29.00  
 Deluxe Point II £29.00

Home Use £14.00  
 Low Price Saving £10.00

**PACK PRICE: £399**

## AMIGA 2000



The Commodore Amiga 2000 is a powerful computer with a built-in monitor, keyboard, and mouse. It features a 16-bit processor and a large amount of memory. The price is **£1295**.

**£1295**

## FLIGHT OF FANTASY

Flight of Fantasy is the only space Amiga 500 game from Commodore. Featuring impressive graphics available in most of the major video formats, it's a real space epic. The game features the Amiga 500's built-in TV module so you can play the software with your television and TV monitor. In fact, it's the only software that can be played on a TV.

### PACK INCLUDES:

Amiga Computer & Software £129.00  
 Flight of Fantasy £29.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00  
 Amiga 500 TV Module £29.00

### PACK PRICE:

Home Use £14.00  
 Low Price Saving £10.00

### PACK INCLUDES:

Amiga Computer & Software £129.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00  
 Amiga 500 TV Module £29.00  
**TOTAL: £399**  
 Low Price Saving £10.00

### PACK PRICE:

**£399**

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP THE UK'S No1 AMIGA SPECIALISTS

## SILICA SHOP OFFER YOU

Get Commodore Computer Software (100% of the original price) plus a free Amiga 1000 computer. This is a limited time offer. The offer is available until 31st October 1989. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop.

Get Commodore Computer Software (100% of the original price) plus a free Amiga 1000 computer. This is a limited time offer. The offer is available until 31st October 1989. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop.

Get Commodore Computer Software (100% of the original price) plus a free Amiga 1000 computer. This is a limited time offer. The offer is available until 31st October 1989. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop.

Get Commodore Computer Software (100% of the original price) plus a free Amiga 1000 computer. This is a limited time offer. The offer is available until 31st October 1989. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop. The offer is available to all customers who purchase a Commodore Amiga 1000 computer from Silica Shop.

**SILICA SHOP**

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

Amiga 1000 £129.00  
 Amiga 500 £79.00  
 Amiga 2000 £1295.00  
 Amiga 500 TV Module £29.00  
 Amiga 500 Keyboard £29.00  
 Amiga 500 Mouse £29.00

PLEASE SEND INFORMATION ON THE AMIGA

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Postcode: \_\_\_\_\_

Phone: \_\_\_\_\_

When completing, it may be also sent

to: \_\_\_\_\_

to: \_\_\_\_\_

to: \_\_\_\_\_

to: \_\_\_\_\_

to: \_\_\_\_\_

to: \_\_\_\_\_

to: \_\_\_\_\_

to: \_\_\_\_\_

to: \_\_\_\_\_

# Champion of the Raj™

TARTARIA

• Spectacular scenery, rich native colours and exotic animated sequences.

## RULES

- Control any one of six different rulers, in this the ultimate arcade strategy challenge.
- Epic cinema-style presentation.
- Stunningly atmospheric soundtrack.
- Stage elephant races and tiger hunts.
- Face natural disasters: earthquakes, flood and famine.

## THE JEWEL OF THE EAST IS STAINED WITH BLOOD

India at the beginning of the Nineteenth Century. The Emperor's grip is weakening. All over the country rival factions bid for power.

This is your chance to change the course of history. Take the role of any one of the six contenders for the Empire and prepare to make India your own. Capture opposition states, struggle with brutal feuds, wage lavish processions to impress your vassals and counter assassination attempts.

The future of the Empire is in your hands.





Scene of the dragon on disk.



—and on.



Dragon's Lair on the disk contains a scene of the dragon.



# INTO THE LAIR II

Rik Haynes leads a bold quest to discover new games from the land of the Maple leaf...

**A**CE took an in-depth look behind the scenes of Sullivan-Smith's Boston-based movie studios back in issue 18. This time, we turned to the producer who also created the innovative *Dragon's Lair* adventure, an elite game back in the early eighties. How can we interview the people responsible for the computer sensations of *Dragon's Lair*—one of the few Canadian games companies?

ReadySoft was formed just three years ago by Dave Foster, a veteran of the Commodore PET, VIC-20 and Apple II eras. Before ReadySoft, Foster was an in-house partner in Digital Solutions writing productivity software for the IBM. "I've always had an interest in games but frequently seemed to end up working with productivity software," says Foster. ReadySoft's first product was a CD-ROM emulator for the Amiga. This was followed by the Amiga version of *Dragon's Lair* in 1989. Over the last few years, the Ontario-based company has developed several computer versions of Sullivan-Smith's *Dragon's Lair* and *Space Ace* adventure games. In keeping with its roots, ReadySoft has even produced a Macintosh emulator for the Amiga.

**CREATIVE FREEDOM**

"I like the creative freedom of the games industry," confirms Foster. "You're only limited by your imagination, programming talent and determination."

"We have two styles of games that we are concentrating on: cartoon animation—such as *Dragon's Lair*—and lighted scrolls like the forthcoming *Wrath of the Demon*."

Foster looks aside. "We're unlike many companies in that we prefer quality over quantity. We're content with 2-3 high quality releases per year. Future releases will include games that combine *Dragon's Lair*-quality animation with greatly increased playability, and more *Wrath of the Demon*-style games with even more graphics, variety and gameplay. Sevdik games don't scare us!"

**DUNGEONS AND DEMONS**

ReadySoft's next release will be *Wrath of the Demon*, an original hack-and-slash/arcade, apparently featuring over 1,200 frames of animation,

more than 300 different monsters, 15-level parallax scrolling and over two megabytes of graphics.

"After a forking by the King, you set out in search of the Demon on horseback. At nightfall you encounter goblins who you must defeat. You must rescue a fairy from a dragon, travel through a cave which leads to a clearing. The clearing leads to an old tower and a temple where you must battle with monsters that inhibit them to collect items necessary to defeat the Demon. You then reach the Demon's castle which you must explore to reach your ultimate challenge—the Demon itself."

Most of the scenes in

*Wrath of the Demon* include a parallax-scrolling scene (where you must defeat a number of monsters, avoid obstacles and collect items)—followed by a light scene where you must defeat one or more large, intelligent monsters. There are over 1,000 animated characters, including goblins, elfs, orcs, swamp creatures, snakes, turtles, gnomes, dragons, human-scorpions, gorgyls and demons.



One of the animation artists working on *Wrath of the Demon* (Foster stands next to it)

**DEMOS TECH SPECS**

- Score games within three 14 seconds
- Score 100 experiences
- Score 200 adventures
- Score 200 of graphics
- Use different movements
- Score 15 graphics on screen
- 15 level parallax scrolling
- Over 1000 scenes of action
- Over 50 different sound effects
- More than 500 unique characters
- Screen updated 60 times per second
- Maximum object size of 200x100 pixels
- 4 different soundtracks by David Robinson



ReadySoft (left to right): Jorge Foster (CEO), Douglas Chalmers, Steve Douglas (Lead Programmer), Stuart Miller (Character Design), David Miller (Graphics), Michaela George (Programmer), Ben Frenkel (Programmer) and Steve Douglas (Foster's assistant)

With *Wrath of the Demon*, ReadySoft's programming and graphics team wanted to make a game that would take advantage of all the capabilities of the Amiga with better graphics, animation and parallax scrolling than anything previously available. The game was conceived over one year ago and has taken 30 months to complete. ReadySoft "purchased the graphics on paper first, then transferred them to computer using an EASL drawing tablet. The images were then touched-up and completed using *DeluxPaint II*. Creating the mapping system for the monsters and graphics was one of the hardest things to achieve during the game's development. Fitting it all into 10MB of memory was also a major frustration.

"We like to think that we're breaking new ground with the sophistication of the graphics and animation, and the 60 frames per second 15-level parallax scrolling," says Foster. "The

best features of *Wrath of the Demon* are the smooth multi-level parallax scrolling, detailed and smooth character animation, and the large characters and intelligent monsters in the light scenes—defeated gamery will have the final Demon-fight scene!"

*Wrath of the Demon* will be released on Amiga, ST and PC this month priced at \$29.99/49.99 each. Additionally, a four-disk CD4 version is in the cards—although this could turn into a CD4 cartridge. Other versions under development include CPC console and Spectrum implementations due early next year.

ReadySoft is also developing the Amiga, ST, PC, Macintosh and Apple II/III versions of *Dragon's Lair II: Time Wars*. Once upon a time, Thomas Daphin has been spirited away to a prison in time by the evil wizard Medusa who plans to force her into marriage. Only you, Ben the Garing, can save her! "The next installment of the *Dragon's Lair* saga will be available later this month for the bargain-price of \$44.99/49.99 on Amiga, PC and ST. Lead on bold adventure, you quest world!





# WONDERLAND

PC VERSION  
COMING SOON

dream the dream...



MS-DOS • £29.99



IBM PC • £29.99

Virgin

FOR INFORMATION ON  
OUR PRODUCTS AND  
SERVICES VISIT  
WWW.VIRGIN.COM



IBM PC • £29.99



MS-DOS • £29.99



MS-DOS • £29.99



# WRATH OF THE DEMON™

You are on a quest to rid the Kingdom of an evil Demon and his minions. You are the prince and princess destined to meet King. Your quest will lead you through caves, castles, temples and other hellscapes to your ultimate challenge... the Demon himself.

**Wrath of the Demon** combines spectacular graphics, animation, sound and playability. Featuring:

- Over 600 Screens of Action
- Over 1400 Frames of Animation
- 15 Level Parallax Scrolling for Realistic 3D Effect
- Bi-directional Smooth Scrolling
- State of the Art Animation
- Breath taking Backgrounds
- Over 100 Colors on Screen
- 64 Frames/sec
- Over 3 Megabytes of Graphics

- Large Well-defined Characters
- More than 100 Different Movements
- 20 Different Movements
- Stress-Relief Music
- Large on-screen Maps
- Save Game Option
- Arcade Game Quality

Superb gameplay and control of characters makes this a stunning graphic adventure in every sense.

Available for Amiga, Atari ST, IBM PC and C64.



© 1992 ReadySoft Inc. All rights reserved. Wrath of the Demon is a trademark of ReadySoft Inc.



# SHOCKWAVE

**T**his is the first published product from a re-tooling team called Light Source and, beyond riddles of a doubt, some of the most impressive up-dated 3D graphics yet seen on the fringe. After hours of play, you give us a first-person perspective view of high speed travel across four different landscapes, complete with huge forms of scenery and a constantly shifting ground surface that flies underfoot you at an enormous rate.

Have been placed in charge of one of the speed zones complete over built. So large is it, but it could quite easily be mistaken for a reality. Much it exactly what it has been written for by a wandering alien attack force. Your actions are small but effective. A few images you are diffused about to slow the result of striking them, also a few one-man fighter jets, proceed with the weakest of missiles. With this you have to counter ten vicious attack waves? Not out of the gate. These programs are quite a successful hit, and so is the land you are based upon - split into four quadrants, each is capable of providing one of your four main needs. The main house the platform times that provide you with 11,000,000 per minute built during every game. With 800 money you can buy four-hundred a month you will have more victory. You can also hold on to it, but in the last quadrant to provide you with fuel for your planes, and buy extra you will be able to fit the angle for extra protection and create factories in the desert region.

to develop and build new and more powerful weapons for your craft.

The only thing you can't do, it seems, is to replenish your ship's already limited shields, which is a lot of a pain when you go out to fight the invading aliens. Before you go out to fight, you choose a quadrant to fly to see the ALL MAPPED OUT panel, bearing in mind that the more alien marks on your map, the more you're going to have to kill. You then check the armory screen to make sure your ship is loaded with the most up-to-date weapons you possess. Remember, your factories are constantly churning out new toys for you to play with. Then it's out into the night, leave ponder for the light of your life.

The fight scenes take place in one of four daily time zones (morning, afternoon, evening and night) and as the day draws on, your visibility lessens. Obviously flying against invading craft is hardest at night, as to be honest they to have a tendency to blend into the background a fair bit. Flying the plane is a doddle. The mouse controls an onscreen crosshair that serves the dual purpose of both targeting your weapons systems and steering the craft. Things to aim for are the circling aliens. Things to avoid are large ground obstacles, such as buildings, trees and oil rigs, as well as steering clear of, or shooting, enemy missiles that threaten to steal one of your six shields from under your feet. As you work your way through the ten waves of incoming alien things get progressively harder. Hold out for long enough, and finally the Galaxy will appear. Provided there's anything left for them to rescue, that is.

## Digital Magic Software defends its homestead



The main control in the game. Here you'll access to the main status of the game. Note the information within in your own control room the upper left.



The Map Screen from ALL MAPPED OUT panel.

**PIC**

From 100 to 2000, the graph shows a peak around 1000 and then a decline.

**875**

**ALSO USE**

The latest software for your computer...

**RELEASE DETAILS**

100%	100%	100%
100%	100%	100%
100%	100%	100%

100% 100% 100%

100% 100% 100%

## ALL MAPPED OUT

The map section of Shockwave is where the strategy side of the game takes place. The large size of the panel is a nice change from the mere outlines of your world, plus the proximity of the incoming alien, marked with a red dot. The four icons in the corners of the screen allow

which program each quadrant controls, plus the percentage of aliens remaining in the land. The central any of these becomes 100, control, you lose that quadrant, plus the status of your ships. For example, should you lose the top center, your fuel supply to not all remaining, you must bring out to different quadrant, effectively ending the game. The rest from increasing the game into game form, increasing your money by a certain amount and using the alien force one step.

Clicking on these icons you to a small size screen, where you can go online to the armory of all the existing help, and to the flight sequence.



Flying along the sea quadrant, clicking into the oil rig is pretty satisfying. Flying over there is recommended.

# FLIP IT & MAGNOSE

Split-screen competitive cutesy from IMAGEWORKS

**F**lip It and Magnose are two lucky guys. Winners of a Martian lottery, they get a trip to Earth and there's always a bug in the left-hand air assigned to return with millions of gallons of water for their desaturated planet. The Martian to return from this vital quest with the most water will become a hero and be awarded ten Compo's—ensuring a life of wealth and ease

for many years to come. So goes the plot of Imageworks' latest game—the first to be programmed by programmer's expanding Minds.

So levels range from a jungle scenario to a farm house and, finally, a space station. Although gameplay is basically the same rule platform variant throughout (played on a vertically split screen), each level offers greatly in locale content, with its own specific characters and methods for obtaining H<sub>2</sub>O. You can play either a single player game (in which the other character is computer controlled) or a competitive two-player scenario. You are also given the option of selecting between engine music and FL.

The mission objectives cause something to bring the power back into their life. Provide for their needs and you will be rewarded with either a droplet of water (which you must catch in a bucket and return to your teleport at the top of the screen where it will be beamed aboard your ship), or another object which must be appropriately used.

Your encounter goes, rocks, a jell, a chicken and other strange blobs and although not every one requires an object, those that do are identified by a drop platform (offering from the item) nearby. To save time, Flip and Magnose have the ability to carry up to four objects, four weapons and be locked. Scattered throughout the levels are objects which, although not character-specific, will aid in your quest such as springs for increasing jump-height. Food is particularly important as it is used to purchase traps for your companion, giving you a temporary advantage. Once out, however, the traps are non-discriminatory and orienting into a carefully laid trap of your own will see you temporarily disabled.

#### SCROLLING AND EXPLANATION

Movement is straightforward, progress being made by a series of jumps and slower manoeuvres. Miss a landing and your character will be sent hurtling downwards, converting to horizontal on landing, leaving you vulnerable food. The rubbery jell tend-



erically operating this is the most well equipped computer. Although it is a commercial and not a home computer, it is a powerful and well equipped machine. It is a powerful and well equipped machine. It is a powerful and well equipped machine.

with scores  
**831**



#### STARTUP

The capabilities of the 32-bit computer are... The capabilities of the 32-bit computer are... The capabilities of the 32-bit computer are...

#### RELEASE DETAILS

version 1.0 0.04 MB 10.0 MB  
release 0.04 MB 10.0 MB



Imageworks' latest game—the first to be programmed by programmer's expanding Minds.



When you're in the game, each level has its own...



When you're in the game, each level has its own...

er too—the gentle jell walks at you, while the second-level jell drops rocks, for example. Although the hazards do not rely on energy, there is an imposed time limit (indicated by a descending chain in the centre of the split-screen display) both of which move completely independently of one another. Aside from this, the display is constructed from a panel of objects not boxes, accessed by holding down fire.

Each sprite is humorously and well designed in cartoon fashion—colour is used to good effect and animation well executed. What is most striking about the game, is the fact that the panel-based background extends to both the horizontal and vertical in an achievement.

In essence, Flip-It and Magnose is a platform-derivative with what are described to "several new twists". The puzzles are entertaining and although occasionally a little quirky are never too obscure. Sound complements the game to a tune and the only real quibble I have is that, once activated, six levels may not be enough. Otherwise Expanding Minds have produced an addictive, professional game bringing a fresh breath to the platform genre.

—Ken Rowland



When you're in the game, each level has its own...

# TEENAGE MUTANT HERO TURTLES™



**COWABUNGA!!**

**THE HEROES IN A HALF SHELL™ ARE COMING!**

**AVAILABLE SOON ON:**

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

Teenage Mutant Hero Turtles™ April 1988™ Cowabunga!™ Heroes in a Half Shell™ Heroes™ Ninja™ Splinter™ and all registered trademarks of Mirage Studios, USA. All Rights Reserved.

Used with permission. Amstrad, Spectrum and Amstrad are used under license from Amstrad plc. Atari and Atari ST are registered trademarks of Atari Corporation, USA.

Published by Konami Ltd under license from Konami™ and under license from Mirage Studios, USA.

Konami™ is a registered trademark of Konami Industry Co. Ltd. © 1989 Konami. © 1990 Konami Ltd.

Mirage Studios, Inc. is located at 10000 Wilshire Blvd., Los Angeles, CA 90024, USA. Tel: 01 310 2084. Fax: 01 310 2079.



THE  
DECEMBER  
COMPETITION



**THE  
COMMODORE AMIGA  
OR  
SEGA MEGADRIVE  
OR  
NINTENDO  
(Mega Turtle Gift Pack)  
OR  
A GAME A MONTH FOR A YEAR**

In The **FANTASTIC DIAL-A-QUIZ** CHRISTMAS Computer Competition

Answer 4 simple Computer related questions and by this time NEXT MONTH you could be the lucky Winner of one of FOUR Superb First Prizes in this months **DIAL-A-QUIZ Cracking Computer Competition**

Eg. QUESTION : What is a PC Engine?

- ANSWER : 1. A Computer Console  
2. The Central Processor inside a computer  
3. A Police Car

It's THAT simple!

And **REMEMBER**, you can enter **ALL** Competitions as many times as you like.

Commodore Amiga Hotline	0839 - 121 - 166
Sega Megadrive Hotline	0839 - 121 - 167
Nintendo Console Hotline	0839 - 121 - 168
Software Hotline	0839 - 121 - 169

Only one first prize of each computer system. Winners are chosen at random from all correct entries received. Closing date 14th December 1990. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before dialling. Calls are charged at 33p per minute (cheap rate), 44p per minute at all other times

P.GROVE, DIAL-A-QUIZ, PO BOX 11, SKEGNESS, Lincs. PE25 3AL

# THE 1990 ATARI ST PRODUCT GUIDE

## PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



JOYSTICKS



KEYBOARDS



PRINTERS



SOFTWARE BOXES

ROBOTICS

PLUS MUCH MORE!

## 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 this coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

#### PERIPHERALS:

Acoustic	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Gaming Tablets
MEM/Mouse	Monitors	Modems
Printers	Mouse Computers	Mouseballs
Sound Digitisers	Sound Cards	Sound Samples
		Video Enhancers

#### ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Interface Adapters	Mouse Access	Printer Supplies
Printer Labels	Printer Paper	Printer Modules
Stands	Upgrades	

#### BOOKS:

ST Dedicated	88000 Processor	General Computing
--------------	-----------------	-------------------

#### SOFTWARE - ENTERTAINMENT:

Arcade Games	CompuGames	Advanced Sims
Sport Sims	Adventures	Board & Strategy

#### SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	Desktop Publishing
Communications	Calendars	Music
Database/Charts	Utilities	Programming
Spreadsheets		Word Processors

## SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!  
including the software index

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**

Atari ST	1-2 The Mall, Watlington Rd., Watlington, Oxon, OX11 2JG, UK	0185 282 371
London Shop	170 Tottenham Court Road, London, W1P 8LP, UK	01 462 4141
Manchester Shop	227-229 Oxford Road, Manchester, M2 1TQ, UK	01 275 5551
London Shop	170 Tottenham Court Road, London, W1P 8LP, UK	01 462 4141
Atari ST	1-2 The Mall, Watlington Rd., Watlington, Oxon, OX11 2JG, UK	0185 282 371
London Shop	170 Tottenham Court Road, London, W1P 8LP, UK	01 462 4141

1-2 The Mall, Watlington Rd., Watlington, Oxon, OX11 2JG, UK

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
Postcode: \_\_\_\_\_

SEND TO: Silica Shop, 1-2 The Mall, Watlington Rd., Watlington, Oxon, OX11 2JG, UK

**P**rogrammed by Galati and published by Hasbro, Inc., *Subbuteo* leaps into the screen accompanied by an original angle and pictures bearing the obligatory official *Subbuteo* logo. You get the choice of playing either a single or league game. Single matches allow play against either a human or computer opponent and serve mainly as a practice ground for honing desired skills. Once competent, the league for which eight teams compete for dominance awaits.

Having selected game type, the option is given to specify the time played over each half (up to 45 minutes) and one of three skill levels (novice, league and international), followed by a choice of 22 colours. The final option before play gives you five team formation choices (see screenshots).

The pitch and players themselves are represented in 3D. What is innovative about this particular approach is that the pitch is viewable through 355 degrees and includes the verbal of game. Galati has also incorporated a zoom feature to allow close inspection of both your and the opposing players—useful for planning strategies.

The game is controlled via icons situated along the bottom of the screen. These allow pitch manipulation, zoom and (most importantly) shot



An initial screen. View info and select from five formations.



For accuracy, the view option allows full 355-degree camera view.

# SUBBUTEO

direction and strength, to be directly controlled. Having selected a player, clicking on the ball icon opens a window displaying the base of a *Subbuteo* figure and a finger. Clicking the mouse button sets the finger moving, whereby a second click stops it in the desired position. Once both force/angle and strength have been set, the action is carried out in glorious 3D.

Play is governed by the "official" rules laid out according to F.I.F.A. Football International *Subbuteo* Association, differing somewhat from those of the F.A. These rules are accessible either in full or for specific measures by clicking on an icon of the pitch to the far right of the panel. All moves are covered and any made illegally are accompanied by a whistle and players

**ELECTRONIC ZOO** bring out a novel footy game that should have been programmed by Colonel Sanders...

**PIC**

Over the past year, you've seen how the world's top computer game publishers have been able to bring all sorts of new and exciting products to a world of over 100 million PC users. Now it's your turn to shine.

**AMISA**

**743**

AMISA is a leading publisher of software for the PC. We have a wide range of software titles available for purchase or rental. We are currently looking for software titles to publish. If you are interested in publishing with us, please contact us at: AMISA, 10000 Wilshire Blvd., Suite 1000, Beverly Hills, CA 90210. Tel: 310-276-1000. Fax: 310-276-1001. Website: www.amisa.com

**RELEASE DETAILS**

FORM 97	CD-ROM	Microsoft NT
AMISA	CD-ROM	CD-ROM
8 BIT	CD-ROM	CD-ROM

being returned to their original positions. Moves covered include deadball, defending and passing flicks. In essence the only differing rules are those such as disallowing shots from beyond a certain point (the shooting point), repeating player's under certain circumstances, treating players that have left the pitch as though they are still in play and allowing only a limited time for each shot.

What the rules themselves are fairly simple to understand (provided you have the patience to read them all), competent control of the player is considerably harder to master. The first few shots (if not games) will be spent sending players curving wildly off on unlikely trajectories, but once mastered shots may be fairly accurately judged.

Visual representation works well and the ability to rotate the pitch through almost every angle is both innovative and excellently implemented. The original version runs at 7 frames per second, and has been increased to 15 frames per second. Use of zoom for manipulation provides the speed necessary when aggrand the clock, giving a feeling of assistance rather than hindrance, or encouraging further play.

What graphics are necessary, the same can not be said for sound, which although helpful of the outset, is confined in game to a warning whistle.

Transferring *Subbuteo* to computer format could have been disastrous. An idea that has been confirmed by Galatiops for almost half a century is surely unlikely to survive the change. Having now seen a fair of the *Subbuteo* for even football pros, I was surprised to find myself enjoying *Subbuteo*. Initial no-noise fairly soon gave way to competent shooting and, as I imagine this will be the case for most players, *Subbuteo* should provide an alternative to the many football sims that swamp the market.



Having selected an action, the screen goes back into full 3D view.



# HARPOON



Somewhere in the desolate and freezing wastes of the North Atlantic, between Iceland and the Kola Peninsula, a Soviet battle fleet is lurking, ready to pounce on its prey.

As NATO Task Force Commander you must deploy your fleet of submarines, ships and aircraft to locate, engage and defeat the Kremlin's finest.



Epitaphed by LARRY BOND, the Naval Analyst, HARPOON portrays the superpower's final confrontation. Now it's up to you.

With graphics that are breathtakingly realistic, like finger pointing and an arsenal of weaponry that could lay to rest your anatomy, HARPOON'S non-stop action, relentless intensity and chilling responsibility will leave you gasping.

It's more than a mere game - it's a combat event!

Available now on PC.



Microsoft Learning  
© 1995 Microsoft Corporation



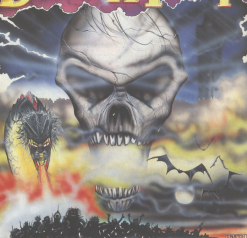
...and the ship  
...every single  
...per second,  
...in our PC  
...provides the  
...click, giving  
...instance, to  
...the game. Use  
...up front at  
...a warning  
...or formal  
...that has  
...half a cen-  
...change.  
...also for even  
...trial myself  
...by early com-  
...and, as I imag-  
...agent,  
...come to the  
...market.

© 1995 Microsoft





# Death Trap



A trap so deadly that if you remained untrapped for five minutes, an assassin that it gently lures an intruder to a certain death, a trap worthy of Shakespeare, the wizard king, a tyrant and absolute ruler of the lands.

The trap is set in a multi-level labyrinth deep in the bowels of the earth and populated by creatures vile, vicious and venomous. Within it lay hidden the magic scrolls, source of Shakespeare's power.

Only a very brave man, desperate, with no qualms of conscience, versed in martial arts and a flair for setting potent traps, could ever hope to survive the infamous DEATH TRAP.

AMIGA & ST E24 50

ANCO SOFTWARE, UNIT 10, BENDHAM TRADING ESTATE,  
LAWSON ROAD, WARRINGTON, CHESHIRE  
TELEPHONE No. 0522 92113/92114 FAX No. 0522 92402

ANCO

# SEXY SILICON

As Nintendo prepares to launch a new 16-bit console in Japan, Rik Haynes reveals the Super Famicom's specs and games...

**N**ever can doubt the worldwide success of Japan's leading console manufacturer. In the last few years Nintendo has sold something like 40 million Famicom consoles, known as the Nintendo Entertainment System in Europe and America, and is predicting sales of the (probably) handheld console will top five million by the end of this year.



Super Famicom games include Super Mario Bros., Super Mario World, Super Mario Kart, Super Mario RPG, Super Mario Advance, Super Mario Advance 2, Super Mario Advance 3, Super Mario Advance 4, Super Mario Advance 5, Super Mario Advance 6, Super Mario Advance 7, Super Mario Advance 8, Super Mario Advance 9, Super Mario Advance 10, Super Mario Advance 11, Super Mario Advance 12, Super Mario Advance 13, Super Mario Advance 14, Super Mario Advance 15, Super Mario Advance 16, Super Mario Advance 17, Super Mario Advance 18, Super Mario Advance 19, Super Mario Advance 20, Super Mario Advance 21, Super Mario Advance 22, Super Mario Advance 23, Super Mario Advance 24, Super Mario Advance 25, Super Mario Advance 26, Super Mario Advance 27, Super Mario Advance 28, Super Mario Advance 29, Super Mario Advance 30, Super Mario Advance 31, Super Mario Advance 32, Super Mario Advance 33, Super Mario Advance 34, Super Mario Advance 35, Super Mario Advance 36, Super Mario Advance 37, Super Mario Advance 38, Super Mario Advance 39, Super Mario Advance 40, Super Mario Advance 41, Super Mario Advance 42, Super Mario Advance 43, Super Mario Advance 44, Super Mario Advance 45, Super Mario Advance 46, Super Mario Advance 47, Super Mario Advance 48, Super Mario Advance 49, Super Mario Advance 50, Super Mario Advance 51, Super Mario Advance 52, Super Mario Advance 53, Super Mario Advance 54, Super Mario Advance 55, Super Mario Advance 56, Super Mario Advance 57, Super Mario Advance 58, Super Mario Advance 59, Super Mario Advance 60, Super Mario Advance 61, Super Mario Advance 62, Super Mario Advance 63, Super Mario Advance 64, Super Mario Advance 65, Super Mario Advance 66, Super Mario Advance 67, Super Mario Advance 68, Super Mario Advance 69, Super Mario Advance 70, Super Mario Advance 71, Super Mario Advance 72, Super Mario Advance 73, Super Mario Advance 74, Super Mario Advance 75, Super Mario Advance 76, Super Mario Advance 77, Super Mario Advance 78, Super Mario Advance 79, Super Mario Advance 80, Super Mario Advance 81, Super Mario Advance 82, Super Mario Advance 83, Super Mario Advance 84, Super Mario Advance 85, Super Mario Advance 86, Super Mario Advance 87, Super Mario Advance 88, Super Mario Advance 89, Super Mario Advance 90, Super Mario Advance 91, Super Mario Advance 92, Super Mario Advance 93, Super Mario Advance 94, Super Mario Advance 95, Super Mario Advance 96, Super Mario Advance 97, Super Mario Advance 98, Super Mario Advance 99, Super Mario Advance 100.

Nintendo video game characters have become cultural icons in both Japan and America. These characters appear in theme parks and their own TV cartoon series - you can even eat them for breakfast (or eat, lunch, dinner, and dessert (and dessert)).

Now the Japanese video games company that has sold 50 million in terms of pure profit has turned its attention to 16-bit consoles, a rapidly expanding market currently dominated by Sega. So will the Super Famicom beat the Megadrive?

## TECHNO-THRILLER

Nintendo's new console boasts an impressive list of features (see the Super Specs panel for full price), including a palette of 32,768 colours, eight channels of 16-bit PCM stereo sound and hard



ware-assisted object scaling (sprites which can enlarge and shrink). The Super Famicom will be launched in Japan later this month for an unbeatable 29800 yen (approximately £300).

There are over 40 Super Famicom games in development at the moment. Three titles will be available at launch: Super Mario World (the latest addition to the Mario platform saga), F-Zero (the futuristic racing game) and Bomberman (the puzzle game originally designed by Tony Crockett). The average price for a Super Famicom game is 8000 yen (around £80). Other games to be released this year on the Super Famicom include Populous, 3D-in-City, Dangerous Waters, Shadow of the Beast II, Axel Pigg's Ice Cream (a snail-race) and Gradius II (a shoot 'em up).

There is currently no UK release date set for the Super Famicom, though rumours suggest Nintendo may launch its new colour 16-bit console in Europe before the autumn of 1993. And that's not the only rumour circulating around the Land of the Rising Sun. Japanese pundits are speculat-

ing on the future release of a Super Famicom CD-ROM drive and a special adapter allowing you to play MS-DOS cartridge games on your Super Famicom.

ACE will be receiving the Super Famicom console and games as soon as they're released in Japan... look out for our definitive review in a near-future issue. Finally, a special thanks to our friends at ASCII Corporation in Japan for providing the pics used in this article.



## SUPER SPECS

- CPU: incorporates a conventional 16.16 MHz core, but can operate in parallel and event functions.
- 3.58 MHz 60 Hz video RAM
- Works on the automatically switched to 1.78MHz, 1.5MHz and 1.3MHz.
- Screen size of 256x224 or 256x240.
- 128 colour simultaneous-out of a palette of 256K.
- One handle (edges) (lighted) of various sizes.
- Eight-channel stereo sound and 16-bit sample rate provided by 16-bit PCM chip.
- All cartridges and disk video output.
- 20 pin edge connector (cartridge for a CD-ROM drive, modules, sold on European...)



# NEW

MASTER SYSTEM  
GAMES

FROM

# SEGA

NEW  
£29.99  
SUPER MONACO G.P.



NEW  
£29.99  
ALEX KIDD IN  
SHAGON WORLD



£24.99  
COLUMNS  
COMING SOON



£29.99  
E SWAT  
COMING SOON

NEW  
£29.99  
AERIAL ASSAULT



NEW  
£39.99  
ULTIMATE



DO ME A FAVOR...

PLUG

ME INTO A

# SEGA

FROM

Virgin

VIRGIN MASTERTRONIC LIMITED  
36 PORTLAND ROAD, LONDON W1 5LA



Even when you don't get another much advantage on the road, you can still make a difference.

# RIDING HERO

Coming, as it is, on the heels of the latest, you'd expect a little more from a big time than just a straightforward race game. But we don't offer you a straight motorcycle race. It also gives you an adventure. Yes, an adventure. What will they think of next?

Oh, so it's not the most original title ever, and on the face of it it isn't the most original game either. A left-to-right scrolling beat-'em-up with bad guys ranging from black-voiced ninjas to orange-fleshed robot dogs walking on at certain points of the scroll. As you bash the baddies, they drop weapons and bonuses that can be collected to heighten your own abilities, such as speed and power, or just to increase your offensive strength. After all, someone with a beefed-up sword is a far more formidable opponent than someone with a tiny dagger.

As the game progresses, it becomes very off-footing indeed. Page swarms of enemies come flooding on screen, and you really need to be quick with the highly responsive controls to snuff through. However, I still finished the game within

The first of the two games on the cartridge is a rather typical motor racer with a choice of four machines to ride. Racing in a field of eight, you have to complete two laps of each of the world's most famous courses, finishing in the first three to continue to the next course.

The adventure, on the other hand, is something quite novel. It takes place over three different screens: a map screen, a picture of your current location, where you can arrange races for money, and the race control staff (invoking a typical 'Telenor your vehicle' view of the race, just like almost every other race game ever written). You begin as a novice racer without a bike, and

have to progress up through the reputation ranks in your team until you finally meet Diamond Dave, King of the Steers. Beat him, and you become the new ruler.

The controls are simple and uncomplicated. No gears, one button to accelerate, one to brake and one to ignite the turbo, a handy little gadget with limited uses, that gives you a very short burst of very high speed. The screen display is clean and uncluttered, with the only overlaid information being two lines at the top of the screen that show your current speed and standing.

The actual race segment of the game is pretty uninspiring, but with the adventure you increase the feeling power of the game considerably. Riding Hero is definitely fun to play, and offers a novel twist on a well-worn genre. Worth checking out or rental.

■ **Toy Biz**

## Burn tread with SNK - Neo Geo style!



The more often adventure action adds to long-time interest.

# NINJA COMBAT

## SNK pit you against arcade-quality opponents



What happens when you're the offspring of an unlikely union between Tokyo and America - provided by unorthodox distribution of a game by legitimate means.

half an hour, thanks to a nice little design flaw at the first battle of the Neo Geo cartridge called 'white control sen'. Every time you die, the machine prompts you to press START to continue and hey presto! you're back in the fight where you left off with a full complement of lives.

To finish any game that quickly is not, particularly at this asking price. Speaking to Active States, who are handling the machine in this country, they tell us that SNK are re-evaluating this, which should make the game a little more competitive. Until then, you'll just have to have a little self-control.

The presentation is top-notch, with arcade-quality graphics and sound, and even an arcade-style attract mode. On the bottom line, this game is fulfilling what the Neo Geo promises - a standard arcade machine for the home.

■ **Toy Biz**

# AFTERBURNER II

Fly low and fast in this PC Engine shoot'em-up

Originally one of Sega's hydrocarbon classics, Afterburner has now hit the PC Engine as a mighty Mach 2. But does the lack of hydrocarbon's costing thousands of pounds affect the game?

As a hero de Capitan in charge of a F-14 Thunder Cat fighter you must wade through waves after waves of enemy fighters in an endless succession of total destruction. Your Cat is armed with fire-guided missiles and Vulcan cannon, and is capable of speeds in excess of Mach Two.



Meeting the opposition at Stage 100.



In each phase of games... the action stage shifts you to front.

Afterburner II is a simple leader shoot'em-up enhanced by fast and furious graphics. Your highly manoeuvrable Cat can bank, roll and turn round the screen. It can even flip 180° - an artificial horizon scanner is displayed at the top left of the screen, while weapon, speed and score stats are located along the bottom. The game is divided into multiple stages, with a brief respite between each for reloading. Although you've an unlimited supply of Cannon blasts, the fire-and-forget missiles are strictly on a tight number basis. A sight appears on any enemy aircraft currently in range.

# W-RING

Nemesis-style shooting on the PC Engine courtesy of Nakat Soft

Y ou've moved the multiples in Nemesis, you've missed the ripple lasers in Salamander. Now it's exactly the same in W-Ring.

The Double Rings from Nakat Soft. That's right, Japan has just gone left to get another multi-level horizontally-scrolling shoot'em-up hell-on-wheels.

W-Ring is a six-stage shooter with all the trimmings: extra missiles, ring beams, multi-way shots, lasers, multiples and gun shields to collect - ordinary alien laser-fodder and end-of-level guardians to blast out of the screen.

The only trouble with the game? W-Ring is all too easy to complete. You're practically invincible once you've got a few power-up items. For instance, the level guardian splits at the end of stage 3 - a sort of buffed with a huge lightbulb on its head - can be quickly dispatched with a single squirt of your 'squeezed toothpaste' laser. So get ready to knock-out some giant hiccups with this one!

**PIC**

ALL TIME SALES  
**666**

**PC ENGINE**

RELEASE DETAILS

PC ENGINE 134.99 OUT NOW

Afterburner II is packed with all the cat's goodies usually found in Japanese games - including a neat '3D room' where you can play ball with the flying, three-dimensional Afterburner II logo based on the title page. You can change its pattern, colour and speed, zoom in/out and rotate the logo around its x, y, and z co-ord axes. To be honest, this is probably the most innovative feature of Afterburner II.



The space-time vortex in the third dimension W-Ring.



Wave back, W-Ring game, W-Ring buffed with a light bulb on its head.

**PIC**

ALL TIME SALES  
**734**

**PC ENGINE**

RELEASE DETAILS

PC ENGINE 122.99 OUT NOW

© Nakat Soft

Special thanks to PC ENGINE SUPPORT (tel: 0756 174570) for supplying the games.





IVAN 'IRONMAN' STEWART'S

# SLIPPER

## OFF ROAD

GRAB  
THE WHEEL,  
AND HIT  
THE NITROS!



"Highly recommended" - The One

"Simply the best - and will be for a long while yet."

94% overall - C&EG

"Best overhead racing game on the market and a must  
for all racing fans." 92% overall - Sinclair User Classic

"A great game full of road wrecking fun."

90% overall - A Crash Smash



ARMY



TEAM UP



THE FIGHT



CRASH



RETRACING



THE RACE



THE FIGHT

THE ARCADE  
SMASH!

CONVERTED BY



GAMES

© 1995 Virgin Games, Inc.  
All rights reserved.  
Available from the Virgin Computer  
Games Store or 4 favorite Virgin  
retailers. See the bottom of the cover  
of this magazine for more.

# FINAL BLASTER

Namco blasts away on the PC Engine



One of the many levels of this gemstone. As you can see, the target range is somewhat variable.

How do you improve one of the best vertically-scrolling shoot-'em-ups ever developed? Confused explained the way people rate this style of game on not only the PC Engine, but also other home games decks. Now Namco is looking a successor — so is it the blasting four-year-old? Will this be the final light for the number one spot?

As for its gameplay is concerned, there's no new features to be found in Final Blaster — just it well-tested selection of stages based to their perfection. You control a small but mobile space-fighter over a moving backdrop filled with sci-fi-out-also-spore ships of all shapes and sizes. Your job is to blast them away. If you hold down the fire button, your ship turns into a flaming phoenix which shoots out a massive fireball — useful for dealing with your larger foes. You manually select the speed of your fighter, and by collecting special pods which appear throughout the game you can power up with extra shots, shields, lasers, multi-directional shots, missiles and multiples (which increase your weapons systems by a factor of one to three).



Blasting your fighter into a phoenix-like stage monster!

The player forces are equipped with some particularly nasty weapons such as a subterranean beam which quickly orbits to the bottom of the screen, then unleashes a barrage of deadly missiles. The anti-forest guardian also on stage one tries to trap you between its two laser beams while blasting you with laser bouncing ball bombs.

Final Blaster has 7 rounds — each featuring new alien craft with progressively better weapons, 16 weapons configurations for your spacecraft and some of the most demanding stages I've ever played in a PC Engine game. For game satisfaction do you get the right tactics.

By Mike Hayes

PC Engine owners can now play Bruce Willis... great eh!

# DIE HARD

Ever around the maximally popular action movie. Die Hard seems you taking the role of Bruce Willis... playing a cop on a 100-Cas mission. Some business executives have been trapped in a LA high-rise building by armed and dangerous terrorists, and you have to save them singlehanded.



Working your way out of trouble.

Die Hard has been inspired by the Commando genre of shoot-'em-ups and is split into 10 separate stages. You start the game outside of the building in the local park. As you wander through the underground you encounter armed terrorists, soldiers and policemen who immediately shoot at you. You must punch their lights-out before your energy is completely depleted by their bullets. Fortunately, these thugs sometimes have their weapons for you to pick-up and use. The M16 rifle is the most useful as it's only single shot. The Heckler and Koch sub-machine weapon is besting. Its grenade-launcher is great for rock-throw attacks but the former is the best of the lot — providing you with a semi-automatic fire. You can also collect a flat jacket for added protection and a power bottle or medical kit to replenish your energy.



Although this Action/Adventure Video Action Screen release is enhanced by attractive bitmap "play" screens, digitized from the film, Die Hard's relentless violence is just too repetitive to make you want to stay with it.

By Mike Hayes

Special thanks to the NAMCO SUPPORT and THE FUTURE for supplying the games.



EUROPE  
3/1

TIME 1:58  
SPEED 98K

121080

180  
150  
120  
100  
LINK 00 FOX

58  
98K  
30



# play... and replay

... and play and play and play.

The SEGA MEGA DRIVE Games Console is like that. You think you've mastered it. Hey, after all, it's only a 'game'. You're feeling good — 'till, man vs. bot of microchips ... Do me a favour — Then it wipes the floor with you, leaves you feeling like so much dirty laundry and laughs in your face ... *looo*.

The SEGA MEGA DRIVE Games Console — with 10-MHz Power ... your fingers become weapons. £199.99 includes free game — *Warred Beast!*



**SEGA**  
from *Virgin*

Available now from selected outlets of Virgin, Game Superstores, Game, Homecentre, Multiplex, Toys 'R Us, Virgin Game Centres and independent computer stores.

COMING  
SOON

# ATF II

ADVANCED TACTICAL FIGHTER II



## ADVANCED TACTICAL FIGHTER II

— Strategic Frontline Action —

A unique blend of arcade action and mind-bending strategy.  
Beyond today's technology — fly into the future with ATF II....

Atari ST/STE, Amiga & all IBM formats. RRP £24.99





# Living Book

**Are you ready to become an interactive book-worm?**

Imagine an electronic book on compact disc. You could have over 500MB of information at the click of an icon. This data would be presented to you in a variety of interesting and informative ways — through the use of computer text, graphics, animation, sound and speech and/or motion video and CD-quality audio for music and narration. Everything would be cross-referenced and instantly accessible. You wouldn't just read a book, you'd "live" it.

The central ideas behind the "interactive electronic book" concept form the basis of a new CDTV project currently under development at Digipacific. At last, the multimedia novel, hyper-narrative and digital comic are here... well almost.

#### KEY WORDS

Digipacific was formed four years ago to develop applications software for the Amiga. In that time it has created various projects including EidosSoft's Personal Designer, Pro MIDI Plus and Music Magic. It wasn't long before Digipacific decided to get involved in the emerging multi-media market.

This Luton-based company has been developing the Living Book Publisher system on the CDTV for the last 12 months. Its first application of the system, *Everman's Technology Living Book*, is well under way and due for release in March 2000. It's just a shame about the exact title.

"We have program development, multimedia research and computer graphic design departments all working on CDTV projects. It's truly the most powerful Amiga development environment in Europe," states Digipacific.

#### ELECTRONIC BOOKMARKS

Although Digipacific is being sensitive about the features found in its CDTV Living Books, here are a few intriguing glimpses of what you'll find in the book of the future.

Complete computer animation and full motion video of any size and display mode including Images Dynamic files and about 10MB modes. "Animations will support multichannel frame advance with 'time-simulation,'" says Digipacific. "You can also have animated video animation and audio length set to the fact that Digipacific's Living Books incorporate a dialog capability.

Living Books have a search facility which automatically builds. You can search for illustrations, video, pictures and audio — which all occur "tagged" to a tag. "Hot items are really handy on the 'hot content' page. You can select a chapter heading and immediately move to it. The index presents you with a list of all the references in the Living Book. And things really get interactive with 'Hot Items' — words on a page which can be selected and cross-referenced to other sections of the Living Book or possibly Electronic Bookworms

let you move freely across references throughout a Living Book — you can then feedback to the start point and continue 'reading'. Every line of the text can be magnified for people with impaired sight. A 'Navigation' mode lets the text roll out.

"Living Book Publisher allows a fully interactive book to be developed from start to finish within a single environment," explains Digipacific.

Lee Gibson at Digipacific says, "Everman's Technology Living Book will cover many aspects of technology from desktop PCs to satellites — explaining their operation and use. Some of the areas covered include communications, entertainment, industry, medical and military. Each chapter will be illustrated with graphics, animations and motion video. This application is being produced concurrently with the publishing system giving us feedback on the functionality level and problems encountered with a full CDTV production". A CD version of the Living Book is also being.

What reading material would you like to see in Living Book form? Write to AOL and we'll pass your ideas onto Digipacific... you never know, you could be 'playing' an interactive version of the Amiga Handbook Reference (Manual text you! Send your ideas and comments to: LIVING BOOKS, AOL Imagine, IBM® Images, Priority Court, 30-32 Farnborough Lane, London EC9P 3BU.



A page from a Living Book... just one of the graphic features in book. It has audio narration with navigation in video.



# OMNICRON

## CONSPIRACY

### SMOKE OUT SPACE SLEAZE

So here I am, walking hand-in-hand on six planets, checking out the suburbs, keeping an eye on the local assassins... come old man! That's the idea to do what you do, but they want me to look up an "introduction to drug trading."

But, it's not all bad. I do get to see the beauty of the third ID layers. And I get to see the beauty of the things that never change. That's the beauty of the things that never change. That's the beauty of the things that never change. That's the beauty of the things that never change.

Like they say at the academy, you know, "before you transport. One wrong move, and you could end up in a..."

ALL

Ace Powers  
Star Police



Published under the

**FIRST-STAR**  
GAMES™ logo  
© 1999 Image Works, Inc.  
www.image-works.com



ALL RIGHTS RESERVED. No other uses or reproductions without the express written permission of Image Works, Inc.





© 1994 EA

## PC

## RESOLUTION 101

**Blade II** (234.99; Atari) ST version reviewed issue 30, ACE Rating 81.7

It's the year 2055. It's dangerous time to be living 4 time when the army rule. It's a fast but to control this deadly range of crime, the Government investigate a few known as resolution 101, identify any criminal may receive amnesty for past misdemeanors by successfully tracking down other criminals. Reviewed in issue 34, the ST version of *Blade II* (101) was hailed as "aggressive, exciting, crisp, diverse..." amongst other variations. I got 3D, well executed graphics and gameplay use the game ACE itself. Fortunately, the transition to PC has seen a mixture of all these good points - unfortunately if those aspects that were below par have also remained. The gaudy colour scheme does nothing to enhance what should be a drab, oppressive atmosphere and sound may accurately be described as...drab. Having said that, gameplay is the important factor and *Blade II* has plenty of that to hold your interest. If you're into fast-thinking, fast-acting software, you'd be hard pushed to find anything better than this - for less at least.

PC Rating: 80.6

## AMIGA

## RESOLUTION 101

**Blade II** (234.99; Atari) ST version reviewed issue 30, ACE Rating 81.7

Playing identically to the other versions, but with a slightly improved screen update. Graphics remain unchanged looking in still slightly gaudy being well designed but having rather less realism about them than I would have imagined. Sound FX have vastly improved over both ST and PC versions, but unfortunately the in-game music is less than fitting. Still however, a game worth buying.

AMIGA RATING: 82.6



© Spectrum Software

# UPDATES

Latest conversions this month for PC, ST, Amiga, and Spectrum

## ST

## SHADOW OF THE BERSERK

**Pygmalion** (224.99; Amiga) version reviewed issue 25, ACE Rating 88.8

Some 12 months after the original classic, *Pygmalion*'s "Blood" finally makes it onto the ST. But to what degree of success? Fortunately for ST owners, *Blood* is virtually indistinguishable from the Amiga classic in every detail and although the original review stated that as an (at the time) Amiga only product, *Blood* would not have to suffer the confines of the ST, these restrictions would appear to have fallen by the wayside. The only noticeable differences are on-screen colours, which have been drastically toned-down and sparkling, while although not quite perfect, does not detract from gameplay.

The digitised sound is of high quality, something many recent ST products cannot claim with the melodies remaining as haunting as ever. The main criticism of *Blood* on the ST is one that was levelled at the original, in that the difficulty presented by certain sections considerably outweighs that of others. For example, many of the enemies may be killed with a single blow, whereas taking a wrong turn may bring you face to face with an insurmountable foe! Other than this ST owners are in for a technically excellent and playable product. An audiovisual treat that appears to have aged very well in the face of competition. Well worth a look.

ST RATING: 81.8

## TEAM YAWKEE

**Empire** (224.99; Amiga) version reviewed issue 30, ACE Rating 80.1

Empire's tactical tank aim makes it to the ST in a form virtually indistinguishable from that of the Amiga. Placing you in control of four platoons



© Shadow Software. Spectrum version: spectrum version spectrum version spectrum version spectrum version spectrum version spectrum version spectrum version spectrum version spectrum version



© Spectrum Software

each containing four tanks, the game is most notable for its completely independent screen displays, allowing simultaneous control of each platoon. Graphics are identical to the Amiga - fast moving, bitmapped sprites on a smoothly scrolling scenery. The only real difference is in the sound department, perhaps inevitable which is rather more gaudy on the ST. Otherwise, *Team Yawkee* is as good a tank aim as you are likely to find on the ST.

ST RATING: 87.0

## SPECTRUM

## TURRICAN

**Rainbow Arts** (23.95; Amiga) version reviewed issue 25, ACE Rating 82.2

The original version of this arcade adventure was perhaps the best arcade shoot 'em up seen on the Amiga. The quality of gameplay and presentation were as near to arcade perfect as any game of its genre. The Spectrum version cannot hope to emulate that quality. Limitations aside, *Rainbow Arts* have successfully managed to

claim it all the features of the 16-bit version and although this inevitably makes *Turrican* a multi-task, this is of little consequence. Graphics are certainly a little blocky, move well and the play area is huge. The internal speaker is used with successful results and the game as a whole still perhaps not groundbreaking, retains the playability of the original.

SPECTRUM RATING: 87.1







## DRAKKHEN

For those of you who have been cursing last month's subtle omission of the Drakkhén tips, rest easy with part three of the complete guide to this epic title. *Spoiler...*

**B**efore flinging yourself headlong into the quest paper, it is necessary to have steered some of your party to higher levels to ensure that any progress is made at all in order to succeed in Drakkhén, as the printed solution should be followed exactly and the game could regularly – *insert* save a game if you have had a chance to, as all of them are needed. Oh and as a matter of interest, the team of the quest's title are actually the game's own on the heads of the Drakkhén, Nixia and Princess.

One piece of advice – when inside the Drakkhén palace it is often guided to explore with one or two characters rather than the whole group, but be sure that at least one character has the ability to open locked doors using magic. When moving about, be sure that the remaining party members are ready to get protection or invisibility



**SECRET** – This is the Quest for Tears but there are loads of other things and it's back with a bang. Here's a handy selection of pointers from the tactics collection, opened by your party.

spells should they be attacked it is in fact a good idea for all characters to move around in this state, as when an enemy appears the spells are cast automatically and the players enter combat mode.

Here goes with the first two stages...



Oyez! Oyez! All hail the return (at last) of the Adam Morley solution to Drakkhén – “The Quest For Tears” – in addition to the fourth part of Jones' Guide to Hacking, infinite energy in *Shadow of the Beast 2* and much more...



rounding off our serialisation of maps for System 7's *Last Ninja II*, we have levels four to seven inclusive. The story so far finds our Ninja in the basement...

### STAGE ONE

Enter Prince Hardtaker's palace, remembering to wait until the shark fin has passed under the bridge and emerged to your right. Operate the symbol between the two doorways in the wall facing you and enter the central doorway, leading to the first floor.

Select a character other than the leader, disable the combat mode and enter through the door at the bottom left of the room. With luck you'll find yourself in Prince Hardtaker's bed chamber, face to face with the man himself. Whatever you do, **DON'T** go into combat mode or he'll cap you. Behind him you will find a roll of amount, take it and retreat towards the door through which you came. Before leaving, question the Prince twice. He will tell you to take a message to his sister – this is your cue to leave as the Prince is easily offended, so don't hang about.

### STAGE TWO

Leave the palace and travel east towards Princess Hardtaker's palace. Enter and you will find that the place has been attacked. Return to the Prince's castle at once (as instructed by a servant) and make straight for his room, remembering to disable the combat mode. He will be angered by the news you bring but will help you nevertheless, sending you to Prince Haaggfether's palace where he thinks his sister is being held.

Whew, and that's only about one fifth of the complete solution! Back with more instalments next month.

## OP STEALTH

In last week's episode, Secret Agent John Glames had just cheated death by starvation, suffocation and possibly boredom. Having escaped one hideous doom, Glames continues shaken, but not stoned, in his search for the mysterious Stealth fighter...

**H**aving completed the amuse sequence, you should make your way back to the bank and exit the screen (bottom left). You should now see a man on the beach, whom you should speak to. **SM** the coils on the man. You should now have been given a bracelet. Go up the steps and back to the hotel. Once inside, **MSAR** to the receptionist.

MASTERBLAZER Takes 3D sports action to a new height of realism.

# MASTERBLAZER

A sequel to the illustrious Blazer by Lucasfilm games, Masterblazer utilises the advanced capabilities of 16 bit machines to create another classic.

A high speed space age soccer game is played using ultra fast, responsive hovercrafts in the splendour of futuristic scenarios or you can hurdle round a race track full of obstacles.



**Rainbow Arts**

© 1989 Rainbow Arts

Masterblazer is a Lucasfilm Games

AMIGA - ST - IBM PC  
£24.99

- Ultra smooth 3D graphics.
- 1 or 2 player mode.
- 8 players Tournament mode.
- Each format individually programmed to achieve the best results.
- Amazing graphics and a spectacular introductory sequence.
- Superb computer generated sound effects.



## TRICKS N TACTICS

### Best of the Program

This program is somewhat of the same tale as your energy increases. You can probably see that making it in this case location 504 (a negative number starts the energy increasing cycle. In my travels I also found a number of doors to the location that holds the great energy level that leads to among a sequence of 50 to 500,000 doors to your own energy locations in the game setup sequence. It took me about two minutes to reduce the code to 85% of its original size. Another thing I found was that a checky little fellow among the energy stores nearly steals energy from your craft as you innocently buy weapons. But I soon got a step to fix game.

Well, that's all the news we've got for in this month's installment. The most thing will follow as soon as we can show them in it.

## XENOMORPH

Back for the attack with the continuing solution to Pandora's space odyssey - this month, tips for levels four to six and the map for level four.

### LEVEL 4

There is nothing on this level that you could possibly want, with the exception of the card. The best tactic is to grab it and run back to level 5, due to the fact that there is an alien of indelible proportions on the table! Once on level 5, walk to ladder 1, take the B1, across and move on down to level 5.

### LEVEL 5

The six marauding aliens here mean that you must be prepared to move fast and accurately - no time for mistakes! Run to area 8 and pick up all six objects that you find there (opposite the entrance). Once collected, run out **REMEMBERING TO CLOSE THE DOOR BEHIND YOU!** When you're time to breathe, drop your old clothes (about) and don those you have just collected. Go to area 9, but be ready to blast the two aliens you'll encounter on the way and



XENOMORPH Level 4 Maintenance shafts 1

take both B1, ladders from the Anti-Crew table. Find the maintenance area and pick up all the chips you need. (Just in case you've hungry B, there's food in area W.) Go to ladder 5, and down to level 5.

### LEVEL 6

This level is entirely safe from marauders. All you need to do is collect the chips, cut battery fuel and the charge for your gun. Having done so, it's back up to level 5 where you should go to area 11. Collect everything and make your way to area 11. Blast those marauders, walk to ladder 1, where you'll find a grenade. Take it and go down to level 7.

More next month. Until then you'll just have to struggle bloody-eyed through the long evenings on your own!



### THUNDERBLADE II

Saga Master System

When the "GAME OVER" message is displayed, press button 2, down and right simultaneously, to avoid power! Two "continue" options.



The Thunderblade appears to be something you can't control. Watch out for your shadow!

Back with a vengeance after a spell in purgatory. Tips for the Bonzo from the East...

### GOLDEN AXE

Saga Megadrive

On the character select screen, hold down button 8 and pull down and left diagonally to reveal round select.

### NEMESIS

Gameboy

Begin play and press "start" to pause. Press up, up, down, down, left, right, left, right, B, A.



Two weapon screens from the Megadrive version of the Golden Axe series.

down, left, right, left, right, B, A. You should now find you have every weapon with the exception of speed-light!

### THE CASTLEVNIA ADVENTURE

Gameboy

How to gain the hidden extra lives.

### Level One

Obtain a whip (for later) and place the torch with the fireball. The ball should fall to the ground.

### Level Two

Jump across all three moving platforms, but do not use

your whip until you are in the air. Then, an extra life.

### Level Three

Wait for the ceiling to fall, then hit the tower four times, making sure the last strike is very late. Run back to the torch, jump and whip it to collect the extra life. **Whisper the name, North Humboldt!**

### DRAGON BALL

MSX

When your energy begins to run low, pressing DOWN on the 2nd controller repeatedly B, while holding B on the 2nd controller allows you to dip levels.

**Judy Gansell, Manchester** Well, it's goodbye from me, and it's goodbye from me. My sincere apologies to all those who were expecting the solution to *Op Stealth, Chase Glines Back and Xenomorph*. What can I say, down from five pages to three!

Slaughtered in my prison! But the editor assures me that next month we'll be back up to size...

Thanks to all those who contributed tips. Keep 'em coming (especially the compiled - A.C. needs HQ's)



# DOUBLE DARE YOU.

## Blue Max

ACES OF THE GREAT WAR

WWI Air Combat Simulation

Take control of one of eight classic WWI fighters and find out how good you really are. Fly with the best—Biplanes, Fokker, Moroneo, Biplanes— and learn their tricks and techniques.

- **Active daylight only** and team mission for one or two players on a single computer with any combination of keyboard, joystick, or mouse.
- **Strategy Daylight** for the skilled pilot. See the sets like a highly intelligent strategic board game, allowing you and your opponent to work out detailed battle sequences and play back the moves in "realtime" 3D.
- **Diagnoses** for chosen fleet, each with its own highly detailed flying characteristics.
- **Exclusive missions** only, as, or against the forces of the Great War.
- **Dozens of historical missions** around 1 different location within France.

How strong are your nerves at 2,000 feet, with an armed Fokker DR.I on your tail? Forget glory, friend. Think survival.



Strategy Daylight  
view missions with  
3D biplanes

Full color  
air combat  
sequences



• VGA 354  
3D COLOR GRAPHICS,  
• ORIGINAL MUSIC,  
• SOUND EFFECTS FOR GAME  
BLASTER, ADLIB  
SYNTHESIZER  
CARDS

## DAS BOOT

GERMAN U-BOAT SIMULATION

Winter, 1941. The icy waters of the North Atlantic. The deeper you dive, the greater the pressure. Depth charges explode around you hanging on the hull of your U-boat like iron balls. Nerve and cunning make you the terror of the Allied convoys.

- **3D underwater warfare** for the first time, a real warlike game that you deal with threats below and above the surface in a true three dimensional environment.
- **Real communication** for the German bridge linking weather to sea and water information.
- **Real mission** to chase fleet—into the North Atlantic and back, when along the coast of Norway, into the Bay of Biscay, and through the Straits of Gibraltar.
- **3 Different levels of difficulty** from beginner to expert.
- **30 graphics** VGA color, with multiple internal and external camera views in a complete 3D world.

Do you think we'll under pressure? How about 500 pounds per square inch of pressure? Take a deep breath, captain....



Full perspective  
view of ocean  
atmosphere

Full 3D color  
under boat  
water world  
atmosphere



M I N D S C A P E

# 4 FOOTBALL FANATICS

**4**  
GREAT GAMES

## SOCCER MANIA

**4**  
GREAT GAMES

**FOOTBALL  
MANAGER 2**



### FOOTBALL MANAGER 2

An all-time great from Kevin Keegan, inventor of the world's greatest selling football game, Football Manager 2 is the most exciting, most challenging, most addictive, toughest, most varied strategy game ever. Football Manager 2 is full of action with superb on-line graphics.

Available on: Amiga 500, Amiga 600, Amiga 1200, Atari ST, Commodore 64, IBM PC, Macintosh, MS-DOS, Spectrum, ZX Spectrum



MicroProse Corporation, Inc.  
1001 North 17th Street  
Elyria, Ohio 44024 USA

COMPI LATION



### GAZZA'S SUPER SOCCER

Control mania is about to hit your computer screen! Meet the Italian!



control allowing you to stop, start or dribble. Forget the opposition, because now you'll have the skill of Giuseppe Belmonti.

**FOOTBALL  
MANAGER**

World Cup Edition



### FOOTBALL MANAGER WORLD CUP EDITION

Enjoy the international arena with a World Cup game from the Italian Team. This will be the chance for you to manage the national team into sporting history.



**FOOTBALL  
MANAGER**



### MICROPROSE SOCCER

Football easy, football real, this will challenge your skills right from the kick off. With features that range from overhead kicks to an overhead view of the pitch, you'll play for much longer than extra time.

Available on:

Amiga 500/1200	£19.99
Amiga 600	£19.99
Amiga 1200	£19.99
Atari ST	£19.99
Commodore 64	£19.99
IBM PC	£19.99
Macintosh	£19.99

**MICROPROSE**  
Computer Games & Software

MicroProse Corporation, Inc.  
1001 North 17th Street  
Elyria, Ohio 44024 USA



# CLASSIC

# SPLITS

Cartoons, stunts and canals, maybe, but the Netherlands have never been famous for violence. However in 1986 Dutch programmers Paul and Ernest Peake produced a novel little game for Intimid which was to bring the fledgling company one of its first major successes...not to mention threats of legal action.

Twelve months earlier Entertain had produced a game called the Evolution, a fact I remember only too well because I was the only British journalist who bothered to review it. It was a solid but uninspiring example of a new horribly defined genre, the computerised black-stuff puzzle. I did pave the way for this highly addictive development though.

## BREAKUP IS HARD TO DO

Just Penetration, as it was later called (see box), was a distinct evolution from The Evolution. The aim was simple: rearrange squares in a five by four grid to create graphic portraits of various luminaries, from Maggie to Ronnie Biggs, Sir Clive Sinclair to the days of the Spectrum something of a star himself to Alan Sagar, Bogart to Boreas. All of this was, against a time limit, naturally.

The real development came with the addition of novelty bits which caused random noises, ranging from the shabby incoherence in the downright terminal as, if you got lucky, the beneficial. Just as special bricks formed maintain old Breakout into endless addictive Akbarad, these bonus



Games combined in Splitting Images made solving blocks easy. The real challenge came from the special bits scattered throughout the game, as well as the bonus characters. The cartoonist did away with the need of complex clues.

Hall Of Fame contributor John Minson gets schizophrenic as he rearranges some famous people's faces.

## HALL OF FAME

How does a game qualify for the Hall of Fame? It may have been a best-seller or it may be an overlooked and under-rated. But one thing's for certain, it had the field, either instantly or technically. I don't usually favour computer companies. But this game had nothing against it. It's the program you still want to play after years - not weeks. So if you've got any suggestions, drop me a line.

"Never come such drizzle from my table!"

Macquiggan, 1988, Intimid

## RUBBER (JUGAL) SHOTS

What Gert Penetration, Denmark was best known for its characterful top-up pricing advertisements started and then had opportunity of the first Dutch success story. In 4 bits. When Penetration's bonus awards arrived it contained pictures of a standard brothers union on the Spectrum. Denmark's delight decided when they were told there was a game to go with the graphics.

Ever experimental, Penetration and Mark studied with Black House whether the Game would like its eggs in. The answer was a twenty year. Ben Church and Olav were delighted and busy and began to let the bonus bits arrive - after all, they could always call them off to the house if they disappointed.

Penetration was the latest layers of building blocks, who complained about the complexity between the program's original with Splitting Images and more casual games. In a matter of days the game gained a new name: Split Penetration and the packaging was redesigned. The graphics played the same through and updates for this day's demonstration of how addictive it simple for controlling herself can be.

The original and many for Splitting Images were through the same as the original, with the same program.



Mark gave a whole new dimension to an ancient formula and transformed it from a three screen version of a Christmas cracker novelty into a real computer game.

On pressing fire, the tiles popped out of the top left of the frame along an empty row which could hold four squares. If you obtained part of the picture of any face to do was reassemble it into place with relevant bits of the portrait, sliding it as far as it would go, left or right, up or down.

Any sections which appeared too soon, such as the top left of the picture which was irrelevant early on, could be shored through doors in either side and at the bottom of the frame to join the back of the queue. On the lower levels the doors opened and shut but as things got harder they remained open, making it all too easy to lose a piece you needed. You could also masterfully shove a piece off the play area by bumping into it with another one. And there were cracks in the walls which opened squares on impact. The doors were also required to deal with dangerous special tiles, such as the bomb which flooded for the seconds before it blew up, taking one of your three lives. Disposing of it in the early stages was usually easy but if you had half a picture built you could find the extra blocked. Even then you may have had disposal to the last second because hitting it with a top tile not only neutralized it but also generated a 5000 point bonus.

There were other special benefits from fading tiles together. A collision between two elements put the clock back by up to a minute and a bullet and pistol combined to double your bonus. The destructive effects of match need ing control can be easily imagined though.

Naturally everything became more frantic as the levels progressed with more special squares appearing and increasing inconvenient doors. But it offered perfectly balanced playability, so that each time you got that bit for this... and just had to have another good

**SAVE MONEY**



# ACE ISSUES

- 12 issues from your newspaper would normally cost you £19.00
- Receive five quarterly issues of Ace! - an exclusive subscriber's newsletter
- Don't spend for your copy!
- Receive priority allocations of ACE conference\* 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 Orderline service on 0858 410888 and quote your credit card number.

To: ACE Subscriptions Department, PO Box 5000, Leicester LE10 5AA.

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/Discover/

American Express account. Card Number \_\_\_\_\_

Expiry 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**

126  
155  
159  
131  
139  
153  
173  
161  
147  
166  
176  
175  
174

For a complete  
guide to the  
Christmas and  
New Year  
sales, see  
pages 124-125.  
For more on  
the new  
year, see  
pages 126-127.



# in the

# NEW

# YEAR

# SALES

# AND

## 126 ACE Charts

The best charts around - based not on typed sales but editors' ratings in ALL UK magazines. Not only that, but there are prizes to be won as readers attempt to predict next month's entries.

## 135 Joystick Judgements

Want a new stick for Christmas? Mark Smiddy presents the definitive guide, complete with switching info and prices.

## 139 Hot off the Shelf

Christmas is coming and the aunts are gathering in the sitting room. Time to sneak upstairs with a new game. Alex Baranski with the titles, currently in the shops, that belong in your collection.

## 141 Hard Sell

Hardware and software facts about the current crop of 386 machines for those of you planning an upgrade this Christmas.

## 139 Direct Line

...to YOUR micros. If you own one of the ten major micros or consoles, there's a section for your computer here as ACE correspondents talk user to machine...

## 153 Competition Winners

If you've entered any of our recent competitions, you could be due for a prize. Check your luck out here.

## 173 ACE Crossword

The infamous ACE Crossword offers you a chance to practise your word skills and win a prize into the bargain.

## 161 Adventureline

Put Wintertime with her regular tips section for dedicated adventurers.

## 147 The ACE Diary

Our monthly guide to what's on when and what's out when.

## 166 Shopwatch

Dirk Langhorn with a view from the other side of the counter...

## 176 Encyclopaedia Micromanical

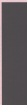
Over the years ACE has consistently given gamers the low down on entertainment technology. Check out the subjects we've covered in the past and make sure you're up to date.

## 175 PD Update

Mark Smiddy with another selection of cheap software.

## 174 ACE Readers Pages

Small ads, big sales. Your chance to buy, sell and tell the world.



**ACE** Magazine

**ESSENTIAL COMPUTER BUYERS GUIDE**

What to buy, how to buy it.

**PLAY THE FILM**

The best software for your money.

NEW! The best software for your money.

NEW! The best software for your money.

NEW! The best software for your money.

ACE has brought you nearly 40 years of published articles on the latest developments in games, computing, software, hardware, and more. Now we're bringing you the ACE 10th Anniversary Special. It's a must-have for every computer enthusiast.

# ACE CHARTS

The ACE Charts give you the definitive list of top scoring games EVERY MONTH - as reviewed by ALL British games magazines.

Well, this month's quite the negative, because only one chart compiler has had time to hospital. Six of six for a speedy recovery and, in the meantime, we're all managing to include almost all the magazines in every issue.

If you're into this article, you should know that each month we give the top five games, as reviewed in the latest editions of computer magazines, to each of the ten computer formats. Because there's a million uses for every rating of the month, they make an excellent 'top ten' guide...

We also give you one each month to anyone who can predict next month's winner. The one wrong for 100 worth of software for your machine, or if it's done with existing your own knowledge software should find entertaining as well.

Because software prices have to be ordered from that party, there are inevitably some slips in delivery, but if you experience ANY disappointments, please phone the Editor on 071 261 6222 Ext.2947 and we'll put it right.

## Don't forget!

You can win a prize by predicting next month's charts and stock-market entries. See opposite for full details. Latest winners announced on page 122.

## THE STOCKMARKET

In addition to our games charts, we also have a lot of fun with the figures each month when we produce the ACE Stockmarket. It's a list of the top 25 entries as determined by the ratings their games are currently receiving. You can see their fortunes rising and falling in each issue.

First, we calculate the average mark that each publisher receives for every one of its games on each format, this is the rating in the second column below. So, for example, if the company is great at scoring 10/10 games but lousy at the 5/10 conversion, that will pull down the average mark, even if you can see one of its titles leading up the Amiga 10/10 PC charts. If all the games are excellent, or if the company has just one brilliant game during the month, or if the month is still in a high rating. The third column, individual's +/- shows you how much the publisher's score has improved (or deteriorated) compared to last month.

The last column shows how well a company's games have fared compared to the Software Index. This single figure represents the average index mark (expressed as a percentage) that all games, all formats, received during the last month. It's a quick guide to how good the current crop of titles is, and each company's rating shows where they stand their games compare to the rest. For example, in this month's chart, Core Design's current title sits one sixth (16.7%) percentage points above average - according to the industry's consensus.

We print only the top 25 companies each month. In fact, we keep tabs on all of them, but you don't need to read through a list of over 100 names to work from the statistics by The Index Group and Kinetics's research indicates that there are around one million in the home market computer games.

Finally, we take care that the information here is generally useful. So that you, our store's most computer which have only received a single arbitrary review.

### Software Index: 75.29

Rising steadily - and the big Christmas titles are just around the corner!

PUBLISHER	SCORE	+/-	INDEX	Index '88	1/10	1/10	1/10
Magnate Games	82.76	+1.78	10.58	Amstrad	80.76	+21.88	0.08
Games	82.00	+24.00	10.00	Atari	79.27	+21.27	0.74
Electronic	81.7	+0.7	10.58	Wega	79.04	0	0.74
Micropro	81.44	-1.09	10.86	Academy	78.62	+24.68	0.00
Electronic Arts	81.1	+1.07	10.71	Orion	78	-2.00	0.82
Micropro	80.75	-4.41	10.11	Samuel	77.84	-0.40	0.86
ISI Group	80	-4.83	9.82	Software Builders	77.0	-0.67	0.81
Micro Pro	79.88	-0.07	9.94	*Kinetic	77.0	+7.0	0.81
Empire	79.58	-4.08	9.81	Philo	77.17	-14.44	0.74
Core Design	74.0	+1.83	9.11	Epitaph	77	-17.75	0.81
*Data Group	72.44	+7.0	7.00	ISI Group	76.88	+8.00	0.89
Comet Time	61	+7.0	9.81	Millennium	75.0	-6.00	0.81

## AMIGA

Caprice	Micropro	81
FTD Death Fighter	Micropro	79
Pony	Comet	78.75
Supremacy	M. House	77.5
Smasher	Micropro	77.25

Supremacy takes a drop and FTB climbs one place, although its rating hasn't changed from last month. Caprice should still be in there in next month's chart, but there are still some battles coming up for Christmas.

## C64

Complete Games Centre	CSI	82
CSI and Lisa 2	Comet Time	80
Lords of Chess	Artisoft	79
ARCADE 2	Empire	77
Quartz Power	Code Masters	76

The budget games take over in the C64 chart this month, with CSI's completion at the top. CSI's hope we get some strong full price product this Christmas for a machine that still deserves a lot of support.

## AMSTRAD CPC

Iron Lord	Atari	87.0
Moody Python	Virgin	74.00
Quartz Sports	Code Masters	74.0
Night Saur	Atari	74.0
Star Wars	Atari	74.00

Atari South America is taking over on the CPC (probably reflecting the continuing strength of the machine in France), with Iron Lord indisputably the critic's choice this month.

## IBM PC

40 Boxing	Micropro	81
Micropro's novel approach to 40 Boxing	Magnate Games	80.5
Midwinter	Samuel	80.0
Search 2	Empire	80
Search for the King	Artisoft	80.25

Micropro is still getting new reviews, but Micropro's novel approach to 40 Boxing seems to have scored reviews. Some high-scoring games around on the PC, but not much strength in depth.

### WHAT THE FIGURES ABOVE MEAN

First, of course, you've got the game. Then the software house and - in the last column - the average score (expressed as a percentage) with typical ACE opinion to how detailed general the game covered in ACE reviews during the last month. Don't forget that the review ratings are taken from all UK magazines, not just ACE, so we don't necessarily agree with some of the judgments here, but all review ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS OPPOSITE

# HOW TO ENTER

## STEP ONE

Fill in our contest form with your name and address, a valid telephone number if you have one, and be honest!

## STEP TWO

Fill in your age and which machine you own. Don't cut corners!

## STEP THREE

Enter the month's choice. Then, using your knowledge of the games scene, try to predict which games will come top of the box machine sales charts. Finally, enter on your post card.

- the top game for the Spectrum
- the top game for the C64
- the top game for the CPC+
- the top game for the MSX PC
- the top game for the Amiga
- the top game for the ST

**YOU DON'T HAVE TO ENTER A SUGGESTION FOR EVERY MACHINE!** But remember that your chance of winning may increase if you do.

## STEP FOUR (OPTIONAL)

You can also try to predict which company will be writing up next month's 'Marketplace' for us (see last page). Enter on the card. The top entry will be... home of company!

## STEP FIVE (OPTIONAL)

You need to go for the grand £100 prize, but select any of the previous categories and

try to predict the top FIVE entries for next month instead of just the top one. Then let us know which category you're predicting for - it can be either the Marketplace or any of the machine categories or **Magazines** - YOU CAN ENTER SEVERAL ONES. JACKPOT £10,000!

## STEP SIX

Post the card (with a stamp to go to enter not later than the closing date for the round (23rd November). The address is:

**AGE Marketplace**  
30-32 Farringham Lane  
London

## PC IN '84!

Excuse your own price - perhaps you're lucky this time!

## THIS IS ROUND 13

Each month's 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 processed correctly.

**LATEST WINNERS ANNOUNCED ON PAGE 128**

## THE RULES

- All entries must be received by November 30 at 1 PM.
- No exceptions to RRP or if you compare products in the promotion, also based on the game magazine's ratings for sales.
- Only one entry per machine. Don't put in your name as a proxy if others.
- We are unable to check specific names that we proxy, but we do reward them with extra money when the magazine gets the correct answer.

## ATARI ST

Cadaver	Image Works	£6.5
Operation Death	Dynamix/AT-Soft	£7.47
Mad Dangerous II	Firebird	£7.94
Emulators	Miro Style	£7.97
Jet'n'Jason Challenge	Miro Style	£8.35

Lots of top-notch stuff to choose from on the ST this month, with the 'Storage' Cadaver edging Operation Death off the top spot.

## SPECTRUM

Iron Hammer Assault	Vingit	£6.5
Arms	Strategic	£6.5
Highland	Ocean	£6
Ballamander	Wit Impact	£6.5
Just Off the Beating	Blax	£6

Here's hoping the overall quality of Spectrum product improves as we get closer to Christmas - makes Virgin's rating game look even better than the reviews!



### SPECIAL OFFER

<b>PC ENGINE CORE GAMES</b>	
Play your favourite titles choice	£164.95
<b>PC ENGINE CORE GAMES</b>	
16MB 400 Kbps game	£164.95
<b>CD ROM PLUS</b>	
INTERACE	£288.95

### PC ENGINE GAMES

DRAGON SPIRY	£19.95
INFLATCZ	£23.95
POWELL'S QUARTY TENNIS	£29.95
RESCUE WOLF	£13.95
FLYIN' BIRD	£23.95
ORION	£23.95
SLASH & BURN	£23.95
USA BASKETBALL	£23.95
PIZZA	£23.95
EXOTIC SIGMA	£24.95
HEAVYMET	£23.95
BARON	£24.95
TATTOO MONSTER MARCH	£23.95
CHANGING	£23.95
ATOMIC HOBNOB	£23.95
NEW ZEALAND OF DIRT	£23.95
PARADISE	£23.95
SUPER 100 YBALL	£23.95
POWER DRIFT	£23.95
ARMED & DANGEROUS	£23.95
BARBARA	£23.95
EVIL'S CHASER	£23.95
WALLA WALLY	£23.95
RAIDERS I	£23.95
SUPER 100 YBALL (Limited II)	£23.95
POWELL'S FOOT	£24
30718 SUPERVIR	£24
OPERATION SOUL	£24



## CONSOLES

TEL: (0124) 26022

### GEN

Neo-Geo

NEO-Geo Pin	£520
NEO-Geo SCAMP	£580

<b>NEO-Geo GAMES</b>	
BRUCE'S BRAWL	£188
NEO-Geo I SUPERHERO	£188
NEO-Geo II	£188
PROFESSIONAL GOLF	£188

### PC SUPER GAMES

<b>PC ENGINE SUPER GAMES</b>	
Play any Spectrum	£179.95
SCAMP 400 Kbps game	£289.95

### GAMES

SMITH'S GOLF	£19.95
CRASHOUT	£19.95
CRASHOUT TO CRASHOUT	£24.95
STRONG	£24



### SPECIAL OFFER

<b>SEGA MEGADRIVE</b>	
Play your favourite of your choice	£169.95
<b>SEGA MEGADRIVE</b>	
SCAMP 400 Kbps game of your choice	£169.95

### MEGADRIVE GAMES

ACT UP	£24.95
ALPHABET BEAT	£24.95
ARCADE MANAGER I	£21.95
ARCADE MANAGER II	£21.95
ARCADE MANAGER III	£21.95
ARCADE MANAGER IV	£21.95
ARCADE MANAGER V	£21.95
ARCADE MANAGER VI	£21.95
ARCADE MANAGER VII	£21.95
ARCADE MANAGER VIII	£21.95
ARCADE MANAGER IX	£21.95
ARCADE MANAGER X	£21.95
ARCADE MANAGER XI	£21.95
ARCADE MANAGER XII	£21.95
ARCADE MANAGER XIII	£21.95
ARCADE MANAGER XIV	£21.95
ARCADE MANAGER XV	£21.95
ARCADE MANAGER XVI	£21.95
ARCADE MANAGER XVII	£21.95
ARCADE MANAGER XVIII	£21.95
ARCADE MANAGER XIX	£21.95
ARCADE MANAGER XX	£21.95
ARCADE MANAGER XXI	£21.95
ARCADE MANAGER XXII	£21.95
ARCADE MANAGER XXIII	£21.95
ARCADE MANAGER XXIV	£21.95
ARCADE MANAGER XXV	£21.95
ARCADE MANAGER XXVI	£21.95
ARCADE MANAGER XXVII	£21.95
ARCADE MANAGER XXVIII	£21.95
ARCADE MANAGER XXIX	£21.95
ARCADE MANAGER XXX	£21.95

Please make cheques and PO's payable to **NEW WORLD CONSOLES LTD** (Incorporated in England) 30-32 Farringham Lane, London EC1A 3BE. Tel: (0124) 26022. **SEGA, GEN, GEN II, GEN III, GEN IV, GEN V, GEN VI, GEN VII, GEN VIII, GEN IX, GEN X, GEN XI, GEN XII, GEN XIII, GEN XIV, GEN XV, GEN XVI, GEN XVII, GEN XVIII, GEN XIX, GEN XX, GEN XXI, GEN XXII, GEN XXIII, GEN XXIV, GEN XXV, GEN XXVI, GEN XXVII, GEN XXVIII, GEN XXIX, GEN XXX**









# HARD SELL

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.

**T**he PC Hardware Guide comes in two sections: 16-bit upgrade (this month), and 32-bit (next month). Please note as its title hints to ensure that all information is correct and update to when regularly, but we cannot be held responsible for any error.

## ACORN ARCHIMEDES

Models Archimedes 240, 300, 410, 430, 450  
 Package (keyboard, mouse and drive) keyboard mouse and drive (no monitor) (color or mono)  
 Prices: 1000 (1124), 210 (144), 410 (181), 430 (245), 450 (245)  
 Processor: Acorn ARM  
 OS: Price range from 2,999.97 for 400K drive to \$2444.00 for 4MB with color monitor  
 Contact: Acorn 8333 242000

## IN BRIEF

One of the cutting-edge of micro technology, Acorn's ARM is about the fastest thing the side of a Coy. The only working machine—although waiting orders show the lower section of the ARM2000—still lacks a good games software base and is not left to the enthusiast.

## GRAPHICS

**Resolution:** 320 x 200 or 640 x 200 with normal monitors, 640 x 512 available with multi-sync monitors.  
**Palette:** 4096  
**Colors:** From mono up to 248 (256 x 256) or 10 (240 x 112).  
**TV:** No  
**Monitor Output:** Mono composite video output - RGB + sync  
**Monitor Supplied:** Depends on package bought

**Monitor Options:** Acorn dedicated 11-inch medium res color; 11 inch high res mono; MultiSync color.  
**Speaks:** 1  
**Speed:** Slowing

## SOUND

**Speaker Quality:** Good  
**OS/2:** With extra hardware.  
**Stream Output:** 1st Performance: 16 channels (8 stereo pairs), 4 outputs, 1 internal speaker

## HARDWARE

**Disk Formats:** 5.1-inch - 800K  
**Disk Prices:** From £7.20 onwards  
**Disk Performance:** Good and fast  
**Keyboard:** 100 keys with one programmable auto-repeat. Easy key layout has a cheap feel given the quality of the machine.  
**Joystick/Mouse:** 8 button mouse in cabinet for joystick.

**Interfaces:** 21 pin 3 parallel, 1 pin mouse, 1 2-pin stereo telephone jack, 40 pin exp. 44 pin expansion port, 15 150 pins video, 150 interface.

## SOFTWARE

**Existing Software Base:** 100+ very limited. Some games available most software is for productivity and business.

**Games Releases:** See above  
**Current Software:** Most features are Desk/Window and Compare. But there have been several impressive one-off titles released recently.

**Graphics:** Potential is enormous. Some excellent packages available

**Music:** Like graphics, but developers sparse.

**Performance:** Limited. One of the cheap or middle class if tough competing with 17s and Amegas.  
**Software Loading:** Very reliable.

## BUYING

**Best Buy Price:** As RRP  
**Second Hand Availability:** Not many, some 801 and 816s starting to appear but expect to pay for them.  
**Maintenance:** One year's guarantee. Return for faulty machines dealt on.

## APPLE MACINTOSH

Models SE (230) 160, 40  
 Package: Monitor with built-in CPU and disc drive, separate keyboard mouse, 1Mb

**Processor:** SE (Motorola 68000), SE (68000), SE (Motorola 68000)  
**Recommended Retail Price:** SE (£2170 onwards), SE (2300 onwards) (all ex VAT)  
**Contact:** Apple 081 506 1100

## IN BRIEF

A very expensive up-market machine for those firms or ultra user friendly computing. Software is very expensive. Quite a few games in the UK, but few over seas. Good for 8020 machines. Watch out, however, for a new budget Mac, believed to be launching in the New Year.

## GRAPHICS

**Resolution:** 512 x 384 or 1024 x 768

**Palette:** 32 - black and white (16 with color monitor) 16 million.  
**Colors:** 16M color monitor - 16 to 256

## TV:

**Monitor Output:** integral monitor  
**Monitor Supplied:** built on  
**Monitor Options:** SE - one (built-in model only) 4 Apple II color monochrome or Apple Color to be SE.

## Speaks:

**Speed:** SE noticeably fast, it only has 6.5MHz and 8MHz even faster, but slowing

## SOUND

**Speaker Quality:** Good  
**Music:** Third party interfaces available.

**Stream Output:** SE no, 4 pins.  
**Performance:** 4 channels, full good performance.

## HARDWARE

**Disk Formats:** 3.5 inch - 800K  
**Disk Prices:** £1.99 - £2.99  
**Disk Performance:** Generally fast  
**Keyboard:** Separate with 81 keys including function keys and numeric key pad. Optional extra is the Apple Extended Keyboard with 105 keys.  
**Joystick/Mouse:** Joystick is not supplied, high quality single button mouse is supplied with machine.  
**Interfaces:** 8020/88 - Apple linking Bus connector, 2 8020/88/20 serial external disc drive, 16 pin Euro expansion slot, SCSI - 08 25 connector, external audio amplifier - 1 8020/88/20 serial 108-11 9020 1

## 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 BFF field)  
**Games:** Very few arcade titles but plenty of non-driven adventures.  
**Graphics:** Lots of interesting software for those interested in 3D modelling.  
**Music:** Very well supported for 8020 software - but it's expensive to boot.  
**Performance:** As always, excellent - especially in business and BFF.  
**Software Loading:** Quick and reliable

## BUYING

**Best Buy Price:** Generally the 8001 - Macs are only sold through dealerships. Ask for a discount for cash.  
**Second Hand Availability:** Scarce and expensive. A better market exists in older models but these are fast moving.

**Maintenance:** One year's guarantee. Apple offers AppleCare - "AppleCare" (up to 4K) but it does the rest of repairs after the guarantee has run out.

## ATARI ST



Models: 4001 1024/16K, 1027K, 1050/2K, Mega Vix, Mega Package, 1.2 and 1040/4000 hard board with built-in disk drive. Mega modules have separate keyboard. Power includes 1000/1 with light gun, joystick and 1000/2 of "free" software. New "Discovery" pack includes similar value software to Power pack but with an 8710K and an educational base.

Prices: 1000/1 1000 (1000) 1027K 1120, 1050/2 1100, Mega 11 1, 2 or 4001 Mega 2 or 4001 (11) machines approx internally to 4000.

**Processor:** Motorola 68000  
**Recommended Retail Price:** 1000/1 (Power Pack) 1199

1000/2 1299 (Discovery Pack) 1000/2 1000/2 699, Mega Vix  
**Contact:** Atari 0783 83344

## IN BRIEF

Excellent as a general purpose home machine for games, multimedia and productivity. It's the number one choice for MDI machines. The 17's price will give it a slight edge over the graphically more advanced

Amiga. The new 8001/2 - 8001 - is viewed by Atari as the maximum potential since it is a complete 286 or 486/33 with hard disc and mono monitor in a small box.

## GRAPHICS

**Resolution:** Low res 640 x 400

medium res 640 x 350, high-res 640 x 400

**Colors:** TRM 111, 975, 4096, Macy 1  
**Colors:** Black and white in high-res, 6 colours in medium-res, 16 in low-res.

**Fit:** Yes, flat face  
**Monitor Output:** ST80 models only, others through TV module  
**Monitor Input:** No, but the ST600 has integral EIS monitor  
**Monitor Options:** Adam monitor (ST600), high-res mono, 50" (ST600) and no colour

**System:** 1  
**Speed:** Fast

**OS:** High resolution display is only available on monochrome monitor; medium and low res display only available on colour monitors or Fit. Other times to late STMs standard on ST3 improves the 60M 4096.

#### SOFTWARE

**Speaker Quality:** Depends on monitor

**MSB:** Yes

**Monitor Output:** ST8 only  
**Performance:** 3 channel sound is average to good depending on software. ST8 features 16 bit PCM sound but no current software uses it.

#### HARDWARE

**Disk Format:** 5.1 inch - 720K  
**Disk Price:** £1.20 to £1.50

**Disk Performance:** Reliable and fast. Early machines were supplied with a single sided disk drive.

**Keyboard:** 16 keys including 10 numeric keys. Has a cheap flat rubber key as an upgrade with third party spring kits.

**AppleLink/Modem:** 1 AppleLink port on ST-4000; 2 built-in; 1 supplied with machine. Many is supplied with a built-in.

#### SOFTWARE

**Existing Software Base:** Excellent. A few budget titles are starting to appear now.

**Current Releases:** None of the major software houses ignore the ST 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 computer's choice.

**Prospects:** Very good, but the Amiga is currently the favourite with software houses in the UK, and the ST has failed to capture a market in the States.

**Software Loading:** A developer from the original machines is the 386K disk format which means few companies bother to supply double-sided disks. This means large games require two or more disks with all the tedious data copying this entails.

#### REPLACES

**Best Buy Price:** As 600 (which not for the two-yearly bundle).

**Second Hand Availability:** Very

common and quite cheap. STs do not hold their value well - beware any old, single sided machines.

**Maintenance:** One year guarantee. Return to dealer if faulty.

## COMMODORE AMIGA



**Models:** Amiga 4000, 4000+, 4000+ Deluxe

**Package:** Amiga has keyboard and built-in drive with separate PSU. 4000+ has separate keyboard with built-in three floppy PSU. Recently released 4000+ is a very powerful machine indeed.

**Memory:** 4000 112K, 4000+ 1M, 4000+ Deluxe

**Processors:** Motorola 68000, 68010, 68010+ (for 2D/3D)  
**Expansion/Add'l Input/Output:** ACSI (bus), 4000+ (1750), 150, Summer-Pack (EIS/RS), Flight of Fantasy Pack (EIS/RS), Chat of the 90's pack - (EIS/RS), 4000+ from £285

**Contact:** 0673 878880

#### IN BRIEF

A stunning specification with custom chips to rival almost everything around, the Amiga is the first choice for the most ardent of games players and video professionals. After an initially shaky start, the machine continues to sell extremely well and has overtaken the ST in the UK, though the latter machine still has a slightly larger installed base. The 4000+ is a top-end workstation alternative.

Includes Workbench 3.0, featuring advanced icons, file handling, and user-friendly plus Amiga files, a multi-media programming tool, 4000+ also comes in three configurations too, ranging from a 10MHz, 4000+ with disk at £285 to a 20MHz at £375.

#### GRAPHICS

**Resolution:** From 320 x 200 to 640 x 400 (more possible in software)

**Palette:** 4096

**Colors:** 2, 4, 8, 16, 32, 64 or 4096 (on 4000 models)

**Monitor Output:** ECRIT + composite video in monochrome

**Monitor Input:** No

**Monitor Resolution:** 670x440 (341:90)

**System:** 16 bit hardware + software (EIS) from software/house.

**Speed:** Very fast with good software.

#### SOUND

**Speaker Quality:** Depends on monitor

**MSB:** Yes. Third party interface available.

**Monitor Output:** 2 phone connections.

**Performance:** Among the best

around. Custom hardware supports 8 channels of 16 bit digital sound into the four channels.

#### HARDWARE

**Disk Format:** 5.1 inch - 720K  
**Disk Price:** £1.20 to £1.50

**Disk Performance:** Strong and sturdy. Third party software is available to improve matters.

**Keyboard:** 16 keys, 10 numeric keys and separate numeric cluster  
**AppleLink/Modem:** 2 built-in; none supplied as standard

**Interfaces:** Two AppleLink ports, stereo audio, external disk drives, RS232 serial, Commodore parallel printer, ECRIT (monochrome), composite monochrome video expansion bus (internal on 4000), 112 or on 4000+, Clock/Timer expansion on 4000 only, internal ACSI expansion on Amiga and 4000+

#### SOFTWARE

**Existing Software Base:** Similar to the ST

**Current Releases:** Everyone's doing this.

**Games:** Something for everyone.

**Graphics:** Quality and range is unsurpassed.

**Music:** Needs better support for MIDI; internal sound software is well supported thanks to ST standards.

**Prospects:** Excellent.

**Software Loading:** Very fast and reliably available. Priced by value.

#### REPLACES

**Best Buy Price:** Old Amiga 1000 can be picked up cheaply enough, but those looking for the retro graphics, modes of later models. Try to find a good value pack.

**Second Hand Availability:** Becoming common. Best buys are late Amiga 1000 with stockpack 1 & 2.

**Maintenance:** One year guarantee. Return faulty machines to dealers.

## IBM PC



**Model:** IBM's PC was the first PC to be accepted in large quantities (not the first PC) and remains the standard by which all others are judged. There are hundreds of clones and variations including offerings from Australia, West and (monochrome), in general, with PC 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 an extra saving.

**Memory:** Usually 128K to 640K. Can be anything from 60K to 1024K. Always go for a 640K model.

**Processors:** Intel 8088/80 in two machines is monochrome systems with the Intel 801, 8087/80. Most current machines are based on Intel's micro filter 286, 286/1, 386 and even the latest 486.

**Recommended Retail Price:** Can be picked up for as little as £200 for a "low end" machine, 1000 (high) the range 400 best ones - and the official IBM version - the day, the best. Look for a good 386 or VLSI model for between 1700 and £1200.

#### IN BRIEF

Superb value if you need the ultimate all-rounder, the PC still forms the backbone of PCs. Almost every major software house has ported their titles to the PC but these remain led by the price/performance ratio (most common) machines - what means they tend to be limited in sound and graphics. Definitely not first choice if entertainment is your preferred use for computers, as if you cannot afford the better 386/486 IBM models (which are really essential for good games playing).

#### GRAPHICS

The first PCs were first with graphics as standard but most clones incorporate the necessary hardware and come with a monitor. There are three main standards: CGA - a fully low end to commercial display, VGA about consisting, and Hercules monochrome. To get 800x700 graphics you must go for at least VGA or VGA which are usually only fitted as standard on more expensive machines (Australia's PC286 is one exception).

**Resolution:** CGA 320 x 200, VGA 640 x 480, Hercules 720 x 400

**Colors:** CGA 16 (in two fixed sets), VGA 64

**Monitor Output:** FTI RGB/RGB (CGA), analogue RGB (VGA)

**Monitor Input:** None. Many monitors are distributed in just one of two modes - some have amber green or white monochrome display - check before buying.

**System:** None

**Speed:** From very slow - 600K to very fast - 6000K

#### SOUND

**Speaker Quality:** Anything from low to downright atrocious.

**MSB:** Third party interface available.

**Monitor Output:** No

**Performance:** Not the 486/486 machine for the majority based - an Adam 3T offers more for 1000, the Amiga more for software sound purists.

#### HARDWARE

**Disk Format:** 5.25in - 1050/525K

**Disk Price:** £1.20 to £1.50 (2000's 440K)

**Disk Performance:** 600 - £1.00



## IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.

So if you question an advertiser, they have to **APPEAL TO US.**

To find out more about the ASA, please write to Advertising Standards Authority, Dept. X, Brook House, Torrington Place, London WC1E 7HN.



This space is devoted to the interests of high standards in advertising.

## IMPEX - ILKESTON

### SPECIAL OFFERS!

AMIGA AND "FLIGHT OF IMAGINATION", BUSTMAN AND SCREEN GAMES PRICE - ONLY £29.95  
 AMIGA AND PULSAR 2000 THE BEST VALUE, ONLY £249.95  
 STARBUCKS KEYBOARD WITH 800K 5.25" DISK DRIVE - ONLY £249.95  
 AMIGA 5000 1.44 MB 5.25" DISK DRIVE - ONLY £249.95  
 Extra discount prices on short time, please call!

Start 1 year FREE!

Amiga 5000 FDC Complete £25.95

Amiga 2000 FDC Complete £25.95

Commodore PC Starter Packs & Amiga 5000, Amiga MegaMod floppy drive logic system printers, modems, disk drives and many other accessories including manuals and video reference applications.

Complete cables, manuals & specialised, joystick and peripherals as BARGAIN PRICES!

Company Software	Amiga	5.25"	5.25"	Amiga	5.25"
Amiga	25.00	-	Playboy Queen	24.95	24.95
Amiga	12.00	14.00	Space Ninja	14.95	14.95
Amiga	12.00	14.00	TVS (Space Ninja)	24.95	24.95
Amiga	12.00	14.00	Impressions	12.00	12.00
Amiga	14.00	-	Simon	14.95	-
Amiga	12.00	12.00	Simulation	24.95	24.95
Amiga	12.00	12.00	Amiga (Mag. - 100)	14.95	14.95
Amiga	14.00	12.00	Amiga (Mag. - 100)	14.95	14.95
Amiga	14.00	14.00	Ballroom 2	14.95	14.95
Amiga	14.00	-	Blade II	14.95	-
Amiga	24.95	24.95	Amiga (Mag. - 100)	14.95	-

### SOFTWARES BULK

We can also supply software & peripherals for Amstrad, Atari, MSX, CPM, IBM Compatible, Sega & Spectrum.

Telephone the details or give us a call on 0452 543300 or write to us, Bentley Avenue, Ilkeston, Derbyshire DE7 5EA. No company tax needs (MVA) (More in 1st 10 Years) All prices inclusive of VAT. VAT free on orders over £20. Cheques or by credit cards to IMPEX ILKESTON.

All items subject to availability dispatched within 14 hours of cleared payment. \*\* (Prices correct as going to press. Post subject to change without prior notice.)

IMPEX ILKESTON are also registered.

AMSTRAD orders and can supply direct to business products Computers, facilities, TV, Video Cameras and accessories and much more.



## Nintendo

Dedicated Nintendo Mailorder Service.

Comprehensive range of  
Nintendo Software,  
Hardware and Peripherals

Light Gun Sight  
Cartridge Storage Cases  
Joysticks

Send S.A.E. for  
Price List & Order Form.

Access/Visa Credit Cards Accepted.



01-965 8199

2000 LTD  
2000 Street  
2000 Road  
London W10 2JH



# MIDLAND COMPUTER REPAIR SERVICES

Unit 1, The Old Dairy, North Street, Melton Mowbray, Leics LE13 1NL (0664) 410148

## ATARI ST. POWER SUPPLY UNIT COMPATIBLE REPLACEMENT

24 HOUR REPLACEMENT SERVICE  
12 MONTH WARRANTY ON UNIT  
SEND COMPUTER AND **£39.95** FOR  
COMPLETE REPLACEMENT AND  
RETURN CARRIAGE

## STORAGE BOX AND DISKETTE SPECIAL

3.5" 40 STORAGE WITH 20 D5DD	£14.99
3.5" 40 STORAGE WITH 40 D5DD	£25.99
3.5" 80 STORAGE WITH 20 D8DD	£16.99
3.5" 80 STORAGE WITH 40 D8DD	£27.99
3.5" 80 STORAGE WITH 80 D8DD	£47.99

DISKETTES CERTIFIED 100% ERROR FREE

## AMIGA A500 COMPATIBLE POWER SUPPLY UNIT

This unit is produced for us, under contract, by a specialist international power supply manufacturer. It is some 10mm 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&g)

## ACCESSORIES - AMIGA & ST

CONTAINER MOUSE, mouse mat & headset	£29.95
AMIGA DUST COVER, high quality, stretched seams	£2.50
+ PLAYER ADAPTERS	14.95
ST DUST COVER, high quality, stretched seams	£2.50
ST TWIN JSTICK EXTENSION	£4.95

## EXTERNAL DISK DRIVES

AMIGA - 3.5 CUMANA	£74.95
ST - 3.5 CUMANA, with PSU	£74.95

## COMMODORE 1C's - C64/C64C/AMIGA

901225 CHAIR, ROM	£9.95
901226 BASKET ROM	£6.95
901227 KERNAL ROM	£9.95
909107 8510 CPU	£8.75
909111 8599 VIC	£14.95
318072 5719 GARTY	£7.95
252126 8369 DENISE	£24.00
252127 8364 PAULA	£36.00
018071 8371 FAT AGNUS	£49.95

## FAULT FINDING AND DIAGNOSTIC AIDS

DISKROMC124+	
Diagnosis 1, USA Product (Laminated sophisticated matrix chart)	£5.25
C64 & C64C	
Fault finding and diagnostic manuals	
C64 - 48 pages	£8.95
C64C - 30 pages	£8.95
AMIGA A500	
Troubleshooter (sophisticated matrix chart)	£1.95
Fault finding and diagnostic manual (25 pages)	£7.95

## C64/C64C POWER SUPPLY UNIT

Brand new, established UK manufacture  
12 months warranty

£17.95 (plus £1.50 p&g)

## VIC 20/C64/C64C/C128 DATA RECORDER CASSETTE DECK

Brand new

£16.95 (plus £1.50 p&g)

## COMPUTER REPAIRS

C64	£28.00
C64C	£25.00
A500	£45.00
A500 AND	from £75.00
ST/ST+	£75.00
AMIGA 8" 5" INTERNAL DISK DRIVE REPLACEMENT	£75.00
(includes slight modification to top case on ST)	
ST/ST+ PSU Repair	£28.00

## AMIGA A500 MEMORY UPGRADE BOARDS

HALF MEG. without clock	£34.95
HALF MEG. with clock	£39.95
1.8 MEG. gives total 2.3 MEG RAM	£173.90
4.0 MEG. gives total 4.5 MEG RAM	£299.95

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) 67065

## NEW EXPENSIVE A500 REPAIRS?

One year contract repair cover for as little as  
£25 (includes disk drive replacement). Free  
computer products on registration (worth £25)  
Call for details







## ATARI ST

Commodore	199.95
Amiga	199.95
Apple IIe	199.95
Apple IIc	199.95
Apple IIx	199.95
Apple IIc Plus	199.95
Apple IIc Plus II	199.95
Apple IIc Plus III	199.95
Apple IIc Plus IV	199.95
Apple IIc Plus V	199.95
Apple IIc Plus VI	199.95
Apple IIc Plus VII	199.95
Apple IIc Plus VIII	199.95
Apple IIc Plus IX	199.95
Apple IIc Plus X	199.95
Apple IIc Plus XI	199.95
Apple IIc Plus XII	199.95
Apple IIc Plus XIII	199.95
Apple IIc Plus XIV	199.95
Apple IIc Plus XV	199.95
Apple IIc Plus XVI	199.95
Apple IIc Plus XVII	199.95
Apple IIc Plus XVIII	199.95
Apple IIc Plus XIX	199.95
Apple IIc Plus XX	199.95
Apple IIc Plus XXI	199.95
Apple IIc Plus XXII	199.95
Apple IIc Plus XXIII	199.95
Apple IIc Plus XXIV	199.95
Apple IIc Plus XXV	199.95
Apple IIc Plus XXVI	199.95
Apple IIc Plus XXVII	199.95
Apple IIc Plus XXVIII	199.95
Apple IIc Plus XXIX	199.95
Apple IIc Plus XXX	199.95
Apple IIc Plus XXXI	199.95
Apple IIc Plus XXXII	199.95
Apple IIc Plus XXXIII	199.95
Apple IIc Plus XXXIV	199.95
Apple IIc Plus XXXV	199.95
Apple IIc Plus XXXVI	199.95
Apple IIc Plus XXXVII	199.95
Apple IIc Plus XXXVIII	199.95
Apple IIc Plus XXXIX	199.95
Apple IIc Plus XL	199.95
Apple IIc Plus XLI	199.95
Apple IIc Plus XLII	199.95
Apple IIc Plus XLIII	199.95
Apple IIc Plus XLIV	199.95
Apple IIc Plus XLV	199.95
Apple IIc Plus XLVI	199.95
Apple IIc Plus XLVII	199.95
Apple IIc Plus XLVIII	199.95
Apple IIc Plus XLIX	199.95
Apple IIc Plus L	199.95

## IBM PC

Model 5150	799.95
Model 5160	799.95
Model 5170	799.95
Model 5180	799.95
Model 5190	799.95
Model 5200	799.95
Model 5210	799.95
Model 5220	799.95
Model 5230	799.95
Model 5240	799.95
Model 5250	799.95
Model 5260	799.95
Model 5270	799.95
Model 5280	799.95
Model 5290	799.95
Model 5300	799.95
Model 5310	799.95
Model 5320	799.95
Model 5330	799.95
Model 5340	799.95
Model 5350	799.95
Model 5360	799.95
Model 5370	799.95
Model 5380	799.95
Model 5390	799.95
Model 5400	799.95

## AMIGA

Commodore	199.95
Amiga	199.95
Apple IIe	199.95
Apple IIc	199.95
Apple IIx	199.95
Apple IIc Plus	199.95
Apple IIc Plus II	199.95
Apple IIc Plus III	199.95
Apple IIc Plus IV	199.95
Apple IIc Plus V	199.95
Apple IIc Plus VI	199.95
Apple IIc Plus VII	199.95
Apple IIc Plus VIII	199.95
Apple IIc Plus IX	199.95
Apple IIc Plus X	199.95
Apple IIc Plus XI	199.95
Apple IIc Plus XII	199.95
Apple IIc Plus XIII	199.95
Apple IIc Plus XIV	199.95
Apple IIc Plus XV	199.95
Apple IIc Plus XVI	199.95
Apple IIc Plus XVII	199.95
Apple IIc Plus XVIII	199.95
Apple IIc Plus XIX	199.95
Apple IIc Plus XX	199.95
Apple IIc Plus XXI	199.95
Apple IIc Plus XXII	199.95
Apple IIc Plus XXIII	199.95
Apple IIc Plus XXIV	199.95
Apple IIc Plus XXV	199.95
Apple IIc Plus XXVI	199.95
Apple IIc Plus XXVII	199.95
Apple IIc Plus XXVIII	199.95
Apple IIc Plus XXIX	199.95
Apple IIc Plus XXX	199.95
Apple IIc Plus XXXI	199.95
Apple IIc Plus XXXII	199.95
Apple IIc Plus XXXIII	199.95
Apple IIc Plus XXXIV	199.95
Apple IIc Plus XXXV	199.95
Apple IIc Plus XXXVI	199.95
Apple IIc Plus XXXVII	199.95
Apple IIc Plus XXXVIII	199.95
Apple IIc Plus XXXIX	199.95
Apple IIc Plus XL	199.95
Apple IIc Plus XLI	199.95
Apple IIc Plus XLII	199.95
Apple IIc Plus XLIII	199.95
Apple IIc Plus XLIV	199.95
Apple IIc Plus XLV	199.95
Apple IIc Plus XLVI	199.95
Apple IIc Plus XLVII	199.95
Apple IIc Plus XLVIII	199.95
Apple IIc Plus XLIX	199.95
Apple IIc Plus L	199.95

WE LIST OVER 700 AMIGA TITLES  
CALL US TODAY FOR OUR NEW  
CATALOGUE TODAY!

## IBM PC

Model 5150	799.95
Model 5160	799.95
Model 5170	799.95
Model 5180	799.95
Model 5190	799.95
Model 5200	799.95
Model 5210	799.95
Model 5220	799.95
Model 5230	799.95
Model 5240	799.95
Model 5250	799.95
Model 5260	799.95
Model 5270	799.95
Model 5280	799.95
Model 5290	799.95
Model 5300	799.95
Model 5310	799.95
Model 5320	799.95
Model 5330	799.95
Model 5340	799.95
Model 5350	799.95
Model 5360	799.95
Model 5370	799.95
Model 5380	799.95
Model 5390	799.95
Model 5400	799.95



**NEW AMIGA 500 STEEN CORE!**  
Including:  
BACK TO THE FUTURE 2  
GARY OF THUNDER  
MORTIMER  
SHADOW OF THE DEATH  
CALIGULA PART 1  
CDS - COM WITH A MEGAPACK

**ATARI**  
1040015 Expresso, 1040016 Midpack  
1040017 Superpack  
048886 with Megapack 1 or 2 \$499.95

**ATARI 500 SITE POWER PACK**  
Including 512K RAM, Internal power supply, SMI Desk Top, Built in TV Monitor Mount, Joystick  
**PLUS 20** best selling games!

**AMIGA 500 FLIGHT OF FANTASY**  
Including Amiga 500 512K Computer, 1MB Desk Drive, Mouse, TV Monitor, Joystick, Keyboard, 14 Headsets  
**PLUS 40** titles, Deluxe Paint II package from the Planet of the Robot Monsters

**AMIGA 500 BADMAN PACK**  
Including Amiga 500 512K Computer, 1MB Desk Drive, Mouse, TV Monitor, Joystick, Keyboard  
**PLUS 30** titles, Deluxe Paint II, New Zealand Story

**ATARI 500/512 DISCOVERY PACK**  
Including Atari 500/512 Computer, 1MB Desk Drive, Mouse, Joystick, Keyboard  
**PLUS 40** titles, Deluxe Paint II, New Zealand Story

**AMIGA 500 CLASS OF THE 80's**  
Including Amiga 500, 1MB Desk Drive, TV Monitor, Keyboard, Joystick  
**PLUS 30** titles, Deluxe Paint II, New Zealand Story, Mail Interface, Dr To Music, Software Demo Processor, Spreadsheet, Database, Amiga Logo, Amiga Basic

ALL PRICES INC. VAT

061-431 4091

**MEGAPACK 1**  
10 Blank Disks, Disk Box  
Mouse Mat, Dust Cover  
5 Mystery Games  
WORTH OVER £120!

**MEGAPACK 2**  
5 Blank Disks, Disk Box  
Mouse Mat, Dust Cover  
Joystick, 5 Mystery Games  
WORTH OVER £120!

**\*\*\*\*\*COMPETITION\*\*\*\*\***  
We are looking for people who can help us improve our service. We are offering a £1000 prize to the person who can help us improve our service. We are offering a £1000 prize to the person who can help us improve our service. We are offering a £1000 prize to the person who can help us improve our service.

**PRINTERS**  
Apple IIe  
Apple IIc  
Apple IIx  
Apple IIc Plus  
Apple IIc Plus II  
Apple IIc Plus III  
Apple IIc Plus IV  
Apple IIc Plus V  
Apple IIc Plus VI  
Apple IIc Plus VII  
Apple IIc Plus VIII  
Apple IIc Plus IX  
Apple IIc Plus X  
Apple IIc Plus XI  
Apple IIc Plus XII  
Apple IIc Plus XIII  
Apple IIc Plus XIV  
Apple IIc Plus XV  
Apple IIc Plus XVI  
Apple IIc Plus XVII  
Apple IIc Plus XVIII  
Apple IIc Plus XIX  
Apple IIc Plus XX  
Apple IIc Plus XXI  
Apple IIc Plus XXII  
Apple IIc Plus XXIII  
Apple IIc Plus XXIV  
Apple IIc Plus XXV  
Apple IIc Plus XXVI  
Apple IIc Plus XXVII  
Apple IIc Plus XXVIII  
Apple IIc Plus XXIX  
Apple IIc Plus XXX  
Apple IIc Plus XXXI  
Apple IIc Plus XXXII  
Apple IIc Plus XXXIII  
Apple IIc Plus XXXIV  
Apple IIc Plus XXXV  
Apple IIc Plus XXXVI  
Apple IIc Plus XXXVII  
Apple IIc Plus XXXVIII  
Apple IIc Plus XXXIX  
Apple IIc Plus XL  
Apple IIc Plus XLI  
Apple IIc Plus XLII  
Apple IIc Plus XLIII  
Apple IIc Plus XLIV  
Apple IIc Plus XLV  
Apple IIc Plus XLVI  
Apple IIc Plus XLVII  
Apple IIc Plus XLVIII  
Apple IIc Plus XLIX  
Apple IIc Plus L

**MONITORS**  
Apple IIe  
Apple IIc  
Apple IIx  
Apple IIc Plus  
Apple IIc Plus II  
Apple IIc Plus III  
Apple IIc Plus IV  
Apple IIc Plus V  
Apple IIc Plus VI  
Apple IIc Plus VII  
Apple IIc Plus VIII  
Apple IIc Plus IX  
Apple IIc Plus X  
Apple IIc Plus XI  
Apple IIc Plus XII  
Apple IIc Plus XIII  
Apple IIc Plus XIV  
Apple IIc Plus XV  
Apple IIc Plus XVI  
Apple IIc Plus XVII  
Apple IIc Plus XVIII  
Apple IIc Plus XIX  
Apple IIc Plus XX  
Apple IIc Plus XXI  
Apple IIc Plus XXII  
Apple IIc Plus XXIII  
Apple IIc Plus XXIV  
Apple IIc Plus XXV  
Apple IIc Plus XXVI  
Apple IIc Plus XXVII  
Apple IIc Plus XXVIII  
Apple IIc Plus XXIX  
Apple IIc Plus XXX  
Apple IIc Plus XXXI  
Apple IIc Plus XXXII  
Apple IIc Plus XXXIII  
Apple IIc Plus XXXIV  
Apple IIc Plus XXXV  
Apple IIc Plus XXXVI  
Apple IIc Plus XXXVII  
Apple IIc Plus XXXVIII  
Apple IIc Plus XXXIX  
Apple IIc Plus XL  
Apple IIc Plus XLI  
Apple IIc Plus XLII  
Apple IIc Plus XLIII  
Apple IIc Plus XLIV  
Apple IIc Plus XLV  
Apple IIc Plus XLVI  
Apple IIc Plus XLVII  
Apple IIc Plus XLVIII  
Apple IIc Plus XLIX  
Apple IIc Plus L

**DELIVERY**  
Counter Service available (add £5.00)  
Full 12 month Warranty on all Hardware  
call equipment tested prior to despatch

**TECHNICAL SUPPORT**  
If you have a problem call us on 061-431 4091  
We offer advice in writing with complete service repairs the right charge or otherwise as our other sales personnel.

**By Phone** Call our Sales Team on 061-431 4091 9:00am to 5:00pm, Answering Machine service available  
**By Mail** Interface Software  
PC (Box 100) Stockport Cheshire SK6 2DF

**To Order:** Enclosing a cheque (PC with details to Interface Software

**OUT OUT AND POFF FOR FREE CATALOGUE**  
Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
Post Code: \_\_\_\_\_ Yes

## SEGA MASTER



**T**rough is an exciting new software label created by the International Development Group (IDG) to produce new games for the Sega Master System. The first releases will be Super versions of Pac-Mania, Populous and Outlaw of the West. All these titles will be available between March and October next year. IDG, an originally established back in 1984 to create marketing and financing opportunities for American Fair Eastern and European companies, set out for something completely different...

### BLACK BELT

1000 ONE (ONE) Jump over him, back him in when he's on landing, punch him then quickly kick him into the corner then, as he runs back past you, repeat the aforementioned moves.

1000 TWO (TWO) Jump to your right, as you land, kick him, keep advancing if he's back up to you whenever possible.

1000 THREE (THREE) Move him back toward

you with his hands outstretched. Run into him, punching rapidly. If he jumps at you, back off. Doors get you the easy or he'll hit at you. 1000 FOUR (FOUR) Stay in the left corner of the screen. When ONE is less than an inch away, kick. He will duck and punch you. If he moves, kick him. Repeat the routine. Don't worry about losing energy, he dies with one energy block left. 1000 FIVE (FIVE) Use the following routine on her... Kick, Punch, Down Punch, Down Kick, Kick, Punch, Down Punch, Down Kick, Fly Kick. 1000 SIX (SIX) You're on your own here... • Logo Games and Mark took from Wales

### SPINNING

On the title screen, wait for the Ninja face to appear then press down and button two on the control pad. A flash screen will appear for a second, clearly followed by a screen that allows you to start on any stage of any level.

• James Greenhalgh from Bristol

### GOLDEN AGE

To add an extra credit (you can only do this once), wait for the GAME OVER message then press the joystick diagonally up and left.

• David Johnson from Loughborough

### BE MASTERFUL!

This is your chance for world-wide fame. Write-in with your Sega Master System tips, cheats and comments to: **1054 AOL LINES**, AOL Magazine, IBM Images, Freix Court, 30-32 Fernington Lane, London EC1R 3AU - or fax 071 493 1084.

• Bill Squires

## SPECTRUM



**"A**nd you'll be one day left from black, with password error flash that leads to penny to a distant place where no-one really gets a lot."

The strangest thing to happen in the Spectrum world lately must be absence of +3 from many large manufacturers at the moment. Indeed, I had a difficult time in obtaining a +3 just a few weeks back and was notified when independent shops in London and Birmingham told me the machine had been discontinued. Would Amstrad make a decision to halt production on the +3 and bundle all its hopes into the sale of the +2 Christmas pack?

Peter Roberts at Amstrad insisted that this was most definitely not the case. "It's true that we'll not be promoting the +3 this Christmas, but I don't know where retailers got the idea that Amstrad had halted production. We are promoting the +2 Bond pack this Christmas but we feel that the +2 promotes the range of Spectrum machines."

He also went on to say that -3s are available and held in stock. He suggested that perhaps independent retailers are not holding much stock of +3 but insisted that the +3 had always done well through the independents. So, what is really happening? Well, the Christmas spend seems to be centred on an advertising budget aimed purely at the +2 double oh, oh, 500 pack which seems to mark a back to cassette only games for the Spectrum users. Perhaps this news should make a lot of sales teams in one area at least. All these lucky creatures who sell Multiface 2s and similar tape-based products should be rubbing their hands with glee as they face to the bank.

### IT'S DARK

It's that time of year again when suddenly all the software houses suddenly leap out of bed, and like an incontinent Popsicle-maker, suddenly release themselves of all the products that they have had clearly working their way through their systems for the whole year. You're used. They're all fed the CD-3 add-on with which to display themselves to the public in a most reminiscent of a male peacocks courting ritual. And in a reaction that could very well be equally reminiscent of the female who is being courted, we must ask, "Okay, we've seen the show but what's in it for me?" Well there are a lot of titles out there - all being badly programmed even so we speak.

Games hopes for the Xmas double were not met with their late Xmas double - namely RoboCop II which, if it has the same success as its predecessor, will probably see in the top 20 charts for at least a year after

# DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the nine most popular micros, written from a personal viewpoint by other users...

release. It only has to be as good as RoboCop I and Exotic are once again, in the money. The license number two will let our screen in the guise of Ocean's Total Recall, it's still being programmed at the time of writing. Though Ocean's Ping would take top place this year in the Space column - if products sold on their own merit. I can only say that it's the best game I've ever seen on a Spectrum. And I've seen lots.

Meanwhile, Mironoff's Predator II is currently under the programmer's fingers at Art Developments. The team have been given a fairly free rein with the development of the graphics, graphics at it and so, it'll be interesting to see whether this added responsibility will produce the best of results. The graphics on Amiga are excellent and due to the amazing quality of the graphics on Ocean's Ping, I expect a lot of the back-ups. In fact Mironoff may well have it all their own way this Christmas with their major industry success - the Teenage Mutant Hero Turtles success. The full colour graphics on this are good and it seems that Probe, the development house, have done an excellent job. Well good graphics, good, full colour graphics and the Turtle theme, I can't see anyone that turtles won't take full favors this Christmas.

It's said to have been releasing good quality games regularly throughout the year and Christmas looks to be no exception - but if this can fight through all the big over-the-hill marketing of the other luggers, then my friend, they are not just any old good game, including GNAF, Line of Fire and LFN Squadron.

• Sarah Tompkins

# YOUR SEGA SHOPPING LIST

**MASTER SYSTEM ..... 79.99**  
 MASTER SYSTEM PLUS ..... 99.99  
 CONTROL PAD ..... 8.99  
 HANDLE CONTROLLER ..... 39.99  
 LIGHT PHASER ..... 29.99  
 LIGHT PHASER - CART ..... 44.99  
 RAPID-FIRE UNIT ..... 3.99  
 SD COMMANDER ..... 9.99  
 3D GLASSES ..... 39.99  
 CONTROL STICK ..... 14.99  
 MAINS ADAPTER ..... 6.99  
 \*APRIL ANNUAL ..... 29.99  
 ACTION FIGHTER ..... 13.99  
 AFTER BURNER ..... 29.99  
 ALEX KIDD ..... 24.99  
 ALEX KIDD - HIGH TECH ..... 29.99  
 ALEX KIDD - LOST STARS ..... 29.99  
 \*ALEX KIDD - SHADOW ..... 29.99  
 ALIEN SYNDROME ..... 29.99  
 ALTERED BEAST ..... 29.99  
 AMERICAN BASEBALL ..... 29.99  
 AMERICAN PRO-FOOTBALL ..... 29.99  
 ASSAULT CITY ..... 29.99  
 ASTRO WARRIORS/TAO ..... 24.99  
 ATOMIC ADVENTURE ..... 12.99  
 BARR BARR ..... 11.99  
 BASEBALL NIGHTMARE ..... 29.99  
 BATTLE BUTLER ..... 29.99  
 BLACK BELT ..... 24.99  
 BLADE EAGLE 3D ..... 29.99  
 BOMBER MAN ..... 29.99  
 CALIFORNIA GAMES ..... 29.99  
 CAPTAIN SILVER ..... 29.99  
 CASINO GAMES ..... 29.99  
 CHASE H.Q. ..... 29.99  
 CHOPLET ..... 24.99  
 CLOUD MASTER ..... 29.99  
 \*COLEMAN ..... 24.99  
 CYBORG HUNTER ..... 24.99  
 DEAD ANGLE ..... 29.99  
 DOUBLE DRAGON ..... 29.99  
 \*DOUBLE HAWK ..... 29.99  
 DYNAMITE DUX ..... 29.99  
 ENDURO RACER ..... 9.99  
 \*E SWAT ..... 29.99  
 F18 FIGHTER ..... 11.99  
 FANTASY ZONE ..... 12.99  
 FANTASY ZONE TM ..... 24.99  
 FANTASY ZONE 2 ..... 24.99  
 \*GAIN GROUND ..... 29.99  
 GALLERY FORCE ..... 29.99  
 GANGSTER TOWN ..... 24.99  
 \*GAUNTLET ..... 29.99  
 GHOSTBUSTERS ..... 29.99  
 GHOST HOUSE ..... 11.99  
 GLODD DEFENCE ..... 13.99  
 GOLDEN AXE ..... 29.99  
 GOLF AMERICA ..... 29.99

GOLVELLUS ..... 29.99  
 GREAT BASKETBALL ..... 24.99  
 GREAT BASKETBALL ..... 24.99  
 GREAT FOOTBALL ..... 24.99  
 GREAT GOLF ..... 24.99  
 GREAT VOLLEYBALL ..... 24.99  
 \*IMPOSSIBLE MISSION ..... 29.99  
 \*ISLAND JONES ..... 29.99  
 \*JURASSIC FIGHTER ..... 29.99  
 KANGAROO ..... 29.99  
 KUNG FU KIDD ..... 24.99  
 LORD OF THE SWORD ..... 29.99  
 MAZE HUNTER 3D ..... 29.99  
 MIRACLE WARRIOR ..... 29.99  
 MISSILE DEFENCE 3D ..... 29.99  
 MONOPOLY ..... 29.99  
 MY HERO ..... 9.99  
 NINJA ..... 11.99  
 OPERATION WOLF ..... 29.99  
 OUST BURN 3D ..... 29.99  
 \*PAPER BOY ..... 29.99  
 \*PAPERBOY GAMES ..... 11.99  
 PEGASUS LAND ..... 29.99  
 PHANTASY STAR ..... 29.99  
 ROSEBORN WARS 3D ..... 29.99  
 POWDER STRIKE ..... 24.99  
 PRO WRESTLING ..... 24.99  
 PSYCHO FOX ..... 29.99  
 QUARTET ..... 24.99  
 R.C. GRAND PRIX ..... 29.99  
 R-TYPE ..... 29.99  
 RAMPAGE II ..... 29.99  
 RAMPAGE ..... 29.99  
 RAFTMAN ..... 29.99  
 RESCUE MISSION ..... 9.99  
 ROCKY ..... 29.99  
 SCRAMBLE SPRINTS ..... 29.99  
 SECRET COMMAND ..... 12.99  
 SHANGHAI ..... 24.99  
 SHINON ..... 29.99  
 SHOOTING GALLERY ..... 24.99  
 SHOOTING GAMES ..... 24.99  
 SLAP SHOT ..... 29.99  
 SPACE HARRIER ..... 29.99  
 SPACE HARRIER 3D ..... 29.99  
 SPILLCASTER ..... 29.99  
 SPY vs SPY ..... 11.99  
 \*SUBMARINE ATTACK ..... 29.99  
 \*SUPER MONACO G-PRIX ..... 29.99  
 SUPER TANKS ..... 9.99  
 TERRY BOY ..... 9.99  
 TERRY BOY ..... 29.99  
 THUNDER BLADE ..... 29.99  
 TIME SOLDIERS ..... 29.99  
 TRANS BOT ..... 9.99  
 ULTIMA II ..... 29.99  
 VILLANTE ..... 29.99

WANTED ..... 24.99  
 WORDS R BOY ..... 24.99  
 WORDS R BOY - MON/LAND ..... 29.99  
 WORDSBOY II ..... 29.99  
 WORLD GAMES ..... 24.99  
 WORLD-GRAND PRIX ..... 12.99  
 WORLD SOCCER ..... 24.99  
 Y'S ..... 22.99  
 ZARCON 3D ..... 29.99  
 ZILCH ..... 24.99  
 ZILCH II ..... 24.99

## SEGA DOONES

SEGA BUNNINGS ..... 9.99  
 SEGA HAT ..... 9.99  
 SEGA T-SHIRT L/X ..... 9.99  
 SEGA HOLIDAY ..... 19.99  
 SEGA WARCH ..... 14.99



## MEGADRIVE ..... 199.99

POWERBASE CONVERTER ..... 29.99  
 ARCADE POWER STICK ..... 24.99  
 ALEX KIDD BENCH-DAG FILE ..... 29.99  
 ARNOLD PALMER TGOLF ..... 24.99  
 FORGOTTEN WORLDS ..... 24.99  
 \*GOLF 5 + SHORTS ..... 44.99  
 GOLDEN AXE ..... 24.99  
 LAST BATTLE ..... 24.99  
 MYSTIC DEFENDER ..... 24.99  
 \*MYSTIC DEFENDER ..... 29.99  
 REVENGE OF SHINON ..... 24.99  
 SPACE HARRIER II ..... 24.99  
 SUPER HANG ON ..... 24.99  
 SUPER LEAGUE BASEBALL ..... 24.99  
 SUPER THUNDERACE ..... 24.99  
 THUNDERFORCE II ..... 24.99  
 TRAXION ..... 24.99  
 WORLD CUP ITALIA '90 ..... 29.99  
 ZOOM ..... 29.99

ALL ORDERS WILL BE SENT ASAP-PROUD  
 INCLUDE VAT & DELIVERY  
 \* COMING SOON  
 PLEASE SEND PAYMENT WITH ORDER  
 ADD £3 FOR DELIVERY

FREE SEGA BUNNINGS WITH ALL ORDERS  
 ... OUR SHOP IS NOW OPEN ...

**TV GAMES**  
**THE SEGA SHOP**  
 11 CASTLE PARADE  
 92 EWELL BYPASS  
 EWELL, BUCKINGHAM  
 KT11 2PE  
 PHONE 081 786 781  
 0821 520474  
 FAX 081 786 7102

TV GAMES IS AN OFFICIAL SEGA PRODUCT UK VERSIONS ONLY

## CPC



**W**hether you are here? No sooner do several companies speculate as to the extended longevity of the CPC, than a virtual range of releases find their way onto the market in various CPC format, titles.

First off, we have Microstyle's Risk Dangerous II, the follow up to the incredibly successful puzzle-based (and/or original). Sporting reasonably decent, very colourful graphics and very good quality sound (loads of FX and a different tone for each level), AD Experts at the transition and adaptiveness of the original, which just goes to prove that there's life in the old CPC yet.

Secondly, we have several releases from the wobbly graphic Zeniths, who have certainly been a bit quiet on the CPC front of late. Not only have they recently released their debut on QWERTY format, but they are currently in the throes of putting together both Lotus Sport Turbo Challenge and the somewhat ambitious conversion of Shadow of the Beast originally from Popperad. All three of these titles look

impressive, the common denominator being that each use the Zeniths' low colour mode as opposed to the lower resolution 16-colour mode. The resulting effect is that the extra resolution allows a very impressive level of detail to be achieved - like going Zenith!

Next lot of a recent departure in the games world, however, the company behind the Classic Illusion titles, Super Monster and Monsters, have well and truly taken the biscuit. However, the software will still be made available through suppliers Microstyle Inc., settling to do with the Microexpress subsidiary and the latter (product) is to be given away with every Microstyle disk drive purchased. All three titles are in scope in software bundles, priced at £11.75 each and once production is to continue, stocks will not be low. To order or gain more information, contact Microstyle at 212 Dudley Hill Road, Bradford, West Yorkshire BD2 3DF, or telephone on 02249 63882.

There's nothing like faddy in price, so here I will, some assistance for the tape version of the Rainbow Axis blast Tancat  
 10 DATA 05, 00, 11, 70, 04, 02  
 20 DATA 77, 00, 3a, 05, 01, 07  
 30 DATA 0a, 75, 0a, 22, 00, 02  
 40 DATA 11, 00, 01, 71, 7a, 00  
 50 DATA 22, 5a, 1a, 08, 00, 1a  
 60 DATA 41, 02, 03, 0a, 3a, 03  
 70 DATA 03, 03, 00, 03, 00, 00  
 80 PPR (40 TO 41) READ 45  
 90 >>> 74? + 42 PPR+  
 300 PPR (+08, + MOD?)  
 110 PPR+ 3644 GOTO 130  
 120 CALL 90

130 PRINT "data error"

And a quick tip for those of you having trouble with the first couple of screens of Brightness... Go to the driving wall, take the water and give it to the old man. Then take the food and give that to the old man as well, in return for which he should give you a magic quack. Walk into the second main open door and use the quack.

Back on the track for now, I hear that Amstrad have decided to withdraw the Spiritry Plus 3 from the market. Now whilst Spectrum owners may faint at the loss of this machine, it does look well for those of us with Amstrad's own, especially those considering buying a 6625+. The reason Amstrad stopped manufacturing the disk-driven spectrum, is because it feels that the machine competes with the new 6128. Granted the spiritry may cost half as much as the 6128+ AND have the ability to be plugged into any XT, BUT... the new Amstrad is technically superior and comes packaged with a monitor. In addition to this, now that the Plus 3 has gone, Amstrad will be able to concentrate their R&D attention on the new machine. A real come change of heart from the company, who have at times appeared to let their machines go along in no particular direction.

And finally, the 101100 Challenger, this stick based a somewhat unusual on button configuration, allowing use by either left or right handed players. There's even an inf-soft version for those who like to wander off on that rather divergent note, let's hear it for the CPC!

By Alex Bennett

### SEGA MEGADRIVE

SEGA MEGADRIVE (PAL)	149.95
SEGA MEGADRIVE + SUPER MARIO GP	174.95
BITMAN	31.95
1987	31.95
SHOOTSTERS	31.95
SHOULDS AND GHOSTS	31.95
GOLDEN AXE	31.95
SLAX	31.95
SUPER HANG ON	31.95
SUPER MARIO GRAND PRIX	31.95
STAR LYNX + CALIFORNIA GAMES	149.95

### ATARI LYNX

BLU LIGHTNING	20.95
CHIPS CHALLENGE	20.95
ELECTROPOP	20.95
GAMES OF BINGOCOM	20.95
SMURFLET 3	20.95
SLAX PRINT	20.95
STARWORLD (NEW)	20.95
BLACK CRUISER JOYSTICK	8.50

### POWERPLAY PRODUCTS

MULTI-COLOURED CRUISER JOYSTICK	3.50
CLEAR AUTO-LOCK CRUISER JOYSTICK	3.50
80 CRYSTAL JOYSTICK	10.00
80 ALUMINUM JOYSTICK	12.50
SPECTRUM JOYSTICK INTERFACE	8.50

### POWERPLAY PRODUCTS

25 PIN HOLDS + SOPS	13.95
25 PIN HOLDS 70 PDS	13.95
480 CASSETTE BOX HOLDS+SOPS	8.95

## GPS (0298)782949

### COMMODORE AMIGA

AMIG FLEET OF FANTASY	354.95
AMIG SCREEN GEMS	354.95
AMIG 25 MB HARD DISK	359.95
AMIG 1 MB MEMOIRY EXPANSION	69.95
AT184 COLLOUR MONITOR + CABLE	254.95
CUMMANS C42094 RECORDS DRIVE	62.95
CYCLIS ACCOLADE	3.95
CRANDS PINK CROQUE ACCOLADE	3.95
CRANDS CHALMORAS DITS	15.95
TEXT CRAFT WORD PROCESSOR	3.95
GRAPHICRAFT ART PACKAGE	3.95
THE PARRIN GUILD OF THIEVES	14.95
THEME PARK SYSTEM	3.95
TV SPORTS BASKETBALL	14.95

### PRINTERS

EPSON L440 9 PIN	174.95
EPSON L400 9 PIN	204.95
EPSON L2550 24 PIN	274.95
COMMODORE MPS 1230 9 PIN	129.95

**24 HOUR ANSWER ORDERING**  
**(0298)782949 POSTAGE £1 ON ALL**  
**ITEMS AND £5 FOR COURIER DELIVERY**  
**ON HARDWARE ITEMS. PLEASE MAKE**  
**CHEQUES AND PDS PAYABLE TO:**

**GPS**  
**PO BOX 871, BAYLEIGH**  
**SS22X 899 0NE**

### ATARI ST

ATARI 80087PM DISCOVERY PACK	259.95
ATARI 80087E TURBO PACK	359.95
ATARI 1040STX EXTRA PACK	439.95
ATARI 3C 1024 COLLOUR MONITOR	264.95
CUMMANS C42094 RECORDS DRIVE	62.95

### SAM COUPE

SAM COUPE + DRIVE	189.95
DISK ADD ON MEMORY	29.95
PARRALEL PRINTER INTERFACE	29.95
PS22 COMMARCAS INTERFACE	29.95
DEFENDER OF THE EARTH DISK	14.95
MIND GAMES + DISK	14.95
FOOTBALL DIRECTOR 2 DISK	19.95
TARPOID 2 DISK	19.95
SAW GAMES 1 DISK	14.95

### SPECIALS

COMPUTER TABLE + PLINTH	48.95
DELUXE PAINT AMIGA	8.00
FRACTAL FLIGHT DISKO AMIGA	3.00
POLICE CHASE DISKO AMIGA 1 MB	3.00

### PRINTERS

AMETRAD IMP 2000/3000	4.95
EPSON L 2800E	4.95
EPSON L 8400/980	4.95
PARASOINIC KOP1080	4.95
STAR LC18	4.95
STAR LC18-COLOUR	8.95
STAR RL18	4.95
18 SCRY 3.5" BAYNED	8.95
18 SCRY 5.25" BAYNED	8.95



# PC Engine SUPPLIES

(MAIL ORDER) (SHOP)  
**PC Engine Supplies** Console Concepts  
**223B Waterloo Road** The Village  
**Colridge S-O-T** Newcastle-U-Lyme  
**Staffs ST6 2HS** Staffs ST5 1GB

Telephone 0782 712759 (9.00 am to 5.30 pm) 0782 213993 (6.00 pm to 7.30 pm)

 Access and Visa now accepted VAT No. 516 8262 45. Fax No. 0782 388429 

\*\*\* BEFORE YOU PART WITH YOUR HARD EARNED CASH - CHECK OUT OUR COMPETITORS \*\*\*  
 \*\*\* WERE THEY SELLING CONSOLES LAST CHRISTMAS? WE WERE! \*\*\*

PC Engine Full TV or Scan & Operation Manual ..... £145.00 Sega Megadrive (Scan) Pro 1 (Japan) + Super Monaco..... £179.95  
 PC Engine CD ROM System, Controller & Software Manual. £179.95 PC Engine Supergraph, Control Panel - Staffs No. 1271.00  
 Sega Megadrive (TV Version) Pro 1 (Japan) + Super Monaco Free (UK)..... £179.95 visit our website now: www.pcengine.com

## PC ENGINE SOFTWARE

Art of War II	<del>£99.00</del>	Tales Wandering Jewels	<del>£69.00</del>
Art of War	<del>£99.00</del>	Conan Plus (and) Conan	<del>£59.00</del>
Overlord	<del>£99.00</del>	Ultimate Speed (and)	<del>£59.00</del>
Beasts	<del>£99.00</del>	Alcatraz (and)	<del>£59.00</del>
Valiant	<del>£99.00</del>	Champion League II	<del>£59.00</del>
Highway	<del>£99.00</del>	Warrior (and) Iron apt (and)	<del>£69.00</del>
Sidewalk Ace (CD)	<del>£99.00</del>	Y's Basic 1 & 2 (and)	<del>£59.00</del>
Art (and) Ace (CD)	<del>£99.00</del>	New Leader (and) Art II	<del>£59.00</del>
Sea Hawk	<del>£99.00</del>	Warrior (and)	<del>£59.00</del>
Top Road	<del>£99.00</del>	New Super Star	<del>£59.00</del>
Midnight	<del>£99.00</del>	Super Football (and)	<del>£59.00</del>
Space Invaders	<del>£99.00</del>	Wings (and)	<del>£59.00</del>
Powerball	<del>£99.00</del>	Wings (and)	<del>£59.00</del>
Legend of Habbak	<del>£99.00</del>	Wings (and)	<del>£59.00</del>
Cyber Control Panel	<del>£99.00</del>	Wings (and)	<del>£59.00</del>
Art of War	<del>£99.00</del>	Wings (and)	<del>£59.00</del>
Alcatraz	<del>£99.00</del>	Wings (and)	<del>£59.00</del>
Legendary Ace II	<del>£99.00</del>	Wings (and)	<del>£59.00</del>
Art of War II	<del>£99.00</del>	Wings (and)	<del>£59.00</del>
Art of War	<del>£99.00</del>	Wings (and)	<del>£59.00</del>
Super Phoenix	<del>£99.00</del>	Wings (and)	<del>£59.00</del>
PC Engine Megadrive	<del>£99.00</del>	Wings (and)	<del>£59.00</del>

## SEGA MEGADRIVE SOFTWARE

Art of War II	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Art of War	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Overlord	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Beasts	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Valiant	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Highway	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Sidewalk Ace (CD)	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Art (and) Ace (CD)	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Sea Hawk	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Top Road	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Midnight	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Space Invaders	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Powerball	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Legend of Habbak	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Cyber Control Panel	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Art of War	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Alcatraz	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Legendary Ace II	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Art of War II	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Art of War	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
Super Phoenix	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>
PC Engine Megadrive	<del>£99.00</del>	Art of War (and)	<del>£99.00</del>

### Nintendo Gameboy Software from £19.95

- New Titles:**  
 Battle Ping Pong  
 Teenage Mutant turtles  
 Balaban  
 Spider Man  
 Doodlefish  
 Wrecking  
 Paperboy  
 Final Fantasy (RPG)

### Now in stock Sega Game gear hardware Titles as follows:

- Pango
- Columns
- Monaco GP
- G-Lo
- Wonderboy
- Man Kid
- Moonwalker

Please call for availability

### Neo Geo new Titles Cyber Lip Superior

PC Engine Hand held November please call

Nintendo Super Famicom November please call

Commodore 64 Console £99.95



**Megadrive Xmas Pack**  
 (Joypad, Joystick, Super Monaco GP)  
 £179.95  
 or any game up to £39.00



**PC Engine Xmas Pack**  
 (PC Engine, Joypad, Operation Manual)  
 £145.00  
 or any game up to £39.00

We have more titles on PC Engine/Megadrive than we can list in this advert. (Call us on 0782 712759)

PLEASE ADD ON £1.00 P.A.P. FOR EACH TITLE ORDERED ON SEGA MEGADRIVE  
 PLEASE ADD £5.00 P.A.P. FOR EACH CONSOLE  
 PLEASE ADD ON £1 FOR MAIL, & £1.50 FOR JOYSTICKS

Please note all the SEGA game imports are import's and may need modification to run on the official British 15 pin GUN.

We are also stocking in New Zealand/Supergraph II and II (Supergraph Control Panel) Engine hardware.

WE CAN DISPATCH BY MAIL, INTERNATIONAL POSTAL ORDERS (IF IN OTHER COUNTRIES) OR BY COURIER SERVICE.  
 CHECKED PLEASE ALLOW 3 DAYS FOR DISPATCH.  
**MAKE AN ORDER FROM THIS ADVERT AND GET A FREE PC ENGINE MEGADRIVE PHONE**

\*\*\* YOU'VE TRIED THE REST! NOW TRY THE BEST! \*\*\*

# POST HASTE

ALL PRICES INCLUDE VAT, POSTAGE AND PACKING TO YOUR DOOR!

Special

## SOFTWARE

Special

### MEGADRIVE



4th Floor, Paper  
1st, Stone, Essex  
2th Floor, Ipswich  
• James Barber

#### AFTERBURNER II

Hold down A, B and/or the fire button on the screen to play any level.  
• James Barber

#### MERCEDS 2WV

The pseudo LOCKSMAN game the final level.  
• James Barber

#### ALTERED BEAST

Destroy the alien quartet as fast and with the A fire button as many times as you like. Then, begin to dodge the flying aliens by moving left and right on the screen. The aliens are spotted about 50 times. The aliens go into a great goal if you want to see it. While the final Bear goes over the lake 20 shots to kill.  
• James Barber

#### FINAL BLOW

Press Start to get into the main options screen. Plug your joystick from port one and play it once, two, three and it will be over.  
• James Barber

#### SUPER BISHOP

Level One: Select Karu magic and it, then select and shoot for a glowing bit to explode. Level Two: Select Kary magic and it. Then, select for a some magic, walk and follow, reach end of the level for credits. Level Three: Walk forward to the machine, wait until the beam starts, then walk back to the left to the side of the screen, wait until the beam stops, then walk forward to the beam should be visible, jump above, then walk and shoot. The beam will now be hidden again. Repeat the cycle described above. After about seven times, select the magic and see it. If the time is up after, repeat the whole cycle until EXPLODE! Level Four: The beam started, wait until it hits the crystal metal ahead, then walk towards it and it will hit it. Use down the metal it to change back. Jump over the change and then for will show another bit of metal.  
• Tak On Wang from Harrogate

#### WHERE ARE YOU BABY?

We need your Nitty Nectars, 50p Credits, comments, views, news and reviews on anything connected with the Mega. It can consist from 'top and any of your colour-colourings. Comments, don't be shy. Send it to: MEGADRIVE ACT UNIT, ACT GROUP, 25-26 The Village Lane, London E7 9JH. Alternatively, you can fax us on 071 882 5584. What are you waiting for? Get writing now!  
• J.B. King

AMIGA	AMIGA	AMIGA	
Amiga Base	£19.95	Amiga Base	£19.95
Amiga II	£19.95	Amiga II	£19.95
Amiga III	£19.95	Amiga III	£19.95
Amiga 4000	£19.95	Amiga 4000	£19.95
Amiga 5000	£19.95	Amiga 5000	£19.95
Amiga 6000	£19.95	Amiga 6000	£19.95
Amiga 8000	£19.95	Amiga 8000	£19.95
Amiga 9000	£19.95	Amiga 9000	£19.95
Amiga 10000	£19.95	Amiga 10000	£19.95
Amiga 11000	£19.95	Amiga 11000	£19.95
Amiga 12000	£19.95	Amiga 12000	£19.95
Amiga 13000	£19.95	Amiga 13000	£19.95
Amiga 14000	£19.95	Amiga 14000	£19.95
Amiga 15000	£19.95	Amiga 15000	£19.95
Amiga 16000	£19.95	Amiga 16000	£19.95
Amiga 17000	£19.95	Amiga 17000	£19.95
Amiga 18000	£19.95	Amiga 18000	£19.95
Amiga 19000	£19.95	Amiga 19000	£19.95
Amiga 20000	£19.95	Amiga 20000	£19.95
Amiga 21000	£19.95	Amiga 21000	£19.95
Amiga 22000	£19.95	Amiga 22000	£19.95
Amiga 23000	£19.95	Amiga 23000	£19.95
Amiga 24000	£19.95	Amiga 24000	£19.95
Amiga 25000	£19.95	Amiga 25000	£19.95
Amiga 26000	£19.95	Amiga 26000	£19.95
Amiga 27000	£19.95	Amiga 27000	£19.95
Amiga 28000	£19.95	Amiga 28000	£19.95
Amiga 29000	£19.95	Amiga 29000	£19.95
Amiga 30000	£19.95	Amiga 30000	£19.95

### LATEST RELEASES

#### READY RECKONER

£34.99

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

£34.95

£39.99

### ATARI ST

Atari Base

Atari II

Atari III

Atari 4000

Atari 5000

Atari 6000

Atari 8000

Atari 9000

Atari 10000

Atari 11000

Atari 12000

Atari 13000

Atari 14000

Atari 15000

Atari 16000

Atari 17000

Atari 18000

Atari 19000

Atari 20000

Atari 21000

Atari 22000

Atari 23000

Atari 24000

Atari 25000

Atari 26000

Atari 27000

Atari 28000

Atari 29000

Atari 30000

Atari 31000

Atari 32000

Atari 33000

Atari 34000

Atari 35000

Atari 36000

Atari 37000

Atari 38000

Atari 39000

Atari 40000

Atari 41000

Atari 42000

Atari 43000

Atari 44000

Atari 45000

Atari 46000

Atari 47000

Atari 48000

Atari 49000

Atari 50000

Atari 51000

Atari 52000

Atari 53000

Atari 54000

## FREE

50p Voucher  
with each title  
purchased,  
redeemable  
against  
further  
purchases!

IT PAYS TO SHOP  
POST HASTE!

### IBMPC

IBM Base	£19.95
IBM II	£19.95
IBM III	£19.95
IBM 4000	£19.95
IBM 5000	£19.95
IBM 6000	£19.95
IBM 8000	£19.95
IBM 9000	£19.95
IBM 10000	£19.95
IBM 11000	£19.95
IBM 12000	£19.95
IBM 13000	£19.95
IBM 14000	£19.95
IBM 15000	£19.95
IBM 16000	£19.95
IBM 17000	£19.95
IBM 18000	£19.95
IBM 19000	£19.95
IBM 20000	£19.95
IBM 21000	£19.95
IBM 22000	£19.95
IBM 23000	£19.95
IBM 24000	£19.95
IBM 25000	£19.95
IBM 26000	£19.95
IBM 27000	£19.95
IBM 28000	£19.95
IBM 29000	£19.95
IBM 30000	£19.95
IBM 31000	£19.95
IBM 32000	£19.95
IBM 33000	£19.95
IBM 34000	£19.95
IBM 35000	£19.95
IBM 36000	£19.95
IBM 37000	£19.95
IBM 38000	£19.95
IBM 39000	£19.95
IBM 40000	£19.95
IBM 41000	£19.95
IBM 42000	£19.95
IBM 43000	£19.95
IBM 44000	£19.95
IBM 45000	£19.95
IBM 46000	£19.95
IBM 47000	£19.95
IBM 48000	£19.95
IBM 49000	£19.95
IBM 50000	£19.95
IBM 51000	£19.95
IBM 52000	£19.95
IBM 53000	£19.95
IBM 54000	£19.95
IBM 55000	£19.95
IBM 56000	£19.95
IBM 57000	£19.95
IBM 58000	£19.95
IBM 59000	£19.95
IBM 60000	£19.95
IBM 61000	£19.95
IBM 62000	£19.95
IBM 63000	£19.95
IBM 64000	£19.95
IBM 65000	£19.95
IBM 66000	£19.95
IBM 67000	£19.95
IBM 68000	£19.95
IBM 69000	£19.95
IBM 70000	£19.95
IBM 71000	£19.95
IBM 72000	£19.95
IBM 73000	£19.95
IBM 74000	£19.95
IBM 75000	£19.95
IBM 76000	£19.95
IBM 77000	£19.95
IBM 78000	£19.95
IBM 79000	£19.95
IBM 80000	£19.95
IBM 81000	£19.95
IBM 82000	£19.95
IBM 83000	£19.95
IBM 84000	£19.95
IBM 85000	£19.95
IBM 86000	£19.95
IBM 87000	£19.95
IBM 88000	£19.95
IBM 89000	£19.95
IBM 90000	£19.95
IBM 91000	£19.95
IBM 92000	£19.95
IBM 93000	£19.95
IBM 94000	£19.95
IBM 95000	£19.95
IBM 96000	£19.95
IBM 97000	£19.95
IBM 98000	£19.95
IBM 99000	£19.95
IBM 100000	£19.95

We also stock:  
Ami 32 Hardware  
Ami Ligo  
Sage Magazine  
Gaming  
PC's

### SUPER VALUE AMIGA HARDWARE SPECIALS

#### EXTRA SPECIAL OFFER - 512k Ram Expansion only £29.95p

ASDD Flight of Fantasy	169	ASDD000000	£19.95
ASDD Screen Game	169	ASDD000000	£19.95
ASDD Chess of 90s	124	ASDD000000	£19.95
ASDD Real Dink	179	ASDD000000	£19.95
1048/8813 Screen Monitor	219	ASDD000000	£19.95
Str L200 Colour Printer	309	W* Multiquip Number	549
Str L200 Mono Printer	169	Many more items stocked!	
Panasonic KJ-P4420 Laser Printer	999	Please see S.A.E. for more extensive	
External L2' floppy drive	69	catalogue of Amiga Hardware.	

All computers are fully tested before despatch!

All Cheques/Postal Orders made payable to:  
Post Haste, 12 St. Lawrence Road, Canterbury, Kent. CT1 3EY  
Telephone Hotline (0227) 764204  
Visa and Access Cards welcome



#### SPACE HARRIER II

On the title screen press A, B and C on the main board. The pieces of music correspond to the levels.  
• Andy Goodall from Manchester

#### SUPER MONACO GP

A pseudo for all you top for gift cases. Press Start to get into the main options screen. Press A, B and C on the main board. The pieces of music correspond to the levels.  
• James Barber from Harrogate

#### ALICE KING IN MIRACLE WORLD

This is the best way to play winners, press and hold down the start button. Then, select and shoot for a glowing bit to explode. Level Two: Select Kary magic and it. Then, select for a some magic, walk and follow, reach end of the level for credits. Level Three: Walk forward to the machine, wait until the beam starts, then walk back to the left to the side of the screen, wait until the beam stops, then walk forward to the beam should be visible, jump above, then walk and shoot. The beam will now be hidden again. Repeat the cycle described above. After about seven times, select the magic and see it. If the time is up after, repeat the whole cycle until EXPLODE! Level Four: The beam started, wait until it hits the crystal metal ahead, then walk towards it and it will hit it. Use down the metal it to change back. Jump over the change and then for will show another bit of metal.  
• Tak On Wang from Harrogate



HERE IS A LIST OF YOUR CHOICES WITH THEIR GRADES. THE ONLY SPOILER HERE CONSIDER TO BE THE NEWLY RELEASED ONE. YOU MAY WANT TO CHECK OUT SOME OF THESE BEFORE YOU BUY.

AN EXACT COPY OF THIS PAGE FOR \$2000 MAILING TO THE OFFICE AND TO THE CLUB OFFICE MAY BE REQUESTED BY MAILING TO: PUBLISHING AND CIRCULATION, 1000 W. 17TH AVENUE

REPLACES AN OVERSIGHTFUL EDITOR

## GAMEBOY

Best of Game Boy Software for Game Boy

Best of Game Boy Software for Game Boy



Best of Game Boy Software for Game Boy

### 2004

Best of Game Boy Software for Game Boy

Best of Game Boy Software for Game Boy

### DO YOU WANT TO PLAY LIKE YOU ARE A HERO?

Best of Game Boy Software for Game Boy

### TEENAGE MUTANT NINJA TURTLES

Best of Game Boy Software for Game Boy

### HERMES

Best of Game Boy Software for Game Boy

### SUPER MARIO LAIR

Best of Game Boy Software for Game Boy

Best of Game Boy Software for Game Boy

### TERRA

Best of Game Boy Software for Game Boy

### CASTLEVIEW ADVENTURE

Best of Game Boy Software for Game Boy

Level 1. You need a powerful up-skip, you can now shoot the tower with the frontal and the one up will get to the ground.

Level 2. Run and jump across all three moving platforms, while using the simplicity of using your whip while you're in the air.

Level 3. Start by the ceiling to fall down to the lower floor first, make sure the last five is very fast. Quickly run back to the north jump and whip it to collect the one up.

### NEW THIS MONTH

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

### ALL OTHER GREAT GAMES

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

### 100 GREAT GAMES

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

100 MIGHTY AWAY

100 BORN TO BE WILD

## GAMES

RANK	GAME	PRICE	ESRB	RANK	GAME	PRICE	ESRB
1	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	1	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
2	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	2	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
3	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	3	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
4	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	4	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
5	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	5	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
6	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	6	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
7	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	7	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
8	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	8	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
9	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	9	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
10	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	10	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
11	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	11	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
12	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	12	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
13	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	13	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
14	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	14	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
15	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	15	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
16	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	16	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
17	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	17	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
18	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	18	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
19	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	19	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
20	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T	20	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T

### MEGA DEALS

RANK	GAME	PRICE	ESRB
1	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
2	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
3	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
4	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
5	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
6	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
7	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
8	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
9	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T
10	007: THE WORLD IS NOT ENOUGH	29.99	ESRB: T

### SEND GAE FOR FULL FOOTNOTES LIST

STEP 1: MAIL TO: PUBLISHING AND CIRCULATION, 1000 W. 17TH AVENUE, DENVER, CO 80202

NAME: [REDACTED] ADDRESS: [REDACTED] CITY: [REDACTED] STATE: [REDACTED] ZIP: [REDACTED]

100 MIGHTY AWAY  
100 BORN TO BE WILD  
100 MIGHTY AWAY  
100 BORN TO BE WILD

WE'LL BE HAPPY TO ANSWER YOUR QUESTIONS

Please send 1.00 postage with order to 1000 W. 17th Ave. and we'll send you our full catalog. Your name will be kept confidential. We'll send you our full catalog.

# Greater London Computers

## AMIGA 3000

16 Mhz/40 Mb	£2499.00
25 Mhz/40Mb	£2999.00
25 Mhz/40Mb	£3299.00

(Prices exclude VAT)

**Special Introductory Offers**  
**FREE 15" Multisync Monitor, or**  
**other packs available, call for**  
**details.**

## Other Bits :

Commodore PC's, all Starter

Packs available.

Amstrad PC's, Complete range available.

Cleanbox Computer Cleaning products, a  
full range of cleaning products for your  
computer.

Educational Software, many titles for many  
machines.

LocoScript PC, the leading PCW  
wordprocessor is now available for the PC.

For information on any of these call Mike on  
our Sales Line

## Star Printers

LC10	£179.95
LC-10 Colour	£219.95
LC-24/10	£249.95

## AMIGA SOFTWARE

Arena Accounts	£129.95
Pagesetter 2	£79.95
Professional Page	£229.95
Outline Fonts	£99.95
(for Pagesetter & Pro Page)	
Comic Setter	£39.95
Transcript	£39.95
Deluxe Paint 3	£69.95
Deluxe Video 3	£69.95
Music X 2	£129.95
Sonic	£29.95
(Limited Stock)	
Elan Performer 2	£99.95
(A3000 Comp)	
Disney Animation Studio	£129.95
EZ-Grade	£49.95

(Database & Spreadsheet for Teachers)

**Plus many others**

## Amiga Hardware

A500 Screen Gems Pack	£379.95
X-Copy 2	£24.95
(With Hardware)	
512 Kb RAM Packs	
No Clock	£39.95
Clock	£49.95
CBM A501	£89.95
Disk Drives	
CBMA1011	£99.95
CBMA1010	£84.95

SEE US ON STAND 37 AT COMMODORE  
XMAS SHOW (UPSTAIRS NEXT TO  
COMMODORE)

Greater London Computers  
481 Hale End Road,  
Highams Park,  
Chingford,  
London. E4 9PT

Delivery is free on all others, Credit Card  
orders can be phoned to our Sales line on:

**081-527-0405**

or faxed to us on

**081-503-2341**

## AMIGA



**T**he launch of the CD32 in Spring 1992 is getting ever closer by the minute. However, you may be having reservations about forking out the 700 quid required to buy yourself the little piece of hardware heaven. After all, the machine may be a marvelous piece of kit, as ACE readers will no doubt be aware, but is it worth it for the first time that the great British public has decided not to embrace the next best thing they could invent.

But here we fear, have come just a couple of Commodore to the rescue. They are currently negotiating with several high street television and video outlets to organize CD32 rental, with a monthly fee of £25.00 being suggested. This you will be able to give the machine a full spin in the comfort of your own room before having to take the risk of getting with the masses. Well yes, Commodore!

And to get to games, it's very rare in this world to have a really fun and better than the original, but also managed to sell it all with too old. I have of this Funfair game - surely one of the true computer classics in recent years - will no doubt be pleased to hear that Amos are soon to release Kick Off 2 Extra Time, which should include such features as pitch-angle and postkeeper control. Keep an eye out for it.

Tom seems to be going so quickly, 1992 is already drawing to a close and all too soon Xmas will be upon us again. Poor old Tommy will be knocking through a final year to get to the software shop, starting the shelves for a game to fill Tommy's nocking. As the capital for the year goes over the finishing line, a range of brightly packaged titles, the clutch of the £25 in her parked hand, a sum culled from many months of saving and saving small amounts of her meagre pension.

Which should she buy? The store's brass is anything about. These computer games, they all look the same to her. And what if she spends all that hard earned money only to find that Tommy already has it. Oh, she's determined. Then her gaze falls onto a computer - Tommy's surely not going to have every game in the pack, is he? Oh, the ones you'll have traveling fingers clutch the box to her chest as she shuffles towards the cashier...

Yes, once again the software

manufacturers are bringing out these bundled packages of titles, and it has to be said that many of them are excellent value for money. Here's a quick overview of four of the most recent.

• **Platinum**, from US-Goat, collects four recent hit Capcom conversions, namely *Street Fighter*, *Double Dragon*, *Worlds and Clash Tapes*. All are above average conversions, with *Street Fighter* the only weak link.

• **Woolwood Collection**, from Ocean, comprises of *Batman*, *Robocop*, *Ghostbusters II* and includes items and the last Crusade action game, *Batman II*. The main one here, with the other three titles being fairly average, still good value for money, though.

• **TMG**, from Denmark, bundles the Tengen conversions *Lightning*, *Tomb II*, *APL*, *Dragon Spirit* and *Hard Drive II*. These are all decent conversions, and the fact that there are five of 'em makes them even better value.

• **Wildcats of Fire**, again from Denmark, is made up of *Chase HQ*, *Turbo Choutur*, *PowerBlitz* and *Hard Drive II*. If you're a racing fiend, you can't really go wrong here. *PowerBlitz* is pretty abysmal, but the rest are at least above average.

Then you go, how many of your own minds as to which to spend your Mr. Gemini's money on.

If you may have noticed, *Hard Drive II* appears twice in these compilations, and it's thus seems appropriate to pass on this fairly little tip from James Hinchey, who tips all the way round the outer side of the world to North Lake, Western Australia. G'day, friend - it's nice to know that ACE is so widely read!

Anyway, on with the tip. To access it all you have to do is select manual transmission, accelerate to the required speed and then press the "R" key. The accelerator will stop to vibrate, but the car will continue moving at the old speed. You will find that the car won't slide, or slow down if you vibrate. If you want to decrease speed, press "P" to go into first gear. Thanks, James!

Those of you having trouble with *Wolfensteyn Army* recently? Well, Tom has just found the cheat. All the secret's will welcome this cheat made from Brian-File of Bristol. Type in **BULCOMBER** on the high score table, and - voila! - 99 lives are yours for the using and abusing!

By the way, if you have any other tips or cheats, please send them to me at the usual ACE address. However, please note that magazine and long game reviewers are really TNT's province. That's all for this month - clare

Sam Roberts

## PROTON SOFTWARE

INTERNATIONAL COMPANIES  
PROTON SOFTWARE LTD

THE COMMODORE  
AMIGA 1000 AND 2000

SOFTWARE PACKS  
PRICE LIST (including postage)

SOFTWARE TITLE	PRICE	SOFTWARE TITLE	PRICE
Amiga 1000	100.00	Amiga 2000	150.00
Amiga 500	75.00	Amiga 500+	100.00
Amiga 600	100.00	Amiga 600+	125.00
Amiga 800	125.00	Amiga 800+	150.00
Amiga 900	150.00	Amiga 900+	175.00
Amiga 1000	175.00	Amiga 1000+	200.00
Amiga 2000	200.00	Amiga 2000+	225.00
Amiga 3000	225.00	Amiga 3000+	250.00
Amiga 4000	250.00	Amiga 4000+	275.00
Amiga 5000	275.00	Amiga 5000+	300.00
Amiga 6000	300.00	Amiga 6000+	325.00
Amiga 7000	325.00	Amiga 7000+	350.00
Amiga 8000	350.00	Amiga 8000+	375.00
Amiga 9000	375.00	Amiga 9000+	400.00
Amiga 10000	400.00	Amiga 10000+	425.00
Amiga 11000	425.00	Amiga 11000+	450.00
Amiga 12000	450.00	Amiga 12000+	475.00
Amiga 13000	475.00	Amiga 13000+	500.00
Amiga 14000	500.00	Amiga 14000+	525.00
Amiga 15000	525.00	Amiga 15000+	550.00
Amiga 16000	550.00	Amiga 16000+	575.00
Amiga 17000	575.00	Amiga 17000+	600.00
Amiga 18000	600.00	Amiga 18000+	625.00
Amiga 19000	625.00	Amiga 19000+	650.00
Amiga 20000	650.00	Amiga 20000+	675.00
Amiga 21000	675.00	Amiga 21000+	700.00
Amiga 22000	700.00	Amiga 22000+	725.00
Amiga 23000	725.00	Amiga 23000+	750.00
Amiga 24000	750.00	Amiga 24000+	775.00
Amiga 25000	775.00	Amiga 25000+	800.00
Amiga 26000	800.00	Amiga 26000+	825.00
Amiga 27000	825.00	Amiga 27000+	850.00
Amiga 28000	850.00	Amiga 28000+	875.00
Amiga 29000	875.00	Amiga 29000+	900.00
Amiga 30000	900.00	Amiga 30000+	925.00
Amiga 31000	925.00	Amiga 31000+	950.00
Amiga 32000	950.00	Amiga 32000+	975.00
Amiga 33000	975.00	Amiga 33000+	1000.00
Amiga 34000	1000.00	Amiga 34000+	1025.00
Amiga 35000	1025.00	Amiga 35000+	1050.00
Amiga 36000	1050.00	Amiga 36000+	1075.00
Amiga 37000	1075.00	Amiga 37000+	1100.00
Amiga 38000	1100.00	Amiga 38000+	1125.00
Amiga 39000	1125.00	Amiga 39000+	1150.00
Amiga 40000	1150.00	Amiga 40000+	1175.00
Amiga 41000	1175.00	Amiga 41000+	1200.00
Amiga 42000	1200.00	Amiga 42000+	1225.00
Amiga 43000	1225.00	Amiga 43000+	1250.00
Amiga 44000	1250.00	Amiga 44000+	1275.00
Amiga 45000	1275.00	Amiga 45000+	1300.00
Amiga 46000	1300.00	Amiga 46000+	1325.00
Amiga 47000	1325.00	Amiga 47000+	1350.00
Amiga 48000	1350.00	Amiga 48000+	1375.00
Amiga 49000	1375.00	Amiga 49000+	1400.00
Amiga 50000	1400.00	Amiga 50000+	1425.00
Amiga 51000	1425.00	Amiga 51000+	1450.00
Amiga 52000	1450.00	Amiga 52000+	1475.00
Amiga 53000	1475.00	Amiga 53000+	1500.00
Amiga 54000	1500.00	Amiga 54000+	1525.00
Amiga 55000	1525.00	Amiga 55000+	1550.00
Amiga 56000	1550.00	Amiga 56000+	1575.00
Amiga 57000	1575.00	Amiga 57000+	1600.00
Amiga 58000	1600.00	Amiga 58000+	1625.00
Amiga 59000	1625.00	Amiga 59000+	1650.00
Amiga 60000	1650.00	Amiga 60000+	1675.00
Amiga 61000	1675.00	Amiga 61000+	1700.00
Amiga 62000	1700.00	Amiga 62000+	1725.00
Amiga 63000	1725.00	Amiga 63000+	1750.00
Amiga 64000	1750.00	Amiga 64000+	1775.00
Amiga 65000	1775.00	Amiga 65000+	1800.00
Amiga 66000	1800.00	Amiga 66000+	1825.00
Amiga 67000	1825.00	Amiga 67000+	1850.00
Amiga 68000	1850.00	Amiga 68000+	1875.00
Amiga 69000	1875.00	Amiga 69000+	1900.00
Amiga 70000	1900.00	Amiga 70000+	1925.00
Amiga 71000	1925.00	Amiga 71000+	1950.00
Amiga 72000	1950.00	Amiga 72000+	1975.00
Amiga 73000	1975.00	Amiga 73000+	2000.00
Amiga 74000	2000.00	Amiga 74000+	2025.00
Amiga 75000	2025.00	Amiga 75000+	2050.00
Amiga 76000	2050.00	Amiga 76000+	2075.00
Amiga 77000	2075.00	Amiga 77000+	2100.00
Amiga 78000	2100.00	Amiga 78000+	2125.00
Amiga 79000	2125.00	Amiga 79000+	2150.00
Amiga 80000	2150.00	Amiga 80000+	2175.00
Amiga 81000	2175.00	Amiga 81000+	2200.00
Amiga 82000	2200.00	Amiga 82000+	2225.00
Amiga 83000	2225.00	Amiga 83000+	2250.00
Amiga 84000	2250.00	Amiga 84000+	2275.00
Amiga 85000	2275.00	Amiga 85000+	2300.00
Amiga 86000	2300.00	Amiga 86000+	2325.00
Amiga 87000	2325.00	Amiga 87000+	2350.00
Amiga 88000	2350.00	Amiga 88000+	2375.00
Amiga 89000	2375.00	Amiga 89000+	2400.00
Amiga 90000	2400.00	Amiga 90000+	2425.00
Amiga 91000	2425.00	Amiga 91000+	2450.00
Amiga 92000	2450.00	Amiga 92000+	2475.00
Amiga 93000	2475.00	Amiga 93000+	2500.00
Amiga 94000	2500.00	Amiga 94000+	2525.00
Amiga 95000	2525.00	Amiga 95000+	2550.00
Amiga 96000	2550.00	Amiga 96000+	2575.00
Amiga 97000	2575.00	Amiga 97000+	2600.00
Amiga 98000	2600.00	Amiga 98000+	2625.00
Amiga 99000	2625.00	Amiga 99000+	2650.00
Amiga 100000	2650.00	Amiga 100000+	2675.00
Amiga 101000	2675.00	Amiga 101000+	2700.00
Amiga 102000	2700.00	Amiga 102000+	2725.00
Amiga 103000	2725.00	Amiga 103000+	2750.00
Amiga 104000	2750.00	Amiga 104000+	2775.00
Amiga 105000	2775.00	Amiga 105000+	2800.00
Amiga 106000	2800.00	Amiga 106000+	2825.00
Amiga 107000	2825.00	Amiga 107000+	2850.00
Amiga 108000	2850.00	Amiga 108000+	2875.00
Amiga 109000	2875.00	Amiga 109000+	2900.00
Amiga 110000	2900.00	Amiga 110000+	2925.00
Amiga 111000	2925.00	Amiga 111000+	2950.00
Amiga 112000	2950.00	Amiga 112000+	2975.00
Amiga 113000	2975.00	Amiga 113000+	3000.00
Amiga 114000	3000.00	Amiga 114000+	3025.00
Amiga 115000	3025.00	Amiga 115000+	3050.00
Amiga 116000	3050.00	Amiga 116000+	3075.00
Amiga 117000	3075.00	Amiga 117000+	3100.00
Amiga 118000	3100.00	Amiga 118000+	3125.00
Amiga 119000	3125.00	Amiga 119000+	3150.00
Amiga 120000	3150.00	Amiga 120000+	3175.00
Amiga 121000	3175.00	Amiga 121000+	3200.00
Amiga 122000	3200.00	Amiga 122000+	3225.00
Amiga 123000	3225.00	Amiga 123000+	3250.00
Amiga 124000	3250.00	Amiga 124000+	3275.00
Amiga 125000	3275.00	Amiga 125000+	3300.00
Amiga 126000	3300.00	Amiga 126000+	3325.00
Amiga 127000	3325.00	Amiga 127000+	3350.00
Amiga 128000	3350.00	Amiga 128000+	3375.00
Amiga 129000	3375.00	Amiga 129000+	3400.00
Amiga 130000	3400.00	Amiga 130000+	3425.00
Amiga 131000	3425.00	Amiga 131000+	3450.00
Amiga 132000	3450.00	Amiga 132000+	3475.00
Amiga 133000	3475.00	Amiga 133000+	3500.00
Amiga 134000	3500.00	Amiga 134000+	3525.00
Amiga 135000	3525.00	Amiga 135000+	3550.00
Amiga 136000	3550.00	Amiga 136000+	3575.00
Amiga 137000	3575.00	Amiga 137000+	3600.00
Amiga 138000	3600.00	Amiga 138000+	3625.00
Amiga 139000	3625.00	Amiga 139000+	3650.00
Amiga 140000	3650.00	Amiga 140000+	3675.00
Amiga 141000	3675.00	Amiga 141000+	3700.00
Amiga 142000	3700.00	Amiga 142000+	3725.00
Amiga 143000	3725.00	Amiga 143000+	3750.00
Amiga 144000	3750.00	Amiga 144000+	3775.00
Amiga 145000	3775.00	Amiga 145000+	3800.00
Amiga 146000	3800.00	Amiga 146000+	3825.00
Amiga 147000	3825.00	Amiga 147000+	3850.00
Amiga 148000	3850.00	Amiga 148000+	3875.00
Amiga 149000	3875.00	Amiga 149000+	3900.00
Amiga 150000	3900.00	Amiga 150000+	3925.00
Amiga 151000	3925.00	Amiga 151000+	3950.00
Amiga 152000	3950.00	Amiga 152000+	3975.00
Amiga 153000	3975.00	Amiga 153000+	4000.00
Amiga 154000	4000.00	Amiga 154000+	4025.00
Amiga 155000	4025.00	Amiga 155000+	4050.00
Amiga 156000	4050.00	Amiga 156000+	4075.00
Amiga 157000	4075.00	Amiga 157000+	4100.00
Amiga 158000	4100.00	Amiga 158000+	4125.00
Amiga 159000	4125.00	Amiga 159000+	4150.00
Amiga 160000	4150.00	Amiga 160000+	4175.00
Amiga 161000	4175.00	Amiga 161000+	4200.00
Amiga 162000	4200.00	Amiga 162000+	4225.00
Amiga 163000	4225.00	Amiga 163000+	4250.00
Amiga 164000	4250.00	Amiga 164000+	4275.00
Amiga 165000	4275.00	Amiga 165000+	4300.00
Amiga 166000	4300.00	Amiga 166000+	4325.00
Amiga 167000	4325.00	Amiga 167000+	4350.00
Amiga 168000	4350.00	Amiga 168000+	4375.00
Amiga 169000	4375.00	Amiga 169000+	4400.00
Amiga 170000	4400.00	Amiga 170000+	4425.00
Amiga 171000	4425.00	Amiga 171000+	4450.00
Amiga 172000	4450.00	Amiga 172000+	4475.00
Amiga 173000	4475.00	Amiga 173000+	4500.00
Amiga 174000	4500.00	Amiga 174000+	4525.00
Amiga 175000	4525.00	Amiga 175000+	4550.00
Amiga 176000	4550.00	Amiga 176000+	4575.00
Amiga 177000	4575.00	Amiga 177000+	4600.00
Amiga 178000	4600.00	Amiga 178000+	4625.00
Amiga 179000	4625.00	Amiga 179000+	4650.00
Amiga 180000	4650.00	Amiga 180000+	

# ROMSOFT

3 ABBEY WALK, CHURCH STREET, ROMSEY, HANTS

TEL: SHOP 0794 518268 MAILORDER 0703 738505 FAX 0703 740048

LARGE CAR PARK RIGHT IN FRONT OF SHOP  
WE STOCK THE FOLLOWING COMPUTERS AND CONSOLES

AMIGA ATARI C64 PC ENGINE  
NINTENDO AND GAMEBOY  
ATARI LYNX SEGA MASTER  
SYSTEM

THE SEGA MEGADRIVE 16 BIT

ALSO SOFTWARE AND ACCESSORIES FOR ALL THE ABOVE MACHINES

COMMODORE AND ATARI CHRISTMAS PACKS IN STOCK

## CHRISTMAS SPECIAL

FOR SHOP CUSTOMERS - AMIGA A500 SCREEN  
GEMS PACK - PURCHASE AND GET 16 DAYS  
HOTEL VOUCHERS FOR TWO PEOPLE  
AND BUY 512K RAM UPGRADE FOR  
£10

SEGA AND PC - ENGINE CARTRIDGE HIRE SERVICE

WE ACCEPT ACCESS AND VISA CARDS

HAMPSHIRE'S NEW COMPUTER CENTRE

## ATARI ST



**R**ecent rumours in the computer industry have indicated that the ST may be on its way out within the next year. What foundation these rumours have I shudder to think. However to deluge of software to be released over the Christmas period makes that statement highly odd, and should see the industry using its own wit - will any fail?

Now for the news - Having heard of Atari's intention to release an ST console - the Frontier what you may NOT have realised is that the company also have plans for a new mid-range ST - the Jaguar - aimed at broader (ie UK) Top Publishing and business markets. Scheduled for release next spring, the Jaguar looks intended to sit gap between the £300 ST and £2300 (as IT) currently fairly bridged by the presence of the STE.

When launched, the new machine should retail at about £750 and, correctly presented (assuming Atari have been notoriously fast at it in the

past), should help secure the apparently doubtful future of the ST (due to a saturated Atari market).

Next up, another new ST based machine - the portable 'Tracy' from Australian company Autodesk computers, is designed to be plugged into a monitor or TV 'on the move'. Internal hard ware incorporates an Apple Mac emulator, 256-based PC, 40mb harddisk and 2 megs of Ram.

Right, enough of the tatty stuff, let's move onto the rather more accessible world of GAMES (yeah The Christmas is looking to present ST owners with a huge range of high-quality software of massive variation. Not only are there the obvious licenses such as 'Turtles, Teenage 2, Total Recall, Godfather and Gears 2, but there will also be more original titles looking to become classics, including Infogrames' Light Controller, the 3D 'scrolling' breakout effort, Bolt from Bluebird (an isotropic Pong derivative) and the excellent S.A.T from Ubi Soft, a role-playing game set in a darkened future, boasting a huge number of locations, superb graphics and an exciting new addition giving the ST 16-channel sound capability Ubi Soft hope that the cartridge will help combat piracy (existing as the best of what previously seen in CDROM) while Clano Leaderboard and 4 successful, intend to use its capabilities in the future.

So, there you have it. The doom and gloom predicted by the industry seems to have subsided under its own profusion. As well, the world is a strange and hodge place, full of things that mere mortals are not meant to eat of.

■ James Ogden

## IBM PC



**P**C software is far too expensive. That's right, it's far too expensive - but this is only your own fault. You see, the price of software has always been related to the initial cost of the machine it services. But why did software always cost more than the hardware equipped, and it's also why your games cost a good deal more than to 15-year model in some cases than those that your mate buys for his ST or Amiga.

Okay, that's not your fault, but what is your fault is that publishers are reluctant to release 'budget' software for the PC. Like they do for every other machine because as far as you've kept what's on offer at a low price at a distance (somewhat greater than the length of your arm).

The situation is so ridiculous that Virgin Mastertronic's 24-Bit budget label actually decided to raise the price of its software in order to make it more attractive. According to the label's product manager Andrew Knight:

"PC owners turn up their noses at a game which only costs a few, so we've introduced a new range, 24-Bits Plus, which will feature re-releases of hits at £7.99."

Do you want to read that again? You wouldn't buy it for a few so they're now going to charge eight pounds - and it's a good bet that sales will probably increase dramatically.

The most amusing thing is that under these circumstances, any of the publishers are both willing to release games at budget prices - but they are, so here's a quick run through of what's come on stream in the last month or so.

One of the larger companies which has only just entered the budget market is Electronic Arts, with its Star Performer range. These are all games which have had a full-price release and are now selling at £9.99. Of the six PC titles available, only three are real stunners - Band's Tale II, Chuck Yeager's AFI and Skate or Die - but that's not a bad snide sale, and picking up these three for the price of one new piece of full-price (what fudder can only be a good thing).

The aforementioned 24-Bits range also has a new range (aimed to attack your small change, kinking off with Renos and Double Dragon, the former not to be confused with its older brother, Namco) was the new infomous Nitram Brothers' first effort and still provides a good deal of challenging, most 'em up action - as the subject of Double Dragon however, I think the last that's said is the better.

Virtual-based Elite is another of the 'major' which has decided to unleash some of its back

## MAC EMULATION -

News that may upset die-hard users - the announcement of two new gadgets allowing the ST to handle Macos, giving the potential to run powerful DTP software of the kind previously unavailable. The first, (Mac Emulator v.1) includes support for the Mac Laserwriter, the ability to format Mac slides on the ST, compatibility for 88000 and 88500 and using PC slides in Macosmode. Such a powerful tool should come in very handy for those of you involved with DTP.

Secondly, the market has recently seen the launch of an internal package for the Mega-ST range and an external one for STE's, in addition to an enhanced package giving 600K colour capability.

Okay I know I said only 2 gadgets, but here's a third. Popping ahead in the queue to allow the ST to operate fully as a Mac replacement for DTP, an ST version of the hardware AppleLink emulator (surprisingly named SteLink) has become available, allowing the ST to operate an effective DTP system at less than a quarter of the usual cost.

category, kinking off with two TI licenses, a Question Of Sport and Mike Read's Pop Quiz. Actually these are basically the same game, albeit with different questions - and they're actually a little bit on the expensive side at a better price - but if you want a little family fun, pick the one whose subject matter most suits your preference and till some time showing off your amazing wealth of trivia knowledge.

The trouble with budget software though is that it's something of a double-edged sword. If games drop in value too quickly, then it's bound to damage their sales when they originally appear as people won't mind waiting a little while to get them at the third of the price. If however, the low price release is delayed for too long then the games will look so out of date that we'll remain in exactly the same situation as we're in at the moment with games buyers looking down with contempt on anything that costs less than 20 pence.

Personally, I'm looking forward to the day when Populous, Meltdown and the Man become affordable to every PC gamer/player - and the rise of a strong market for budget software can only help to bring this day a little closer. So, to do your bit, next time you see a gift horse, try to hold back for just a little while before examining its teeth - who knows, you may even end up with a few classics to add to your collection.

■ Glenn Brennan

# TCB TRACKER

# THE PROFESSIONAL MUSIC PROGRAM FOR YOUR ST

## TURN YOUR ST INTO A PROFESSIONAL MUSIC STUDIO WITH THE - TCB TRACKER

The TCB Tracker - is a 4 channel music synthesizer, drum machine, and mixing studio that allows you to play back 4 different samples at the same time in glorious stereo (STE only) without any special hardware. It will run on ANY ST and will automatically make use of any extra memory, disk drives and MIDI equipment that you have.

The TCB TRACKER - uses special techniques to replay all 4 channels simultaneously at 10KHz to give crystal clear sound. Not only is the music clear, but it is also very loud. Music that is this clear and loud isn't normally achieved without using all the computer's precious time. The - TCB TRACKER - will only use a MAXIMUM of 20% leaving plenty of time for the computer to do other things. This makes the - TCB TRACKER - perfect for both the demo-writers and professional programmers alike.

### TCB TRACKER - FEATURES

- ★ 4 Channels of sampled sound
- ★ Simple Keyboard Entry
- ★ Full MIDI Compatibility
- ★ Turns Yours ST into a 3 Octave Keyboard
- ★ Uses a maximum of 20% processor Time
- ★ Stereo Sound on the STE
- ★ Assign Bass
- ★ Simple Keyboard Shortcuts
- ★ Stores up to 16 samples in Memory
- ★ Powerful volume control
- ★ Tuning of Samples
- ★ Simple to add to your own programs
- ★ Over 20 Cut and Paste functions
- ★ On screen help.

ONLY £29.99  
Direct from mph

**mph**

100 BUNDLES C.T.  
EATON  
5000 HILL ST  
SOUTH HAVEN, CT

RELEASE AT  
CE SHOW

## UNICORN SOFTWARE

Make cheques/postal Orders  
payable to UNICORN  
SOFTWARE

Unit 25, City Business Park, Newset Place, Seale, Petersfield,  
Dorset, P.O. 400  
Tel. 0752-66053

JUST IN: YOUNG MUTANT HERO TURTLES ONLY £18.99

### STEVE AND CHERIE'S

FGS Fertiliser.....	18.99
Rainbow Islands.....	18.99
Rock Off.....	15.99
Rock Off 2.....	15.99
Italy 1990.....	18.99
Crashdown.....	18.99
Crash HQ.....	18.99
Kiss.....	18.99

### ATARIWORLD

NEO-GEO NOW IN STOCK  
THE ULTIMATE GAMES

CONSOLE ONLY £199.99  
SEGA MEGADRIVE WITH  
FREE GAME ONLY £199.99  
(UK VERSION)  
PC ENGINE SUPERGRAPH  
ONLY £179.99

### HANDHELD GAMES

Double Dragon.....	24.99
Nemesis 3.....	20.99
Skate or Die.....	20.99
Top Gun.....	20.99

### HANDHELD GAMES

NINTENDO GAMEBOY  
WITH  
FREE GAME ONLY £199.99  
ALSO AVAILABLE  
ATARI LYNG. ONLY £199.99

ATARI DISCOVERY PACK £289.00

AMIGA FLIGHT OF FANTASY PACK INC FREE YOUNG  
MUTANT TURTLES  
ONLY £29.99

Please add £1 P&H for Games and £2 P&H for Software. SEGS, Prices subject to change  
and not all games available at time of going to press.

Back to  
school

## Your computer is the only teacher which YOU CONTROL

Whatever your age, whatever your subject - let your  
computer help you learn

Subjects include:

French, German, Spanish, Italian, English History,  
Geography, Science, General Knowledge, Football, First  
Aid, Sport, England, Scotland, Natural History, Junior  
Spelling and Arithmetic

Reviewed in ST Format

(August 90) 87%<sup>+</sup>

Kosmos are specialist producers of Educational Software designed  
to help you enjoy learning from your computer. Our programs  
even allow you to customize your lesson material.

Write or telephone for free 20 page BROCHURE of our  
Educational & Leisure Software

Please state your computer type

Kosmos Software Ltd., FREEPOST (no stamp needed),  
Dunstable, Beds. LU5 5DR  
Telephone 01296 2942 or 3406



**kosmos**  
SOFTWARE













goods

3  
and any  
in our  
7.95 or

5

Model	Price
1000	\$19.95
1001	\$19.95
1002	\$19.95
1003	\$19.95
1004	\$19.95
1005	\$19.95
1006	\$19.95
1007	\$19.95
1008	\$19.95
1009	\$19.95
1010	\$19.95
1011	\$19.95
1012	\$19.95
1013	\$19.95
1014	\$19.95
1015	\$19.95
1016	\$19.95
1017	\$19.95
1018	\$19.95
1019	\$19.95
1020	\$19.95
1021	\$19.95
1022	\$19.95
1023	\$19.95
1024	\$19.95
1025	\$19.95
1026	\$19.95
1027	\$19.95
1028	\$19.95
1029	\$19.95
1030	\$19.95
1031	\$19.95
1032	\$19.95
1033	\$19.95
1034	\$19.95
1035	\$19.95
1036	\$19.95
1037	\$19.95
1038	\$19.95
1039	\$19.95
1040	\$19.95
1041	\$19.95
1042	\$19.95
1043	\$19.95
1044	\$19.95
1045	\$19.95
1046	\$19.95
1047	\$19.95
1048	\$19.95
1049	\$19.95
1050	\$19.95
1051	\$19.95
1052	\$19.95
1053	\$19.95
1054	\$19.95
1055	\$19.95
1056	\$19.95
1057	\$19.95
1058	\$19.95
1059	\$19.95
1060	\$19.95
1061	\$19.95
1062	\$19.95
1063	\$19.95
1064	\$19.95
1065	\$19.95
1066	\$19.95
1067	\$19.95
1068	\$19.95
1069	\$19.95
1070	\$19.95
1071	\$19.95
1072	\$19.95
1073	\$19.95
1074	\$19.95
1075	\$19.95
1076	\$19.95
1077	\$19.95
1078	\$19.95
1079	\$19.95
1080	\$19.95
1081	\$19.95
1082	\$19.95
1083	\$19.95
1084	\$19.95
1085	\$19.95
1086	\$19.95
1087	\$19.95
1088	\$19.95
1089	\$19.95
1090	\$19.95
1091	\$19.95
1092	\$19.95
1093	\$19.95
1094	\$19.95
1095	\$19.95
1096	\$19.95
1097	\$19.95
1098	\$19.95
1099	\$19.95
1100	\$19.95

Model	Price
1101	\$19.95
1102	\$19.95
1103	\$19.95
1104	\$19.95
1105	\$19.95
1106	\$19.95
1107	\$19.95
1108	\$19.95
1109	\$19.95
1110	\$19.95
1111	\$19.95
1112	\$19.95
1113	\$19.95
1114	\$19.95
1115	\$19.95
1116	\$19.95
1117	\$19.95
1118	\$19.95
1119	\$19.95
1120	\$19.95
1121	\$19.95
1122	\$19.95
1123	\$19.95
1124	\$19.95
1125	\$19.95
1126	\$19.95
1127	\$19.95
1128	\$19.95
1129	\$19.95
1130	\$19.95
1131	\$19.95
1132	\$19.95
1133	\$19.95
1134	\$19.95
1135	\$19.95
1136	\$19.95
1137	\$19.95
1138	\$19.95
1139	\$19.95
1140	\$19.95
1141	\$19.95
1142	\$19.95
1143	\$19.95
1144	\$19.95
1145	\$19.95
1146	\$19.95
1147	\$19.95
1148	\$19.95
1149	\$19.95
1150	\$19.95
1151	\$19.95
1152	\$19.95
1153	\$19.95
1154	\$19.95
1155	\$19.95
1156	\$19.95
1157	\$19.95
1158	\$19.95
1159	\$19.95
1160	\$19.95
1161	\$19.95
1162	\$19.95
1163	\$19.95
1164	\$19.95
1165	\$19.95
1166	\$19.95
1167	\$19.95
1168	\$19.95
1169	\$19.95
1170	\$19.95
1171	\$19.95
1172	\$19.95
1173	\$19.95
1174	\$19.95
1175	\$19.95
1176	\$19.95
1177	\$19.95
1178	\$19.95
1179	\$19.95
1180	\$19.95
1181	\$19.95
1182	\$19.95
1183	\$19.95
1184	\$19.95
1185	\$19.95
1186	\$19.95
1187	\$19.95
1188	\$19.95
1189	\$19.95
1190	\$19.95
1191	\$19.95
1192	\$19.95
1193	\$19.95
1194	\$19.95
1195	\$19.95
1196	\$19.95
1197	\$19.95
1198	\$19.95
1199	\$19.95
1200	\$19.95

# JOY FAX

Mark Smiddy went to find out what the best buys are in sticks this Christmas...

Enough has been said about your interface to sink a desaturated battery. But what are we doing in judging a user interface if it doesn't include the most important part of all—the control mechanism? And when it comes to games that usually mean a joystick, Microsoft are a different class of high-tech, serious altogether—and there's plenty of joy behind specifications that can separate good mice from bad ones. But one joystick is just the same as the next one, right?

If that were true then this would be a very short article and you could stop off and enjoy the rest of the X-Mas. Joysticks come in all shapes and sizes, and as consumers we buy based by the forehead. Some like the Competition Pro, for instance, have become almost top money among gamers. Curiously, many players get so attached to one sort of "stick" they steadfastly refuse to buy a different type when the old one wears out. That especially applies to the old one offering which, although heavily aimed at "budget" buyers, still finds favor with many

Two joystick models: a control center and a budget stick.



others.

But with Christmas looming just closer, the manufacturers have something for everyone and what could be a better stocking filler for a favorite grandpa than a new "stick" that is grubby, mawkish, into the store and finds itself met by a bewildering selection of styles and a wide variety of prices, how can you influence the decision? For a start it helps if you have some idea of how much bar juice will stand—it's no use giving the latest top-flight Questors if she can't stretch to more than a lemon.

To help you choose, the table-overleaf compares the most important attributes in a joystick—at, suggested by a collection of dedicated gamers. But, before you dash off, each one requires some further discussion. In making your choice it's useful to know why. Remembering too, that "looking good" is not the same as "playing well."

**Style:** This could also be listed under the heading of aesthetics, but it's best kept aside first for reasons of clarity. With a few exceptions all joysticks can be placed into 2 distinct style groups: those with an "aircraft" grip and those with a good, old-fashioned stick. If you have small hands (or are buying a stick for a youngster) the aircraft grip may prove too clumsy or just plain uncomfortable—they're all made to fit an average hand and so are those as well. My thumb goes, not mine. Also, aircraft grips are not very suitable for certain types of games which require a high-degree of "stick wiggling." At the same time, they are ideal for most "scrolling" shoot-outs.

## SWITCHES

Despite what the manufacturers may claim, there are more than just two types of switches. Unfortunately, without opening up every "stick" on test, it's not possible to ascertain exactly which variety applied to each stick. Microswitches are just small switches, so without further guidance for a gentle prowl a manufacturer can legitimately claim that a cheap "bubble" switch is a microswitch. Bubble switches, however, tend to lack feel, and wear out quickly.

Proper microswitches last a lot longer—but even they come in many styles. They all make a sharp "click" when operated. If the click makes no sound or is dull (too), it's probably based on the cheaper bubble switches. And to confuse matters, clicking microswitches come in many varieties. The best ones are usually sealed—



The joystick feature.

but even they can be confusing. They few manufacturers will admit to what types they are using. The very best "sticks" use heavy duty switches—but these run expensive.

## AUTOFIRE

There are several considerations for autofire. First of all, does the joystick feature an "autofire" if it does, can the rate of fire be varied? Can autofire be switched off? Last, does the autofire work correctly on your machine—some autofire joysticks have a "CNC" switch, others don't. Regrettably not all these details were available for all the joysticks listed here at the time of going to press so it's wise to check compatibility before you buy.

## ERGONOMICS

This is a fairly wide which encompasses a lot of considerations. Actually ergonomics is the study of the relationship between workers and their environment. In this context, it asks precisely how well the designer did their job. That to does a hand-crafted joystick of well fit the hand? Are the fire buttons within easy reach? Is the "stick" adjustable for a left-hander? Does it have a positive feel? How much force is required to move it?

## AESTHETICS

This is another fairly wide which doesn't really apply to joysticks. Used by experts, it suggests how good the thing looks. When the bullets start to fly, though, good looks mean about as much as a last season's.

## BUILD QUALITY

It is made to last? This consideration can only be applied to more expensive sticks, the budget ones (under a tenner) are unlikely to take a lot of hammer—but they are cheap to replace. Build quality, like the quality of the microswitches can only be adequately tested by using a joystick until it falls apart—hence! This will only get what you pay for. An expensive joystick with a lot of extra gadgets is unlikely to take the pounding of

# THE ACE JOYSTICK BUYERS GUIDE

Name	T	A	R	S	E	V	Fire	Price
Atari standard	B	N	N	U	2	2	1d	1.99
Quickjoy Junior	B	N	N	A	3	3	1d+d	4.99
Quickshot I	B	N	N	A	3	3	1d+d	5.99
Exterminator	B	N	N	A	3	2	1d+d	5.99
Quickjoy Junior stick	B	N	N	F	3	2	1d+d	5.99
Silk Silk	B	N	N	U	3	3	1d	6.99
Quickjoy II Pilot	B	Y	N	A	4	3	2d	6.99
Mega Blaster	L	N	N	U	4	2	2d	6.99
Quickshot QS-128	B	Y	N	P	4	3	2d	7.99
Quickjoy II Turbo	M	Y	N	A	5	4	2d	8.99
Quickshot Controller 128	B	Y	N	M	3	2	1f	8.99
Quickjoy III Supercharger	M	Y	N	A	4	3	2d	9.99
Delta 2000	M	Y	N	U	4	3	1d+d	9.99
Cruiser	M	N	N	U	5	5	2d	9.99
SS Commander	B	Y	Y	P	4	4	2d	9.99
Mach I	M	Y	N	A	4	M	2d+d	10.99
Quickshot II Python	B	Y	M	A	5	6	2d	10.99
Quickjoy Jetfighter	M	Y	Y	A	4	5	2d	13.99
Competition Pro	M	N	N	U	4	5	2d	14.99
Star Probe	M	Y	N	A	5	4	2d+d	14.99
Navigator	M	Y	M	F	6	4	1f	14.99
Powerplay Crystal	M	N	N	U	4	4	2d	14.99
Quickjoy SS Fighter	M	Y	N	A	4	5	2d+d	14.99
Zip stick	M	Y	Y	U	5	4	2d	15.99
Competition Pro Extra	M	Y	Y	U	6	4	2d	15.99
C. Pro Extra (Glow)	M	Y	Y	U	6	5	2d	17.99
Quickjoy Superboard	M	Y	Y	A	5	5	2d+d	17.99
Quickjoy Topstar	M	Y	Y	A	6	6	2d	23.99
Quickjoy Megaboard	M	Y	Y	A	6	6	2d+d	24.99
Atari Power Stick	M	Y	Y	U	5	6	2d+d	49.99

one with less features but a similar price.

The key is knowing how to check the quality of a stick without actually breaking it in the process. (Bearing in mind also, what has already been explained about price - don't expect too much from a cheap unit. Most spring and air-craft joysticks, with the exception of the

Navigator can be placed on a desk. A good test is to place the unit on a steady table and hold it firmly by the base. Now grasp the stick firmly with your other hand and force more than left to right and up-and-down. Apply firm-but-gentle pressure - this isn't a test of strength and the shopkeeper is likely to take a few views of anyone breaking a display model. A good joystick will have a positive feel and should have a pronounced stop after each switch activation. If the base appears to flex or creak, or if the handle appears to move more than a tiny amount this joystick is unlikely to take much heavy handling.

At the same time, this test allows you to get some feel for the stick and the weight of the movement. Generally it should be firm, but not too 'heavy' for your needs. Games which require a lot of 'click' - suggesting specific combinations for example usually work better with a light stick. Where more precise control is required, a differ-

ential is usually the order of the day. Very stiff movements should be avoided because they tend to wear out the player during a long session. A good example of this is the Cruiser which has a three-position weight setting.

## KEY

- 1 - switching method: Multi-directional, 2-button, 1-button
- A - buttons: Topaz, Blue
- B - buttons: color: Topaz, Blue, Transparent
- P - type: Straight, Curved or (for grip), Padded
- O - fire
- E - ergonomics: Left-Hand, Right-Hand
- Y - Wheel: spring: conventional, 1-dimensional, right-left-dimensional

How the button layout fits a number of triggers on bases fits a number of triggers on sticks. For example:

- 1d - 1 fire button on stick + 1 on base
- 1d+d - 2 fire buttons on stick + 1 on base
- 2d - 2 fire buttons on stick + 1 on base

## THE ACE SELECTION

Joysticks are inevitably subjective to some extent, but there are five models we think you'll find most appealing...

- Most lightweight joystick: Competition Pro
- Besters opt: Cruiser + Zip Stick
- Most aircraft joystick: Jetfighter
- Besters opt: Superboard
- Most ergonomics: Omega Navigator
- Besters opt: Python
- Most military joystick: SS Stick
- Besters opt: Mach
- Most specialist joystick: Python
- Besters opt: Cruiser + Jetfighter

Special thanks to Dave and Bob of CHPS (0862) 488632 for their assistance.

ONE DAY AT SCHOOL...



AND MR. JONES IS SUCH A ROTTER!!



WELL I RANG F.A.S.T. AND TOLD THEM ABOUT IT.



# £1000 REWARD

FOR INFORMATION LEADING TO A PROSECUTION & CONVICTION



THIS CAMPAIGN IS ORGANISED BY



ANY INFORMATION ON PIRACY SHOULD BE PASSED TO F.A.S.T. (THE FEDERATION AGAINST SOFTWARE THEFT)

TELEPHONE 071-497 8973

PIRACY IS THEFT

DE

Price

- 3.95
- 4.95
- 5.95
- 5.95
- 5.95
- 6.95
- 6.95
- 6.95
- 7.95
- 8.95
- 8.95
- 8.95
- 8.95
- 9.95
- 9.95
- 9.95
- 10.95
- 10.95
- 12.95
- 14.95
- 14.95
- 14.95
- 14.95
- 14.95
- 14.95
- 15.95
- 15.95
- 17.95
- 17.95
- 23.95
- 24.95
- 49.95

Buy Very  
includes  
ing along  
for Order  
Price.

...

...

...

...

...

...

# 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

## SOMIX SOUND PACK

10 disks with sound sampling, demob,  
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,  
GUI help, DEMOs etc. £ 16.00

## SUPER PROGRAMMERS PACKAGE

15 disks with CAD-CAM, household  
programms, anti-virus, games and  
utilities. A German magazine had  
tested this package and wrote:  
"The quality of the programms is  
good to very good". 15 disks £ 22.00

## FRED FISH VOL. I

Number 245 to 250  
15 disks at a price of £ 22.00

## FRED FISH VOL. II

Number 261 to 263  
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 NEW NEW NEW  
SEXY Packages**

Sexy Girls Vol 1/6 per volume	7 disks	£10
Lovin Pam	2	£ 4
Sexy Heroes	2	£ 4
Miss all bare America	1	£ 3
Pam from California	2	£ 5
Summer night games	1	£ 3
Jack the Nipper	1	£ 3
Dis show	3	£ 4

## 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 £ 18.00

## NEWSFLASH

a monthly diskmagazine with great  
graphics, reviews, programms, 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 firstclass post (E.U.P.)

Send cheques to:

Toftware 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

# HOT OFF THE SHELF

**Hot Off The Shelf** pinpoints those games that are on the shelves **NOW** and are worth your discriminating attention. So if you fancy a new game for the festive season, this is where to start looking. The games in this listing should all be readily available from your software dealer.

## ANTHRAIDS

Orion Software/Microsoft • Amiga £14.99/£6

For all those who loved it *Come From The Desert* here is more of the same in the shape of a handy bottom scenario. It's titled style Sci-Fi again, and this time some very strange things are happening to the inhabitants of the tiny Marshallian American town of Looen's South. You play 'Dick' Nash, an ex-fighter pilot determined to solve the riddle of the Anthraids. 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 it *Come From The Desert* then why not give that a try first!

• ACE RATING: 9/10

## CAPTIVE

Midstep • Atari ST/STE £24.99/£6 • Amiga £24.99/£6 • PC £29.99/£6

Another in the ever expanding number of RPG's portrayed using first-person perspective. *Captive*, 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-foot team, with which you must free yourself from the labours where you are imprisoned. Excellent bitmapped graphics, atmospheric realistic alien sound and a total of 50000 levels to explore place *Captive* very much in the ACE rated bracket.

• ACE RATING: 9/10

## CHAOS STRIKES BACK

FTI/Microsoft • Atari ST £24.95 • Amiga £14

The long awaited sequel to *Dungeon Master*. If you have already played through the first program you can use your existing characters, otherwise there is another full of minions you can select from. *Chaos* has a similar feel to *Dungeon Master*, but is much tougher. There are also some new features thrown in, like a character editor and help article very handy. If you haven't played *Dungeon Master* then play that first before making a definite date with this game.

• ACE RATING: 9/10

## CONQUEST

Rainbow Arts • Atari ST £14.99/£6 • Amiga £24.99/£6 • PC £24.99/£6

This role-playing cybernetic strategy makes use of a 3D graphics system based around the new *David Bruton* developed for *Jurk*. There are three types of game available, arcade, strategy, and strategy. All three are best played with two players. *Mathematic* style, but there are always control options to suit every set-up. A definite buy for both buffs.

• ACE RATING: 9/10

## CORPORATION

Core Design • Atari ST £24.99/£6 • Amiga £24.99/£6 • PC £29.99

This role-playing cybernetic strategy game from CORE pushes the limits of previous RPG's just that bit further. *Corporation* is a 3D exploration, puzzle-oriented arcade combat game (it is the mould made traditional by the original *Dungeon Master* RPG). Your objective is to find and remove an endless belonging to the ultimate (superscientific) killing machine, bred by the GCC Corp. Light-sound shaded graphics and sound of fine quality, along with excellent playability and an intuitive control method all contributed in pushing *Corporation* over the 900 mark.

• ACE RATING: 9/10

## DIAMONDS

Navigator • Atari ST £24.99/£6 • Amiga £24.99/£6 • PC £14

This unusual combination of flight

and adventure game, and sequel to the well-received *Liberty*, has been in development for a couple of years now, but the resulting game has been worth the wait. The window 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 city, so there is plenty of long term challenge here.

• ACE RATING: 9/10

## F-16 STEALTH FIGHTER

Microprose • Atari ST £29.99/£6 • Amiga £29.99/£6 • PC £29.99/£6

A program that could well be described as the flight simulator's flight simulator. The PC version has enjoyed much success since its launch year ago, and now it's available on the ST and Amiga look set to do the same. The sim is based around the much talked about 1 or perhaps that be whippersnapper 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: 9/10

## FLIGHT OF THE INTRUDER

Microprose/Spectrum Hobbyist • Atari ST £7.99 • Amiga £7.99 • PC £7.99

From the people who brought you the superb *Falcon* comes yet another world beating flight simulation. It is based on the book of the same name by Steven Coombs and has you flying either as intruder or a Phantom on bombing and reconnaissance missions over Vietnam. The simulator is very strong on features, including a superb-3D line control view auto-pilot option.

• ACE RATING: 9/10

## FUTURE WARS

Palace • Atari ST £24.99/£6 • Amiga £24.99/£6 • PC £14

A totally mouse-driven graphic adventure from French developers *Dejardin*. You are cast as a 1980 numbered office worker *Desert* 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 input. There is enough of a challenge here to keep most adventurers' happy for some time. A delightful game.

• ACE RATING: 9/10

## AMIGA

AMIGA 286 (386) 800K	1,995.00
AMIGA 286 (386) 1000K	2,095.00
AMIGA 286 (386) 1200K	2,195.00
AMIGA 286 (386) 1500K	2,295.00
AMIGA 286 (386) 2000K	2,395.00
AMIGA 286 (386) 2500K	2,495.00
AMIGA 286 (386) 3000K	2,595.00
AMIGA 286 (386) 3500K	2,695.00
AMIGA 286 (386) 4000K	2,795.00
AMIGA 286 (386) 4500K	2,895.00
AMIGA 286 (386) 5000K	2,995.00
AMIGA 286 (386) 5500K	3,095.00
AMIGA 286 (386) 6000K	3,195.00
AMIGA 286 (386) 6500K	3,295.00
AMIGA 286 (386) 7000K	3,395.00
AMIGA 286 (386) 7500K	3,495.00
AMIGA 286 (386) 8000K	3,595.00
AMIGA 286 (386) 8500K	3,695.00
AMIGA 286 (386) 9000K	3,795.00
AMIGA 286 (386) 9500K	3,895.00
AMIGA 286 (386) 10000K	3,995.00

AMIGA 286 (386) 10000K	4,095.00
AMIGA 286 (386) 11000K	4,195.00
AMIGA 286 (386) 12000K	4,295.00
AMIGA 286 (386) 13000K	4,395.00
AMIGA 286 (386) 14000K	4,495.00
AMIGA 286 (386) 15000K	4,595.00
AMIGA 286 (386) 16000K	4,695.00
AMIGA 286 (386) 17000K	4,795.00
AMIGA 286 (386) 18000K	4,895.00
AMIGA 286 (386) 19000K	4,995.00
AMIGA 286 (386) 20000K	5,095.00
AMIGA 286 (386) 21000K	5,195.00
AMIGA 286 (386) 22000K	5,295.00
AMIGA 286 (386) 23000K	5,395.00
AMIGA 286 (386) 24000K	5,495.00
AMIGA 286 (386) 25000K	5,595.00
AMIGA 286 (386) 26000K	5,695.00
AMIGA 286 (386) 27000K	5,795.00
AMIGA 286 (386) 28000K	5,895.00
AMIGA 286 (386) 29000K	5,995.00
AMIGA 286 (386) 30000K	6,095.00

AMIGA 286 (386) 31000K	6,195.00
AMIGA 286 (386) 32000K	6,295.00
AMIGA 286 (386) 33000K	6,395.00
AMIGA 286 (386) 34000K	6,495.00
AMIGA 286 (386) 35000K	6,595.00
AMIGA 286 (386) 36000K	6,695.00
AMIGA 286 (386) 37000K	6,795.00
AMIGA 286 (386) 38000K	6,895.00
AMIGA 286 (386) 39000K	6,995.00
AMIGA 286 (386) 40000K	7,095.00
AMIGA 286 (386) 41000K	7,195.00
AMIGA 286 (386) 42000K	7,295.00
AMIGA 286 (386) 43000K	7,395.00
AMIGA 286 (386) 44000K	7,495.00
AMIGA 286 (386) 45000K	7,595.00
AMIGA 286 (386) 46000K	7,695.00
AMIGA 286 (386) 47000K	7,795.00
AMIGA 286 (386) 48000K	7,895.00
AMIGA 286 (386) 49000K	7,995.00
AMIGA 286 (386) 50000K	8,095.00
AMIGA 286 (386) 51000K	8,195.00
AMIGA 286 (386) 52000K	8,295.00
AMIGA 286 (386) 53000K	8,395.00
AMIGA 286 (386) 54000K	8,495.00
AMIGA 286 (386) 55000K	8,595.00
AMIGA 286 (386) 56000K	8,695.00
AMIGA 286 (386) 57000K	8,795.00
AMIGA 286 (386) 58000K	8,895.00
AMIGA 286 (386) 59000K	8,995.00
AMIGA 286 (386) 60000K	9,095.00

AMIGA 286 (386) 61000K	9,195.00
AMIGA 286 (386) 62000K	9,295.00
AMIGA 286 (386) 63000K	9,395.00
AMIGA 286 (386) 64000K	9,495.00
AMIGA 286 (386) 65000K	9,595.00
AMIGA 286 (386) 66000K	9,695.00
AMIGA 286 (386) 67000K	9,795.00
AMIGA 286 (386) 68000K	9,895.00
AMIGA 286 (386) 69000K	9,995.00
AMIGA 286 (386) 70000K	10,095.00
AMIGA 286 (386) 71000K	10,195.00
AMIGA 286 (386) 72000K	10,295.00
AMIGA 286 (386) 73000K	10,395.00
AMIGA 286 (386) 74000K	10,495.00
AMIGA 286 (386) 75000K	10,595.00
AMIGA 286 (386) 76000K	10,695.00
AMIGA 286 (386) 77000K	10,795.00
AMIGA 286 (386) 78000K	10,895.00
AMIGA 286 (386) 79000K	10,995.00
AMIGA 286 (386) 80000K	11,095.00

## Commodore PC

COMMODORE PC 286 (386) 800K	1,995.00
COMMODORE PC 286 (386) 1000K	2,095.00
COMMODORE PC 286 (386) 1200K	2,195.00
COMMODORE PC 286 (386) 1500K	2,295.00
COMMODORE PC 286 (386) 2000K	2,395.00
COMMODORE PC 286 (386) 2500K	2,495.00
COMMODORE PC 286 (386) 3000K	2,595.00
COMMODORE PC 286 (386) 3500K	2,695.00
COMMODORE PC 286 (386) 4000K	2,795.00
COMMODORE PC 286 (386) 4500K	2,895.00
COMMODORE PC 286 (386) 5000K	2,995.00
COMMODORE PC 286 (386) 5500K	3,095.00
COMMODORE PC 286 (386) 6000K	3,195.00
COMMODORE PC 286 (386) 6500K	3,295.00
COMMODORE PC 286 (386) 7000K	3,395.00
COMMODORE PC 286 (386) 7500K	3,495.00
COMMODORE PC 286 (386) 8000K	3,595.00
COMMODORE PC 286 (386) 8500K	3,695.00
COMMODORE PC 286 (386) 9000K	3,795.00
COMMODORE PC 286 (386) 9500K	3,895.00
COMMODORE PC 286 (386) 10000K	3,995.00

COMMODORE PC 286 (386) 11000K	4,095.00
COMMODORE PC 286 (386) 12000K	4,195.00
COMMODORE PC 286 (386) 13000K	4,295.00
COMMODORE PC 286 (386) 14000K	4,395.00
COMMODORE PC 286 (386) 15000K	4,495.00
COMMODORE PC 286 (386) 16000K	4,595.00
COMMODORE PC 286 (386) 17000K	4,695.00
COMMODORE PC 286 (386) 18000K	4,795.00
COMMODORE PC 286 (386) 19000K	4,895.00
COMMODORE PC 286 (386) 20000K	4,995.00
COMMODORE PC 286 (386) 21000K	5,095.00
COMMODORE PC 286 (386) 22000K	5,195.00
COMMODORE PC 286 (386) 23000K	5,295.00
COMMODORE PC 286 (386) 24000K	5,395.00
COMMODORE PC 286 (386) 25000K	5,495.00
COMMODORE PC 286 (386) 26000K	5,595.00
COMMODORE PC 286 (386) 27000K	5,695.00
COMMODORE PC 286 (386) 28000K	5,795.00
COMMODORE PC 286 (386) 29000K	5,895.00
COMMODORE PC 286 (386) 30000K	5,995.00

COMMODORE PC 286 (386) 31000K	6,195.00
COMMODORE PC 286 (386) 32000K	6,295.00
COMMODORE PC 286 (386) 33000K	6,395.00
COMMODORE PC 286 (386) 34000K	6,495.00
COMMODORE PC 286 (386) 35000K	6,595.00
COMMODORE PC 286 (386) 36000K	6,695.00
COMMODORE PC 286 (386) 37000K	6,795.00
COMMODORE PC 286 (386) 38000K	6,895.00
COMMODORE PC 286 (386) 39000K	6,995.00
COMMODORE PC 286 (386) 40000K	7,095.00
COMMODORE PC 286 (386) 41000K	7,195.00
COMMODORE PC 286 (386) 42000K	7,295.00
COMMODORE PC 286 (386) 43000K	7,395.00
COMMODORE PC 286 (386) 44000K	7,495.00
COMMODORE PC 286 (386) 45000K	7,595.00
COMMODORE PC 286 (386) 46000K	7,695.00
COMMODORE PC 286 (386) 47000K	7,795.00
COMMODORE PC 286 (386) 48000K	7,895.00
COMMODORE PC 286 (386) 49000K	7,995.00
COMMODORE PC 286 (386) 50000K	8,095.00
COMMODORE PC 286 (386) 51000K	8,195.00
COMMODORE PC 286 (386) 52000K	8,295.00
COMMODORE PC 286 (386) 53000K	8,395.00
COMMODORE PC 286 (386) 54000K	8,495.00
COMMODORE PC 286 (386) 55000K	8,595.00
COMMODORE PC 286 (386) 56000K	8,695.00
COMMODORE PC 286 (386) 57000K	8,795.00
COMMODORE PC 286 (386) 58000K	8,895.00
COMMODORE PC 286 (386) 59000K	8,995.00
COMMODORE PC 286 (386) 60000K	9,095.00

COMMODORE PC 286 (386) 61000K	9,195.00
COMMODORE PC 286 (386) 62000K	9,295.00
COMMODORE PC 286 (386) 63000K	9,395.00
COMMODORE PC 286 (386) 64000K	9,495.00
COMMODORE PC 286 (386) 65000K	9,595.00
COMMODORE PC 286 (386) 66000K	9,695.00
COMMODORE PC 286 (386) 67000K	9,795.00
COMMODORE PC 286 (386) 68000K	9,895.00
COMMODORE PC 286 (386) 69000K	9,995.00
COMMODORE PC 286 (386) 70000K	10,095.00
COMMODORE PC 286 (386) 71000K	10,195.00
COMMODORE PC 286 (386) 72000K	10,295.00
COMMODORE PC 286 (386) 73000K	10,395.00
COMMODORE PC 286 (386) 74000K	10,495.00
COMMODORE PC 286 (386) 75000K	10,595.00
COMMODORE PC 286 (386) 76000K	10,695.00
COMMODORE PC 286 (386) 77000K	10,795.00
COMMODORE PC 286 (386) 78000K	10,895.00
COMMODORE PC 286 (386) 79000K	10,995.00
COMMODORE PC 286 (386) 80000K	11,095.00

COMMODORE PC 286 (386) 81000K	11,195.00
COMMODORE PC 286 (386) 82000K	11,295.00
COMMODORE PC 286 (386) 83000K	11,395.00
COMMODORE PC 286 (386) 84000K	11,495.00
COMMODORE PC 286 (386) 85000K	11,595.00
COMMODORE PC 286 (386) 86000K	11,695.00
COMMODORE PC 286 (386) 87000K	11,795.00
COMMODORE PC 286 (386) 88000K	11,895.00
COMMODORE PC 286 (386) 89000K	11,995.00
COMMODORE PC 286 (386) 90000K	12,095.00
COMMODORE PC 286 (386) 91000K	12,195.00
COMMODORE PC 286 (386) 92000K	12,295.00
COMMODORE PC 286 (386) 93000K	12,395.00
COMMODORE PC 286 (386) 94000K	12,495.00
COMMODORE PC 286 (386) 95000K	12,595.00
COMMODORE PC 286 (386) 96000K	12,695.00
COMMODORE PC 286 (386) 97000K	12,795.00
COMMODORE PC 286 (386) 98000K	12,895.00
COMMODORE PC 286 (386) 99000K	12,995.00
COMMODORE PC 286 (386) 100000K	13,095.00

AMIGA 286 (386) 100000K	13,195.00
AMIGA 286 (386) 101000K	13,295.00
AMIGA 286 (386) 102000K	13,395.00
AMIGA 286 (386) 103000K	13,495.00
AMIGA 286 (386) 104000K	13,595.00
AMIGA 286 (386) 105000K	13,695.00
AMIGA 286 (386) 106000K	13,795.00
AMIGA 286 (386) 107000K	13,895.00
AMIGA 286 (386) 108000K	13,995.00
AMIGA 286 (386) 109000K	14,095.00
AMIGA 286 (386) 110000K	14,195.00
AMIGA 286 (386) 111000K	14,295.00
AMIGA 286 (386) 112000K	14,395.00
AMIGA 286 (386) 113000K	14,495.00
AMIGA 286 (386) 114000K	14,595.00
AMIGA 286 (386) 115000K	14,695.00
AMIGA 286 (386) 116000K	14,795.00
AMIGA 286 (386) 117000K	14,895.00
AMIGA 286 (386) 118000K	14,995.00
AMIGA 286 (386) 119000K	15,095.00
AMIGA 286 (386) 120000K	15,195.00

**GRANTY**  
 Impregnable • Atari ST £24,995 • Amiga £24,995 • PC 784  
 Deep space strategy unlike anything you've ever seen before. The universe is being invaded by the alien-cubes who are attempting to turn all the stars in the universe into black holes. Meanwhile you must create as many inhabitable systems as possible. The game makes use of the principle of Entropy.

**LOTUS TURBO ESPORT**  
 Gemini • ST £784 • Amiga £784  
 The latest hot new endorsement from Gemini in the shape of Lotus Turbo Esport, is something of a joy send for speed freaks. Heading out to the classic PC stop 1.23, also head to head action with the use of split screen display. Sound and graphics are of a very high quality and implemented excellently. It's very fast, certainly furious and just what to keep your palms sweaty and your teeth glued.  
**ACE RATING 930**

**WARSPORN**  
 Microcassette • PC £20,995  
 Quite simply the best naval battle sea to be released for the General Public. The battleship that comes with the game deals with East-West conflict in the North Sea, but other battleships will be available soon. A clever system of three map types is used to effectively manage each mission. The nice thing about Wasporn is that the computer takes care of all the boring mechanics, allowing you to concentrate on tactical factors. A must buy for any one interested in modern naval warfare.  
**ACE RATING 940**

**INDIANAPOLIS 500**  
 Electronic Arts • PC £26,995  
 The ultimate racing game, Indy 500 opens up a world of the real world vector graphics which really add something to the high speed action. As in Action's other titles you are a variety of cool-captain pilots to select from. The realistic handling of the cars will have you racing back to the game time and time again.  
**ACE RATING 955**

**INTERPHASE**  
 Impregnable • Atari ST £24,995 • Amiga £24,995 • PC £24,995  
 Your task is to guide a female soldier to the heart of the Overmuck Corporation by interacting with a strange 3D environment. The game is very weird and very compelling. It is also very hard - not expect to get through this one in a hurry.  
**ACE RATING 915**

**IRONWINTER**  
 Microcassette • Atari ST £29,995  
 The latest mega hit from top programmer Mike Saperstein, creator of Lords of Midnight. The game is set on a frozen island in the future. You task is to recruit members of the Peace Force to fight off General Masters' invasion force. This is done by managing people and resources via a series of fractal maps and menus. The game has disappearing sound, but nice 3D graphics, and enough solid game play to keep you going for months.  
**ACE RATING 945**

**MYTH**  
 System 3 • £54 £3,995 • £14,995 • Spectrum £3,995 £14,995  
 The game that pushes the £54 and Spectrum further than they have ever been before. Fight your way through several time zones to reach the ultimate confrontation with the

**KNIGHTS OF LEGEND**  
 Origin/Microcassette • PC £29,995  
 Role Playing at its best. As a space-time game set in the land of

Johannes. There are twenty-four quests to complete, or you can simply enjoy exploring. The program stands out because of its attention to detail. There are no two fully different algorithms to track how and when an enemy retreats for instance. Impressive stuff.  
**ACE RATING 945**

**LOTUS TURBO ESPORT**  
 Gemini • ST £784 • Amiga £784  
 The latest hot new endorsement from Gemini in the shape of Lotus Turbo Esport, is something of a joy send for speed freaks. Heading out to the classic PC stop 1.23, also head to head action with the use of split screen display. Sound and graphics are of a very high quality and implemented excellently. It's very fast, certainly furious and just what to keep your palms sweaty and your teeth glued.  
**ACE RATING 935**

**WARSPORN**  
 Microcassette • PC £20,995  
 Quite simply the best naval battle sea to be released for the General Public. The battleship that comes with the game deals with East-West conflict in the North Sea, but other battleships will be available soon. A clever system of three map types is used to effectively manage each mission. The nice thing about Wasporn is that the computer takes care of all the boring mechanics, allowing you to concentrate on tactical factors. A must buy for any one interested in modern naval warfare.  
**ACE RATING 940**

**INDIANAPOLIS 500**  
 Electronic Arts • PC £26,995  
 The ultimate racing game, Indy 500 opens up a world of the real world vector graphics which really add something to the high speed action. As in Action's other titles you are a variety of cool-captain pilots to select from. The realistic handling of the cars will have you racing back to the game time and time again.  
**ACE RATING 955**

**INTERPHASE**  
 Impregnable • Atari ST £24,995 • Amiga £24,995 • PC £24,995  
 Your task is to guide a female soldier to the heart of the Overmuck Corporation by interacting with a strange 3D environment. The game is very weird and very compelling. It is also very hard - not expect to get through this one in a hurry.  
**ACE RATING 915**

**IRONWINTER**  
 Microcassette • Atari ST £29,995  
 The latest mega hit from top programmer Mike Saperstein, creator of Lords of Midnight. The game is set on a frozen island in the future. You task is to recruit members of the Peace Force to fight off General Masters' invasion force. This is done by managing people and resources via a series of fractal maps and menus. The game has disappearing sound, but nice 3D graphics, and enough solid game play to keep you going for months.  
**ACE RATING 945**

**MYTH**  
 System 3 • £54 £3,995 • £14,995 • Spectrum £3,995 £14,995  
 The game that pushes the £54 and Spectrum further than they have ever been before. Fight your way through several time zones to reach the ultimate confrontation with the

**KNIGHTS OF LEGEND**  
 Origin/Microcassette • PC £29,





FREE

POSTAGE

# STATE OF THE ART

FREE

POSTAGE

## Software

ALL PRICES INCLUDE POSTAGE AND PACKING

### AMIGA 500

Every Amiga contains a 640K RAM disk, Turbo II disk of all with manuals. Full one year warranty and mouse, free TV monitor with cables.

**128K RAM**

### SCREEN GAMES

Back to the Future 2, Shadow of the Beast 2, Days of Thunder, Night Striker, Deluxe Paint 2

**128K RAM 49.95/99**

### AMIGA 500 HARD DRIVE

#### SPECIAL OFFER

#### 128K RAM

Including 3 software - Comix editor, Partitioner, Sparta

### ATARI STFM DISCOVERY PACK

500 (STFM) built in Power Supply, 1 Meg Chip, Mouse, First Basic, STOS, Bomb Jack, Outrun, Career Command and Space Harrier

**127K RAM**

### ATARI STS TURBO PACK

500 (STS) built in Power Supply, 1 Meg Chip, Mouse, STOS, Hyper Paint II, Music Mixer II, First Basic, Stripes Beach, Blood Money, Super Cycle, Anarchy, WPM, Outrun, Indiana Jones, Last Crusade, Impossible Mission II

**128K RAM**

### CORONA CRASH

#### 2ND DRIVE

Enable/Disable switch, Through port

**AMIGA 175 MC**  
**ATARI 154 MC**

### POWER (COMPUTING)

#### 2ND DRIVE

Enable/Disable switch, Through port

**AMIGA 154 MC**  
**ATARI 177 MC**

### M.E.S.

#### RAM EXPANDER

2.5MB Expansion, Enable/Disable switch plus 15 for clock

**AMIGA 154 MC**  
**WITH CLOCK 194**

### JYDEC

#### RAM EXPANDER

**AMIGA 154**  
**WITH CLOCK 154**

### FREE GAME OR MOUSE BAIT

With every software over

#### 128K

### PHILIPS CRASH

Colour Monitor, Scan Boost, stereo sound, 2 inputs and free one year on site maintenance

**128K RAM**

#### AMIGA 500

640K RAM disk 1.2M RAM disk, Turbo II disk of all with manuals. Full one year warranty and mouse, free TV monitor with cables.

**128K RAM**

### SCREEN GAMES

Back to the Future 2, Shadow of the Beast 2, Days of Thunder, Night Striker, Deluxe Paint 2

**128K RAM 49.95/99**

### AMIGA 500 HARD DRIVE

#### SPECIAL OFFER

#### 128K RAM

Including 3 software - Comix editor, Partitioner, Sparta

### ATARI STFM DISCOVERY PACK

500 (STFM) built in Power Supply, 1 Meg Chip, Mouse, First Basic, STOS, Bomb Jack, Outrun, Career Command and Space Harrier

**127K RAM**

### ATARI STS TURBO PACK

500 (STS) built in Power Supply, 1 Meg Chip, Mouse, STOS, Hyper Paint II, Music Mixer II, First Basic, Stripes Beach, Blood Money, Super Cycle, Anarchy, WPM, Outrun, Indiana Jones, Last Crusade, Impossible Mission II

**128K RAM**

### CORONA CRASH

#### 2ND DRIVE

Enable/Disable switch, Through port

**AMIGA 175 MC**  
**ATARI 154 MC**

### POWER (COMPUTING)

#### 2ND DRIVE

Enable/Disable switch, Through port

**AMIGA 154 MC**  
**ATARI 177 MC**

### M.E.S.

#### RAM EXPANDER

2.5MB Expansion, Enable/Disable switch plus 15 for clock

**AMIGA 154 MC**  
**WITH CLOCK 194**

### JYDEC

#### RAM EXPANDER

**AMIGA 154**  
**WITH CLOCK 154**

### FREE GAME OR MOUSE BAIT

With every software over

#### 128K

### PHILIPS CRASH

Colour Monitor, Scan Boost, stereo sound, 2 inputs and free one year on site maintenance

**128K RAM**

#### AMIGA 500

640K RAM disk 1.2M RAM disk, Turbo II disk of all with manuals. Full one year warranty and mouse, free TV monitor with cables.

**128K RAM**

### SCREEN GAMES

Back to the Future 2, Shadow of the Beast 2, Days of Thunder, Night Striker, Deluxe Paint 2

**128K RAM 49.95/99**

### AMIGA 500 HARD DRIVE

#### SPECIAL OFFER

#### 128K RAM

Including 3 software - Comix editor, Partitioner, Sparta

### ATARI STFM DISCOVERY PACK

500 (STFM) built in Power Supply, 1 Meg Chip, Mouse, First Basic, STOS, Bomb Jack, Outrun, Career Command and Space Harrier

**127K RAM**

### ATARI STS TURBO PACK

500 (STS) built in Power Supply, 1 Meg Chip, Mouse, STOS, Hyper Paint II, Music Mixer II, First Basic, Stripes Beach, Blood Money, Super Cycle, Anarchy, WPM, Outrun, Indiana Jones, Last Crusade, Impossible Mission II

**128K RAM**

### CORONA CRASH

#### 2ND DRIVE

Enable/Disable switch, Through port

**AMIGA 175 MC**  
**ATARI 154 MC**

### POWER (COMPUTING)

#### 2ND DRIVE

Enable/Disable switch, Through port

**AMIGA 154 MC**  
**ATARI 177 MC**

### M.E.S.

#### RAM EXPANDER

2.5MB Expansion, Enable/Disable switch plus 15 for clock

**AMIGA 154 MC**  
**WITH CLOCK 194**

### JYDEC

#### RAM EXPANDER

**AMIGA 154**  
**WITH CLOCK 154**

### FREE GAME OR MOUSE BAIT

With every software over

#### 128K

### PHILIPS CRASH

Colour Monitor, Scan Boost, stereo sound, 2 inputs and free one year on site maintenance

**128K RAM**

#### AMIGA 500

640K RAM disk 1.2M RAM disk, Turbo II disk of all with manuals. Full one year warranty and mouse, free TV monitor with cables.

**128K RAM**

### SCREEN GAMES

Back to the Future 2, Shadow of the Beast 2, Days of Thunder, Night Striker, Deluxe Paint 2

**128K RAM 49.95/99**

### AMIGA 500 HARD DRIVE

#### SPECIAL OFFER

#### 128K RAM

Including 3 software - Comix editor, Partitioner, Sparta

### ATARI STFM DISCOVERY PACK

500 (STFM) built in Power Supply, 1 Meg Chip, Mouse, First Basic, STOS, Bomb Jack, Outrun, Career Command and Space Harrier

**127K RAM**

### ATARI STS TURBO PACK

500 (STS) built in Power Supply, 1 Meg Chip, Mouse, STOS, Hyper Paint II, Music Mixer II, First Basic, Stripes Beach, Blood Money, Super Cycle, Anarchy, WPM, Outrun, Indiana Jones, Last Crusade, Impossible Mission II

**128K RAM**

### CORONA CRASH

#### 2ND DRIVE

Enable/Disable switch, Through port

**AMIGA 175 MC**  
**ATARI 154 MC**

### POWER (COMPUTING)

#### 2ND DRIVE

Enable/Disable switch, Through port

**AMIGA 154 MC**  
**ATARI 177 MC**

### M.E.S.

#### RAM EXPANDER

2.5MB Expansion, Enable/Disable switch plus 15 for clock

**AMIGA 154 MC**  
**WITH CLOCK 194**

### JYDEC

#### RAM EXPANDER

**AMIGA 154**  
**WITH CLOCK 154**

### FREE GAME OR MOUSE BAIT

With every software over

#### 128K

### PHILIPS CRASH

Colour Monitor, Scan Boost, stereo sound, 2 inputs and free one year on site maintenance

**128K RAM**

NEW SHOP NOW OPEN. CALLERS WELCOME.

(0742) 758100 OR (0742) 700010

FAX NO (0742) 787601

EVENING HOTLINE (6-10PM) (0742) 424230

STATE OF THE ART HAS SOMETHING TO ANSWER YOUR CALL FROM 9AM TO 10PM. FIND NOW FOR THE BEST SERVICE AROUND.

AMIGA BT AND PC CLUB SPECIAL OFFERS. SPECIAL PRICES. Call us to join when you make a purchase. COME-OUT EVERY 2 MONTHS WITH NEWS LETTER AND REVIEWS.

UNRELEASED TITLES WILL BE SENT WITHIN 24 HOURS OF RELEASE DATE

RODS-DI VISA CARDS ACCEPTED

TO ORDER SEND-POSTAL ORDER OR CREDIT TO: STATE OF THE ART, 34 HEREFORD ST, SHEFFIELD, S1 2PP

**INDO TENNIS TOUR**

Ami Soft/Blue Byte • Atari ST £24.99 • Amiga £24.99 • Spectrum £9.99 • £14.99 • C64 £24.99 • £14.99 • Amstrad £14.99 • PC £24.99

One of the best tennis games yet, the control method works really well, although the standard of the computer players is good, so you'll have to put in a bit of practice. There is a choice of grass, clay, sand, clay, and indoor courts, as well as comprehensive practice options. A good way of spending a few hours while you are waiting for Wimbledon.

• **ACE RATING 9/10**

**THEIR FINEST HOUR: THE MYSTIC OF BRITAIN**

Lucasfilm • Atari ST £24.99 • Amiga £24.99 • PC £24.99 • World War II at its combat red-hot in this suspenseful flight sim. You have the opportunity to fly a variety of aircraft from the Spitfire to the Hurricane. A real ocean in the Camerons which records your flight and can be replayed to assess your performance.

• **ACE RATING 9/10**

**ULTRAM V1**

Ornig/Monopole • Atari ST £99 • Amiga £99 • PC £24.99 • C64 £84

The ultimate role playing game. Between thousand objects, two hundred and fifty characters, unbridled encounters, a quest that will take months to solve, and graphics better than you'll see on any other game of this type. The Ultra series of RPGs go from strength to strength. Join forces with Lord Sotek and once more enter the fray... unbeatable stuff

• **ACE RATING 9/10**

**VENETTA**

System 3 • Amiga £3.99 • £12.99

A great arcade adventure that really pushes the C64 to its limits. You must fight your way past the terrorists to retrieve a bomb, and rescue the professor and his daughter. But while you are in the terrorist's trap, the police are on your heels. Most of the action takes place against an on-screen 3D background, but there is also an excellent diving section to overcome full-on diving games.

• **ACE RATING 9/10**

**VEYS**

Microvix/Spectrum Publisher • Atari ST £84 • Amiga £84 • PC £29.99

High speed racing, round the streets of San Francisco in one of four Corvettes on offer. The superb 3D colour graphics in the game give a great sense of the wind in your hair as you race down precariously steep streets desperately trying to avoid pedestrians and other vehicles. Realistic and lots of fun, this game, built for people who brought you Falcon, will have you hooked.

• **ACE RATING 9/10**

**WARHEAD**

Activision • Atari ST £24.99 • Amiga £24.99

Weapon programmer David Williams' latest masterpiece is set in deep space. Earth is under threat from a horde of deadly extraterrestrial insects. The only hope is the TIGER, an advanced craft absolutely loaded down with weaponry. Fast solid-vector graphics and rapid action make this a winner. With your way up through the training missions and you'll want to be dropping away quite happily.

• **ACE RATING 9/10**

**WELLTUN**

Ornigame • Atari ST £24.99 • Amiga £24.99 • PC £24.99

Effectively the follow-up to the reasonably successful Tetris, Welltun takes the original idea and blends it into its own. Taken from a Japanese, Welltun requires you to rotate coloured shapes that fall down the walls, fitting them together to make a horizontal or vertical obstacle line. This achieved, the line disappears to make way for another. Sound familiar? Despite the obvious connection, Welltun looks good and plays well and is worthy of anyone's best efforts.

• **ACE RATING 9/10**

**WHEELS OF FIRE**

Domark Amiga £29.99 • Atari ST £24.99 • C64 £29.99 • PC £24.99 • Amstrad £14.99 • £24.99 • Spectrum £4.99

Hard Drive's departure from the classic situation to reappear on the Domark compilation, which supports three other successful driving games, namely, Chase HQ, Turbo Out Run and Power Drive. The answer to every driver's dream, as you like choose to race individually or two done well in its own right. And just in time for Christmas too.

• **ACE RATING 9/10**

**DISKS**

**UNBEATABLE PRICES**

**BULK DISKS WITH 2 FOR 1 LIFETIME WARRANTY**

**3.5" FLOPPY DISKS FROM 3P**

**3.5" DISKS & BOXES WITH LABELS**

50 x 3.5" 5FDD 100 TPI disks with free storage box	12.99
50 x 3.5" 5FDD 100 TPI disks in 40 cap. storage box	13.99
50 x 3.5" 5FDD 100 TPI disks in 80 cap. storage box	24.99
100 x 3.5" 5FDD 100 TPI disks in 40 cap. storage box	26.99

**BULK DISKS WITH LABELS**

50 x 3.5" 5FDD 100 TPI disks in box	24.99
100 x 3.5" 5FDD 100 TPI disks in box	49.99
250 x 3.5" 5FDD 100 TPI disks in box	99.99
500 x 3.5" 5FDD 100 TPI disks in box	179.99

**BRANDED PRODUCT**

50 x 3.5" 5FDD 100 TPI disks	9.99
50 x 3.5" 5FDD 100 TPI disks	29.99
with 40 cap. box	39.99
50 x 3.5" 5FDD 100 TPI disks with 40 cap. box	49.99
50 x 3.5" 5FDD 100 TPI disks with 80 cap. box	79.99
50 x 3.5" 5FDD 100 TPI disks with 40 cap. box	29.99

**5.25" DISKS IN POLY BAG WITH SLEVES, LABELS**

50 x 5.25" 5FDD 100 TPI disks	9.99
50 x 5.25" 5FDD 100 TPI disks	19.99

**HIGH DENSITY DISKS**

10 x 3.5" 5FDD 100 TPI disks with free storage box	12.99
10 x 3.5" 5FDD 100 TPI disks with free storage box	13.99
10 x 3.5" 5FDD 100 TPI disks in 40 cap. storage box	14.99
10 x 3.5" 5FDD 100 TPI disks in 80 cap. storage box	24.99
10 x 3.5" 5FDD 100 TPI disks in 40 cap. storage box	19.99
10 x 3.5" 5FDD 100 TPI disks in 80 cap. storage box	29.99

**ACCESSORIES**

Deluxe Mouse Mat	9.99
3.5" Disk Label Printer	29.99
100 x 3.5" Disk Labels	1.99
Microvix Printer	9.99
3.5" Diskettes 100 cap. disk box	9.99

Remember all disks are certified 100% error free and are supplied with full write sets, plus our exciting 2 for 1 Lifetime Warranty. Send us phone your order to:

**MANFIELD COMPUTERS**  
33 Albert Street, Mansfield, Notts. NG18 1EA  
Tel: 0533 691002 / 23043. Fax: 0533 432968





# K & M COMPUTERS

\*\* THE BEST SOFTWARE \*\* THE BEST SERVICE \*\*

## AMIGA

Apprentice ..... 13.90  
 Bands Take 2 ..... 8.90  
 Bar Games ..... 15.90  
 Anarchy ..... 13.90  
 Battle PL2150 ..... 19.90  
 Codemasters (various) 19.90  
 Blood Money ..... 10.90  
 Blood 2 ..... 25.90  
 Blast 2 ..... 25.90  
 Buggy Ray ..... 8.90  
 Bad Company ..... 4.99  
 Boulderdash ..... 4.99  
 BMC Simulator ..... 4.99  
 Captain Blood ..... 4.99  
 Certified Europe ..... 16.90  
 Colony ..... 18.90  
 Combo Racer ..... 18.90  
 Champ. of Kings ..... 19.90  
 D-Master Editor ..... 8.99  
 Corporation ..... 10.90  
 Days of Thunder \* 10.90  
 Democles ..... 10.90  
 Emily Hughes ..... 10.90  
 Final Battle ..... 10.90  
 Flood ..... 10.90  
 F19 St Fighter \* ..... 18.90  
 Ferrari F1 ..... 8.90  
 Gamma ..... 18.90  
 Hanley Davidson ..... 18.90  
 Imperium ..... 18.90  
 Int 3D Tennis ..... 15.90  
 Jack Nicholas V2 ..... 8.99  
 Last patrol ..... 10.90  
 Midnight  
 Resistance ..... 10.90  
 Midwinter ..... 10.90  
 Open wealth ..... 10.90  
 Red Storm  
 Rising ..... 16.90  
 Starzone ..... 4.99  
 Starblaze ..... 18.90  
 Tern II ..... 13.90  
 Tasker ..... 18.90  
 Their Finest  
 Hour ..... 19.90  
 Venus Fly Trap ..... 13.90  
 Phalanx ..... 10.90  
 Power Manger ..... 10.90  
 Sherman Mk. .... 16.90  
 Tursian ..... 13.90  
 Matrix Mauler ..... 13.90  
 Rock Of 2 ..... 13.90  
 R.O.F 2 World  
 Cup ..... 18.90  
 Robocop 2 \* ..... 18.90  
 Parate Kat 2 ..... 3.99  
 Sim Earth \* ..... 19.90

## AMIGA

Rock Dangerous 3\* 16.90  
 Jane Seymour ..... 15.90  
 Plotting ..... 18.90  
 Fire and  
 Forget 2 \* ..... 18.90  
 Murder \* ..... Phone  
 UMS 2 \* ..... 18.90  
 Kasser \* ..... 35.90  
 S.C.I  
 Chase HQ 21 \* ..... 15.90  
 Parts of Call \* ..... 15.90  
 Formula 1 30 \* Phone  
 Magic Fly \* ..... 16.90  
 Cloak Up \* ..... 16.90  
 Wraiths II ..... 16.90  
 Sky Spy \* ..... 16.90  
 Shadow Warrior ..... 16.90  
 Back to the  
 Future 2 \* ..... 16.90  
 Wings ..... 18.90  
 Versus Wing \* ..... 13.90  
 Chuck Yeager \* ..... 16.90

\* NOT RELEASED BY  
 1-10-88  
 WILL BE SHIP BY  
 DAY OF RELEASE

SEGA NEGATIVE  
 OFFICIAL OR  
 VERIFIED  
 LIST. 80

AMSTRAD  
 64000  
 CONSOLE  
 £87.00

COMMODORE  
 66 CONSOLE  
 £87.00

ATARI LYNN  
 £177.00

AMSTRAD 6128  
 PLUS CONSOLE  
 £425.00  
 464 PLUS  
 COLOUR £325

## AMIGA

EDUCATIONAL  
 A1B 2000 ..... 3.99  
 Fun School 3  
 US-7 or 7+ ..... 10.90  
 Discover maths ..... 13.90  
 Junior Typist ..... 13.90  
 Magic Maths ..... 18.90  
 Fun School 2  
 US, 8-8, or 8+ ..... 13.90  
 Spell Book 4-9 ..... 13.90  
 Mathstat ..... 18.90  
 Kidstatk ..... 18.90

AMIGAS  
 Product 14.2 ..... 64.00  
 Product 11 Meg ..... 57.99  
 X-Case Designer ..... 90.00  
 AMOS ..... 39.99  
 Digipack ..... 20.95

## ACCESSORIES

Amiga Power Pk ..... 47.95  
 Spectrum 48128  
 Power Pack ..... 8.99  
 Cassette Recorder &  
 leads for Spectrum  
 £3.99 incl £1.00 24.95  
 D04 data-cassette 24.95  
 D04 Power Supply 24.95  
 Amstrad MP1 Mod 29.95

AMIGA 2ND  
 DRIVE WITH  
 RFF BANDA  
 THE BEST  
 KICK OFF  
 BATTLE  
 SQUADRON  
 ONLY £55

Virus Protector ..... 10.95  
 Printer leads  
 for Amiga/ST/IBM ..... 5.99  
 Monitor Stand ..... 18.99  
 4 Player Adaptor ..... 5.99  
 Dual Cover for ..... 4.50  
 Ribbon Re-Fresh ..... 7.99  
 Mouse Mats ..... 4.95

MAIL ORDER  
 ONLY SHOP  
 PRICES VARY

## AMIGAS CASE DISC

SPY City ..... 6.90 12.90  
 New York Warriors 6.90 9.90  
 Midnight Resistance 6.90 9.90  
 Sky Spy \* ..... 6.90 9.90  
 Bloodspike ..... 6.90 9.90  
 Chase HQ 2 \* ..... 6.90 9.90  
 Turlican ..... 6.90 10.90  
 Atlatlas Tin Break ..... 6.90 10.90  
 B.T.T Future 2 ..... 6.90 10.90  
 Ninja Turtles \* ..... Phone  
 Rainbow Island ..... 6.90 10.90  
 Int 3D Tennis ..... 6.90 10.90

AMIGA 2500  
 SCREEN GEMS  
 INC 10 BLANK  
 DISKS  
 £379.00

AMIGA 2500  
 FITTED 1MB  
 UPGRADE £415  
 INC 10 BL. DISK

AMIGAS  
 CASHBACK 120  
 Pro 2000 ..... 12.95  
 Superboard ..... 18.95  
 Pro Star ..... 18.95  
 Warp 1 ..... 18.95  
 Jetfighter ..... 14.95  
 Cruiser ..... 9.50  
 Cruiser Ace ..... 12.50

3.5" discs with  
 labels 40p each  
 minimum order  
 20 discs

AMIGA 1MB  
 UPGRADES  
 MIBBONE CLASS 33.95  
 MIBB CLASS 42.95  
 WIRE OPERATOR .....  
 MIBBEE ..... 48.95  
 CLOSER MIBBEE 79.95  
 WIRE CLASS .....  
 OPT 2 ..... 88.95  
 CLOSER MIBB OPT 2 99.95

All prices &  
 accessories cartridges  
 priced as released

## SEGA

Sega Master ..... 19.90  
 Sega Master ..... 39.90  
 Sega Super ..... 129.90  
 3D Glasses ..... 39.90  
 Light Gun ..... 39.90  
 Light Gun  
 + Game ..... 44.90  
 Control Pad ..... 6.90  
 Rapid Fire Int. ..... 6.90  
 Sega Power  
 Sega Power  
 Pack ..... 6.90  
 2D Zaxxon ..... 27.90  
 Action Fighter ..... 11.90  
 Afterburner ..... 27.90  
 Alien Syndrome 27.90  
 Alien Beast ..... 27.90  
 Assault City ..... 27.90  
 Battle Outlaw ..... 27.90  
 Black Belt ..... 23.90  
 Bomber Heat ..... 27.90  
 California  
 Games ..... 27.90  
 Casino Game ..... 27.90  
 Chase HQ ..... 27.90  
 Cloudbuster ..... 27.90  
 Double  
 Dragon ..... 27.90  
 Dynamic Duo ..... 27.90  
 Enduro Racer ..... 9.90  
 Fantasy Zone ..... 11.90  
 Fantasy Zone 2 27.90  
 Galaxy Force ..... 27.90  
 GreatOutlaws ..... 27.90  
 Golden Axe ..... 27.90  
 Outrun ..... 27.90  
 Operation Wolf 27.90

## NEGATIVE

CARTRIDGES  
 Thunderforce 2 ..... 39.90  
 Last battle ..... 39.90  
 Phruis 4000s 39.90  
 Golden axe ..... 39.90  
 Rambo 1 ..... 39.90  
 Forgotten World 39.90  
 Mystic defender 39.90  
 Rev of Shinobi ..... 39.90  
 Truxton ..... 39.90  
 Zoom ..... 39.90  
 Thunderblade ..... 39.90  
 Sp Hammer 2 ..... 39.90  
 Super Hang On ..... 39.90

PRINTER  
 RIBBONS  
 FROM £3.25

ALL PRICES INCLUDE VAT  
 PLEASE ADD £1 P&P  
 TO ALL ORDERS  
 K&M COMPUTERS (AGE 3)  
 140 SANDY LAKE CENTRE  
 SKELMERDALE  
 LANCS WN5 8LH  
 PHONE 0445-  
 29046  
 FAX 0633-  
 50673  
 Access/winn



# SHOPWATCH

It has been called the most eagerly awaited electrical appliance since the colour television. It boasts MAC for, Near-Verde Quality graphics which, when implemented correctly, are capable of inducing jaw-dropping (even the most jaded observer). It loads all software instantly and reliably, ending the tedious procedure of disk access and swapping. It is fast the size and price of an Amiga and potentially more powerful. And, amazingly, it's as readily available as The Saturday Evening in a fellow-landshop.

The official target for the grey imported version - the original Mega Magazine has been "available" for about three weeks, at the time of writing. In that time we have been able to obtain eight machines and yet we could have sold ten times that amount. If our experience is typical (and it appears to be) then Virgin have what could be the biggest selling machine this Christmas on their hands - if they could get enough of them into the shops in time.

So where are they?

The answer, amazingly, seems to be that Virgin/Vega are not too concerned with selling

the Magazine this Christmas. They want it to be NEXT year's Big Thing. This year they would prefer to shift large amounts of Master Systems and, obviously, the associated software.

I am not sure in thinking that this scenario could seriously backfire. If little Jimmy wants a Magazine then little Jimmy wants a Magazine! Virgin are being (appropriately) naive if they think he will settle for anything less or wait until "some time next year". If little Jimmy's mother can't get her hands on an official Magazine then she will buy an unofficial one. Which is bad news for everybody concerned (except for the person selling the machine). Incidentally, a 'grey' machine is not grey in colour (as some people seem to think), it can be identified by having a purple, as opposed to silver, plate surrounding the power LED.

So what can be done? Well, if it's not too late, if Virgin NEEDS to obtain fresh stocks, they could, within a matter of days rather than weeks. So if you want a Magazine this Christmas, it is vital that you let Virgin know how you feel. And send in some feedback reading this to Virgin

Mag. What's the problem, it just has a Japanese imported model, that let me correct you. The retail batch of games (M1), was because they're basically just the Japanese games re-packaged but forthcoming titles most certainly will NOT be correctly. If anyone, retailer or otherwise, sells you differently then treat their words with extreme suspicion. If you want to see a machine which has so much software support as a IBM Spectrum then go ahead, buy an import, we have been warned.

At this time of year many people are considering buying computers/consoles etc either for themselves or as presents. Some people know exactly what they want, while others go shopping only with the concept of buying "something to help with the children's education". The latter group are prime targets for some of the less scrupulous members of the retail trade. It is progressively amazing to have customers come into the shop after Christmas and ask to see our selection of Atari XL education and business software. When we politely inform them that the sum total of such a range would fail to fill a box at a corner, they immediately transform into "rate mad" - but the man in Docklands said you should try. My advice: go to a shop that's a member of the National Association of Specialist Computer Retailers (identified by a NACSR on the door). And spare a thought for our retailers, besieged at New Year by tourists James returning their adolescent ambition games and asking "but I thought it was going to be the coming out the crappy Nintendo version".

Whoooa! Was the fellow right after?

© Bob Langley

## THE Midnight Oil



### OUR PRIORITY - GAMEPLAY

"From my point of view, the game has kept me sitting up at night and through holidays and weekends for up to 12 hours at a stretch, with minuscule breaks for food and other necessities. .... It is a game I have no hesitation in recommending to anyone with even the slightest interest in American Football."

ATARI  
USA  
REVIEW

IBM PC: New order, CGA, EGA, VGA, 512K or 1M disk \$29.95  
ATARI 50: All 512K, TV-tuner/Colour monitors \$19.95

All Amigas \$19.95

## HEADCOACH V.3

Stop Press: Now contains 1990 NFL Team/Player Data!

### THE GAME

Headcoach is the complete American football simulation. You take charge of the latest recruit in the National Football League, and through detailed design of gameplans and the use of the college draft, build up a 49 man squad to keep your fan happy and win the Superbowl. Unlimited seasons, and aging players, produce a realistic game of football fantasy.

### THE MATCH

The match is a game to itself taking about 40 minutes to complete. With 26 offensive plays and 17 defensive plays, there is ample scope to match your gameplan to the skills of your squad, and exploit the weaknesses of your opposition. It's here where the strengths and weaknesses of your own players are highlighted.

### TRAINING CAMP

Here is an opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. The current changes of any player can be ascertained from their time in the board room. Wide receivers, centerline, running backs and linemen are all positions where speed off the mark is crucial.

### COLLEGE DRAFT

During the 14 match season, plus whatever playoffs matches you achieve, you will find yourself paying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks). There can be many weaknesses. The college draft should be used to find those stars of the future and make sure that they're playing for you.

### STATISTICS

The statistics section will encapsulate your team's, and your player's, season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks, ..... all these are kept for each match, the whole season, for the team, and for each player. MVP votes are accumulated for the season. America on Football is a game of stats and this simulation contains them.

Available direct from:

The Midnight Oil,  
Dept AP3,  
18 Haverdown Road,  
Newnham,  
Northants NN2 8BX



0438  
721936

European orders add £1.50 for airmail delivery.

SEE MAGAZINE ITEMS WITH CROWN  
PICK UP YOUR  
ONE ENTERS MUST BE FORWARDED TO  
THE  
FEDERATION AGAINST SOFTWARE THEFT

# ACE

# READERS' PAGES

## FOR SALE

**ATARI 5200/PM 14** Top Games Mouse, joystick, excellent cond - Blank disks 10 magazines £250 Ring Craig 0256-776191

**COMMODORE 64** over 50 games 3 joysticks 4870001 printer with CCP Ad Studio (software) (hard processor) £200 Tel: 5425-971748

**AMIGA 6000** - 1MB Ram - 8032 Stereo colour monitor - Nakasha Mouse - Commodore mouse - joysticks - mat - software £2750ms 061-748-8847

**GAMBITO** Ferrari, Penguin Land Tennis £120 the best very cheap Amiga games at original Mr Lee 81 High Street Devon EX17 3LB

**SPECTRUM 128/2** with manual WDC Chessbit 128-joystick multiple mouse all tested 120+ games £2200 one call 0271-850805 evenings

**AMSTRAD CPC 464** - colour monitor/Galadriel joystick - £380 worth of games inc Italy 80 Battle Systems Football Manager 2 - Expansion Kit £2200ms Tel 02074-22277 after 5pm

**AMIGA 6000** (1mb) Memory V1.3 £2800ms Many top games inc: P20 Pelikaen, Dungeon Master £70 each Tel: 5277-821 880

**SPECTRUM** - Includes two joysticks, Dragon Ninja and we use the Champions plus lots more £190 Tel: 595-3200 steven 4-6pm

**AMIGA GAMING** Programme! There is a unique new book to help you! £60 CJD Dictionaries 2 The Woodlands, Northgate Middleborough Cleveland

**AMSTRAD CPC 464** colour disk drive joystick games perfect working order all this for just £190 Tel: Crappentons 858888

**BT GAMES** 08 each Boot Money Modeller FOOT Bombas, Xenon 2 Night Fighter Conqueror Part October Espionage Powerdowns Tel: 0736-60847

**COMMODORE 64** DATA rewriter computer/mouse keyboard 88 games joystick good condition all £1900ms Tel: Paul 0288-52527 evenings

**ATARI 520ST** 800 tested with accessories top games excellent condition inc. Most test Blank disks Tel: 0216781123 06200 ask for Geoff

**BARRAGE 24000** Spectrum with hardware software joystick/mags and many extras also ACETRONIC 1000 computer all for £200 on 847-647-2681

**AMIGA ADVENTURES** 6 colour disks for terra incognita Lucifera etc SAE to JH Barnaby 52 Marlborough Rd., Ring Road, Suffolk, 0717 930

## PENPALS

**AMIGA CONTACTS** wanted for swapping the fittest stuff. Send disks for 100% reply to: Mival, Ormskirk.

**Atari 8** 80217 Sundval Sweden

**AMIGA** Contacts wanted write to Nick 2 Trattoria Court Clapham-Chester CHW2 4AG 100% reply Please!

**YCI** Fast Amiga Contacts wanted for cool swapping write to Sigard Kristensen Box 348, 9500 Kautskens Norway

**ATARI ST** and Amiga contacts wanted lots of software to swap Also beginners PC/Box 76, 2895 2 Haveringham Iceland

**AUSUSE DUDE** wants cool contacts everywhere Amiga only send disks to Warren PO Box 377 Adelaide NSW 5077 Australia No letters

**THE GENIUS** wants Amiga contacts anywhere on telephone! Write to WAFHC 38 Spring Close New Glasfords, Sheffield England

**BT** Penpals wanted worldwide write to Edgar Zammit Cass Zammit Balcq Labri street 8/Fam, Malta 100% reply

## WANTED

**AMIGA 600** wanted swap for a latest Megastrip (old) inc appeal and 5 games Png Chris for details on 0767-878885 after 5pm

**WANTED AMIGA** Formal issue seven and disk. Disk must work completely R/R to Pk. 140 Winchester Rd., Basingstoke Hants RG21 1YX

## OTHER

**ISSUE** Money Club for free info send SAE to Jason Allen-Markley 28 Newford Rd., Colton Birkhead, Mansfield, L43 9TD

**AMIGA PD Newsletter** with worldwide send £1 made payable to: Matthew Scott 4 Smythesons Close, School Aycliffe, Co Durham

## HELPLINE

**AMIGA ST** Amiga users! Send samples of your work for include send £1 made payable to: Mike Maguire. Send blank disk for issue 2 All work acknowledged Steve, 1 Beaufield House Mount Vernon, Thurso WY14 8QW

**HELP!** I need to find a good AMIGA GFX artist and Color I am a musician who wants to form a demo-tape and produce some cool demos. Don't let your hard work go to waste, let people all over the world see what you can do! 100% reply Contact MATTHEW at 1 Louise Court, Drogheda, (Birmingham 014 549 Write today!

**HATFIELD A1 8000** Offers Help and advice on all aspects of BTOS programming Tel: 0767-270600 before All Speeds up to £280

**I AM DESPERATELY** looking for Special 128K versions of Mooncrash, Music composer, Dragons.

**free-assault** Solar for Deluxe, Asterix, Waterloo and others for the Spectrum 100 on tape (Linux) Sheffield Programming 24 3482 Keston, West Germany

**COOL ANYONE!** Have a copy of my art in the upcoming for the cat? Write to K Evans, 105 Edmund Street Birmingham

**HELP NEEDED** in-been - Amiga contacts wanted. Please can Ben Stein, Kerkendall 24, 8240 Kerckhove, Belgium

**Help needed** for maze in Larry 2 (BM) Format Car Supply help for various other PC sites will also work

**COMMODORE 64** required urgently viable important writing to give £200 Contact Lutz Swami Tel: 0750-72788 DO NOT DELAY

**HELP NEEDED** on Amiga versions of R-Type Castle Master and New Zealand Story Please send in reply if only

## NOTICE!

**DO YOU WANT TO BE IN OUR READERS' PAGES? YES! THEN GO TO PG. 120 AND FILL IN THE ENTRY FORM AND STICK IT IN THE POST!**

TELEGAMES - Includes larger stock of Video Games & Cartridges For -

SEGA MEGA DRIVE

Nintendo

COLECO VISOR

NINTENDO GAMEBOY

LYNX

PC SUPER DATA

SEGA

SNK

TELEGAME, VECTOR, SACRIFIC, LASER, WCC-800000

The leading Video game specialists. Don't let your video game collection go!

# SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wiltverhampton, WV2 4AN.  
Tel: 0902 25304. Fax: 0902 712751

CALL US ON : 24 HOUR CREDIT CARD HOTLINE 0902 25304

## ATARI ST & AMIGA GAMES

101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170
171	172	173	174	175	176	177	178	179	180
181	182	183	184	185	186	187	188	189	190
191	192	193	194	195	196	197	198	199	200
201	202	203	204	205	206	207	208	209	210
211	212	213	214	215	216	217	218	219	220
221	222	223	224	225	226	227	228	229	230
231	232	233	234	235	236	237	238	239	240
241	242	243	244	245	246	247	248	249	250
251	252	253	254	255	256	257	258	259	260
261	262	263	264	265	266	267	268	269	270
271	272	273	274	275	276	277	278	279	280
281	282	283	284	285	286	287	288	289	290
291	292	293	294	295	296	297	298	299	300
301	302	303	304	305	306	307	308	309	310
311	312	313	314	315	316	317	318	319	320
321	322	323	324	325	326	327	328	329	330
331	332	333	334	335	336	337	338	339	340
341	342	343	344	345	346	347	348	349	350
351	352	353	354	355	356	357	358	359	360
361	362	363	364	365	366	367	368	369	370
371	372	373	374	375	376	377	378	379	380
381	382	383	384	385	386	387	388	389	390
391	392	393	394	395	396	397	398	399	400
401	402	403	404	405	406	407	408	409	410
411	412	413	414	415	416	417	418	419	420
421	422	423	424	425	426	427	428	429	430
431	432	433	434	435	436	437	438	439	440
441	442	443	444	445	446	447	448	449	450
451	452	453	454	455	456	457	458	459	460
461	462	463	464	465	466	467	468	469	470
471	472	473	474	475	476	477	478	479	480
481	482	483	484	485	486	487	488	489	490
491	492	493	494	495	496	497	498	499	500
501	502	503	504	505	506	507	508	509	510
511	512	513	514	515	516	517	518	519	520
521	522	523	524	525	526	527	528	529	530
531	532	533	534	535	536	537	538	539	540
541	542	543	544	545	546	547	548	549	550
551	552	553	554	555	556	557	558	559	560
561	562	563	564	565	566	567	568	569	570
571	572	573	574	575	576	577	578	579	580
581	582	583	584	585	586	587	588	589	590
591	592	593	594	595	596	597	598	599	600
601	602	603	604	605	606	607	608	609	610
611	612	613	614	615	616	617	618	619	620
621	622	623	624	625	626	627	628	629	630
631	632	633	634	635	636	637	638	639	640
641	642	643	644	645	646	647	648	649	650
651	652	653	654	655	656	657	658	659	660
661	662	663	664	665	666	667	668	669	670
671	672	673	674	675	676	677	678	679	680
681	682	683	684	685	686	687	688	689	690
691	692	693	694	695	696	697	698	699	700
701	702	703	704	705	706	707	708	709	710
711	712	713	714	715	716	717	718	719	720
721	722	723	724	725	726	727	728	729	730
731	732	733	734	735	736	737	738	739	740
741	742	743	744	745	746	747	748	749	750
751	752	753	754	755	756	757	758	759	760
761	762	763	764	765	766	767	768	769	770
771	772	773	774	775	776	777	778	779	780
781	782	783	784	785	786	787	788	789	790
791	792	793	794	795	796	797	798	799	800
801	802	803	804	805	806	807	808	809	810
811	812	813	814	815	816	817	818	819	820
821	822	823	824	825	826	827	828	829	830
831	832	833	834	835	836	837	838	839	840
841	842	843	844	845	846	847	848	849	850
851	852	853	854	855	856	857	858	859	860
861	862	863	864	865	866	867	868	869	870
871	872	873	874	875	876	877	878	879	880
881	882	883	884	885	886	887	888	889	890
891	892	893	894	895	896	897	898	899	900
901	902	903	904	905	906	907	908	909	910
911	912	913	914	915	916	917	918	919	920
921	922	923	924	925	926	927	928	929	930
931	932	933	934	935	936	937	938	939	940
941	942	943	944	945	946	947	948	949	950
951	952	953	954	955	956	957	958	959	960
961	962	963	964	965	966	967	968	969	970
971	972	973	974	975	976	977	978	979	980
981	982	983	984	985	986	987	988	989	990
991	992	993	994	995	996	997	998	999	1000

## SIXTEEN BIT COMPILATIONS

**GREENLIP TRIPLE PACK**  
KILLS BASIC PAMPHLET, SWITZ-BASIC & SMOGGER  
ST & AMIGA 19.99

**HOLLYWOOD COLLECTION**  
ROSCOPC (3-DOS TRAIL) (10), BATMAN THE MOVIE & ROSSON  
JONES 10 ST & AMIGA 19.99

**PLATFORM**  
EPISODES: BLACK TRUCK, FORDOTTER PEOPLE & GARFIELD AND GHOSTS ST & AMIGA 19.99

**STORY SO FAR VOL 1**  
BANK BARRACOR, BUNNY BOY, MATTHEWSON, & MEXICO THE SUN PALACE  
ST & AMIGA 9.99

**HERMES**  
BARBARAN 2, RUMORED MAIL, STAR WARS & LICENSE TO KILL  
ST & AMIGA 19.99

**THE GREAT EASTERN WAR**  
SUPER BLOOD BAY (10) (10) (10) (10) (10) (10) (10) (10) (10) (10)  
DICK CRACKDOWN, T. AMO (10) (10) (10) (10) (10) (10) (10) (10) (10) (10)  
A BLOOD BAY ST & AMIGA 19.99

**SPORTING GOLF**  
CALIFORNIA GAMES, THE GAMES WINTER & SUMMER EDITION  
ST & AMIGA 19.99

**THIRD TIME PLATFORM VOL 1**  
BANK BARRACOR, BUNNY BOY, BOMBAC, EPIC BARRACOR, JUNGLE LEFT, THE THUNDERCAGE, EPIC THE G. PALACE AND BOTTLE (10) (10) (10) (10) (10) (10) (10) (10) (10) (10)  
ST & AMIGA 19.99

**THE GREAT EASTERN WAR**  
BAND (10) (10) (10) (10) (10) (10) (10) (10) (10) (10)  
TERRY, TROUBLE, EPIC (10) (10) (10) (10) (10) (10) (10) (10) (10) (10)  
ST & AMIGA 19.99

<b>16 BIT DOUBLE DISK DOUBLE DISKETTES</b>		<b>16 BIT BOOKS</b>
1	1.99	1.99
2	2.99	2.99
3	3.99	3.99
4	4.99	4.99
5	5.99	5.99
6	6.99	6.99
7	7.99	7.99
8	8.99	8.99
9	9.99	9.99
10	10.99	10.99
11	11.99	11.99
12	12.99	12.99
13	13.99	13.99
14	14.99	14.99
15	15.99	15.99
16	16.99	16.99
17	17.99	17.99
18	18.99	18.99
19	19.99	19.99
20	20.99	20.99
21	21.99	21.99
22	22.99	22.99
23	23.99	23.99
24	24.99	24.99
25	25.99	25.99
26	26.99	26.99
27	27.99	27.99
28	28.99	28.99
29	29.99	29.99
30	30.99	30.99
31	31.99	31.99
32	32.99	32.99
33	33.99	33.99
34	34.99	34.99
35	35.99	35.99
36	36.99	36.99
37	37.99	37.99
38	38.99	38.99
39	39.99	39.99
40	40.99	40.99
41	41.99	41.99
42	42.99	42.99
43	43.99	43.99
44	44.99	44.99
45	45.99	45.99
46	46.99	46.99
47	47.99	47.99
48	48.99	48.99
49	49.99	49.99
50	50.99	50.99
51	51.99	51.99
52	52.99	52.99
53	53.99	53.99
54	54.99	54.99
55	55.99	55.99
56	56.99	56.99
57	57.99	57.99
58	58.99	58.99
59	59.99	59.99
60	60.99	60.99
61	61.99	61.99
62	62.99	62.99
63	63.99	63.99
64	64.99	64.99
65	65.99	65.99
66	66.99	66.99
67	67.99	67.99
68	68.99	68.99
69	69.99	69.99
70	70.99	70.99
71	71.99	71.99
72	72.99	72.99
73	73.99	73.99
74	74.99	74.99
75	75.99	75.99
76	76.99	76.99
77	77.99	77.99
78	78.99	78.99
79	79.99	79.99
80	80.99	80.99
81	81.99	81.99
82	82.99	82.99
83	83.99	83.99
84	84.99	84.99
85	85.99	85.99
86	86.99	86.99
87	87.99	87.99
88	88.99	88.99
89	89.99	89.99
90	90.99	90.99
91	91.99	91.99
92	92.99	92.99
93	93.99	93.99
94	94.99	94.99
95	95.99	95.99
96	96.99	96.99
97	97.99	97.99
98	98.99	98.99
99	99.99	99.99
100	100.99	100.99

**ORDER FORM AND INFORMATION**

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: SOFTWARE CITY, Unit 4, The BOC, 21 Temple Street, Wiltverhampton, WV2 4AN.

**ORDER FORM**

NAME: \_\_\_\_\_  
 ADDRESS: \_\_\_\_\_  
 POSTCODE: \_\_\_\_\_ TEL: 0902 \_\_\_\_\_

Name of Game	Computer	Value





**CORPORATION**

Steals from Paul Harvey

Take a sheet out of the cover and you're in the SOC building and use it to blow up the walls of the car if you are imprisoned. Place the bomb in one corner after setting it to reverse to the furthest corner. Stock controls and detectors as soon as possible, but if the alarm stops off, you like hell, the better from the screen you get the better. The key to using the powers of the mind lies in the head of the left handpiece of the body above the 'damage' rating.

**HITCHHIKERS GUIDE TO THE GALAXY**

An answer to one of the most common queries how to get the Babel Fish. Thanks to Gavin Manning.

First take both the vehicle and the boat. Then hang your gear on the boat (after removing it). Next come the shoe with the boot and cover the panel with the control. Put the pink mail on top of the vehicle and press the dispenser button. A Babel fish should appear, give over the vehicle of the game and take the boat, it's a clearing about there comes out and picks up the fish. It then hits the vehicle causing the pink mail and fish into the air. An upper half of the vehicle, leaving what comes out, collect only the pink mail (it's not) though the mail and the Babel fish lands in your car with a loud 'pop'!

...and how to enter the engine room. The game says that this is a very dangerous room and you will die if you enter it. That is not true, but it is very obvious. Simply be as obstinate about getting in there and you will eventually. There's says there is nothing in the room but for being ugly. Don't look and examine the room and something will be on your side.

# CORRUPTION

**The solution completed by Alexis Kofteras**

After collecting your things from the government, go to David's office and remove the television. Near the staircase and later to the safe with it. Unlock the safe and get the chips. Go to La Manaco and show the chips to the waiter. He will lead you outside the casino - break on the door to get in. Give the chips to the taller who will then ask you to bring him a document. Wait in the casino until 4 O'clock then go to Mr Hughes' office. Use your credit card to unlock the door.

Enter the office, smash the drawer, and get the document. Read it and then go to the police. Tell Powell about the document. Once in the interview room, give the envelope to Godbard, ensuring that it contains the cheque. Tell Godbard about your DMV then give him the document. He will ask you to cooperate with him - you must accept. Go to La Manaco and show chips to the waiter. Enter the casino and give the document to Charpentier. Don't panic! The police will break in to save you. The only thing you have to do is sit comfortably in your chair and enjoy the end!

## INFOLINES

Lots of people have asked me about adventure creators for the Amiga so I was pleased to hear of 'Hatrack II' from Hayley Software. Features are said to include a built in multiple sentence parser handling verbs, nouns, adjectives and prepositions, a mouse-driven graphical compass/coloured panel designer and total control over screen layout and colour. A play-test feature is that you can see more snippets to examine and alter the state of play, so cutting down development time. The price is £29.95 and more details are available from Hayley Software, 27 Wincington Road, Margate, Swanton, 188 876.

MAKE MEMORIES OF THE

**NAUGHTY  
JOKE  
LINE**  
0898 800 245



**JOKE OF THE CENTURY**  
0898 800 208



**FAT  
FREDA'S  
RUDE  
JOKES**

0898 800 207

**HORROR  
LINE**

0898 800 288

**ALLSIE NAUGHTY JOKES**  
0898 800 207

**TASTELESS TOM'S**

**BAD**

**TASTE**

**JOKES**

0898 800 210

**BOOKER WILKINS**

0898 800 211



**MEL ENOUGH**  
**COMPUTER  
DRAWING**



**JOHN  
TANISH**  
**CONSOLE  
GAMES**  
0898 299 390

**THE HOTTEST  
GAMES  
SECRETS**  
0898 299 390

**SAM COOPER  
HOTLINE**  
0898 299 380

Freemove Games, P.O. Box 14, Sarnes, Warwick, CV34 6AA.

Call charges at 0898 800 200 and 0898 800 207 are other lines.

# GUNFIGHTER



**USE YOUR VOICE  
TO OUTDRAW  
THE GUNFIGHTER  
CASH PRIZES**

**0898 31 35 90**

PRODA, PO Box 26 27, 601 Colchester, Sny Park Rd, Deeping, Leic. LE12 6JH. Other lines

## RAVEN GAMES LONDON

64 Durham Road, Bromley, Kent BR2 0SW  
Tel: 081-484 2833 Ring now for latest releases

### SEGA MEGA DRIVE

ATARI LINK

Nintendo

IBM



GAMEBOY

PC SUPER  
GRAPH

Second Hand Games  
SAG for Full Price List



GUARANTEED FAST DELIVERY



# PREMIER MAIL ORDER

Prices marked \* are not yet available and will be sent on date of release.

Please send cheque/PBA/credit card, and expiry date if:

Dept AC12, Tisburybridge Ltd., 8 Backwaters Sq., Burrell Mills, Basildon, Essex, SS13 1BQ.

Please state make and model of computer when ordering. Post pay. £ R on orders over £1.00. Free item £3.00 and Europe add £1.00 per item. Elsewhere please add £1.00 per item for Airpost. These offers are available. Most orders free. Telephone orders, non-del. Bank Dep. Sunday Allow. Dep. Fax orders: 02649 998006, Tel Orders: 02649 390706.

NAME	ST	AMOUNT	NAME	ST	AMOUNT	NAME	ST	AMOUNT
13 Meg Upgrade	10.00	10.00	Planet	10.00	10.00	Portrait	10.00	10.00
13 Meg Upgrade with disk	12.00	12.00	Fun Football 10 Y	10.00	10.00	Portrait 2	10.00	10.00
16000	10.00	10.00	Fun Football 11 Y	10.00	10.00	Portrait 3	10.00	10.00
16000 II	10.00	10.00	Fun Football 12 Y	10.00	10.00	Portrait 4	10.00	10.00
16000 III	10.00	10.00	Fun Football 13 Y	10.00	10.00	Portrait 5	10.00	10.00
16000 IV	10.00	10.00	Fun Football 14 Y	10.00	10.00	Portrait 6	10.00	10.00
16000 V	10.00	10.00	Fun Football 15 Y	10.00	10.00	Portrait 7	10.00	10.00
16000 VI	10.00	10.00	Fun Football 16 Y	10.00	10.00	Portrait 8	10.00	10.00
16000 VII	10.00	10.00	Fun Football 17 Y	10.00	10.00	Portrait 9	10.00	10.00
16000 VIII	10.00	10.00	Fun Football 18 Y	10.00	10.00	Portrait 10	10.00	10.00
16000 IX	10.00	10.00	Fun Football 19 Y	10.00	10.00	Portrait 11	10.00	10.00
16000 X	10.00	10.00	Fun Football 20 Y	10.00	10.00	Portrait 12	10.00	10.00
16000 XI	10.00	10.00	Fun Football 21 Y	10.00	10.00	Portrait 13	10.00	10.00
16000 XII	10.00	10.00	Fun Football 22 Y	10.00	10.00	Portrait 14	10.00	10.00
16000 XIII	10.00	10.00	Fun Football 23 Y	10.00	10.00	Portrait 15	10.00	10.00
16000 XIV	10.00	10.00	Fun Football 24 Y	10.00	10.00	Portrait 16	10.00	10.00
16000 XV	10.00	10.00	Fun Football 25 Y	10.00	10.00	Portrait 17	10.00	10.00
16000 XVI	10.00	10.00	Fun Football 26 Y	10.00	10.00	Portrait 18	10.00	10.00
16000 XVII	10.00	10.00	Fun Football 27 Y	10.00	10.00	Portrait 19	10.00	10.00
16000 XVIII	10.00	10.00	Fun Football 28 Y	10.00	10.00	Portrait 20	10.00	10.00
16000 XIX	10.00	10.00	Fun Football 29 Y	10.00	10.00	Portrait 21	10.00	10.00
16000 XX	10.00	10.00	Fun Football 30 Y	10.00	10.00	Portrait 22	10.00	10.00
16000 XXI	10.00	10.00	Fun Football 31 Y	10.00	10.00	Portrait 23	10.00	10.00
16000 XXII	10.00	10.00	Fun Football 32 Y	10.00	10.00	Portrait 24	10.00	10.00
16000 XXIII	10.00	10.00	Fun Football 33 Y	10.00	10.00	Portrait 25	10.00	10.00
16000 XXIV	10.00	10.00	Fun Football 34 Y	10.00	10.00	Portrait 26	10.00	10.00
16000 XXV	10.00	10.00	Fun Football 35 Y	10.00	10.00	Portrait 27	10.00	10.00
16000 XXVI	10.00	10.00	Fun Football 36 Y	10.00	10.00	Portrait 28	10.00	10.00
16000 XXVII	10.00	10.00	Fun Football 37 Y	10.00	10.00	Portrait 29	10.00	10.00
16000 XXVIII	10.00	10.00	Fun Football 38 Y	10.00	10.00	Portrait 30	10.00	10.00
16000 XXIX	10.00	10.00	Fun Football 39 Y	10.00	10.00	Portrait 31	10.00	10.00
16000 XXX	10.00	10.00	Fun Football 40 Y	10.00	10.00	Portrait 32	10.00	10.00
16000 XXXI	10.00	10.00	Fun Football 41 Y	10.00	10.00	Portrait 33	10.00	10.00
16000 XXXII	10.00	10.00	Fun Football 42 Y	10.00	10.00	Portrait 34	10.00	10.00
16000 XXXIII	10.00	10.00	Fun Football 43 Y	10.00	10.00	Portrait 35	10.00	10.00
16000 XXXIV	10.00	10.00	Fun Football 44 Y	10.00	10.00	Portrait 36	10.00	10.00
16000 XXXV	10.00	10.00	Fun Football 45 Y	10.00	10.00	Portrait 37	10.00	10.00
16000 XXXVI	10.00	10.00	Fun Football 46 Y	10.00	10.00	Portrait 38	10.00	10.00
16000 XXXVII	10.00	10.00	Fun Football 47 Y	10.00	10.00	Portrait 39	10.00	10.00
16000 XXXVIII	10.00	10.00	Fun Football 48 Y	10.00	10.00	Portrait 40	10.00	10.00
16000 XXXIX	10.00	10.00	Fun Football 49 Y	10.00	10.00	Portrait 41	10.00	10.00
16000 XL	10.00	10.00	Fun Football 50 Y	10.00	10.00	Portrait 42	10.00	10.00
16000 XLI	10.00	10.00	Fun Football 51 Y	10.00	10.00	Portrait 43	10.00	10.00
16000 XLII	10.00	10.00	Fun Football 52 Y	10.00	10.00	Portrait 44	10.00	10.00
16000 XLIII	10.00	10.00	Fun Football 53 Y	10.00	10.00	Portrait 45	10.00	10.00
16000 XLIV	10.00	10.00	Fun Football 54 Y	10.00	10.00	Portrait 46	10.00	10.00
16000 XLV	10.00	10.00	Fun Football 55 Y	10.00	10.00	Portrait 47	10.00	10.00
16000 XLVI	10.00	10.00	Fun Football 56 Y	10.00	10.00	Portrait 48	10.00	10.00
16000 XLVII	10.00	10.00	Fun Football 57 Y	10.00	10.00	Portrait 49	10.00	10.00
16000 XLVIII	10.00	10.00	Fun Football 58 Y	10.00	10.00	Portrait 50	10.00	10.00
16000 XLIX	10.00	10.00	Fun Football 59 Y	10.00	10.00	Portrait 51	10.00	10.00
16000 L	10.00	10.00	Fun Football 60 Y	10.00	10.00	Portrait 52	10.00	10.00
16000 LI	10.00	10.00	Fun Football 61 Y	10.00	10.00	Portrait 53	10.00	10.00
16000 LII	10.00	10.00	Fun Football 62 Y	10.00	10.00	Portrait 54	10.00	10.00
16000 LIII	10.00	10.00	Fun Football 63 Y	10.00	10.00	Portrait 55	10.00	10.00
16000 LIV	10.00	10.00	Fun Football 64 Y	10.00	10.00	Portrait 56	10.00	10.00
16000 LV	10.00	10.00	Fun Football 65 Y	10.00	10.00	Portrait 57	10.00	10.00
16000 LVI	10.00	10.00	Fun Football 66 Y	10.00	10.00	Portrait 58	10.00	10.00
16000 LVII	10.00	10.00	Fun Football 67 Y	10.00	10.00	Portrait 59	10.00	10.00
16000 LVIII	10.00	10.00	Fun Football 68 Y	10.00	10.00	Portrait 60	10.00	10.00
16000 LVIX	10.00	10.00	Fun Football 69 Y	10.00	10.00	Portrait 61	10.00	10.00
16000 LX	10.00	10.00	Fun Football 70 Y	10.00	10.00	Portrait 62	10.00	10.00
16000 LXI	10.00	10.00	Fun Football 71 Y	10.00	10.00	Portrait 63	10.00	10.00
16000 LXII	10.00	10.00	Fun Football 72 Y	10.00	10.00	Portrait 64	10.00	10.00
16000 LXIII	10.00	10.00	Fun Football 73 Y	10.00	10.00	Portrait 65	10.00	10.00
16000 LXIV	10.00	10.00	Fun Football 74 Y	10.00	10.00	Portrait 66	10.00	10.00
16000 LXV	10.00	10.00	Fun Football 75 Y	10.00	10.00	Portrait 67	10.00	10.00
16000 LXVI	10.00	10.00	Fun Football 76 Y	10.00	10.00	Portrait 68	10.00	10.00
16000 LXVII	10.00	10.00	Fun Football 77 Y	10.00	10.00	Portrait 69	10.00	10.00
16000 LXVIII	10.00	10.00	Fun Football 78 Y	10.00	10.00	Portrait 70	10.00	10.00
16000 LXIX	10.00	10.00	Fun Football 79 Y	10.00	10.00	Portrait 71	10.00	10.00
16000 LXX	10.00	10.00	Fun Football 80 Y	10.00	10.00	Portrait 72	10.00	10.00
16000 LXXI	10.00	10.00	Fun Football 81 Y	10.00	10.00	Portrait 73	10.00	10.00
16000 LXXII	10.00	10.00	Fun Football 82 Y	10.00	10.00	Portrait 74	10.00	10.00
16000 LXXIII	10.00	10.00	Fun Football 83 Y	10.00	10.00	Portrait 75	10.00	10.00
16000 LXXIV	10.00	10.00	Fun Football 84 Y	10.00	10.00	Portrait 76	10.00	10.00
16000 LXXV	10.00	10.00	Fun Football 85 Y	10.00	10.00	Portrait 77	10.00	10.00
16000 LXXVI	10.00	10.00	Fun Football 86 Y	10.00	10.00	Portrait 78	10.00	10.00
16000 LXXVII	10.00	10.00	Fun Football 87 Y	10.00	10.00	Portrait 79	10.00	10.00
16000 LXXVIII	10.00	10.00	Fun Football 88 Y	10.00	10.00	Portrait 80	10.00	10.00
16000 LXXIX	10.00	10.00	Fun Football 89 Y	10.00	10.00	Portrait 81	10.00	10.00
16000 LXXX	10.00	10.00	Fun Football 90 Y	10.00	10.00	Portrait 82	10.00	10.00
16000 LXXXI	10.00	10.00	Fun Football 91 Y	10.00	10.00	Portrait 83	10.00	10.00
16000 LXXXII	10.00	10.00	Fun Football 92 Y	10.00	10.00	Portrait 84	10.00	10.00
16000 LXXXIII	10.00	10.00	Fun Football 93 Y	10.00	10.00	Portrait 85	10.00	10.00
16000 LXXXIV	10.00	10.00	Fun Football 94 Y	10.00	10.00	Portrait 86	10.00	10.00
16000 LXXXV	10.00	10.00	Fun Football 95 Y	10.00	10.00	Portrait 87	10.00	10.00
16000 LXXXVI	10.00	10.00	Fun Football 96 Y	10.00	10.00	Portrait 88	10.00	10.00
16000 LXXXVII	10.00	10.00	Fun Football 97 Y	10.00	10.00	Portrait 89	10.00	10.00
16000 LXXXVIII	10.00	10.00	Fun Football 98 Y	10.00	10.00	Portrait 90	10.00	10.00
16000 LXXXIX	10.00	10.00	Fun Football 99 Y	10.00	10.00	Portrait 91	10.00	10.00
16000 LXXXX	10.00	10.00	Fun Football 100 Y	10.00	10.00	Portrait 92	10.00	10.00
16000 LXXXXI	10.00	10.00	Fun Football 101 Y	10.00	10.00	Portrait 93	10.00	10.00
16000 LXXXXII	10.00	10.00	Fun Football 102 Y	10.00	10.00	Portrait 94	10.00	10.00
16000 LXXXXIII	10.00	10.00	Fun Football 103 Y	10.00	10.00	Portrait 95	10.00	10.00
16000 LXXXXIV	10.00	10.00	Fun Football 104 Y	10.00	10.00	Portrait 96	10.00	10.00
16000 LXXXXV	10.00	10.00	Fun Football 105 Y	10.00	10.00	Portrait 97	10.00	10.00
16000 LXXXXVI	10.00	10.00	Fun Football 106 Y	10.00	10.00	Portrait 98	10.00	10.00
16000 LXXXXVII	10.00	10.00	Fun Football 107 Y	10.00	10.00	Portrait 99	10.00	10.00
16000 LXXXXVIII	10.00	10.00	Fun Football 108 Y	10.00	10.00	Portrait 100	10.00	10.00
16000 LXXXXIX	10.00	10.00	Fun Football 109 Y	10.00	10.00	Portrait 101	10.00	10.00
16000 LXXXXX	10.00	10.00	Fun Football 110 Y	10.00	10.00	Portrait 102	10.00	10.00
16000 LXXXXXI	10.00	10.00	Fun Football 111 Y	10.00	10.00	Portrait 103	10.00	10.00
16000 LXXXXXII	10.00	10.00	Fun Football 112 Y	10.00	10.00	Portrait 104	10.00	10.00
16000 LXXXXXIII	10.00	10.00	Fun Football 113 Y	10.00	10.00	Portrait 105	10.00	10.00
16000 LXXXXXIV	10.00	10.00	Fun Football 114 Y	10.00	10.00	Portrait 106	10.00	10.00
16000 LXXXXXV	10.00	10.00	Fun Football 115 Y	10.00	10.00	Portrait 107	10.00	10.00
16000 LXXXXXVI	10.00	10.00	Fun Football 116 Y	10.00	10.00	Portrait 108	10.00	10.00
16000 LXXXXXVII	10.00	10.00	Fun Football 117 Y	10.00	10.00	Portrait 109	10.00	10.00
16000 LXXXXXVIII	10.00	10.00	Fun Football 118 Y	10.00	10.00	Portrait 110	10.00	10.00
16000 LXXXXXIX	10.00	10.00	Fun Football 119 Y	10.00	10.00	Portrait 111	10.00	10.00
16000 LXXXXXX	10.00	10.00	Fun Football 120 Y	10.00	10.00	Portrait 112	10.00	10.00
16000 LXXXXXXI	10.00	10.00	Fun Football 121 Y	10.00	10.00	Portrait 113	10.00	10.00
16000 LXXXXXXII	10.00	10.00	Fun Football 122 Y	10.00	10.00	Portrait 114	10.00	10.00
16000 LXXXXXXIII	10.00	10.00	Fun Football 123 Y	10.00	10.00	Portrait 115	10.00	10.00
16000 LXXXXXXIV	10.00	10.00	Fun Football 124 Y	10.00	10.00	Portrait 116	10.00	10.00
16000 LXXXXXXV	10.00	10.00	Fun Football 125 Y	10.00	10.00	Portrait 117	10.00	10.00
16000 LXXXXXXVI	10.00	10.00	Fun Football 126 Y	10.00	10.00	Portrait 118	10.00	10.00
16000 LXXXXXXVII	10.00	10.00	Fun Football 127 Y	10.00	10.00	Portrait 119	10.00	10.00
16000 LXXXXXXVIII	10.00	10.00	Fun Football 128 Y	10.00	10.00	Portrait 120	10.00	10.00
16000 LXXXXXXIX	10.00	10.00	Fun Football 129 Y	10.00	10.00	Portrait 121	10.00	10.00
16000 LXXXXXXX	10.00	10.00	Fun Football 130 Y	10.00	10.00	Portrait 122	10.00	10.00

# ACE CROSSWORD

Our monthly prize word puzzles, set by the inimitable MIPs

Origin complains from a small minority of readers, the ACE Crossword seems to be growing in popularity every month. Would you get your entry in before this month's deadline?

## PUZZLE PRIZES

Until recently, we've been offering £10 cash prizes for winners of the ACE puzzle and crossword. But several people have been sitting on their hands instead. From now on all prizes will be in software, so please make sure you include your name, address and telephone for mail before you enter.

## CLUES ACROSS

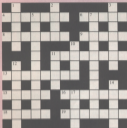
- 4 Teenage mutants let out develop (7)  
 6 Colour to be seen in RAM development (5)  
 8 Prisoner of game from Mindscape (7)  
 9 Admission of entry losing his head (5)  
 11 Game for lad attached to push-chair (8)  
 13 New development, i.e. Zen, for computer game (8)  
 15 Devil of a disguise for Santa from 12 down (5)  
 16 Award he gets for developing Activision game (7)  
 18 Does away with skill say some (5)  
 19 Game, so I play the game (7)

## CLUES DOWN

- 1 Alan's crystals (5)  
 2 Fuel some of the wilder viruses (4)  
 3 Game from 4th Dimension that's very non-constructive (7)  
 5 Game in which nothing is forgotten? (5,6)  
 7 Virgin's flying circus

## ATTENTION!

Have you won a prize for either the ACE puzzle or the ACE crossword which you have not received? If you're one of those unlucky souls, give us a ring and we'll send you our introductory literature that we would consider giving you individual clues of games in progress, but we'll make sure the games get the prize money.



- 10 Game split in game from Origin Systems (4)  
 11 Give computer a kick to load programs? (4)  
 12 Mania, I'd feebly formed a software house (7)  
 14 Scores reveal a serviceable type of printer (5)  
 17 So Ma returns with game oriented language (4)

## HOW TO ENTER

Every month we offer a first prize worth up to £10 if you're the winner of the first correct cross word solution out of the two. The address for entries is: ACE Crossword, 4th Dimension, 100, New Inn, Bocking Road, Harlow, Essex, Essex, SS16 4AP. The deadline is: 10.00pm 10th December 1988. Entries not acknowledged by closure may not be entered into the competition.

## SOLUTION TO NOVEMBER 90 CROSSWORD

And the winner was Tony Burt of Pocklington, who solved a first game for his group 507.



# READERS' PAGES

## FOR SALE

**ATARI 5200/TFM 14 Top Games Module, Jovialix Excellent Condition - Blank disks 10 magazines £250 Ring Craig 0298-770180**

**COMMODORE 64 64 or 95 games 3 joystick HP5801 printer with GSP Art Studio (advanced) Word processor £200 Tel: 0483-871745**

**AMIGA 5000 - 1MB Ram - 8833 Stereo colour monitor - Nakafuku Mouse - Commodore mouse - joystick - mat - software £575ono 061-748-9947**

**GAMEBOY Nintendo, Penguin Land Tennis £120 the 64 very cheap Amiga games all originals Mr Lane 88 High Street Devon EX17 3LB**

**SPECTRUM 128-1 with manual VOG Chessnut 128- joystick multiplay mouse all boxed 120+ games £230 and call 0371-880028 evenings**

**AMSTRAD CPC 464 + colour monitor Quikstart joystick - £250 worth of games Inc Jolly 800 Battle Stations Football Manager 2 + Topspinners £9 £225ono Tel 06274 22817 after 4pm**

**AMIGA 5000 (1mb) Memory V1.3 £225ono Many top games Inc F100 Realistic, Dungeon Master £10 each Tel: 0272-831988**

**SPECTRUM 128 + includes two joysticks, Dragon Ninja and we are the Champions plus lots more £180 Tel 800-3000 eleven 4-6pm**

**AMIGA GAMES** Programme! There is a unique new list to help you! IBM, CJ Diskem-3 The Woodlands, Northrop M88000/80000 Cleveland

**AMSTRAD CPC 464 colour disk drive joystick working order all this for just £190 Tel: Chippenham 888888**

**ST GAMES 68 each Blood Money Midwinter Frost Bomber, Xanon 2 Night Raider Conqueror Red Centaur Espionage Powertronic Tel 0798-68847**

**COMMODORE 64 DATA recorder computer mouse keyboard 58 games joystick good condition call Crookson Tel: Paul 0268-50587 evenings**

**ATARI 1600ST set bought with accessories top games excellent condition inc. Manual load blank disks Tel: 0274751213 40228 ask for Geoff**

**BARGAIN Z8048 Spectrum with hardware software joystick mags and many extras also ACETRONIC 1000-computer all for £200 on 041-947-2881**

**AMIGA ADVENTURES** Solution disks for various infamous Lucasfilms etc £45 in 4! Barneses 10, Westwood Rd., Ring Brook, Bathurst, 3717 888

## PENPALS

**AMIGA CONTACTS** wanted for swapping the hottest stuff. Send disks for 100% reply for Milnes, Ormskirk.

**Atari 5, 800/7 Sunbeam** Scanner

**AMIGA** Contacts wanted write to Rick 21 Thirlmere Court Congleton Cheshire CW12 4JG 100% reply Prompt

**VCI Fast Amiga** Contacts wanted for cool swapping write to Sigard Kristiansen Box 398, 8620 Kaulsholm Norway

**ATARI ST** and Amiga contacts wanted lots of software to swap Also beginners PD Box 75, 2095 2, Heerjansdijk Holland

**ALANIS DUDE** wants cool contacts everywhere Amiga only send disks to Nilesen PO Box 107 Altonville NSW 2477 Australia No books

**THE GENIUS** wants Amiga contacts anywhere on his planet! Write to WAFHC 38 Spring Close West Gladstone, Sheffield England

**ST Penguins** wanted worldwide write to Edgar Zammit Casa Zammit Bishop Lakeri street B'Kara, Malta 100% reply

## WANTED

**AMIGA 500** wanted swap for a boxed Magazine (paid) inc joystick and 3 games ring Chris for details on 0767-875885 after 5pm

**WANTED AMIGA** Forum issue seven and 8&A. Disk must work completely Write to Mr 148 Winchester Rd, Essingtonke Hants RG27 7YH

## OTHER

**MAKE** Money Quick for this info send SAE to Jason Alan Mansbelle 20 Wilford Rd., Otter Birkenhead, Merseyside, L43 8TD

**AMIGA PD Newsletter** with complete card 07 made payable to Matthew Scott 4 Synchroon Close, School Aycliffe, Co Durham.

## HELPLINE

**ATARI ST** Article under Send samples of your work for inclusion in non profit low trade-kill magazine Send blank disk for issue 2 all work acknowledged Steve, 1 Beachfield House Mount Vernon, Thurso IV14 8DW

**HELP!** I need to find a good AMIGA GDS artist and Code! I am a musician who wants to form a demo crew and produce some cool demos. Don't let your head work get to waste, let people all over the world see what you can do! 100% reply Contact MATTHEW at 11 Louisa Court, Duval Health, Birmingham B14 5WY Mids today!

**FIELDWORK** At 800 Offers Help and advice on all aspects of STOS programming Tel: 0767 270640-Dave At Speeds up to 2400

**I AM DESPERATELY** looking for Special 128K versions of Moonstone, Music composer, Dragonis.

**Notes about, Solar for Deluxe, Asterisk, Waterloo and offers for the Spectrum 128 on tape Linux Staffer, Postmagaz 24 (40) Grindale, West Germany**

**DOES ANYONE** have a copy of my of the exploding fat for the cat? Write to K Evans, 125 Edmund Street Birmingham

**HELP NEEDED** in town - amiga contacts wanted Frank van den Boven, Kerkhofstraat 24, 8040 Grimbergen, Belgium

**Help needed** for made in Larry 3 IBM Format Can Supply help for various other PC files will also swap

**COMMODORE 64** required urgently vital! important! Writing to pay £200 Contact Len Stevens Tel: 0750-12760 DO NOT DELAY

**HELP NEEDED** on Amiga versions of W Type Castle Master and New Zealand Story Please state in reply if reply

## NOTICE!

**DO YOU WANT TO BE IN OUR READERS PAGE? YES? THEN GO TO PG 120 AND FILL IN THE ENTRY FORM AND STICK IT IN THE POST!**

TELEGAMES Includes Largest Stock of Video Games & Cartridges For...

SEGA MEGA DRIVE

NINTENDO GAMEBOY

LYNX

PC SUPER DRIFT

SEGA

SNK 16-BIT

ATARI 16-BIT

The leading video game specialists. Send for the latest news of games!

TELEGAMES, WILTON, LEICESTER, LE1 7PL, 0533-034043

# FREEBIES

**Mark Smiddy casts a watchful eye over the wide world of Public Domain software and finds from little oranges... giant games doth grow.**

**M**anly. STOS has been well reviewed in some quarters and criticism is offered in both cases with good reason. But this article is not about tearing strips off STOS for AMOS - it's about what programmes have been up to. Since the proof of the pudding is in the eating - spoons at the ready - let's discover if STOS and AMOS really are what they're cracked up to be. Or are they just a test vehicle for prototyping games?

## LAND AHOY...

"Well, above the timber masts, that soft old pirate, Captain Blackfoot has gone off an old his treasure map. He's managed to find the island where he buried it alright, but now the crew are threatening a mutiny if he doesn't come up with the goods - and pretty quick too! Why only last night, one could hear the sound of sharpening cutlasses, plotting on the poop deck, grumbling in the galley and murmurs by the mainmast."

That about sums up the level of interest required to play Treasure Search (ST and Amiga, public domain) but it is a proliferation of Puffinich or just a load of old hodgepodge? To be honest, and although I hate to admit it, this hidden game is great fun. The idea is simple enough, one or two players have to locate the treasure on a fictional 10 x 10 km island paradise.

Keeping things as straightforward as

possible it only has two levels of difficulty - easy (unlimited moves) or hard (limited moves). There's also an optional hint system - more of that in a moment. After the players have made their choice, the game starts with a grid map and the captain asking where they think the treasure lies. Two numbers have to be entered - the number of Ore to move from East to West, and similarly along the North South line. Then, a little pair of feet tramp along to the extent of location and search for hidden treasure.

Unless the player locates the treasure, the old sea dog booms, "There's no treasure here, shipmate!" This is usually accompanied by one of several pictures depicting where the captain is being pursued by a bear, leading into a bear's mouth, about to become a nation's main course, even obliterated - with appropriate gurgling sound FX.

## NAMELESS PUDD

**Game of Middleborough would like you to know about their "Magicalite" competition. Every customer spending something gets a raffle ticket and the draw is made at the end of trading every Saturday. This competition is running up until Christmas. They can be contacted on 0445 239125.**

If the hint system is active, the program tells the player how many Ore they are away from the treasure. This is especially useful for young minds to help with an appreciation of 2D spatial coordinates and distancing.

At the end of the game, the player either gets the reward of the captain's greedy voice shouting "You've found my treasure" or a sight of the crew finally losing faith and making the poor guy walk the plank. The graphics are clear and colourful and the sound effects amusing. For little more than the price of a stick, this PD offering certainly doesn't show the real power of STOS & AMOS, but should provide hours of perusing, but pretty basic fun for generations of us. Price: £2.95 (ST) or £3.49 (Amiga).

## ROLL 'EM

Getting a description of Poker Dice (IT only) would not do it any favours - it just has to be seen (and heard) to be believed. Apart

from being a great little game to while away the odd half-hour, from the title screen to the desktop - it's a beautifully designed and brilliantly thought-out implementation. For those who have never played poker dice before here's a quick review of the game.

In essence the game is a simplification of the classic card game, Poker. In Poker you have 52 cards and each player receives five. From this, each attempts to collect cards making up sequences: two kings and three aces, two pairs, numerical run and so on. Poker dice works in the same way but since a die only has six faces, only six "suits" are possible: nine, ten, jack, Queen, King and Ace. This simplifies the game considerably because there are no suits to confuse matters.

What gives this extremely simple game the massive edge is the level of perfectionism the author has involved in the graphics and sound. The title page is a digitised image of eight-line Las Vegas accompanied by some raucous digitised music. Clicking the mouse takes the player to the control screen where you decide how many human players will play (up to five players can partake in any one game with any mix of humans and computer. With zero human players the game enters a simulation mode).

The real treat comes as gameplay starts. A lovely little sampled Croupier shouts, "Here!" and one of a set of doors behind the playing area opens, and a die spins out in perspective 3D that wouldn't look out of place in Bangladesh. The next four dice spin out in a similar fashion, each accompanied by a satisfying "twink". Click on the dice to hold and a gold label drops from behind with another sampled "clang". So it goes on until the round finishes.

Poker Dice plays an average but satisfying version of the game - not impossible to beat, but not too easy. However, gameplay is not what Poker Dice is really about - if ever there was a beautiful demo of what can be done in STOS, this is it. The graphics and sound are really impressive - suffice to say, if the Stamp Book, Speedball, Xenon etc.) had written Poker Dice, it would probably look like this. This deserves to be in every collection: at £2.95, it ought to be!

## THE LAST WORD

Which brings me to the reason why this month's round up almost didn't make it. Publishing deadlines? Don't you make it - courtesy of Sansha Software came a game which has to add itself: I had to surgically remove from the ST offers it called? Pudding Crazy - and no prizes for guessing what it's based on. Full review next month. The attention game courtesy of Sansha Sharkey's AMOS PD Library.

Sansha is one of the recognised distributors of the homebrew games mentioned, this ensures the extra charge levied on those programs is given directly to the author. Her address is Sansha Sharkey, the AMOS PD Library, 25 Park Road, Illogan, Llanio, W96 5AA, Tel: 0940 495261.

## WE WANT YOU

**Whodya mean, "my PD Library" games hasn't been included? Well, here's just one more and complete, write to the address, Co. SAC at the usual address, marking your envelope in LARGE LETTERS "FREE PAGES PD".** **Dicks cannot be returned - but what's the price of a stick compared to coverage in ACE?**

# ENCYCLOPAEDIA MICROMANNICA

**H**ere it is... a list of those vital topics that every aspirant gamer needs to have at his command. And because you finished the first of two parts, Tetris doesn't mean you'll be the star of the party. No chums, you need know-how. And here's where to find it...

Each entry has a brief explanation, followed by a reference to an issue, so that you can hunt down the full load, in-depth, ACE assessment.

If, however, you missed an issue because you were abroad on a covert SAS operation, or serving a long sentence in Botswana, or some other unlikely excuse, fret no longer. Back issues are available for subscribers from ACE 4 (exclusive) except ACE 11 at the giveaway price of £2.50 each in the UK and £3.50 each for overseas. These prices include post and packaging (surface mail). Overseas readers wanting airmail delivery should enquire as to the cost at the address below, listing 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 500,  
Leicester LE99 5AA.**

• **ASST (AMORPHOUS SITUATIONAL KNOWLEDGE TRAINING)**, combat flight simulator for the US Air Force by Paragonics, uses Falcon software by Spectrum Hoobyde/Microsoft. Features

## ACE Back Issues can expand your collection – and your mind. Here's a checklist of topics covered in previous mags...

include networking for multi-player action, tactile feedback and fingertip weapon selection.

(ACE 14)

• **BETMAN DIGITAL JUSTICE** is the world's first ideamorphic hypertext, by Peter Marino. "Digital is the art medium of the future." (ACE 8)

• **BATTLETECH**, "the world's first complete computer simulation for play", featuring multi-player cockpits equipped with 40MHz 16-million colour graphics processors, stereo spatial sound and flexible controls as you command 31st century Mechs. (ACE 28)

• **BIT COPPER**, the world's first total analysis of entertainment systems by Telematics. Also Bit's cyberworld-44-tripper packs: four 3D bit disks, Sony removable optical disc and custom-made video camplers. (ACE 19)

• **CD4 (Compact Disc Interactive)** is destined to become the entertainment and education medium of the 90s. (ACE 21, 22, 24, 25, 26, 27, 28). Check out issue 30 for multi-media principles – hypertext in particular and issue 24 for a preview of the Philips CD-i system.

• **CDPS**, Commodore's attempt to bring multi-media to the Macworld. An Amiga with built in CDROM drive and CD audio capability, redesigned to look like a PC. (ACE 24)

• **COSMIC DEMO**, the world's first hypertext – courtesy of Open Software/Activision. Check out issue 23 for the first review, issue 24 for a feature on hypertexts, and issue 30 for general hypertext coverage. New Demo CD-ROM version featured in issue 26.

• **FLARE TECHNOLOGY**, inc. of talented Cambridge-based games, hardware engineers. Their custom-designed Flare One micro formed the basis of the Konic console. (ACE 12)

• **FLUENT FM TOWNS**, a 32 bit 14-million colour computer with built in CD-ROM drive. If you bought ACE 25, you could have won one. (ACE 25)

• **HYPERTGAMES** like Cosmic Demo and Betman Digital Justice are paving the way for CD-entertainment. (ACE 24, 25)

• **IMAGE FLIGHT SIMULATOR**, the world's first multi-player 3D-graphics game running at 24 frames per second on 11 Transputers. (ACE 10)

• **INTERACTIVE FLIGHT AND ENTERTAINMENT SERVICES SYSTEM**, Pincay's answer to boring video courses – video games displayed on the seat in front of you. (ACE 25)

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-i. (ACE 25)

• **IONIC CONSOLE**, a powerful British console with revolutionary tactile joystick controller which could change into a steering wheel, motorcycle handle or sensitive yoke. Ultimately failed due to a lack of marketing money. Rumour suggest a new buyer is interested. (ACE 15/25)

• **LIGHTSPEED OPTICS**, Steve researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 90% of the speed of light. (ACE 24)

• **MEDIA LAB**, Boston-based research institute with one simple brief – "invent the future". People at the Massachusetts Institute of Technology (MIT) facility are working on computer generated holograms, interactive computer newspapers and virtual reality man-machine interfaces. (ACE 9)

• **NEO-GEO**, a new home- and arcade-based games console from SNK in Japan, with storage capacity for 64MB games cartridges and E-card capability. ACE gave you an exclusive chance to win one in issue 24. (ACE 22/24)

• **POPULOUS**, highly successful 1983 ACE rated arcade strategy game by Bullfrog/Electronic Arts. (ACE 15/18)

• **RENDERMAN**, the unique 3D graphics system by Pixar which creates polygons with photorealistic detail. (ACE 26)

• **TURBOGRAPHX35**, currently the best colour handheld console – a portable version of the NEC PC Engine, fully compatible with existing games cartridges. (ACE 25)

## GAMEBUSTING WITH THE BACK ISSUES

Due to shortage of space, we've had to postpone our weekly TET guide until next month. Apologies to all concerned. Meanwhile, if you're looking for solutions, here's a reminder of the games we've carried in recent months.

**ISSUE 25**  
Dungeon Master Guide (part one) - Les Light  
A&A and Bard's Tale - Colin Taylor  
Batman: The Movie - Adam Morley

**ISSUE 26**  
Dungeon Master Guide (part two)

**ISSUE 21**  
Space War - David Williams  
and Chris Reed  
Dungeon Master Guide (part three)  
Future Wars - Phil Thompson

**ISSUE 22**  
Dungeon Master Guide (part four, final part)  
Complete guide to Ph - Jojo Gianni and Mark Cook

**ISSUE 23**  
No guides or solutions, but loads of stories

**ISSUE 24**  
Castle Master - Incentive  
Mistake - Monoprice  
Guide to looking on the CD-i

Spot Cheat - Art  
**ISSUE 25**  
Dungeon Guide (part one) - Adam Morley  
Amorphous (part one) - Alan Coates  
Guide to looking on the CD-i (part two)

**ISSUE 26**  
Outsider of the Circus (final players guide) - Paul Thomas  
Lots of stories

**ISSUE 27**  
Outsider (part two)  
Amorphous (part two)  
Guide to looking on CD-i (part three)  
The ACE guide to solutions.



# 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 £5.00 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,  
 Emap B+CP, Priory Court,  
 26-32 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 .....

Method of Payment

- Cheque                       P.O.

Address .....

Please make cheques and  
 postal orders payable to  
**ACE MAGAZINE.**


# ADVERTISERS INDEX

Audiogenic.....	46	K&M Computers.....	164	Romsoft.....	148
Armad.....	45	Kosmos.....	150	Rapid.....	152
Asco.....	6,7,100	Medusa.....	161	Quasoft.....	166
Avcoft.....	41	Munfield.....	163	Raven.....	170
Blackroom.....	98,99	NIPHI.....	150	Strategic Plus Software.....	161
Borwell.....	90	Nivscope.....	57,77,121	Silica.....	85,93
Bruce Everiss.....	170	Microprose.....	16,17,70,71,32,33	Spectravideo.....	79
Console Supplies.....	142	Mimsoft.....	10,23,86,93,97,112	Storm.....	34
Console Quest.....	151	Microsoft.....	136,157	Shekhina Computers.....	171
Cottage Software.....	160	Midland.....	135	Software City.....	168
Domark.....	74,75,166	Mail Coms.....	134	Softsellars.....	128,129
Digital Integration.....	110	Mistral.....	151	State of the Art.....	162
Dial - a Quiz.....	94	Nintendo.....	105	Software.....	138
Elite.....	15	New World Consoles.....	127	TV Games.....	140
Entertainment International.....	130	Ocean.....	IPC,IBC,12,18,63,68	Teach Computers.....	153
GLC.....	146	Official Secrets.....	114,115	TurboWare.....	152
GPS.....	141	Prism.....	122	TC Computers.....	160
Impressions.....	78	Premier mail Order.....	172	Telegames.....	174
Infogames.....	41,24	PC Engine.....	143	Virgin.....	89,102,108,109
Interface.....	138	Poste Haste.....	144	Ubisoft.....	58,60,61,36
Impos.....	152	Proton.....	147	US Gold.....	CMC,22,23,28,29
Instantes.....	170	Psychosoft.....	148	Unicorn.....	150
Jokeline.....	170	Rainbow Arts.....	82,118	Worldwide.....	154



# CHASE H.Q.

## Special Criminal Investigation II



ARCADE  
COMMODORE  
SPECTRUM  
IBM AMIGA  
ATARI ST

TITO

**CHASE H.Q.**  
Special Criminal  
Investigation

...continuing where CHASE H.Q. left off. The Arcade thriller takes you to the bright lights of Paris to the ragged terrain of the Sahel. Your mission is to track down, chase and apprehend the dangerous criminal

**It's FASTER** - explosive power sends you hurtling through various screens - hold the line or through the finish!

**It's TOUGHER**

the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their fire, heavy gunfire, trucks unloading the cargo onto your bonnet... it's the most pursuit game to hit your mic

**ocean**

MASTERS OF THE ARCADE  
CHALLENGE PRESENT...

# PLATINUM

AN AWESOME  
COLLECTION OF FOUR

## GAPCOIN™

CLASSICS

GHOULS 'N' GHOSTS™  
FORGOTTEN WORLDS™  
STRIKER™  
BLACK TIGER™



IBM 84100 cassette & disk, Amstrad cassette & disk, Spectrum cassette & disk,  
Atari ST & IBM E-series (includes I.S.D. System™).

**U.S. GOLD!**

© 1992 U.S. Gold Inc. All rights reserved. The  
CAPCOIN logo, the name of the series and the names of the  
characters depicted herein are registered trademarks of U.S. Gold Inc.  
and CAPCOIN™ are registered trademarks of CAPCOIN CO. LTD.  
Manufactured and distributed exclusively by U.S. Gold Inc.

**GAPCOIN™**

U.S. Gold Inc., Suite 370 Redwood Way, Redwood, Washington 98 148, Tel: (800) 825 1366.