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EXPERIENCE

# GREMLINS

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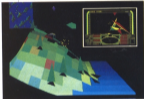
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Advanced Computer Entertainment • Future Publishing, 4 Queen Street, Bath, BA1 1EQ • 0225 448204, Fax 0225 448218, Telexcode Gaid 34707152, Prestel/Morwell 848 874 011 • Co-editors Peter Cornes, Steve Goshie • Reviews Editor Andy Wilson • Staff Writers Dave Fuxler, Andy Smith • Art Editor Trevor Ditham • Publisher Chris Anderson • SUBSCRIPTIONS & SPECIAL OFFERS: Camille Anne Pomer, The Old Barn, Somerton, Somerset TA11 9PP • 0458 74011 • COLOUR REPRODUCTION: Russes Reproduction, 252a Wells Road, Bristol BS24 0DL • DISTRIBUTION: SM DISTRIBUTION, 10/18 Tandy Gardens, London SW9 6DX • 01-274 80115 • PRINTING: Chase Web Offset, Plymouth • © Copyright FUTURE PUBLISHING LTD 1987 • No part of this publication may be reproduced in any form without our permission.

**38.....Arcade Ace**  
Get coin-op action with **Road Blaster** and **Time Scanner**.



**87.....Adventures**  
Baffled by Babel fish? The **Pilgrim's Playing Guide to Hitchhikers Guide** will sort you out. Plus news of Level 9's solo release **Gnome Ranger** and all the tips that make **The Pilgrim** the winningest adventure around.



**88.....Tricks 'n' Tactics**  
Five pages of the tricks, tactics and pokes that can get you further up the high-score table. Including step-by-step guide to playing **KOE**, and a veritable bonanza of pokes.

## BUY LINES

**104.....Special Offers**  
**ACE** mail order offers you **amazing bargains** - up to **£4 discount** on some games. Don't miss out.

**103.....Subscription Offer**  
Knock another **18** **quid** off those mail order bargains when you subscribe to **ACE**. Don't be a chump; get on to it **NOW!**

## COMPETITION

**14.....Two Grand Slams!**  
Win **FREE** software for a **YEAR** from the Telecom Soft range - and that means **Paintbox**, **Firebird** and **Firebird Silver**. It could be worth over **£300** each to four lucky readers. Don't miss out!

## Dear ACE,

I give up. Issue 1 was bad enough - how you managed to get two free complete games on the cover is totally beyond me. And now you go and shove a playable demo of **Bubble Bobble** on the cover of issue 2! What am I supposed to do? Start a loungeette? Take a slow boat to China? Are you trying to put me out of business?

What really makes me sick, though, is the stuff you actually print. Just because those **Consons**, **Cookes** and **Willons** have been around since day one of computer entertainment, does that give you the right to exploit them so mercilessly in filling your pages with such horribly authoritative reviews? With such sickeningly brilliant tips? With such diabolically insightful features?

And that's not even counting that sparklingly weird look of solid-3D games, or the cartoonish **Pilgrim** guide to **Hitchhikers**, or...

I've had enough. Please send me the next twelve copies of **ACE** and give me a special £10 subscriber discount off my copy of **Mutant Bismarcker: 3D-Ape On Rondo Mountain**.

Yours sincerely,  
**Adrian Nightingale**,  
Publisher of **Yesterday's Computer Entertainment**

Since this is a serious magazine, we will be doing our best to give all our readers what they want, including Mr Nightingale, we draw the line, however, at including games like **Mutant Bismarcker** in our special offers section.

The Editor

**20.....Cover cassette**  
Full instructions on loading and playing these five fabulous screens from **Bubble Bobble**.



# RED L.E.D.



## REAL ARCADE ACTION AT ITS BEST!

This year in 2076 Earth's most resources are finally running out (again). You must bridge the gap to the much needed outer supplies, using three WWW oligopolistic turbo-credits to tick up the wild exorbitant turbo-credit grid.

### AREAS INCLUDED

- Full 3D smooth scrolling action
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- Guide and energy generators
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- Awarded 99 by Tony Stewart

STARLIGHT  
GAMES

004 100 000 01.00 000 100  
004 102 00 00000 000  
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# ACE NEWS



Charlie Chaplin in City Lights can't be long in a videogame!



Charlie Chaplin assembling the best weapon for ST.

## US GOLD'S CHRISTMAS CRACKERS

**X**mas is coming, and US Gold plan to be ready for it. They've got some heavyweight licensing deals, a couple of big sequels and a stockpiling of savings conversions, all set out between now and you know when.

First Gauntlet's forthcoming appearance on US Gold's black-leasing Amiga compilation Gold Gold will be replaced as a full-price title by the potentially even bigger Gauntlet II - based on the 2600 sequel it'll have a host of extra features to attract the street and club crowd. The similarly compiled Intimidator will be replaced by Intimidator II - The Devil Day, which features three more missions for the heroic McChains. The good news here is that Intimidator I owners (and Gold Gold/buyers for that matter) can get the extra missions alone at a very reasonable £5.00, though they couldn't do a similar upgrade for Gauntlet, really.

The real heavy hitters in Gold's Xmas lineup should be their new savings licenses. They've got Indiana Jones and the Temple of Doom for all you bungee fanatics out there, and the really rather violent Flyer should also be sufficient across all major formats very soon. Rather nearer Xmas we can expect the smash hit state-of-the-art-up 700 Degrees - though how they'll manage without those special controllers isn't too clear - and the memorably successful real-time game Out Run. Aminal and Q&A (some of the latter look promising, but it's still too early to tell whether the 8-bit market will be up to a second Out Run/computer.

Last, but by no means least, US Gold have pulled out all the stops in their bid for the "Wendell Licensing Deal" award by tying up games agreements on no less than three dead people. Not such obvious winners as



Character 2 in the ST character selection screen.



Out Run is an impressive format stretch, but still a real bit!

times or take-ups you might think, but US Gold reckon that the dead people in question - Charlie Chaplin, Marilyn Monroe and James Dean - should be worth a look or two for them. First in line for "conversion" is Charlie Chaplin, but Gold have confounded industry cynics by coming up

with a relevant and even tasteful game.

Rather than the Jay Jay Charlie the Chaplin license immediately suggests to most people, the first game to come from the deal will be a film industry arcade adventure.

The player must finance, produce and direct some of Chaplin's best known pictures, starting with the classic City Lights. ST screen shots look very impressive, and the monochrome theme should lend itself nicely even to the Spectrum. Looks like tasteful stuff - but bear in mind the fact that US Gold haven't definitively ruled out some kind of platform game.

## EYE EYE

**I**f you work for what seems like the past few months "board" have been pouring in to the ACE office, all of them bearing images of an eye. The PR source of these resolutely refused to say what it was all about. Now, at last, it can be revealed. Eye is the computer game of Eye. Its brand new board game - which creators expect it to be the next Mastermind or Trivial Pursuit.

Eye is created, damn, can be played by anyone from 7 years onwards; yet, they say, it can be more complex than chess. The



board game consists of concentric circles changing patterns as they rotate. The colours of the players' counters correspond to some of the colours on the board, and the aim is to control your own colour. Sounds pretty baffling. Get it and 10-to-100 more versions are coming real soon from Endurance-Games.

## FIRING UP THE AMIGA

**I**ntel have some good news for Amiga owners with the planned launch of their classic game Sentinel. Work will soon be in progress on this, their first Amiga product. The ST version of the game was very good indeed, so the Amiga ought to be a real treat. It's good to see Intel putting some commitment behind Amiga as well as the ST.

## COMMODORE GET THE BLUES



The sublime spirit that fuses Chelsea, you'd think they could have pulled their socks up.

**C**ome on you blues! It's likely to be the rallying cry of anyone working for Commodore UK following a £1.25 million sponsorship deal signed with Chelsea FC. For three years the Chelsea team will wear the Commodore name and logo on their shirts. That's going to be pretty good for Commodore if

Chelsea win lots of matches, do well in the FA Cup and get themselves on the telly a lot. But who'd want to be the man who put pen to cheque if Chelsea manage to get relegated to the Third Division in successive seasons? Soccer can be a funny old game, Brian.

Soccer sponsorship is nothing

new in the Amiga boys. Commodore Germany already sponsor Bayern Munich and - pretty weird, this - Dynamo Kiev, so their forays into western parts will start follow suit? Are footballers set for the soccer sponsorship deal of the century? Probably not, but watch this 'sponsorship space' anyway.

## TELLY GAMES

**I**ntel's new label TV Games is set to bombard you with the prog of the prog. Launched at the PCA Show is Treasure Hunt, based on the Arkady Rice halcyon quiz show. This is to be followed by Knight Rider, a re-creation of the superbly programmed. Don't be also missing Babbage and Countdown, two more quiz game programs that were originally released by the now defunct Magna. We are informed that those last two are being upgraded.

## VIRGIN'S DOLL

**I**n another game of the doll, following Mark, Conquest, Masters of the Universe, Transformers and Gears, Virgin are finally getting in on the act with Action Force, a game based on the marvellous toy.

Programmed by the Gang of Five, Action Force takes place on the island of Balmora (dolly name, that is), where the enemy COMBA (badly name, that is) have mounted a surprise attack on allied forces. The Action Force team have to rescue a hard disc left behind in the ensuing panic. The game should be available some time in October for Spectrum and CD.

### DRILLER UPDATE

Latest Driller screenshots from Incentive show just how close the first freespace game is getting to solid, playable reality.

## BERMUDA PROJECT

**I**t is a nice little holiday in the sun. Instead Microsoft drop you right in the middle of the Bermuda Triangle that mysterious portion of the Atlantic that has spawned more 'amazing mystery' books than the Dresden. You play a reporter - lucky old you - dropped an island which is made up of numerous 'time pockets'. You have to use your skills to move around and, presumably, get back to the year stop. (20.95 on ST, out mid-October.



## CENSORED!

German computer users may have fun having their way into the *FAZ* databases, but they won't get quite so far having people's heads off from now on. Palace Software's *Stromtrieb*—an up-Badenian has just taken foul of their Germany's Bundesprüfstelle für Jugendgefährdende Schriften — the federal organization responsible for letting youth-endangering publications — and cannot now be sold there in anyone under 18.

The Bundesprüfstelle previously let the news for banning the *Menzies* submarine simulation *Strom* (*Strom* — for military, it seems — but it was the violence in German that they took issue with.

Palace's response to the banning was surprisingly low on outrage as with the company's own *Maria Wittaker's* society club presence on the map, it seems that any publicity is good publicity.

The same goes for *CRJ*, it seems with their latest 3D *Brooks* adventure *Jacob the Pigeon* (availability for 18). Bites the game should be taking a serious view of its gritty subject matter, which should make it a gruesome stuff indeed. The signs are that *CRJ* will submit the game for certification as a tame video, repeating the publicity stunt of their *Brooks* launch. Whether they'll get another 18 certificate for their 18 is yet to be seen, but they're

bound to get some publicity mileage out of it — they're already claiming that *Dioclet* was so horrible that it had to be censored!



## ANTI-HERO

As if being Mr. Mac-Guyver himself's King of Chicago — *ESQ* on the Amiga — will give you the opportunity to topple Al

Capone from his perch as boss of the windy city's mobsters. How you manage your nasty nature after that is unclear.



Let's hope that time don't move no further.

## MIRRORSOFT'S MEAN STREAK

As we're not taking them to a mountain bunch of mountains, just informing you that they're producing a game called *Mean Streak*, featuring roller bikes and a lot of Mayhem. The game's due out first October on Spectrum and C64, 32 by Amiga and Amiga shortly after. Mirrorsoft will be running a competition on the game giving you the chance to win a mountain bike.



Keep out for that hole in the road them!

## UP'N'COMING

### T-Minus 10 and counting...

Origin systems look set to send you to the stars around Christmas time with the release of a space strategy game called *2400 A.D.* This is as yet unknown as is the exact release date but according to Colin Buxton — Microsoft's new marketing manager — the game is "well advanced and taking good". Microsoft's *Planetfall* are also planning to release a space simulation game at about the same time but, again, details have not yet been disclosed. The fun doesn't stop there though because Origin are also planning to release a Baseball simulation game called *Home Counts* the run-up to Christmas.

### Getting offensive down under

PSG, the strategy and wargame simulation people, are planning to release a number of games from the Australian Strategic Studies Group. The first will include *Slatter* in Germany, which will be a wargame set in Europe in the Second World War. *Roller* — the great war in the east will be in a similar vein, but a different location. *Slatter II* is another WW2 wargame and *Europe Attack* is a wargame based upon aerial operations. *Center of War* is another wargame, this time set on board an aircraft carrier somewhere in the Pacific, and finally *Plan for the Seas* is an inter-vehicle cooperation game. All titles will be released on the C64 disk with a probable price of £24.95.

### Hewson's Plus for Plus 3

While the future of the Spectrum v3 still takes a little study, some companies are taking the lead and plan to release titles on disk for the machine. One such company is Hewson who are hoping to please a lot of people this December with the release of a powerful compilation of best selling games such as *Dragon*, *Zebras*, *Parasite* and *Under Plus* (these cost £1.99 for Spectrum tapes and £12.95 for the 3 disk C64 and Amiga versions will cost £9.99 and £14.95 on cassette and disk respectively).

If you can't wait till December then Hewson also plan to release a *Star* — an up called *Robotoid* which promises to be a fantastic looking game in November. Prices are fixed at £7.95 for the Spectrum cassette with a £3.95 disk version possible but not yet decided. C64 users can expect to pay £9.95 for a cassette and £12.95 for a disk version of the game.

## TIDDLE THAT WINK

Competition will offer a steady stream of adventure games based on these classes of the board games and Labyrinth, Ludo and Tetrismania. Your host for the unusual entertainment are the Eureka - pop Tally and Mom Mavis. You take the role of one of the four Wink kids, the fish baby of the fish dog. Competition should be around towards the end of December on Spectrum, Amstrad and C64.

## AUTUMN ALL SPORTS



This autumn sees a vigour for compilations - a vigour that Gosnell are not to be left out of. They're bringing you (and we quote) 'a bumper sporting compilation pack of 10 games.' This will feature over 20 sporting events and will have the imaginative title of Game, Set & Match.

For the C64/128, spectrum, and Amstrad the pack gives you such sporting classics as HyperSports, Barry McQuigan's Boxing, Ping Pong, Jonathan Barnington's Squash, and Super Soccer among others. All this for a price of £10.95 cassette or £11.95 disk.

tap on your goggles and it's shocks away, straight. The avenging warlike night simulator Spitter 90 is coming out for the ST, courtesy of Victoria Supermarine from Microsoft. You'll now be able to defend South-East England from Nazi bombers in 16 glowing colours - the cockpit missions in particular look very impressive - so would be Douglas Sanders can start polishing their to legs right away.

If it's the talk of snicking the Har's tale strikes you as poor foreign relations on an international machine like the ST, just wait till you get hold of P-10 Strike Eagle. Now you can bomb, strike and dogfight your way across the Middle East on your ST, thanks to Major Bill Beasley's very own Microsoft. The game offers seven different missions over Libya, Iran, North Vietnam and a few other places Major Bill doesn't like very much. There's a genuine embarrassment of weaponry on offer, plus the visible controls and complex instrumentation we've come to expect from the sim specialists.

## TALLY HO VS. GUNG HO



Tallygo's Major Beasley fights you the Luftwaffe in your trusty P-10.



Spitter 90 is no laughing matter on the sim stage.



Alternative Games compiles, looking best in Italy.

## ALTERNATIVE GAMES

Stick to death of all these sports programs? Looking for something just that smidgeon different? Gosnell's 'critical sports sport' Alternative Games may provide the answer.

The traditional events include table tennis, foot boxing, pole climbing and running up walls. Each

one takes place in a different location - in Italy, for some reason or other. Players are guided through the games by a requesting parent. Will it work when you lose, like the possibility sock one beloved of footballers? Find out on Spectrum, Amstrad and C64/128.

## EYEBALL G-BALL

Set for release on the Amiga in mid-October is English Software's G-Ball. It's not pool, it's not snooker and it's not billiards, but it is a ball game with the same basic concept, but played inside a cube which has no gravity, eight pockets and the ability to be rotated in stunning 3D. So how you can line up your shots in four perspectives, with digitized music and real sound effects like rattling rubbers in the back-ground portage? It promises to be an absorbing game, despite the inapplicable name of the author, J.M. - wait for it - Bilyard. Price for G-Ball is fixed at £19.95 inc VAT.



# PIRATES!

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**YOUR BEDROOM.**

**IT'S**





# Two Grand Slam!!

52000 worth of software up for grabs in ACE's stunning Telecom Soft games giveaway...

Ho ho ho, you just can't believe it, can you? Just another **Winter Christmas fairy tale**, we hear you cry...OK! Just turn the page! Go ahead and miss out! After all, you'll only be turning down the chance to walk away with a **YEAR'S** supply of **FREE** games, games from three of Britain's best software labels, a whole string of red-hot releases that will simply go **ker-plapp** through your letterbox - without you having to do so much as rise from your keyboard!

## The Prizes

ACE has lined up with Telecom Soft's **Starbird**, **Firebird**, and **Redbird Silver** labels to bring **FREE** to you lucky reader the chance of winning **52000** worth from **ALL THREE** labels for a whole year. Judging by the previous releases from Telecom Soft, that means a whole year of top quality software for your machine, since the company never a very wide range of formats.

**Currently**, there are twelve releases scheduled from **Starbird** in 1987, with retail prices ranging between £14.95 and £24.95. With games like **Starblade** already on the table, you simply can't go wrong. If you've got an AT file format you could get at least £200 worth of games from **Starbird** alone. The rest of the prize would be worth a great competition on its own!

**Firebird**, of *Silver*-and *Seminal* fame, are expecting to conquer the charts with no less than ten releases in 1987's. At retail prices between £7.95 and £19.95, that's worth around £80.00 to Commodore and Spectrum owners, and even more to those with retail machines.

Finally, **Redbird Silver**, who have proved themselves one of the most successful budget companies around with affordable classic like

**Final Fury**, **Red Ops**, **Red II**, etc, they're passing over a hundred releases over the next twelve months at £1.99 and occasional games in their new £2.99 range - and since the lucky winners will be getting them for the price of a stamp to the head class, that'll be worth at least

£200 in them.

Add it all together and you get a total prize worth between £450 and \$600 each, depending on what machine you own and the exact number of releases from each label during the coming year. You'd have to be mad to pass up a chance like that!

## What you have to do...

Let's face it, it just couldn't be easier! All you have to do is check out the **scenario** section printed on the entry form and, by examining the data elsewhere on those pages, decide which game the editor came from. For example, you might think the editor was taken from an *scenario* at **Starblade**, in which case you should enter **Starblade** in the space provided. Then all you have to do is complete the rest of the form, using black capitals, cut it out of your magazine (or photocopy it and send it off to the address on the form. Entries must reach us by **November 14th 1987**. The winners will be the first four correct entries pulled out of the hat.

## How can you lose with software like this?

Just a quick reminder of some of the titles Telecom Soft have brought you in the past - and a taste of what's to come...



Advanced DCP At Motor World

**Advanced DCP** At Motor World... we picked out **AAA** in issue 1 of ACE as being the best fast-tracked feature program. It's a game that combines the most powerful and easiest to use of several great software environments for the home, and it's got the lot for **Amstrad** and Commodore systems with **Random** tapes, **Microdisk**, **Micro** **CD-ROM** capabilities, and you can programme your track to bring, bring, bringing, bringing, bringing, winning, losing and losing. This comes what **ACE**'s done up with the best!



Finger Gun

**All** within an arm's reach and a single right mouse button offers advanced economic powerplay and even **two** guns for you. To start, the game incorporates a right-angled **ball** movement and flying ability with a variable degree of **steering** as you're able against the magnetic forces of **John** Old Manley. You always control your own **coordinates** and **flight** direction. Other controls have been just as successful - making this one of the most sought after value game releases. You can't have the software as it's for sale in our competition over the next year or so - just as exciting.



## Entry Form

Your name:  
Your address:

Examine the screen shot section below and enter in the space provided the name of the game you think it comes from.



This screenshot section shows part of the screen from:

If I am one of the lucky winners, I would like to receive software compatible with the:

(state computer and format required - essential)

Please tick the following boxes where appropriate before posting your entry:

Which of the following magazines do you buy?

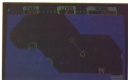
- |                            |                          |
|----------------------------|--------------------------|
| Commodore Plus             | <input type="checkbox"/> |
| Your Commodore             | <input type="checkbox"/> |
| Your Sinclair              | <input type="checkbox"/> |
| Sinclair User              | <input type="checkbox"/> |
| Computer and Video Games   | <input type="checkbox"/> |
| Your Computer              | <input type="checkbox"/> |
| IT World                   | <input type="checkbox"/> |
| IT User                    | <input type="checkbox"/> |
| Crash                      | <input type="checkbox"/> |
| Personal Computer World    | <input type="checkbox"/> |
| Byte44                     | <input type="checkbox"/> |
| The Games Machine          | <input type="checkbox"/> |
| Competing with Amstrad CPC | <input type="checkbox"/> |
| Amstrad Action             | <input type="checkbox"/> |

### Rules:

- The closing date for entries is November 14th 1987.
- Employees of Telecom Soft, Future Publishing Ltd. and their families are ineligible to entry.
- The winners of the competition shall be the first four correct entries (subject to random draw amongst those received prior to the Closing Date and no correspondence will be entered into).
- Winners will be notified by post once their names published in the January issue of A.C.E.

### Send this form to:

Telecom Soft Competition, Advanced Computer Entertainment, 4 Queen Street, BATH, BA 1 1EJ



Emulion (Frederic)

A truly unique game in which you play the part of Frederic and must save through 10000 simulated 3D landscapes on your search to destroy the Emulion. Emulion is filled with high-contrast painting (and you'll eventually challenge your foe for longer and then to look on their face). Received numerous awards for originality and computer programming.

### \*Emulion (Frederic) Silver

One of the many (freed) blue budget games that have proved to us all that cheap doesn't mean mean. There is a wonderful example of such a simple game that just isn't boring in and as you manipulate your spaceship through a series of screens, you appear to be on the end of a device that can turn without rotating (and the screen walls. Right through to it & the player also get to make a return journey with a heavy load being moved by them. Very unusual 16:9 resolution. Look out for more screens like this next year (posting through FORTH starts 11)



## ...and coming soon...

### Disk Special! The Search for Spook (disked)

Those with long memories will remember Emulion, a game that revolutionized computer games about its programming possibilities on tiny machines. Disk Special is the latest addition of Emulion (Sinclair and Amstrad) developed on Amstrad format and has been over two years in the making. Emulion version 1.0 is the first ever fully animated screen character to be completely controlled by the player with support from good high-quality animation. Certainly the process we related pretty interesting - ACE will all members to know that release is under its original entry price of 10000



STRATEGY  
SIMULATION

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2

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3

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The publisher assumes the right to alter prices and specifications without notice. Please check prices and availability before ordering.

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Telex: 9412108112

# ACE LETTERS

ACE readers sound off about the state of the world and the state of ACE

## Who?

Could you please give me someone to write to? I think your new magazine is brilliant. However, I do think that there are changes that you should make.

Firstly, who am I writing to? I think that the passing answering letters both as it's should have a table of names so that people like me could know how to best letters to you.

**David Sayer**  
Bath

Well you should send letters to Peter Connor. But please try to make them a bit more interesting than this one.

## What Tuff!

As I read my monthly magazine to get a paper, I missed your mag - well the game really. So I picked up your mag, thought it and went out of the shop reading your mag. When Tuff Mega rounds of computers mag. So I've got an order at my newspaper for your 100 mag! Oh yes, I own a ZX Spectrum - but I'm swapping my games together for an ST but I really would like to win one! Anyway Good mag and keep up the good work!

**Clare Spence**  
Bathings

Well, what do you think an ST would be? Well, you might get away in the computer.

## Standards

I am writing to air my views on the standard of software available. Software companies seem to be going through a phase of converting every word on-up they can by their hands on. And then they expect us to buy it because on the cover of the game boxes! Obviously I cannot Complain. Why must we put up with aesthetically childish games such as The Astonishing Adventures of Mr. Beans and The Star Computer? Prints must be designed for ideas.

Why can't we have some original jobs instead of the usual 'bodge the deadly snakes and then blast the hypercube'.

What a relief to get some genuine letters on these pages. They're proof that you do really exist. And a very mixed bunch you are; the oldest authenticated reader is 63, while the youngest is 9. Whatever the age you seem to have liked - on the whole - our first issue. Let us know what you think of the second one; we reckon it's a whole lot better. Get in touch with us on anything you feel strongly about, by writing to ACE Letters, 4 Queen Street, Bath, BA1 1EJ

professional knowing another don't all over again. If software companies want us to buy their games they must invest in and produce something a bit more interesting.

**Andrew Russell**  
Cirencester, Gwent

The simple answer is that not many people are prepared to put up with aesthetically childish games, rather than advanced computer entertainment. We'll be going in to talk for the latter kind.

## Soed Amused

I must congratulate yourself and the rest of the team at ACE for producing a really 'spicy' mag. I especially enjoyed reading Peter Connor's comments on Pinks. However, sadly, I'm an Amused letter and was a bit frustrated at the limited offers for Amused letters compared to the obviously more favourable treatment offered to owners of Spectrums or Commodores. Please try to improve your service to Amused owners.

**John Wood**  
Swansea

Frustrated? While the owner certainly used rather Amused letters a lot (OK - it offered them nothing, you were given the opportunity to get a pretty stunning 63 off some very good games - which Commodore and Spectrum owners didn't get. And the bargains went on in the Mail Order pages. So I don't really think you were badly done by.

## Boulderfashed

I have un-purchased your first issue, and will be purchasing many more to come. I recently bought the game Boulder Dash and incidentally state up to level 1 then find it impossible to do. How do you get it in power?

**G. Buxey**  
Cwmery

We've got stacks of tips for that classic game - and in fact we were going to print them in this issue. But pressure on space means we had to leave them out. Help will be at hand in the next issue of ACE.

## Cheeky beggar

In your first issue of ACE you made three mistakes. They are:  
(1) Page 56: Eagle Computer Price Runner (above Runner)  
(2) Page 16, game 'Lands of Midnight' missed out price list.  
(3) Page 16, game 'The Best of 50' missed out price for Amused.  
Do I get a price for spotting these mistakes?

**David Best**  
Newport Gwent

No. The minimum number of mistakes you need to spot in order to be eligible for a prize is 100. There were quite a few geographical errors in ACE 1 - but not that many.

## Loves it

After reading your first issue of ACE I was thoroughly surprised with the

about printers and the PC is a brilliant idea. Your Mail Order software is fantastic. I own a Commodore 64 (4 years old) and I love it and would like to see the graphics and reviews of the Amiga and Atari ST.

**Stephen Middleton**  
Bristolian Heath

## Adding ROM

I read somewhere that the Atari ST had 128K ROM but could be expanded to 512K by adding extra ROM packs. If that's correct how are they added? I.e. plugged in back in place inside the computer. I am definitely thinking about buying an ST.

**B. Brinkley**  
Walls

Yes, you can expand the ST's ROM. There's a slot on the left side of the computer where you can plug in up to 128K of extra ROM. A widespread use for the extra ROM is a better version of BASIC.

## Sound query

Could you please answer my questions?

(1) I have heard that the Atari ST has the same sound chip as the Spectrum. Does this mean the sound is just going to be a bit better than the 841?

(2) I am shopping and I was in doubt on whether to buy a Mega, Star-ST or Amiga. Is it really worth the long wait for an ST or Amiga?

Keep up the good work chaps.  
**Graig Stewart**  
West Sussex

A. Griffin writes: Yes, the ST takes over the same sound chip as the Spectrum Plus 2. But sound quality depends not only on the chip used but also on the power of the processor driving it - in this case the speed of 50000. Oliver programmes can get some city noises out of the ST - much better than you're ever likely to hear out a Spectrum.

## ST or Amiga?

Having been a dedicated S-B machine man for some 8 years now

I have decided to move on up to a 16-bit machine but which one? The Amiga 50 or the Commodore Amiga? Being a CERN'ian user I am inclined towards the Amiga but before settling, could some CERN staff write me some code? I want to know more details.

How about a search test on the two sharing all the jobs and data for each machine as well as your views upon which seems likely to be better software backed?

**David Harry  
Barnes, Gwent**

It's a tricky problem, and one that needs a lot more space than we can give here. Which is why we're doing a comparison of the best machines in our next issue.

### Missing MSX

I looked at your new magazine on a local book stall this week, and see that you found it very easy to present that MSX has not been mentioned as yet. Why is it that magazines are not just MSX when it is now a fast moving people in the UK use MSX than CERNs and BBCs, yet magazines like yours seem to be so rarely about it.

You are losing over 95,000 MSX readers in UK, and over 2 mil in Europe.

You cannot have that amount with Mac/BBC/Commodore put together. We lost the Mac Computing Mag by Heymarket Publications, not because of lack of readers but to lack of Ads.

I then look forward with many others to buying ACE when you start printing about MSX.

**D. Webb  
Spalding**

I understand your distress - and in future we'll be trying to make more mention of the MSX machines. At the very least we'll be including them in the *Release Size* that every review contains. The problem though is that software just isn't developed on MSX these days when a game is new it appears somewhere else. Finally, I like your exaggerated just a demerit anyway of the importance of MSX relative to other computers.

### Higher price Crown

It's only 9 years old and I have composed *Beholder* of the Crown and you have my credit signature on the dotted line to prove it. So what do you think of that?

**Nicholas Burns  
Bilberrath**

I think it's pretty impressive.

### 128 games

I have recently saved enough money from a summer job to buy a new Commodore 128 and 1571 disk drive. Please could you tell me of software specifically designed for it at the main software houses listed in a recent issue?

**R. Ashby  
Hayes Middle**

Well, we've ranked our pure brains and we can't come up with any titles written specifically for the 128. The point is that there may be more than 128, as software houses naturally write for the larger user base and then ensure that software - runs on the higher spec machine - generally in 64 mode.

### PC perfect

Well, thank you for the issue. I'm glad that you haven't wanted to make your magazine look like a comic with colour everywhere. The colour pictures are great. The review section is great and the new review system is excellent. Thank the other reviews such as 5 stars, or 10 out of 10. Your reviews give lots of information and the PC is really clear.

**Patrick James  
Sough**

### Pre-publication

I simply wanted to congratulate you on the quality of the excellent first issue of ACE.

The magazine has begun at a fairly high standard and will, hopefully, stay there. Too many of today's publications cater to "silly" humour "so to speak" pleasantly surprising to see that there was no silly address to write to on the *Adel* Competition, neither was there a job of "del", "amel", "wot", or other such expressions added by pre-publication technology. Keep up the good work.

**Steve Cape  
Crown**

There was heated debate on the subject of *Archangel* when we began ACE, but this is not the place to go in to it.

### Is he crawling?

The more good computer games magazines there are, the better it is for the dedicated game player. ACE certainly ranks highly amongst my favourite magazines. No, I'm not crawling. I do mean it. Wouldn't it have been easy to jump into the

magazine and site games in the way we all know and love? Instead ACE came up with a totally novel approach, including a graph that told you roughly how your level of interest would fluctuate over one year. You must admit that is pretty useful, especially if you're in a similar situation to mine and have to spend your pennies wisely.

**Robert Jones  
London**

Are you sure you're not crawling?

### ITMWA

Excellent, excellent, excellent! Oh Boy! As long last, can I believe my eyes! Am I dreaming? Here I actually get found and read an almost 16-BIT based, NON-COMPUTER DISCRIMINATORY entertainment-based magazine? A magazine without pages of "penks" and "fronds" is whatever they're called? A magazine full of items to work and incredibly relevant games reviews, graphic, adventure and music sections written in everyday average partner in the street speak?

I wanted to suit out, buy and play that little Commodore in the movies. Shame I haven't got a computer! Then again, I could have a go at the easy to enter competition. None of that "brash the following sentence" claptrap. I'll hope his letter doesn't exclude me from winning.

All this is too much for me... I'll have to go and sit down in a darkened room until October 1st, stable, stable.

Yours suffering from high blood pressure.

**Mike Caswell  
Bury**

### Same stable

Having just bought ACE I figured I should write and congratulate you on a brilliant first issue.

When I said my dream! for one thing I missed was *Amiga* Action. The impression I got is that ACE is from the same stable. If not it is very similar with its light hearted approach and whatever the case it fits your style. I buy a wide variety of mags, some specialist 37 mags and some general computer mags. From what I've read your mag seems not to compete with CVD, and it doesn't take a lot of intelligence to figure that you will win. ACE is light hearted and people as it doesn't become a mag for 3 year olds. Obviously your mag has got to develop, but I'm sure it will be a success.

By the way I've got friends.

One your fault, one not. Firstly I object to paying 30p a ticket looking for a PCN shoe tickets (looking for the old could blow up the ticket agency - only kidding). Secondly, I think game scores out of 100 is a bit OTT if you continued. Finally, your pool letters page was brilliant.

**M. Knight  
Barnes**

### Impressed

I was most impressed with the magazine - particularly the new style reviews. It is a good idea to include the *Preload Index*. Come since when buying a game it is often difficult to predict how long into the future you will be playing it. The 10 FACTOR is also a good idea as even a dedicated "crazer" likes to have something to think about in a game.

One problem with the review system is the ACE rating which I find a little confusing due to it being out of 100. Wouldn't a mark out of 10 be sufficient?

I think the idea of giving away free games is good. However, it could be better to give away playable levels of new releases since the result is better for the publisher than they would be able to actually spend time playing part of a game instead of simply buying it outright - which is often a fair trade off at £10 a title.

**Andrew Gault  
Wesall**

I think out of 10 wouldn't really do since the ACE Rating is already stated in the area under the PC: we need the 100 to show up the variations. Your suggestion about the centres is a good idea - so good that we're doing it on this very issue, with the five playable Bubble Bobble screens.

### File

Max I say thanks for such a fine magazine. When I open it I thought it straight off and when I saw it was by the ex-PCG team I was thrilled - it's just how PCG used to be, except better!

When you were gone I have started my own computer fanzine for Commodore, Spectrum and Amstrad Called Computer Line. It costs 50p and issue 5 is available now! This issue contains a file: *Mastertron*, Competition and news, reviews, hints, tips, jokes, forecasts, exclusive new games in depth etc.

Anyway, all the best for the future of ACE. I sure hope! Loads a long time!

Anyone ordering Computer



time please enclose a SAE, plus cheque/PO for ST or cheque/PO for AD with no SAE, payable to Jonathan Morris.

**Jonathan Morris**  
**121 Perryville Road,**  
**Chesham**  
**Herts EN8 8TE**

We shouldn't really be publishing that mag, but since you've been so nice about us... And you should want to state your mag after a long delivery computer break etc.

**II Never before published**  
 I have been among the Popular Computing Weekly especially Ron (Garnock) for years. Never once have I had a reply or a letter published (perhaps they write their own as well)

**Nick Marshall**  
**Newbury**

Will this do?

**III The shape of things to come**

I kind of fit in between the ages when I was knowing that the usual computer mags, C&EG, Crash, Sinclair User, Your Sinclair, that kind of stuff.

In this shape of things to come, I asked myself: Do you at ACE intend on handing out features of the mag? Well ACE had away after a few months into the dashed messiness of 'disappear-disappear' (I hope not).

I found the Graphics books article really interesting, as I'm considering the purchase of a 512k ST. I was wondering if there was any games-creation software for the ST in the pipeline, as I fit well into arcade-quality animation & action. I was also in a world of pain at the slightest chance of something like PWR being adapted to suit the ST range as I fit well into adventures and Tolkien, requiring far madders, hobbies, and, while I'm not a fan of role playing, I find it fun to totally get madmen such as Gaurin releasing dragons at their friends' funerals and the odd time that sort.

Oh well, I will get past to finding a way out of the dungeons. Good Luck to you at ACE with better issues, finally going where no other magazine has bothered going before.

**The Jester**  
**Asford**

ACE will not fade away into oblivion. Unfortunately, we don't

know of any game creation software or of any plans to produce the adventure-creators for the ST.

**III Rubber droll fan**  
 I thank you for your feature game with issue 1 of ACE, but I think that your format is another stone of the other mags about - making's changed, games games and making bad games. (I know you HAVE to cover games to sell the mag, but could you try to include a listing or two for the people who LOVE typing them in, ESPECIALLY SPECTRUM (perhaps it's not yours) the rubber droll?

A magazine on ADVENTURES, especially the older ones, with tips, hints, and helpful advice, would be a gemstone to the implicitly among us who cannot play them! Please don't forget the 486 machines. There are millions of us out there with no job so we can't buy a new 16 bit pc. Sorry about that!

It is hard to believe, but there are still 'beginners' who have no starting as to what goes on inside their machines, and it's only too easy to be tempted to play games instead of learning to program no matter how simple the program may be. How many mindless moments simply cut anything on the screen without caring a toss about who wrote it, or what effort was made to gain the knowledge to write games in machine code. Ladies over here! I do hope that the PWR game tape will be a regular thing in the future since you are charging £1.50 for the rag every MAG. Or maybe you could charge a quid like everybody else and stop the hassle.

Whatever the situation, I for one will be eagerly searching the paper shops for the next issue.

**John Hammond**  
**Hywood, Lanes**

After all these really things you've read about as I'm surprised that I'm even bothering to type a civilized reply. But that's the kind of nice guy that I am. The most certainly will not be coming open in things - but even for that rubber droll of yours. Listings are, finally, a done, and only a tiny minority of people get anything out of them. ACE is for entertainment, not amusement.

The PWR games issue of help and tips for adventures - and a helpful service may well be on the way.

**III Drib and boring**

Your mag is more enjoyable than any Computer and Video Games, but it really isn't computer books away from their own machines responses your going to have to:

1. Change the cover, it's drab and boring. Have a few cover each week (only monthly). The present cover is hardly eye-catching. Perhaps use a picture of the latest PC game. Anything as long as the word ACE is in 30 and the colour equals that of a watchmaker's tool (due the nature of the back cover...Keep it).

2. Contents. You must put a lot more colour inside too, otherwise people will just read the sections that greatly interest them. If another magazine reviews are better than yours. Arcade facts may catch some. Clashes really, but you can prevent it. Colour really will make people stop and look, I would say reviews are read more, so try incorporating some, instead, remains like 'What was deleted?' Many Computer mags are doing this sort of thing games into different categories (Strategy, Simulation, Arcade and Adventure). You shouldn't have based your Adventure section on the Star ST and the Commodore Amiga because only a minority of readers will have those mags. The rating system is the best I've ever seen, best idea. Keep pushing in Colours every month, like the ST comp. It would also be a good idea if you brought in a new feature every month or every two months.

**R.S. Movement**  
**Devon**

Comments like 'What was deleted?' are amusing. What are you trying to do?

**III Competition cuts**

My son and I (both) had your excellent new magazine and has read it from cover to cover. The only regret was in finding that to enter for your competition he had to cut part of an article he wanted to keep. Would it be possible to place competition entries on the reverse side of advertisements rather than articles?

**Mr. J.S. Britton**  
**Bristol**

Lots of letters and Reader Surveys have complained about the positioning of the competition entry text. We're sorry if we've done again, we hope if entering a competition should mean cutting pages you want to keep, then feel free to send a photograph instead.

**III Answers**

Just a short letter to say how much I enjoyed your first issue of the great magazine. The new style games rating system works really

well. It shows at a glance how good or bad a game is, so is much better than percentages. The Product Interest Code is the best idea in games reviewing yet. Also the section on MD is fabulous as I, and many others, are interested in multi-user computers. The subscription offer is awesome and will be substantially increased.

**Andrew Bigg**  
**Birmingham**

## Preferences please!

To help us provide the kind of magazine you want to read, please give a rating to each section of ACE, on a scale of 1 (liked least) to 10 (liked most). When you write to ACE Letters, please enclose the coupon - or a photograph of it.

NEWS

ADVENTURES

COMPETITION

TRICKS 'N' TACTICS

LETTERS

SPECIAL OFFERS

STOCK SENSE

BUTTER END

SD GAMES

MUSIC

QUESTIONNAIRE

ARCADES

SCREEN TEST

BUDGET GAMES

# Bubble Bobble

How to load and play your FREE demo copy

Check out your free cover cassette featuring Firebird's amazing Bubble Bobble - and see why it got an ACE rating of a massive 958 last month!

You control Bub, a cute little dinosaur who keeps both platforms to platform fighting bubbles - the bad guys who fall onto the start of each screen and attack. Push left or right on your joystick to move to either side, push up to jump and press fire to blow a bubble.



Bubbles are the key to handling those nasty bulles. Blow a bubble at a bully and he floats or trapped inside. If you now jump up and land the bubble, that trapped bully flies off across the screen and falls into a piece of fruit for Bub to collect. You'll have to be quick about it, because the bully will break out of the bubble after a while and tell he's very angry indeed.



You'll find you get plenty of bonuses and all manner of strange side-effect from picking up the various types of food and other strange objects around the levels. You can also stop your score up by bursting several 'bully' bubbles at once, turning them into exotic items worth lots of points.



An even better way of rinning up the points is to use the various special bubbles against the bulles. These float down from the top of the screen on higher levels, and when burst can unleash all sorts of powerful forces. The only ones you'll encounter on the demo screen are water bubbles - burst these to wash the bulles clean away, and then make use of points picking up the jewels they turn into - but the full game has a whole arsenal of other bubble-types.

Time is of the essence - bonuses disappear if left too long, trapped bulles escape after a while, and the whole game can get decidedly nasty if you spend too long on any one screen. If you use the optional option Bub's got player two's dinosaur Bob to give him a hand,

## Load and Run!

### SIDE A: COMMODORE 64

**Loading**  
C64: Rewind tape, hold down SHIFT and press the RUN/STOP key.  
C128: Switch to C64 mode, and then load as above.

**Controls**  
Use one or two joysticks: for single player, use a joystick in port 2. Player two can join in at any time on the C64 version just by pressing the joystick 1 fire button.

**The Screens**  
C64 users get five screens selected from the first 20.

### SIDE B: SPECTRUM

**Loading**  
48k Spectrum: to load type LOAD", hit the ENTER key and press PLAY on the tape deck.  
128k Spectrum: select "tape loader", hit the ENTER key and press PLAY on the tape deck.

**Controls**  
Once the demo has loaded you can select the normal types of joystick or define keys for each player. This is a one-off selection, so make sure you get it right first time!

**The Screens**  
Spectrum users get the first five screens of the game.

so that overall time limits track less of a problem. It's also got some hungry competitors, but all that race that though, so it's a bit of a mixed blessing!



# BUBBLE BOBBLE

TM



From Taito, the masters of arcade entertainment

## "BUBBLE BOBBLE"



Blow and bounce and bob your way into oblivion in this incredible conversion of the greatest arcade game of the year...

Bubble Bobble will blast your brains and bruise your senses...

Baffle yourself... buy Bubble Bobble

Spectrum **£7.95** Commodore 4 Amished cassette

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**£14.95**, and for the Atari ST **£19.95**



**airbird**

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ATARI  
GAMES

# 120°



# ERIAL EXPERIENCE!

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# A GIANT CONTEST OF SKILL STRENGTH & STAMINA

## GAME SET AND MATCH

THE CHAMPIONSHIP  
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HIY GAMES  
FEATURING  
OVER  
**20**  
GREAT  
SPORTS  
EVENTS



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**ocean**

Commodore version  
includes Sinclair and  
Atari versions of  
Pool and Squash's  
events.

The days are long gone when you could do without a joystick. Now it's more a question of having a stick for your shoot 'em ups, another for games requiring 90 degree turns and, possibly, another one for stirring your tea.

But how do you make your decision? How do you choose the right stick for the right job out of the millions that pour in and out of the world's injection mouldings every year? Fear not - we're naming the best sticks for the games you play, and giving you the lowdown on all that confusing joystick jargon.

# STICK SENSE

## SHOOT 'EM UP STICKS

In collection games where you're constantly changing and shooting you need a stick that shifts around a lot.

It's got to be **robust** - it's no joke being in the kind of game.

It's got to be **responsive** - can you move easily out of the way if those pesky aliens, in all directions?

It's got to have a **decent grippable shaft** - you're going to be doing a lot of reaching for the thing, so you don't want some flimsy little thing the size of a toothpick.

It helps if it has **outside** - that old trigger finger can get very tired indeed.

It's nice, for the same reasons, to have a **choice of fire buttons** - to thumb or finger.

It's a bonus if you can **customize it on a button** - that's gotta be easier when your stick stays in one place.

Simply enough, not all that many sticks fit the bill, too many lack vital elements, particularly a decent shaft and the necessary responsiveness.

### First Choice

**Suncam TAC 5**  
£13.99

This is the top-of-the-range TAC (Trade Action Controller) joystick, it really does the business on several shoot-'em-ups. The responsiveness gives excellent 8-way movement - it's particularly good on diagonals. The base has four rubber pads which give a reasonable hold on flat surfaces, they're not perfect but they'll keep in you in one place. There's a fire button on the top of the shaft, with two others on the base - giving you plenty of choices when the shooting takes its toll on your sight. While the TAC 5 is not the most solid joystick we've ever seen - it's pretty light - it is so responsive that stick judder isn't a problem if you won't find yourself giving it as much hammer as other sticks require. All from looking at an outside button.

### Honourable mentions:

**Competition Pro Extra**  
£16.99

The Pro comes in two versions, one of them with a really slick plastic base. It's got a good positive feel and a pretty responsive. One problem with the stick is the lack of a shaft fire button.

**Quickshot 2 Turbo**  
£14.95

Needs a bit more welly than the other two joysticks in this sector. Very stylish and cool looking design, the buttons everywhere you need them, outside, also suckers on the base to give you a good steady platform. The shaft needs a pretty generous bend to make the case of it.

Suncam TAC5 - lots of posture in the end, and a feedback



Competition Pro Turbo - you'll get to use the jo, but the red and black makes it very steady indeed

# PIXEL PERFEC STICKS

You know the kind of things: one false pixel and you're a gamer, as in *Head Over Heels* or *Spinlizzy*. These games need a stick that gives you that kind of minute control.

Reliability isn't so much of a problem, and neither is the position of the fire buttons.



**Competition Pro 5000** - the best we saw through 1992-1993 stick technology

## 90 DEGREES

Some games - *Boukido* and *Skullfegery* immediately spring to mind - require very swift changes of direction from the horizontal to the vertical. When you're racing down the screen with a boulder or a skull close behind, you have to have the confidence that your stick will get you left, right, up or down very quickly indeed. Many sticks that are good in other respects just won't do this for you; our shoot-em-up choice, the TAC II, performed miserably on *Skullfegery* because the shaft needs too much movement to get the required effect.

**Best Choice**

**Konix Speeding** - a slight but very, very precise

### Konix Speeding

The *Boat* wins out again - it is a very quick stick, as well as being a very precise one.

### Best Choice

#### Konix Speeding \$12.99

The original stick for your real world use is serious. It's consisting of a plastic design, and doesn't perform well in all kinds of games - but for precision movement it's the top.

### Honourable mentions

#### Competition Pro 5000

The good all-round stick performs pretty well - by using precision testing conditions.

### Honourable Mention

Again, the *Competition Pro* seems high rated. It's not quite as high as the *Speeding*, but it's outperformed everything else.



## NON-STICK TECHNOLOGY

In the Museum of Stick Antiquities you'll find an awful lot of bizarre game controllers that never quite caught on - usually for the simple reason that they didn't work very well. There's a strange case about an exotic stick that attracts gameplayers and wins enormous publicity, even when someone wise says it's a talking

### Mercury Switching

In a mercury switch, the circuit is made by a tiny amount of liquid mercury flowing around inside. Depending on the angle you hold the switch on, the mercury flows or ceases to bridge the gap between the two contacts (on a real stick). But lots of these switches in a control handle and you won't need a base for it at all - you'll get left, right or whatever simply depending on which way the handle is tipped.

Mercury sticks did have a few months in

the spotlight, largely because of the money spent advertising them, but the novelty of a joystick with no base couldn't disguise the mechanical underlying problems if it didn't get so basic. How do you know whether you're holding it upright or not? More well-known of these games were *Le Stick*, a frobbily rubber thing of French origin, and the aptly named *Stickstick*: it explains you were meant to gently tilt in the direction you wanted to move. Neither of these wacky sticks got the world on top.





A recent entrant to the joystick market, unpleasantly named *The Terminator*. You don't take the job - literally - really nudge the stick and press the slider strip to fire. Strangely for such a gimmick it performs reasonably well. It weighs in at an impressive 1.6 lb.

### Biophysics

The human body's electrical capacitance might not sound like a great basis for a game controller, but that didn't stop us applying bits of touch-sensitive devices dropping up. These ranged from a conventional stick with a capacitance-operated fire button - the Atari's built-in 4-fingered controller is a very strong lead in this - to a totally touch-operated controller. Sliding your finger over a sensitive panel to generate the different directions may sound interesting, but in practice the lack of feel and such devices are quite way on necessary sticks.

### Thought Control

Ever since that hypothesis went the tin-robotic devices which, we were assured all these years ago, would soon have the games-playing public attaching electrodes to their fingers and temples. The electrodes were supposed to pick up changes in the body's electrical characteristics and turn them into joystick impulses. These changes are normally quite unobtrusive but, the theory ran, after a while you'd learn how to make your spine or whatever do what you want, effectively giving you thought control over your games. Is practice it didn't work or it's for most people, and never really got off the ground.

### Analogue Control

Not to talker of oil, this one, but it's somewhat odd that nobody lost the fight to industry support. The Atari joystick standard we all take for granted today is based on switches that can either on or off. There's no middle way between under and up or centre and left, either a direction is selected or it isn't.

Analogue joysticks are based not on switches but on variable resistors, also known as potentiometers or pots. They don't just tell the computer which way you've turned the stick, they also tell it how big the movement was. This makes them ideal for flight simulators, and opens up a lot of con-

trol possibilities to other games, but with a very few exceptions - Atari, for example, and the now defunct Design - home computer manufacturers have opted for the Atari standard system.

Incidentally enough, Atari themselves offered two other types of analogue con-

troller - paddles and trackballs - with their 8-bit means, but these weren't too well supported by software houses and aren't available for the SE. The closest thing to analogue games control available is the mouse - and there's another story altogether.

### Wireless

How about a joystick you don't have to plug into your machine? No more tangled cables - that's the promise of an wireless joystick. You just play your game by remote control, like your change channels on a TV. Unfortunately, as with a TV remote here, you have to keep the stick pointed at the receiver all the time or the intended control beam won't be picked up. You're bound to forget this at crucial moments and lose control of the game, making the whole exercise rather pointless.

### Stick Sticks

There are one you won't find outside the hall-ways of CAD designers. Aired Design. Though the stick looks quite normal at a glance, it is in fact completely solid, with no hinges or joints of any kind. The handle doesn't actually move, velocity when you push it, but tiny sticks gallop below the pressure and relay it to the computer. Good stuff for techno-nerds of course, but this level of technology is a bit pricey for games use of the moment.

## STICK SWITCHES

The switches in a joystick make a big difference to the way it feels and performs. There are four main types of switch commonly used in modern sticks:

### Master Switch

One contact is a small metal stud and the other is a shallow, flexible dome which goes on it. When the stick or button presses down on the switch, the metal dome goes in and makes contact with the stud. Release the pressure again and the dome pops back out, breaking the contact. A very precise form of switch found in older sticks like the QuarkNet II. The stud has an ugly lead to it and is rather unresponsive. Still used sometimes for fire buttons.

### Leaf Switch

Again, one contact is a small metal stud. The other one's a strip of metal stamped at one end. The stick leans against the base end of the strip and bends it to make contact with the stud. Leaf switches are very robust and have a smooth action, but don't give the precise click to them that players tend to expect nowadays.

### Direct Contact

The stick is pushed down it enters the base, and at the bottom end has a metal contact. Being the stick to the right, the metal contact on the other end swings left and bears against a metal plate, one of four surrounding the contact. This completes the circuit directly, with no need for switches. In a sense, the whole stick is one big switch. The principle has a few drawbacks - in particular the completely solid action to it - but sticks based on it make contact reliably and are good for hitting those diagonals.

### Microswitch

The major work in joystick ads today, and with some reason. A microswitch is a small plastic box with a tiny, rubber switch sealed inside it. You can't get at the switch contacts themselves, instead there's a small plastic stud projecting from one end of the unit. Press the stud in to make contact, and release it to break the circuit again.

Microswitches are responsive, reliable, they've got a good positive action and are a must for most games. Drawbacks? Well, diagonals can be very difficult to hit with a microswitch stick. The most serious method for getting, say, top left is to push the stick up and then slide it left so as to make contact on both switches.



The rise of 16-bit micros is causing a revolution in games graphics, and solid 3D programs are in the forefront of it. Andy 'I'm no boffin - pass me that slide-rule' Wilton explains how the extra power of an ST, an Amiga or even a boring old PC clone can be used to fill in shapes which 8-bit machines would have to leave as 'wire frames'.

# SOLID STUFF

All versions of *Elite*, that wise beaver genre, vary in speed and use of colour, but for the most part you would easily mistake any one format for any other. On the new PC versions due out soon from Fantasy Software, you can choose between wire frame and hidden graphics. Choose hidden, even on a horrible Amstrad PC, and the wonder ships, asteroids and space stations seem as smoothly as you could wish for - but they're solid.

PC *Elite* is the first 16-bit version to be developed from the start. It isn't that there's 3D hidden if that started the hidden-graphics ball rolling some two years ago on the Spectrum and later the Amstrad. Hidden on those machines really test enough power for all that wire filling, and the results - though very impressive to look at - were only just fast enough for the game to be playable.

Both *Starblitz* and the later *Starline* were impressive enough to show that solid

3D was worth pursuing, if only some way could be found round the problem of speed. Fantasy Software started one clone - a game format where movement is lost to a minimum - but increasingly software houses are taking to the extra power of the ST and Amiga as the way forward. *Starblitz*, *Elite* and *Glaze* (reviewed this issue) at least only do it in the turbocharging *Rockbot*, a game from Microscopy (publishers Herpog).

Then there's all of entirely on the one very slowest 16-bit Amiga, *Archimedes*, with Supriscap about to launch the new sleeker-up *Starz*. The game's amazing graphics are already causing quite a stir, but that's nothing new to author David Robles - he was one of the programmers responsible for the original BBC

*Elite*. Expect another solid 3D game soon. Supriscap later on the year. The title based on this website. There's no title for it yet, but its aim is to be impressive that.

Others of less coded machines will just have to dool over the speed and convenience of *Starz* graphics for the time being, but ST and Amiga versions are already under development.

At Argonaut - the programming team headed by James, creator of *Starblitz*, wire frame classic *Starblitz*, Argonaut are also working on a new *Starblitz* sequel due out early next year, though the feeling is that it won't be coded *Starblitz* II.

All of this is in sharp contrast to *Archimedes* new solid 3D *Proscope* system, which is firmly coded on the 8-bit



David Archimedes: High altitude combat with the ground hidden in sight - it's not just the tall part and a whole load of space junk.



David Archimedes: Turn the green field in the middle of the screen. They don't get moving here. But you can rotate to allow them to get close to the screen.



David Archimedes: High *Starblitz* mode uses the more's but you still no objects are. The red problem here is that it's a central object.

meshes. The emphasis in Perspective games - such as the forthcoming *Duke* - will be on exploration and pushing stuff that blocks everything in sight. The graphics shows here are from demo programs, and it's still not clear just how fast the fastest games will run.

**Wire Frame and Solid 3D**

At least computer games like *Starblaster* or *Mechanix* can trace their origins back to a first wireless game called *Antares*. This influential setup used a vector display to create its bright, sharp straight line graphics.

Vector displays are specifically designed to produce straight lines, and are normally found only as part of purpose-built graphics systems. On your normal TV set, the image is produced by a small beam of light that scans the screen line by line, starting at the top left hand corner of the display and working down, increasing the x-axis as each tiny line is scanned. With a vector display, however, the beam is free to sweep in any direction so if the program wants to create a line between any two points, the beam will do precisely that. There was a time when you could pick up a small vector display console machine called the *Vector* for around £60.00 - a bargain despite the lack of software for the machine.

Home computers on the other hand normally use the raster displays of TVs or monitors. These displays are made up of parallel rows of colour - so the best way to be either ragged edges. That didn't, however, stop programmers (including *Antares*'s graphics) on home PCs. Almost all non-perspective 3D games since then have used straight line graphics, despite the fact you don't even make of the raster display's red, green, blue, and black of colour. Quite simply, it's much quicker to draw the outlines of shapes than it is to fill them in.

Even with the rise of the ST and Amiga, wire displays to use 'vector' graphics (despite their overhead). For one thing, large computers usually like to allocate games some second processor machines simultaneously. Neil Traven's latest project, *Comet Command*, will almost certainly not be converted to the O4 - the ageing Commodore simply doesn't have the power it would need.

There are also arguments in favour of straight line graphics even on machines which are powerful enough to solid 3D. The time saved by sticking with wire frame techniques could be used to give vehicles and scenery more detail - a trade-off that might prove popular once the initial demand for fast graphics is satisfied.

**Archimedes who?**

If you've got a spare 68000 floating around, you could buy a machine with no joystick port and only one commercially available game. For that way, the Acorn *Archimedes* doesn't stand out as attractive proposition for computer entertainment - so why are the programmers like David Botkin and Jim Iles putting so much effort into writing games for it?

The answer is power. The 32-bit ARM chip at the heart of the *Archimedes* offers

3D Game ST from Compton. With some good in-CD demo-3D game the extra 3D test.



Starblaster II, Antares, High Antares, Spectrum and Amiga's Antares, written by Neil Traven, runs solid 3D - the O4 conversion - next.



Starblaster II, Antares, High Antares, Spectrum and Amiga's Antares, written by Neil Traven, runs solid 3D - the O4 conversion - next.

unprecedented power to move pixels, fill areas, draw lines or do any of the other boring daily tasks a games machine has to handle - very, very quickly. It's faster than the Amiga's bit-plane chip even at tasks the latter was specifically designed for, and it leaves the ST's speedy ARM00 to deal.

If Acorn isn't planning a cheap *Archimedes* home machine they're keeping it closely guarded secret, but don't worry - with ST and Amiga conversions of *Starblaster* already under way, we can expect plenty of nice eye-catchers from all that *Archimedes* effort.

**Solid power**

**O4:** The poor old O4 is fairly underpowered compared to the other main home PCs. On most games its wonderful scrolling and sprite capabilities more than make up for this, but there's no help for solid 3D. Even vectors are quite slow on the O4, so it's likely to end up rather left out of things.

**Amiga ST:** With 16-colour screens and bags of power to animate them, the ST can manage to better solid 3D than any of the 8-bit machines. Take a look at the 3D Game review in our Screen Test pages for a taste of the graphics to come.

**Spectrum:** Colour limitations make Spectrum solid 3D mostly a matter of shading patterns, but there's enough power to animate these satisfactorily.

**Antares:** The O4's colour capabilities make for some terrific screens, but there's a lot more work for the program to do to animate them. Probably the best-looking of all the 8-bit machines so far at solid 3D games, but the Spectrum has the edge on speed and smoothness.

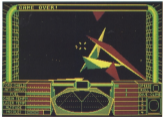
**Amiga:** The Amiga's better has line-drawing and shading functions which make it surprisingly powerful for solid 3D work. The ST can't come near to matching it here, even with its own bit-plane - nor can it handle 32-colour screens, of course. If you don't have an Amiga, you still might catch a peek of the solid action on one of the Amiga-based coin-ops coming soon from Italy or Arcade.



Amiga's ST from Compton. More and more stuff from the world of wire frame for *Mechanix*.



FreePC: Front View: Approaching a giant robot... and its ship!



Free PC: "You're dead!" It's almost worth getting killed just to see your ship disintegrating around you.

## Freescap Manoeuvres

Incentive's Freescap system is very impressive to watch. You can move around a solid 3D landscape and look in all directions, including up and down. This sequence of shots shows you approaching the ACE logo.



The ACE logo from various, both horizontal and vertical, camera angles.



We're getting there. And on the way we were approached by the robot with which the robot you can see here interacted (and which means you're robot). Should be a bonus on the 1000 machines. Let's hope the game is as good as the graphics system!



Once implemented in a game, you could climb up things that big (I) and look up to see it looking down above you. The sort of interaction with the landscape opens up more than just visual descriptions - the 3D system provides the setting for better levels, puzzles and scenarios in general. There could be the first game which works in the direction you head up of the world.

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# MIDI MADE SIMPLE

Part 2 of our course takes you one step closer to making music for yourself...

MIDI, as we discovered in the last issue, allows information to be exchanged byte-by-byte in total fashion between different instruments. Data flows out of a unit's MIDI OUT port and in to the unit through the MIDI IN port. A 128-pin D-type unit has a MIDI IN/OUT port provided as well, which simply outputs a copy of the information received at the IN port - thereby providing a means of daisy-chaining instruments together (see illustration opposite).

But what sort of information is being transmitted? And how do buttons, keys, etc. affect the actual data that we are dealing with? We'll investigate musical information, set note-readable cypherboards (perceptual drives interprets, data). We're talking about notes, start/stop commands, volume and so on. To get among your chosen MIDI data, grab your keyboard, turn it on, and carry on...

#### Basic Information

You may remember from last month that MIDI data falls into two main categories:

STATUS info and the DATA that may follow it. All status information is recognized by having its seventh bit set, so it follows that status bytes fall in the range 128-255. Not all of these are actually used, however, but you'll find a complete list of MIDI status messages in Table 1 over the page. The general rule to remember is that status bytes tell the receiving instrument that it is going to have got in its data together and actually DO something, and data bytes simply fill in the picture. An in status byte NOTE ON, followed by data byte 65H33E2C.

If you look at Table 2, you can see that just about every kind of info about musical performance is included.

The only thing you may find puzzling about the contents of the table, however, are the Channel Mode messages, since we haven't discussed these before. They control channel modes to MIDI operation, and the appearance of these notes depends on whether you're talking about a receiving or transmitting instrument. Check out Table 1 below for more details.

Next month, we'll look at MIDI control messages, but really there is precious little else to tell you about MIDI theory. The only problems you're likely to encounter from now on are those of jargon and transfer. Well, so do our best to help you on both counts by

## Polyglotted?

To understand MIDI modes, you'll also need to have a clear idea of what is meant by monophonic, polyphonic, and multi-instrumental. Easy...

Imagine your synthesizer as a small box with a tiny musician cranking mode 1. He can only play one instrument, and one note at a time, and you tell him which note to play by depressing one of the keys on the keyboard.

This is a monophonic synthesizer and the man is the synth's "voice". However, many boys play dozens, you'll only get one note out of him and one sound pattern (or "instrument") at a time.

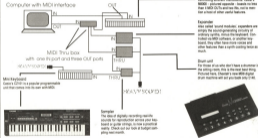
In a polyphonic synth, the original gem is joined by some of his equally musical companions. There may be six, eight - even sixteen - if that is there, but each "voice" can still only play one note and what's more they all do it by playing the same sound pattern. You can't have one on drums, one on guitar, and the other four hitting away on the bells.

That, however, is exactly what you can do with a multichannel instrument. First, you get more than one voice, and - best of all - you can assign each voice a different instrument. Using MIDI to control a multichannel synth conveniently (Mode 4) can be very exciting - check out our review next month of Roland's M100.

exploring techno-music speak at every opportunity, and by reviewing products that fit your purse. Obviously when you come to putting it into practice with your own equipment these may be minor problems, and there's help here setting up the ACE MIDI theme of Experts. You'll find details at the end of the elsewhere in this section. Further information about MIDI possibilities can also be found in the notes accompanying the illustration of a typical MIDI system opposite.

MIDI Channel Modes	Receiving Instrument	Transmitting Instrument
Mode 1: Omni On/Poly (sometimes called 'Omni mode')	Receives information on all channels and assigns it to each voice in turn, and may focus its output on a more than one channel if a filter is present to stop the same data again if you choose. 1. Starts by connecting instruments that have been instructed to transmit to receive on one channel only - usually 1. Assumes that the two instruments will talk to each other. Starts this working about channel assignment (channel two bytes).	Sends all information over a 'COM' channel, which is often designated channel one.
Mode 2: Omni On/Mono	Receives information on all channels but assigns to one voice only if the means that the receiving instrument is being told to play notes. Note the note of 2. This if it provides some that represent the channel on the last note played, depending on the programming by the manufacturer.	Sends voice messages to one voice over its own channel.
Mode 3: Omni Off/Poly (sometimes called 'Poly mode')	Looks for info on one channel only and assigns the data to all without voice in a Mode 1.	Sends information for all voices over its own channel.
Mode 4: Omni Off/Mono	Looks for info on one channel only and assigns the data to one voice only if the means that the receiving instrument is being told to play notes. Note the note of 2. This if it provides some that represent the channel on the last note played, depending on the programming by the manufacturer.	Assigns a channel to each voice and sends info to that voice about that channel only.

## Putting it all together



## MIDI status messages

1. **Channel messages**—data with a channel number in the range 0-15 occurring in the bit positions marked with a 0 below.

Byte format	No. of data bytes following/message	Description
10000000	1	<b>Note-off</b> The note number of a playing note, the number of which is indicated by the first of the following data bytes, and the velocity of release (i.e. how quickly you'd let your finger off the key) by the second.
10010000	1	<b>Note-on</b> Typically a note, the note number indicated by the first data byte and the velocity, say, how quickly you started playing by the second. Note that you can use the code with a velocity of 0 to indicate Note Off.
10000000	2	<b>Poly key pressure (Aftertouch)</b> Expanded key pressure applied to each key (measured as an integer bit value for each note) for use with sequencers (hardware that can respond to the relative bit values).
10100000	1	<b>Control change</b> Start control (hardware playing with music) and search. For the moment, sufficient to say that the code controls information relating to foot pedal controllers, modulation wheels, and so on.
10110000	2	<b>Channel mode message</b> Changes the MIDI channel mode—see table of mode selections on page 32. There are distinguished from Control Change messages above by having the first data byte set to a value between 00 and 10.

11000000	1	<b>Program change</b> You're playing happily away on your synth using the various preset sounds. Suddenly something's wrong. Well, it's not. "Preset" (which the manufacturer calls "voice" or "timbre") and you control change or "voice" (or "timbre") via the control controller, need a message to tell you what's wrong.
11000000	1	<b>Channel pressure (Aftertouch)</b> Channel pressure applied to the keyboard, as opposed to the per-key applications individual notes (see previous pressure table).
11100000	2	<b>Pitch wheel change</b> Many modern electronic instruments incorporate a pitch-bend feature—like a slide whistle. Let the wheel, and thus the frequency of the note, go up or down. The value of the deviation in the pitch is transmitted, via a numerical measurement, designated by the first of the two data bytes showing the extent here.

### 2. System messages

00100000	1	<b>System exclusive</b> The status byte starts the information that is a device to receive a manufacturer's exclusive message, and the first data byte contains the manufacturer's ID number (see table for identification of this). The rest of the data bytes is manufacturer's
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10000000	2	<b>Tempo</b> The MIDI country includes an internal system storage section that holds the number of MIDI beats processed since the start of a song. This message sets the contents of that register, allowing you to jump to any position in the song. The two data bytes can contain any value between 0 and 1023, giving you 1024*1024 = 104,857,600 different positions.
10000000	1	<b>Tempo select</b> The data byte contains the number of the song you wish to select.
11100000	2	<b>Time signature</b> You can't be reading this, you know, it's MIDI, it's supposed to be dumb. Long Sigs, but a command to analogue synthesizers to tune their oscillators. You know I make sense.
11100000	2	<b>End of System Exclusive</b> Not really needed, but some manufacturers' may find more than one system to respond to in the context of their System. Probably best to send it out in case.

3. **System real time messages**. These of you who want something to react fast enough a customer will remember that these like Controller can interrupt any flow of data or status bytes, and the synth is adjusted (it's clock for one of the other operations outlined below) and then let it get on with what it was doing before the interruption.

11110000	2	<b>Timing clock</b> Keeps everything in sync by sending 24 pulses for every period of quarter note (note duration).
11110000	1	<b>Start</b> Of your music, get on...
11110001	1	<b>Continue</b> No, carry on...
11110000	1	<b>Stop</b> ...but only now!
11110000	1	<b>Active sensing</b> Sends regular pulses to allow sequencers, being aware, for other reasons, that some control will respond to their 10ms if they don't see one of them at least once every 200ms. They will switch off their voices and search for a new location.
11110001	1	<b>System reset</b> Assigning "You don't" to be because with another... it can.





The displays on the left show a three-level MIDI system. Of course you don't HAVE to have all that gear - you can spend a little time exploring the possibilities of a single instrument connected to your computer - but left here it, variety is the spice of sound. So where's going on here?

The MIDI signal from the computer goes out to a MIDI thru box, which simply splits the signal and outputs it along to the even three separate lines to three different instruments. These go to the master keyboard, the expander, and the drum unit. Note the use of the 2580 ports on the drum unit and the simple six (sixty-four!) lines together with the second keyboard.

Both the expander and the drum unit have their own sound output lines, which you can put through your amp or to a system. And of course most portable systems have their own (small) loudspeakers, as here.

The system would enable you to enter data and store playing parameters from the master keyboard into the computer expansion software, or to compose directly on the computer using a suitable program. The data could then be output to the expander, drum machine and other MIDI units to generate the sound. Not very satisfactory really - since what you really want to do is control the expander from the mas-

ter keyboard directly. If the computer MIDI interface had a 2580 port, you could run the output lines that to the expander - or you could connect the master keyboard to the expander directly - or

The point here is that actually wiring up MIDI equipment takes a little thought and depends very much on what you actually want the system to do. Do you want to use your computer and software as a digital multi-track tape recorder? Or as a composing tool? Or can you simply entertain in playing several instruments simultaneously to that FANTAS sound?

There are basically two rules in operation here, which you will encounter again and again. They are:

- 1) That to solve every MIDI problem there shall be a simple solution, and
- 2) That to solve every MIDI solution, there shall be a sufficient 2580 socket.

Which is why in future items we shall take all projects that will involve hooking up your system that much easier. In the meantime, why not visit a paper and pencil and sketch out your fantasy MIDI set-up. A small token goes to the reader of only who submits one amusing enough to be printed on these pages.

# Making the right connections...

There are dozens of suitable software packages to enable you to make musical use of your music. We should be covering these in future issues of ACE, but in the meantime it's enough to say that they all have one thing in common - the need for a MIDI interface for data transmission. Most computers, unfortunately, do not have MIDI built-in, which means of course that you have to look abroad to get suitable for your needs.

One exception - oh, alright, the CM67 exception - is the Atari ST range (520, 1040, and Mega), all of which have the necessary sockets labeled every round the front. The ST has a standard five-pin DIN MIDI IN and the normal MIDI 2580 socket is combined with the MIDI OUT by using a couple of spare pins. This means that you might have to do a bit of cable fiddling if you don't have a MIDI switch box (of which most do).

The convenience of the ST's built-in MIDI sockets has made it by far the most popular music to serious musicians. There are dozens of MIDI software packages available from Hertz Art, Thinking Forms, G-lob, Melotron, D.T. and others. Some of the more expensive, such as the 1588+ SMPTrack from Hertz Art, also allow you to use SMPTrack, a standard for synchronizing music and video. **Synthetic Music** comes a wide range of ST hardware and software and is unconsciously willing to demonstrate it all.

With its built-in disk drive, VHSF interface, and huge memory the ST is certainly the choice of the professionals, but what about the rest of us? Help is at hand in the form of a range of truly inexpensive hardware-software packages that is worthy of its use to its manufacturers.

## SPECTRUM

There are two main contenders for the Spectrum owner - the **XBI** and **Switch** interfaces. While the Spectrum Plus 2 has a lot of MIDI built-in, its incorporated into the three-com-style 25-252 socket and a MIDI OUT only so its pretty useless. Effectively having a MIDI OUT only means that you would never be able to feed musical data from your keyboard into the computer - even supposing you were able to overcome the coding and software compatibility problems.

We such listeners, however, apply to the **Switch** MIDI interface. It's an unadorned-looking black box which plugs into the Spectrum's user port. It features separate sockets for MIDI IN, OUT and 2580 and comes with a good tape-based software package that allows you to record eight tracks of music, either in real-time as you play or in 'step time', note by note on the screen.

The resulting data can be designed to any of the seven available MIDI channels,

## This means you!

If you're entering the world of electronic music, there's nothing more helpful than having someone by your side to give you good, down-to-earth practical advice. We're looking for people who can do just that.

If you want to earn yourself a reputation, some extra pennies, and the chance of previewing some of the newest kit - and helping you're the knowledge and experience to answer other readers' problems, why not apply to join our MIDI Panel of Experts? You don't have to be Shaker-spears, but you should be able to speak confidently, correctly and have experience of using home keyboards, synths, and other MIDI kit. Let's hear from you - Write to Steve Soates, ACE, 1 Queen Street, BATH, BA1 1EL with details of yourself and your interests - and hurry! We want you for issue 10!

and playback can be synchronized to an external source such as a drum machine. At £49.95 the unit is an excellent test sep to Spectrum owners.

XB1's Moon MIDI interface is also priced at £49.95, but it has a better specification,

MSX 801 OUT, TR80 and sync B4 and OUT. The sync line follows a standard established by Roland and operates on a basis of 24 pulses per quarter note. There's an excellent range of software available for the MSX interface — sequencers and digital synthesizers. Casa CI and Yamaha CX were program editors, and a MSX database which stores patches liberally MSX synth.

The range is so good that software designed for one MSX interface will not necessarily work on another. MSX may be a standard, but its implementation on home music depends very much on the whims of its hardware designers. To make sure that you purchase and software get along together before buying.

An unusual alternative to the above line packages is the **IBM Music Machine**, which includes a MSX interface sound sample and sequencer all in one package for £49.95. Inevitably in examining all these features into the vast ocean of existing software.

#### COMMODORE 64

Apart from the MSX 801, the second best music for MSX200 purposes is the Commodore 64. Its standard case drive, relatively high memory and inclusion of interface ports make it a great budget system. Most 64 MSX interfaces plug into the cartridge port and include B4, OUT, and TR80 sockets.

The cheapest is the **Datal**, at £24.99, which supports most software from Jetlag, Inc., Sei, and Datab, as well as the useful Roland Advanced Music System. The Datal features the three MSX sockets, plus a Roland sync and timing leads.

One standard option is the **CLab** interface with built-in SuperDisk software. Just plug in and you're ready to go. Of course you will need a disk drive to store your music files.

A large range of Commodore 64 MSX packages is available from the American company **Passport**. Unfortunately, to use them you need the £110 Passport interface (nothing else will work). This is a pity since it's far more expensive than the Datal, and since the software packages themselves aren't cheap, the whole deal works out fairly expensively.

Now available at around £99 from many music shops, though officially discontinued, is the **Real** interface. This is a large blue box with a cartridge port connector on a ribbon cable. It has the usual MSX B4, TR80 and sync, but usability it features three MSX OUTs. Obviously this is handy if you have several MSX synths and don't have a MSX synth box in store. In our **Directory** on page 34.

#### AMTRAD

There are two choices of interface for the Amstrad CPC market. Firstly Amstrad owners will have seen the notorious Mike Beccater of **Electronics** ([www.electronics.com](http://www.electronics.com)) his wires of the PCN and Amstrad boards, MSX package a whole series of units and software covering the Amstrad CPC, MSX, BBC, Spectrum and other 8-bit machines. They also provide a wide selection of software, both sequencers and patch editors. We'll be look-

ing at other products in more detail in a future issue.

Alternative to the Amstrad CPC and PCN boards are available from **MSCP**, whose range includes interfaces for both machines, sequencers, and patch editors for various synths like the Casa CB or well as its own composite ones like the **Loop/TV** series.

#### ATAPI 6-8BIT

Apart from the AT-8 bit interface such as the **MS-800**, and CX series aren't left out either. There are excellent systems available from **Treble**, the MSX model, comprising a connecting cable interface and a wide range of disk software — including eight track sequencers and sound editors for the Casa CI and Yamaha CX synths.

#### BBC

Well known for the BBC is the **UMI** series, a very professional set-up starting with the B4, as used by performers such as Sidetrack and Voice Centre. A cheaper version, the B4, has just come out at around £99. This includes software of **SPROM**, and the built-in interface MSX B4, two OUTs, sync B4, OUT, sync out, and digital/analogue footswitch sockets.

**MSX** also do a BBC interface, quite a bit cheaper than the UMI system but with less facilities.

#### PC / MACINTOSH / AMIGA

But best for PC compatible owners is **Support** once again — high specs but high prices to go with them. An interface to your PC compatible will cost you £250 and a software package such as **Master Treble PC** another £200. Handy it is cheaper when you could buy a whole Amiga 67 for less.

There's in a similar position if you own a Macintosh, **Power** (Macintosh for two B4, ac OUT, TR80s and data transmission LEds and

### Next month...

— we check out Budget Sampling — can Raven's digital world get into the 8-bit? And can you afford to feed (flour) after you've bought the kit? A full featured article on what sampling is, how to do it, what it produces, and how much it costs...

#### PLUS...

— Roland's **RT20** sound module — LA Syn. leads for under £100

— we start a long-term exploration of the techniques behind sound capture. Discover the hidden meaning of FM synthesis attack, PGM, and other mysterious terms, all explained so clearly that even a cow-bell could understand them.

works with software from CyCade, Most of the Division, and Intelligent Music packages — as well as lesser ones, of course. UK prices have yet to be announced, but expect them to reflect the cost of the Mod on this side of the pond.

Amiga owners can pick up interfaces for as little as £49.95. **Support** is distributing the **Styke** (Styke Works interface) at just that price, featuring two B4, two OUTs, and one TR80 socket. Why, however, that there's no detail music software for the Amiga yet yet.

It's clear that the prospectively empty space on the UK market has a matching MSX interface which allows it to become part of a music system that five years ago would have cost less of thousands of pounds. Actually producing good music is down to you and your software packages. — watch this space!

Mark Jenkins



### Master Keyboard — Mini Price

Check out the really amazing the range of the MSX market this system with a whole range of equipment, most of which are produced in the user's (British) home! Yes, Show here is the MSX/MSX200 master keyboard which features 61 full size keys, fully polyphonic operation, 2560 stored sounds, 128 patch facilities, allows external and other goodies for only £109.95. The product is either produced here, but is expected to roll off the production line as you read this. We'll be covering this unit and comparing it with others, in a future issue.

# Preview The Future!

## PROJECT: STEALTH FIGHTER



Stealth Fighter... the hottest topic of conversation in aviation circles today. Space Age technology and engineering make these aircraft virtually undetectable by enemy radar. Stealth Fighters are believed to be in operation, flying the most sensitive missions. Flown by a superior class of pilot, you can experience that thrill of flying a revolutionary aircraft, previewing the edge of the future.

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or debit my Access/Visa card (Expiry date \_\_\_\_\_)

No.

# ARCADE ACE

High-speed motorway madness and time-travelling pinball are what's happening down in the arcades. Cub reporter Andy Smith reports from the coin-ops, where he's been zapping road-hogs out of his way in *Road Blaster* and bashing his flippers like a manic penguin in the video pinball game *Time Scanner*.

## TIME SCANNER

Sega  
30p per game

What really makes a game of pinball fun is the ability to nudge the table as an attempt to keep your ball in play. You need looking to play pinball. Video pinball, unfortunately, never managed to convey that essential physical aspect of the game and consequently left you looking odd.

All that has now changed with the advent of *Sega's Time Scanner*, a video pinball game that allows you to manoeuvre the machine in an attempt to keep your ball sitting. Flipper controls are situated either side of a central control bar - looks a little like a jerry show bar - and it's this you hang onto as it wags the bottom of the pin table. By shifting the bar left-right or up-down you effectively move the whole screen display separately from the ball. For example, on normal pin tables if the ball manages to get stuck behind something then nudging the machine will send the ball slowly rolling to one side before it continues its descent down

the table. The same effect is possible with *Time Scanner* by shifting the bar - and liberates the screen - a trapped ball will slowly roll to one side before travelling toward your flippers.



The unique control bar which you use to tilt the screen. Flipper buttons are on the side.

The game provides you with various stages, each of which is like a separate pin table. First is the volcano stage which - like all the others - is divided into two accessible sections. You tilt your bar up the side track and using the flippers, try to direct on many points as possible before you inevitably let the ball slip between your flippers. As the ball disappears off the feature, the screen scrolls upwards to reveal a different arrangement of bumpers and tubes. By



The top section of the volcano stage. The time scrolls and transport you to another stage if you hit get your ball in time.

sending your ball down the correct chute the letters of the word *PODCAM* light up. Get all the letters and you'll have completed that stage of the game, but lose your ball here and it's lost for good.



The bottom of the volcano stage. The ball has just slipped through the top flippers and is heading your way.



Heading just emerged from the tube tunnel, you're now on the top section of the volcano stage.



Once more it's lost as the time scrolls and so is the top bit of the volcano stage. The 'vertical ball' fails to catch you so for once you've completed the stage.

But you don't necessarily have to complete the stage to move onto another, if your last lands in a 'time tunnel' you will be presented with one of the other stages – either the 'next' stage or the Egyptian 'blooped' stage. Your mission is to complete each stage, but each one must be completed dif-

ferently. If you manage to complete the three stages you're presented with the 'special' stage.

Sega have managed to bring to life the feel of several pinball games in one single title, but it's still a little shallow and the graphics and, especially sound, are superb. There's

nothing like the crack of a metal pinball hitting the glass table top of a pinball machine, but Sega have managed to come extremely close. If you're a pinball fan who thinks that arcade games never last long enough to get your money's worth then play this machine and think again.

## ROAD BLASTER

Atari

50p for 2 games

Fixed in a huge wedge-shaped cabinet, the red-tinted shoot-'em-up pulls power at your feet and back-of-your-heads. Once you've climbed into the cabinet your mission is to drive a car through several stages of scorching roads in a style somewhat reminiscent of *Out Run*.

Your controls consist of an accelerator pedal and a steering wheel. Two fire buttons are situated on the front of the wheel and two on the top. Using the buttons you must shoot all the other road users with your fire-breathing car. Sometimes a green or red ball will appear from an exploding car and continue to race along the road, catch it and you get extra fuel. As you only have a limited amount of fuel – including your reserve tank – grabbing these balls is essential. Run out of fuel and you run out of games.

Of course there are loads of other cars that get in your way (the game does bear some resemblance to *Test Drive*) and in order to shoot these than avoid them, fireballs also make an appearance late in the game and again your distance is the best way to dispatch them. Some cars are harder to destroy, particularly the purple arrow-shaped vehicles that drop up, down and again.

Hitting these with your reserve results in a 'time-tunnel' but nothing else – the only way to dispatch this type of car is to grab some extra weapons. Some way into the

stage a jet flies over the roadway and releases its own weapons. Once you are properly and the weapons will land on your tail. The extra weapons may also include a Missile Code Buster which sends you on a hunting of a tank-like jet through the stage in two Missiles (most of the jet fuel wings it) (well, Cascade) the impression of speed is incredible. Other extra weapons include a U.S. cannon which fires at a much increased rate, and several bombs which will launch themselves ahead of you and explode in the distance, when you reach the explosion any surviving cars are just glowing shadows that pose no problems at all.



Level One - having narrowly avoided the mine-pylon jet in pursuit of a missile code buster.

Reckless obstacles vary from lamps to gun emplacements that keep you a hostage of one line through which you must pass unscathed. Crash or get shot and you start on the road from the same position, but with a little less fuel. Survive to the end of the stage and you start on the next and slightly harder one.

Road Blaster sports stunning graphics with the backgrounds changing six ways



Level One - the Boston City is on the horizon but the game takes a lot of driving skill and bigger work to get there.



Level Three - the other cars are just a blur as you focus just on trying to catch the special weapons that fire at above top speeds in a ring.

stage. Even scoring gives way to level which in turn gives way to cityscapes etc. Sound is equally impressive (the scorch of rubber on tarmac as you pull away on your next attempt at the start is frighteningly realistic, as are the machine gun effects and explosions).

No slow speed and exhilarating action Road Blaster is a winner, it makes Death Race 2000 look positively ho-hum.



Level Eight - surviving enemy from the past you will give a lot of extra fuel to get to the



Level Eight - that U.S. cannon on top will blow the other cars away with the greatest of ease.

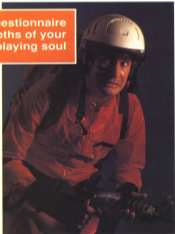
# Winner or

The ACE Questionnaire probes the depths of your games-playing soul

What sets the games champions apart from the also-rans? How can you tell if you're a winner or a loser in the great game of life? Easy - just complete ACE's probing questionnaire and you'll get a profile of your game playing status and potential.

## How to do it

Just select the answer you think is correct from each question and write them down on a piece of paper. On the last page of this questionnaire you'll find the right answers, along with the scores. A rating is given for each section, as well as an overall assessment.



## Games Trivia

You've got to be *involved* in the whole culture of games to get anywhere at all. This section checks out your background knowledge, savoir-faire and style.



1. Which of these photos shows the right way to hold a joystick?

# Wimp?

1. Which of these bold gentlemen would like you all to buy a hi-bit computer?



3. Wandering programmer Terry Crowther has **not** worked for which of the following software houses



4. Revising ball games are very poorly in time-it doeses these days - and most of them seem to be by Germlin. But which of the following is **not** a Germlin game?



5. Stagger programmer Jeff Minter has featured a veritable menagerie in his games over the years. Which of the following creatures has he **not** given starring role to?



6. Here are two photographs of a games player, one of them **before** and one of them **after** he started reading ACE. Which one is **before**?



## Personality Profile

If you haven't got the right stuff you're going to find it real hard to live with the games go-getters. This psycho-profile will reveal whether you have the dedication, stamina and motivation you'll need to make it to the top.

1. You're just about to clock up a personal best on *Autoband* when you're told a policeman is on the door to see you about the £100,000 missing from the firm's Christmas Club (of which you are secretary). Do you

- a) Pull the plugs and face the music?
- b) Calmly finish the game
- c) Press the and shout 'Come in and get me, copper'?

2. It's Friday afternoon and you've just got £1.99 in your pocket. Do you

- a) Buy 1/2 of a share in BP?
- b) Buy a bottle of brown ale and 10 foodstuffs
- c) Get the latest budget hit

3. It's 2 a.m. in the morning and you are on the brink of solving for the first time *The Mechanisms Guide to the Galaxy*. Your nearest and

dearest shouts in your ear 'It's time to go to bed. Now! Do you reply a) Yes, nearest and dearest one. I'll get the cat out and be right up. b) You must be joking. c) Nothing

4. On a Concorde flight to New York the pilot, co-pilot and stowage attendants and their man who was obviously on off-duty time all collapse at the same time. Do you

- a) Stand up and calmly announce 'I'll take over - I've played *Flight Simulator*'?
- b) Stand up and calmly announce 'I'll take over - I've played *Starfighter*'?
- c) Panic

5. When you meet an alien do you

- a) Zap first and ask questions later
- b) Take it to your leader
- c) Read the instructions

6. Encountering a new machine in the arcade do you

- a) Hang around for a few minutes and see what the punters make of it
- b) Instantly convert all your cash into 10p pieces and feed the machine
- c) Decide to have a nice quiet game of *Frogger* instead

# Psycho Quotient

In some games you need a mean streak to succeed. This test shows whether you've got it — and at the same time reveals what the inner you is really like

Look carefully at this ink-blot.



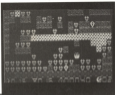
What do you see in it?

- A cute and lovable creature from Alpha Centauri which you would clearly like to keep for a pet.
- A disgusting bug which has fallen out of a tramp's beard.
- A highly dangerous Alpha Centauri mutant which must be destroyed at all costs before it reaches the core of the reactor and initiates meltdown, so causing the demise of civilization as we know it.

## Problems, problems...

Time was when all you needed was the brain power of a chimp to play computer games, but increasingly we are being expected to think. Some of us have trouble with this, so here are a couple of puzzlersome problems to see if you've got the necessary grey matter.

1. Here's a wee problem from Boulderdash clone Strategery (reviewed on page 62 of this issue). How do you get all the disc worlds?



2. In the classic game of Noughts and Crosses you must:

- Move left
- Move right
- Stay still

## How you rated

total 2 points if you've got the right answer at all.  
 Below 20 you may not be all that bright.  
 20-30 you need more than the dog to get it.  
 30-40 you may not be all that bright.  
 40-50 you need more than the dog to get it.  
 50-60 you need more than the dog to get it.  
 60-70 you need more than the dog to get it.  
 70-80 you need more than the dog to get it.  
 80-90 you need more than the dog to get it.  
 90-100 you need more than the dog to get it.

### Overall Profile

### Problem, Problems

1. How many of you rated it as a problem?  
 2. How many of you rated it as a problem?  
 3. How many of you rated it as a problem?  
 4. How many of you rated it as a problem?  
 5. How many of you rated it as a problem?

### Psycho Quotient

1. How many of you rated it as a psycho quotient?  
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### Personality Profile

1. How many of you rated it as a personality profile?  
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 5. How many of you rated it as a personality profile?

### COMES THIS

1. How many of you rated it as a comes this?  
 2. How many of you rated it as a comes this?  
 3. How many of you rated it as a comes this?  
 4. How many of you rated it as a comes this?  
 5. How many of you rated it as a comes this?



# GROW INTO A BIG FISH IN A BIG POND...



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# SCREEN TEST

## The PIC chart explained

A new system takes a lot of getting used to, so we've cooked up some advice for a fictional game. Borrowed from Scotland's *Clash On Command* to help you along. You know the kind of thing: good scrolling, but not great action, picking up extra weapons. Now check out the ACE treatment this game gets.



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# ANARCHY

Block bashing gets a new twist from **RACK IT**

**REBELS** have taken over the world. They are using the helpmate planet of Sentinel Four through force of arms. It's your mission to break into their security complex and destroy their entire supply of weapons and explosives.

Despite the dubious story Anarchy is one

can be shot and done so will turn them for at least a short time to an indestructible block which can be moved along from your tank in a straight line by repeated shooting.

You have two minutes to complete each level, after which time the building's security systems will detect you and you will lose

## Brain-stretching block bash



Targets appear as tiny globes in and out of blocks that obstructing squares that change from one to another on

of the best budget titles to appear in a long while. In play you must guide an A.C.E. MK3 Interceptor (ostensibly similar to a tank) around a horizontally scrolling complex made up of blocks, some destructible, some not. Destructible blocks represent areas

one of your three lives. But if you manage to destroy all the weapon containers in time an exit will appear and you can escape to the next complex. Caution is advised here because as soon as you shoot the last block your weapon becomes inoperative - so make sure your tank is to the exit a short way.

All this may sound very easy until you discover that your tank can only shoot blocks that are one or more block widths away from it, so you can't shoot blocks you're right up against. Things now become very tricky indeed. The arrangement of walls and weapon crates on each level is such that you can give very little room to manoeuvre until you have destroyed some blocks - but in places you'll find you can't destroy any blocks because you haven't got tools to manoeuvre.

However, one or more blocks can always be destroyed and shooting these will provide the key to destroying all the other



Being pursued by one fast special gunner, you'll get caught in a trap and lose a life unless you EXACTLY time

blocks. The problem, of course, is in finding which blocks these are, and where you have to be to shoot them, and even when you're found and destroyed there is not always obvious where you next target is.

On every 100 level things get worse - first is where the tanks keep their loaded weapons and the complex is guarded by a special droid that follows your exact course. These droids are tricky customers but the key to avoiding them is the fact that they WILL follow your EXACT course.

All these features make this a game that requires as much thought as firing, you even have to be careful where you shoot on every level as it may block your only escape route. Anarchy is an outstanding test for 16-bit work (and rated 815), and it will worth around \$20.

Andy Smith

## RELEASE BOX

Com 128	£17.95	18/0002
Speccart	£19.95	02/01

manoeuvre-and-to-complete a level you have to destroy all of these indestructible blocks one - for the most part, these just to get in the way.

Wandering around the block complex are numerous security droids. These don't vary that scoring but do tend to lead in the direction of your tank, though very indirectly. Contact with a droid is fatal - but they

<b>VISUAL EFFECTS</b>	★★★★★★
Eye setting not needed	
<b>AUDIO</b>	★★★★★★
Direct and often subtle sound effects	
<b>IQ FACTOR</b>	★★★★★★
An exact thinking or logic required	
<b>FUN FACTOR</b>	★★★★★★
Very absorbing and mentally pleasing	
<b>CRASH TEST</b>	★★★★★★
Minimal vibration - but smooth should avoid finished	
<b>ACE RATING 815</b>	

# HOW TO BE A COMPLETE BASTARD

Virgin's illegitimate arcade romp

**SEXY** Add *Intimidation* (a la film) to that Spectra's version of the game based on the book of the same name. With tips from the great men behind your mission is to invade a Puppie party and ensure your place in the *Bastard* Hall of Fame by hitting the party and upsetting the guests so much that they all leave.

for a while. The object is to get your new-found status up in lights and octaves complete bastards.

Lots of things can upset a puppie - like cubes or a baby's underwear, for a start - that will upset her for a while, but not enough to make her score a party - whereas making custom post card spattering the dress with their would have her set the class is no fare and as permanent - light one of the ladies. The main aim's all that been on having parties sprayed on them either, which might give you the idea that this game is over a slightly weak. You'd probably be right.

In addition to lighting up the letter score also got to score as many bastards points as possible by doing generally obvious things like hitting a lot of people in drinking making up liquid. Four letters displayed around the screen indicate such things as your character - which increases as you drink more of the *Master Gel Power Red Lager* - and a



The *Bastard*'s protagonist hits puppie party and 'Intimidation' gives you the means to view the action from all possible angles - wonder what could be hitting in the pockets of those cubes?

With every puppie that leaves the party, a letter from the words 'COMPLETE BASTARD' displayed across the bottom of the screen lights up permanently. If you only really upset a puppie then the letter only lights up

## A roughly novel scenario.

*Bastard* takes in all shapes and sizes but rarely to your computer screen (despite what you might call those aliens who manage to hit you at a high speed, which makes what could occur have been an average arcade adventure a lot more interesting and enjoyable to play. It's a joy, though, that you don't actually find yourself performing bastards actions. The lack of substituting out messages for on-screen action (as in *Dem Dams* for example) is of very odd but what are we going to see some real action?



In the barroom, where a *Bastard* can find out if you're for a drink. The items to give any of the other characters to ensure that *Bastard* can only get a real response to your requests.

'Intimidation' which also increases as you drink various liquids found around the house.

As you wander around, the homeliness still added gives you two separate views of the same location and both these views can be rotated independently, enabling you to see everything in any location. This is very confusing to start with but, after a little prac-



mission, it becomes a lot easier to handle and eventually ends to the game.

Controlling your character is done not a menu that appears in the bottom window whenever you press the button. Different options become available depending upon your location within the house or the team.

The graphics are nicely detailed and the animation is smooth, though it's obvious you never get to watch any of the bastards' deeds that you've commanded your character to do - merely a text description of what the consequences of your actions were. (and a limited to a play like have had the odd effect story scenes etc.)

Being a complete *Bastard* is a lot of fun and requires quite a bit of puzzling. The idea's original although the game format isn't and the gameplay improves with familiarity. All in all a bit superior product to the *Young Chess* game that was released some while ago.

Andy Smith

## Amstrad version

Every bit as playable as the Spectra version reviewed here, with the same control method and game concept. More standard graphics are of a slightly higher standard but, that apart, it's very similar and certainly as much fun.

RELEASE BOX	
Spectra	£7.95 REVIEWED
Amstrad	£6.95 REVIEWED
Com 128	£9.95 MARKET

# Slaine

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# CHAMPIONSHIP WATER-SKIING

Sunny skiing simulation from Infogrames.

**BY** the time you read this we should know it: Kotex, Matsui, 23-year-old World Champion, water-ski, has released his title. The championships were held in London, from the 17th to 20th of September. Infogrames program gives you the chance to take Matsui's part in the three major water-skiing events: slalom, jump and freestyle.

Slalom is the first, and hardest, of the events. Firsted behind a speedboat you have to weave around the buoys to left and right. It begins with its renallytical studying, the frequency with which you fall over makes you suspect that the event is not impossible. However, perseverance brings you the knowledge that the key to the event is lightening in shortening the tow-rope, and that the key to doing this is oil in the timing. Practising though the slalom is, it does have a reasonable amount of timing interest.

Freestyle means doing as many tricks as you can in the 30 second run. Using jumps or loops you can do spins and flips. Again, the problem is staying upright and - again - the solution lies in the timing.

The jump is the most spectacular event and the one you're most likely to get instant results from. You pick up speed and try to hit the take-off boat at the right moment then maintain a good posture in the air and the chances are you'll go far, young man. A good jump should be in excess of 60 metres.

## RELEASE BOX

Amibud 319 to 3196 a 31966

GM 128 319664 a 319664

Mar 92 3196 a 31966

The program looks like business, with beautifully blue seas, buxant palm trees and a pleasantly fresh, beach beauty - Patsy's sister? - jollyingly reclining at a beachside. The graphics, though, really pack, only the slalom poses any lasting challenge. Once you've acquired the skills to get on the high score table your only goal is to topple a certain Nippon team that junks on the top.

Peter Cosgrove



**VISUAL EFFECTS** ██████████  
Blue seas, palm trees, beautiful women. Nice.

**AUDIO** ██████████  
Nice, but not too much.

**IQ FACTOR** ██████████  
Not mathematically demanding.

**FUN FACTOR** ██████████  
Supports hockey - but with the others, just like it.

**ACE RATING** 692

# MOEBIUS

Role-playing high-kicking quest from ORIGIN SYSTEMS

**KAIJEN** has stolen the Orb of Knowledge from your master (because the Wickedness and you must turn it to the last elemental order) in search of the all-powerful object that binds the very forces

evoked with reality but with a spot of mischief thrown in for good measure. Destruction is simply a quick routine test in which you must step in Yin-Yang symbols (one moving out of a small square).

The quest itself begins outside the house of Mobeius, where you start off with a limited supply of food and water. The screen displays a map-like view of the first of the four locations (EARTH) with your dimly visible character visible in the center. Movement in any one of eight directions causes the screen to scroll around you revealing new territory.

The land is composed of large character blocks over which you land any other people you may meet; move one block at a time. Most of the terrain is covered with forest

or wooded areas.

On your way you'll encounter peasants, guards, assassins and other neutral types. Conversation with them is limited either to dialogue or to commands like STAY HERE and FOLLOW ME but there is also a HELP command which can reduce other characters to sword jobs and/or quests within the game.

You must also destroy the temples of Mobeius of the influence of the evil forces. Be the first of the temples is a single block and Mobeius will transport you to the last. Monks are tough and not only will they outnumber against you but they can also VISIT skilled fighters, so before building one be sure your energy and strength status (see screenshot) is up to it.

**VISUAL EFFECTS** ■■■■■

Functional and unimpaired

**AUDIO** ■■■■■

Playable sound

**IQ FACTOR** ■■■■■

Keeps the brain looking good

**FIN FACTOR** ■■■■■

Not easy to get into and disconcerting

**PERFORMANCE**

PERFORMANCE GRAPH

Responsiveness and ease playing: Average/Excellent

**ACE RATING 628**

of nature together. Eat and Kaijen will use the old-to-do (supposedly) harmful things to your future citizens of Khotius.

You start the game with an initial scoring period and your character has two main attributes of BODY (and MIND) (as defined by how well you perform in a series of combats and in diversions). Combat is of the usual

and in order to leave. Although this you must step a path with your sword. You will often encounter barriers of rock which you need a hammer to break through. Such features make conversation very frustrating and, combined with the rapidity with which your food and water run out, can reduce the thrill or excitement to

when exploring the diverse features of what exists in the temple of Mobeius. Watch your step, most paths are near, falling lights are visible and with some luck. And things do not last forever and hope for the best.

Head and shoulders of you know who. You're in the heat - and away!

The temple wall - that's wrong

Stone - just for effect

This stone gives you a clue. Perhaps that, and when it rains, you'll want to hold one.

Show you've got the means to defend yourself.

Your old statistics - certain spells will drain your mental energy, others your physical reserves. One or the other may be important.

## Deadly encounters in Khotius.

The robot's design lights the price guard during training. In this phase you have to use hand tools and handgrip your opponent's sword - take as you get a sword of your own. There will be many more combat like this to come.

**W. TRAINING ROUND 1**

Energy expenditure is marked by this bar - the larger it gets the more wear you're putting on the fighter and the smaller your life. Stamina. Energy can be replenished by eating.

Your strength rating, which is determined by how well you perform during training - it rises as long as food and water can only this slow towards zero and is very good.

You start the game with a limited spell and by practicing prayer, meditation and taking other-a dangerous business) you can increase your magical powers. Invulnerability, teleportation and other spells will make life a lot easier.

Complete the quest and a life of retirement in the house of Mobeius will be yours. But you'll need luck and a lot of patience (mostly with the CD-ROM drive - the game is on two disks) to earn it. The idea of combining two different role games with role playing could make for an excellent game but Mobeius really is more of an old food than a new looker-up.

Steve Parker

## RELEASE BOX

Cost: £19.99 / \$19.99  
 Age: 9 / 10  
 Length: 1.5 hrs / 1.5 hrs  
 Date: 1990 / 1990





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# Ultima V

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# RED L.E.D.

ACE  
910  
RATED

A great little roll-around from REAKTOR.

**3D** landscape Marble Madness clone takes a late test in Reaktor's latest offering, Red L.E.D.

You start with a grid of interconnected hexagons, each of which represents a Marble Madness-style baffle barrier. You select a hexagon and send your baffle-lined into the terrain to do battle with the resident aliens and collect few energy pods before making its escape. Complete a row, left to right across the screen, or three rows and you've won the game (after like a certain TV quiz show... Give me an A piece, kid!). All the while in a race against the clock. You have

40 minutes to complete your chosen series of terrain-or 99 minutes.

Red L.E.D. has 37 different landscapes or "Wizards," each of which is large and extremely well-tuned with consistent use of color making the 3D effect very convincing. These landscapes scroll very smoothly around your clock making the 3D effect graphic feel and probably the best of its type.

As well as selecting different landscapes, you can also select one of three different clocks, each with its own advantages and disadvantages. This is important because the main challenge of each Wizard varies from

VISUAL EFFECTS ██████████

Probably the best graphics for the type of game

AUDIO ██████████

Too much, but good sound effects

IQ FACTOR ██████████

Even your opponent has done it, don't let up

FUN FACTOR ██████████

Save a minute - your speed may not get you



Graphics and graphics combine for testing speed

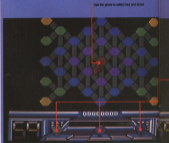
ACE RATING 910

landscape to landscape and careful clock selection is essential to survival. Some levels are a maze of thin, twisting stripes and, as tiling off of the landscape will cost you a minute at the clock, precise control is of great importance. The targeted and enthralling Red L.E.D. clock comes into his own here since he is by far the most controllable

## Where does the marble go now

Fun's roll-type games have loomed large on the shelves since Marble Madness. Red L.E.D. is the first to vary the basic recipe by giving your "marble" alien-busting potential. There have been similar variations on other popular themes - Boulder adding role-play to hang-in, Asteroids putting magic into Bounce!, How about a marble with jumping, flying, and spell-casting abilities - that should really go places! Let's have your suggestions and maybe the software houses will follow suit.

Beat the baffle zones to beat that grid.



The grid and baffle. Selecting a hexagon sends you off into one of 37 wizards - challenges a new screen, the grid bounces with weaving it turns and set the game. Use directional selection. However, when you get to that point, you must defeat that arena and taking a long route across the grid may be your best bet. Be careful too with your level selection on the Wizard.



# CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

AGE  
912  
RATED

**ELECTRONIC ARTS (and Chuck) want to get you airborne**

**CHUCK** Yeager, the best pilot to break the sound barrier is an airplane. You get his name in this latest release from the Electronic Arts studio. Bloody kidding it's a very enjoyable flight simulator — but that's by no means the whole story.

The game is split into four sections; you can choose to either test fly new planes or have a look at formations flying and weapons training. You'll probably be better off, though, starting with the flight instruction, which teaches you how to achieve complex maneuvers such as clean rolls and loops.

## THREE MAGNIFICENT MEN...

The bridges you have to soar through.



Reaching certain goals involves flying through several bridges, and completing one of the many courses before you start.

## Menu Mania

The game options are controlled by means of pull-down menus that can be called up at any time. For example, if you're flying in basic training mode you can opt to execute left or right turns, landings, and take-offs by hitting the Command Key; a menu appears with the options, allowing you to choose between a training session or an attempt at doing the maneuver solo. The instruction mode is so simple to use that it doesn't take long before even a high school pilot feels confident enough to fly some of the more complex flights.

The teaching method is simple but effective. Your screen is horizontally split with the top half as your external view of the surrounding countryside and the bottom half filled with all your necessary flight instruments. In the center of the top half

## RELEASE BOX

Com 128	1/80	1/80	1/80
IBM PC	1/80	1/80	1/80

to other version (same)

screen is a small, color-coded title in a small yellow square, which is your means of controlling your plane. The latter half of the screen is split: the square is filled the same; the top, one or three will be

**COM-OP** racing games are all the rage at the moment, but this one could even put Out Run in the shade. With its distinctive overhead view, car-tuning options and multiple stories, Super Sprint has been a huge success. But how does the more serious 'steep up'?

The most striking feature of the strategy is the way up to four people can play at once — and sadly there's no way that can really access to a Spectrum. Even Spectrum users only been able to do single and two-player modes (i.e. with 'doubles' — computer-controlled cars) — making up the numbers.

## RELEASE BOX

Spectrum	1/80	1/80
Com 128	1/80	1/80
Ami 5	1/80	1/80

Each time you play you can select ANY one of the games right 'till you start on. The default level is the easiest by some way. Viewed from above it looks very simple indeed, a few bends, good long straight



and a starting grid runs. Looking back. Actually, getting round this is anything but simple, and it's a few years before you've got the hang of driving your car or jet.

It's not that there's a whole host of vehicles to choose with, it's that you're only

When you're racing inside a large town, again is the main, moving around at its own accord. You follow the lowest square with your yellow square and to execute the move. Getting to know the moves is essential when it comes to you in the plane loaded. Each your piece and the digitized picture of good of Chuck appears, including such encouraging phrases as 'you're no need of mind'.

## IBM PC Version

Despite the fact that it only has two colours, the IBM PC version is only better to the Com version — but it does have a few enhancements. If you're still flying you have the option to perform several stunts in succession and watch your achievements played back to you. As much fun and excitement on the PC as on the Com.

# SUPER SPRINT

ACE  
907  
RATED

## ELECTRIC DREAMS new race-em-up

get left, right and accelerate, but using them sensibly makes lots of practice. Take it easier too late, early or just add your touch into the corner around the hair.

Hit the barrier a glancing blow and you'll bounce out again, but the more forceful, skilled cornering doesn't win you real and truly stuck, wheels spinning. To get back in the race you need decide the obstacle, but your car is free to race directly out into the back and then pull away. Even if you manage to save your car's ability to survive as you come 'back' sending you straight into the barrier opposite if you aren't very good.

The track don't drive any too fast on the outer tracks, but they leave crash. They also don't seem to be affected by oil patches which send you spinning in the games among minimalist details will leave you in a crip. The water - a tunnel - driving

is quite enough to test you hollow if you keep crashing, so good cornering and crash recovery techniques are essential. If you beat them all over the top, they'll get meaner on the next race - and take tests



in a new look, you'll get some testing to do.

You do have one trick up your sleeve though, and that's fueling. As well as oil, water and 100-jolt boosters, you'll also come across little yellow

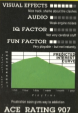
spots on the track. Collect three of these and you'll get a chance to fuel your car before the next race in any one season you can boost your traction (boosting), acceleration or top speed.

Crashes, wheelies and spins all add to Super Sprint's considerable visual appeal, and give up the gameplay too. The visual language is also fairly done - though it only shows up after very bad races on the Spectrum version - and the in-game money looks good.

But there's a big visual problem on the Spectrum - attribute class. When the cars are bunched up together their colours inevitably merge, and it can be very tough to spot your own vehicle. To make matters worse, Super Sprint can never collide with each other so it's quite possible to lose if there's to occupy the same space.

Continuing that then, and very interesting to know too. What pulls the game through so well is its immediately addictive gameplay, the challenge of new tracks and the excitement of tuning your car to perfection.

Andy Wilson



The propels are stunning, by pressing the appropriate key only one of less more can be displayed, including a view of your place on track from the control tower. All ground features and other planes are seen in total 3D. Level 1 is linked to the driver of your engine in the wheel of your propeller, depending on which particular plane you happen to be flying.

Check Feather is entertainingly different from yet standard light air; the training element means that it's somewhat hard to get off the ground. Once you've mastered your wings, though, you can go solo and experience a much

higher level of difficulty. There's so much in this game that it will take many hours of addictive fun to experience and master all the available options.

Andy Smith



Tuning made quite a pleasant surprise on the PC version - you aren't so fussy with your engine settings. The necessary amount of tuning into your car will now depend on how fast you can get to see your controls at any time.

# ACE 2

Aerobatic combat from **CASCADE**

**FOLLOWING** the success of their earlier flight simulator ACE One Air Combat Emulator, Cascade Games have released the sequel - ACE 2 - which sets out to give you more realistic action than simulation in the context of an advanced jet fighter.

This time, however, you're not alone. In ACE2 you must battle it out with either your Cid or a friend in one of two possible scenarios - dog fight or full-scale combat.

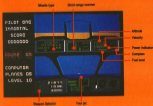
Dogfight means just that - you fly your

jet and attempt to shoot down your opponent before he shoots you. Skill levels are incorporated by means of allowing the player to choose the number of jet each side has at their disposal - from 2 to 20 - so the more aircraft each side has, the longer the game will last. Additionally you can choose just how many missile hits each jet must receive before it comes down. If you're in-line player mode you can also choose the computer's skill level (from 1 to 20) which may or may not help you win.

There's the use of on-to-ground modes, which (like the radio-guided missiles) must be fired and guided to their target by keeping the object in your sights until the missile strikes home. Destroy the installation plus the remainder of the enemy's craft and you'll win the game.

You'll find the vector graphics in ACE 2 because it's all fixed, but notably the scenery fails to impress and the screen lack of ground detail means you can spot the installations from several miles out. Sound, however, is a

## Bandit at 6 o'clock!



The split-screen view of the action in ACE2 puts your own cockpit view on top and your opponent's underneath. In you can use the ground-based air base systems as described in text flight to keep you interested. You can see yourself shooting at an air base screen in a brief while set near the bottom of the installation.



How do you turn to go into the offensive. The enemy jets in your sights and it's time to fire off a missile and guide it home.

flow and throughout the game the on-screen action is divided into two areas with each pilot having their own section, displaying all the necessary information about altitude, velocity and number of missiles etc. Ammunition include on-board missiles, land-weapon on-to-air missiles, radio-guided on-to-air missiles and on-to-ground missiles.

Full-scale conflict is either a grand title for what it is or effect only slightly different from the dogfight. You have one ground installation to destroy (depending upon which side you're on), but will be either a major obstacle or a easy step. To help you, you

## RELEASE INFO

Dev. Co.	FRG	CD-ROM
Spectrum 686	4.99	49.99
Spectrum 688	5.99	59.99
Age 17	1.99	19.99
Amiga CPC		29.99

never feature of the program with a freely title have real-time good effects within the game.

ACE 2 tries to combine the traditional flight simulator with a bit of action - but with the emphasis heavily on the action side. If you like your flight sims to have loads of details like realistic control, under-compass control, legs needed and so on then you could well be disappointed. Unfortunately the controls still doesn't live up to expectations - a limited cockpit view and only two jet mode opponents at any one time dampens the thrill you'd expect from a shoot-out up and fails to compensate for the absence of aerial options you'd get from a real-time

Andy Smith

**VISUAL EFFECTS** ■■■■■ (5/5)  
Great graphics, even for a flight simulator

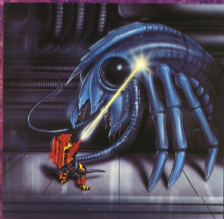
**AUDIO** ■■■■■ (5/5)  
Loudly like fun and good sound effects

**ING. FACTOR** ■■■■■ (5/5)  
Easy controls, nothing extra, credit the best

**FUN FACTOR** ■■■■■ (5/5)  
Great fun, but not too difficult

**ACE RATING** 590

# SIDEWIZ



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# 3D GALAX

Gremlin's Galaxians get the solid 3D treatment

**GALAXIANS** have plopped up courage to return to the screen, presumably because the time they have been granted isn't short.

In 3D Galaxians the view from your cockpit reveals different dimensions of the four alien types swooping toward your ship, gloriously individualized in the shape of importing and turning you into space dust. Your ship-free rotating cubes of the enemy shattering them into fragments of debris — but you stay

get one shot at a time to be sure if you can't believe getting the bullet.

## RELEASE BOX

Atari ST 1495s 4995s  
No other versions planned

At the start of each race a new fleet of Gremlin Boats darts from above to level

menacingly in front of your ship, swooping gently from side to side in the same manner as their two-dimensional coin-op ancestors. Then, side by side, they dive in to the kill with wary surviving streaks returning to the back of the formation, ready to strike again.

To complete courses, after their initial posturing the aliens will swoop in from different attitudes, approaching from above and below. Pushing the joystick forward sends your ship diving through space,



**US** Guide those computer visitors of the swamp, but use still some way deny, but you can get into the driving seat right now if you've got a Sega Master System.

In Out Run you take the wheel of an open-topped Ferrari in a race against the clock, weaving through the hills along sweeping multi-lane highways. It's a risky business: for other vehicles don't pull too speed or go into a spin, but crash into one of the many roadside obstacles and your car will tumble and over-end.

## Release Box

Sega 1495s 4995s  
Atari and other versions of Sega 995s

Feats of viewpoint behind you as you have to steer left and right, change gear, accelerate and brake. To keep things simple you can only use two gears, low for speeds up to 170 mph or so, and high for those up to a maximum of just under 300 mph. To complete courses you have to steer gears by moving the joystick up or down. Slight enough you might think, but with the standard Sega controller it's very easy to

accidentally change gear while steering.

There's a console button used for accelerator and brake, though you won't feel too much call for the later. For the most part that this brings a sense of keeping the accelerator foot down, and stretching round the curve is top gear — when you aren't dodging the traffic, that is.

Since it's a road race, you're as likely to come across motorbikes, beams or Perches. The difference is largely cosmetic, since all the other cars behave in pretty much the same way — sticking to their lanes for the most part, at a steady 180 mph.

On the game's occasional stretches of one-lane highway, overtaking is fairly simple, but on the more common three-lane that third car can get very tricky indeed. Some corners cut 5-bends are spotted in advance, and they need to be — at top speed you can skirt two or three lanes quite easily — but a good race position isn't enough if there's one built at your rear.

There's 20,000 points at it for you, every time you overtake other cars

# OUT RUN

SEGA serve up a red-hot racing coin-op conversion

but that's not the real importance of getting past them. Out Run's a series of stages through different levels of tracks, and there's a few checks at the end of each one. The choice of route is yours — the game has two separate finishing lines, and positions at the end of each stage after using different routes to them — but whether you go for the long hard (non-down) slog or prefer the easier, two-lane turns and turns of Cloudy Mountain, you'll need every second you can



It's a fine ride and you can't wait to finish



pulling back takes you into a climb. There's a small galactic map at the bottom of the screen to show your position relative to any aliens.

Every four waves you have to navigate the asteroid field. This is undoubtedly one of the game's best graphical sequences with lots of beautifully detailed asteroids spinning rapidly toward your ship as you dodge your way through. You can see missiles in that way that get too close - these grenades can land only in the asteroid belt and resemble mass markers (obviously an missile like) but from the same effect as the mines.

The aliens change their attack formation every four waves. There are 25 formations and in some you need to be very careful of ships passing by you, otherwise you can swivel dodge past an alien only to crash into the one you didn't notice above it.

Attack in *3D Galaxia* is best-on-only, as there's no shooting the enemy from the side

or get ahead; time comes over to the rear stage as you can't let up even on the easy stages.

Building up time means keeping your best level down, but it also means dodging collisions. There are no lives to lose - you can't get other vehicles or plough at the road as often as you like - but the time you waste getting back up to speed can stop you reaching the next checkpoint.

When *Gal*'s graphics are good, they are very good indeed. You get a large and well-defined, and the sweeping curves of the road can be very impressive at high speed, but the console has problems coping with large, loadable textures smoothly - and space thrives after space problems aren't uncommon. The display can get confusing too when the road lines it gets tricky but being which direction the road is moving in.

Overall the *Gal* has an excellent feel for the controls, but it is very playable still. The variety of modes and increasing feeling of speed really outweigh the graphic rough edges.

Andy Wilson

**VISUAL EFFECTS** [■■■■■] [■■]

Very fast, but rough at edges

**AUDIO** [■■■■■] [■]

One of the best

**IQ FACTOR** [■■■■■] [■■]

Not your best bet

**FUN FACTOR** [■■■■■] [■■■■■]

Really, really fun



Efficient scores based on timing intervals

**ACE RATING 852**

### 3D thrills?



A map view from a single enemy. The position of the border of the screen shows the enemy's location and attack formation. Enemy positions and attack patterns are visible from this view, but the game's graphics aren't necessarily as brilliant as a perspective view would be.

or from behind like there is a life. This is limiting but doesn't spoil the 3D visual effect and is more in tune with the Galaxia theme. The game also scores well in the sound department with a catchy and very compressed main-playing throughout. Another good touch is the landscape-drawn screens at your point as the alien craft crash into you; you see one of your fleet lines. You get an extra five every 10000 points - but the difficult to reach.

All these features SHOULD make *3D Galaxia* a very good game indeed but in practice it is really lacking in excitement. Its only other four waves but the enemy attack formation changes and even then it's still very much a case of more of the same. What's more, they come short back. Add to this the fact that when firing your cube appears to vibrate off-course when you move and things are looking grim indeed.

With a little more thought and a lot more action this could have been a winner. As it is, it doesn't look as if the latest onslaught of the Galaxia tribe is going to claim many victims.

David Parker

**VISUAL EFFECTS** [■■■■■] [■■]

One extremely attractive 3D sequence

**AUDIO** [■■■■■] [■]

Catchy tune and good FX

**IQ FACTOR** [■■■■■] [■■]

Not hard and not tough

**FUN FACTOR** [■■■■■] [■■■■■]

For enough action of variety



The graphics put you first for the graphics and you'll

**ACE RATING 692**

Navigating the asteroid belt. Presumably the alien graphics get on the ground and spinning rocks shift toward your ship - but watch for laser beams to appear!



# THE PATHWAY TO FEAR.



# WAS VICTORY ROAD

*the name  
of the game*

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**SNK**  
The Game Makers

**PLEXAR** is the same as the puzzle as which the game is set, and the tactics are sound, bouncy, and extremely enjoyable.

As it jetties young Pleasants you have been selected by your fellows to venture forth along the planet's crystal roads. These consist of a network of highways, connecting the various continents (which, incidentally, do not appear in the game) constructed by an ancient and now-defunct race of Mardic Engineers. The primitive Pleasants regard these highways with religious awe and usually elect one of their number to color the yellow track road to stones. The rest fit you fast.

The object of the game is to travel at 16 connecting roads that span the planet, each of which is connected to the next by a "warp-bridge" - effectively a stretch of landscape viewed from above. The gameplay on the roads themselves can be divided into two parts, the first of which has you bouncing atop a continually scrolling highway in

# PLEXAR

**MASTERTRONIC (ADDED DIMENSION)**  
bounce you down the road to oblivion.

how it (limited) amount of energy and must travel the length of the road, being as little of this as possible.

The crystal roads in the game are made up of different rectangles that affect you as various ways. Black squares, such always releases them and knock you sideways. Bounce you forward two places (or backwards) and generally save you about 10 points; however, you don't have much control over the ball in the section. The road scrolls inexorably towards you without much variation in the obstacles and as you can do a couple with the effects of the different squares as best you can. Gameplay isn't a strong point here, but luckily the game does

properties. Some switch, you can also (occasionally) to another, others grab food or you can what you turn side to side, at which point you must choose of which point to bounce off (usually and quickly). Steering out of road leaves you one of five lives, or else running out of time (but with the added convenience of sending you back to the beginning).

The warp-bridge phase is viewed directly from above as you move over a landscape that scrolls from top to bottom, creating roads ranging from black holes (stepped), but only for a moment of a time to really flying objects overhead that deplete your energy as, instead. Again you're up against the clock, and at various points you have to choose your route carefully as the wrong one could leave you up a blind alley.

The graphics are good, though the rectangles tend to strain your eyes after a while and color is used simply but effectively. The atmosphere of Plexar is obviously not suitable for sound transmission, other than the occasional lip, but this doesn't detract from the game's gameplay a scrap enough and it may get involved, but a little task and hard work are needed if you wish to do well. A thought-provoking game that should provide quite a few hours of fun and frustration.

Andy Smith

## RELEASE BOX

Spectrum £24.95      £19.95  
C4/128 - other formats      £10.95

Indulge your innerly yours gives a choice of five roadways and you can choose which one you'd like to start on. You

### Roads to run



The arrows all point to the big roadways.



The position of the bridge-road (shown in any screen) is usually being in a straight line.



The overhead view of the warp bridge that carries you from one road to the next. You can see the long roads and the changing colors, and the bridge is just the right way.

Four things remaining.

Trapping between the roads is a common sight and if the ball is in the wrong position it will be a bit of a pain. Any time the ball is in the wrong position it will be a bit of a pain and you'll have to start.

Then you get - obviously - a road sign pointing.

### Balls on top

Plexar brings a new dimension to bouncing ball games with the addition of the overhead highway - a real brain-bender since all the action on it is effectively upside down. Good head-eye co-ordination are a must when the going gets tough, and the observation on the overhead highway can trick you into jumping forward when you need to jump back - a tricky reverse experience that often ends in oblivion.

ball jump.

The second phase of highway travel gives you complete control over the balls progress and the roadways are varied in both format and challenge. You may find yourself on a single-square-width highway or having to choose between two different roads that may lead to different obstacles, swapping from one to the other. You may also find yourself bouncing happily along for miles, only to find that you've entered a dead-end and need to turn all the way back. There's a time limit, so a bit of practice and good memory is essential here.

Again, there are a number of different rectangles in the phase with varying

## VISUAL EFFECTS

Outstanding smooth entertaining a well done

AUDIO

Effective and often well done

IQ FACTOR

Most people will find your brain in good stead if the way

FUN FACTOR

Entertaining Fun Factor



Getting to know the road signs the classic brain-bender

**ACE RATING 85**

ACE  
919  
RATING

# SKULLDIGGERY™

Beefy Boulderdash clone, courtesy of NEXUS.

## CLONES

are all the rage these days, especially clones of already classic games. Skulldiggery weighs in as a heavy-duty Boulderdash clone and one that — on the ST — has evolved far beyond its original. You get 108 different puzzle screens to keep you hooked in the most interesting way as you dig for diamonds in the deep-bright underground.

You control a stunted cave rat! who likes nothing better than gobbling up diamonds (in order to locate a screen you score to set the required number of diamonds within a time limit — on certain screens time

is very tight indeed). Of course it's not just as simple as gobbling away like crazy; the screens include numerous hazards and a multitude of puzzles.

Bugs are the most widespread problem. They are basically what it is certain other games would have been boulders, take care they don't drop on you. As you progress in the game and the screens become more complicated, skulls also have to be pushed around to attack walls and destroy various obstacles.

Cyberd Balls and Crazy Ghosts are the principal opponents. The latter are Pac-Man-

like entities who congregate in large numbers within their compounds. Since they release clusters of sparkling diamonds when they explode they can often be key to solving a screen. Crazy Balls move like lightning through tunnels, they too explode when hit by other objects and can in useful means of breaking through walls to get to the diamonds within.

Skuldiggery starts off with some very gentle screens to get you going. Very quickly, though, the puzzles get tougher and your reflexes and grey matter are called upon to give everything they're got. You can also elect to start your game on any one of the different screens up to 30. Even when you've cracked a problem there's no guarantee you'll solve the screen every time you play it. There's always the danger of a time move and death by a falling skull or diamond, while the words of time are always turning out.

The game may well be a thorough imitation of Boulderdash — but it's an excellent one that's extremely addictive and won't be solved in a hurry. Refreshingly, it has a very entertaining two-player option (see box) which really adds to the fun. **Peter Connor**

## 2 Player Capers

This kind of dig and gobble game doesn't sound the blindest of candidates for two-players, yet Skulldiggery's combo option is one of the most entertaining two-player jobs we've seen for the ST — largely because you can either co-operate or compete (or start off co-operating and then do the dirty on your partner).

Player 1 controls the smiling original character while Player 2 gets 'The Maddest Avenger', a creature which bears more than a passing resemblance to a white old owl.

The screen splits in two so that you can both work away on different sections of the same cavern. This can lead to great eyes, since the game's scrolling is a little on the jerky side at the best of times, but it's perfectly playable — especially when one player starts lighting dirty and trying to drop skulls on the other.

A bonus in two-player mode is that you when you choose to start at a screen other than the first you get different ones from in the single-player game.

Bonus too is that 'The Maddest Avenger' is due to star in his very own game later this year.

## the Ratings

### VISUAL EFFECTS

Good design and minor... (4.5/5)

### AUDIO

Good effects and you get used to a... (4.5/5)

### IQ FACTOR

Very puzzling... (5/5)

### FUN FACTOR

Instantly playable with very little... (5/5)



Remember — you'll still be playing it years from now!

ACE RATING 919

Number of diamonds to collect, but where are they?

Time limit is different on each screen. You'll have time to search the screens during the "rough."

Your score...



## HOW TO DO IT...

### SCREEN 14: FEED THE WEEB

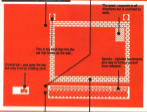
This weeb is completely inaccessible and you need to get the ghosts to it to turn it into six diamonds. You can get to collect 76 of them, and there isn't much time.



1. The busy little bat is the key to cracking open these walls. Instead of an endless line that it goes towards the goal, show you're past the goal so it stops behind it and fat, push it back. The bat will explode, the walls will pop and...

2. If you go to dig away the walls so that the ghosts can't encounter with the expanding wall.

3. Now release three really fat previous ghosts. They'll burn the walls.



4... then walk along the bottom releasing the ghosts from their captivity and it's to the weeb. But on the right hand side on the screen, and - if you're done your job properly - you'll discover what a release strategy it's diamonds.



5. Collecting the diamonds is best done by digging along the underside of the walls so that the diamonds drop out all the time that shouldn't have been revealed. You then walk with your feet out until you've got your 76 diamonds, though that walking diamond is so deadly and a falling wall.

## Friends and Foes



The cheery chappy you control doesn't appear to have a name - he's merely described as a "lootably robust save mite" with an insatiable appetite for diamonds. Well, that's accurate enough. He moves in 90-degree vectors or horizontally and you can control him with joy stick or keys. Note that you can dig walls or golden diamonds one space away by holding the fire button and moving the stick in the required direction.



The MARKED ANTEWER is the player 2 figure. He operates in just the same way as the "lootably robust save mite".



SKULLS are pretty deadly, and have exactly the same properties as rocks in Boulderdash: you can dig underneath and run away - if you're quick - but if the skulls catch up you'll be crushed.



DIMONDS - what you have to eat first, but if they drop on you they have the same effect as skulls.



DIAMOND CLUSTERS - get you much diamonds at one goody.



CRYSTAL BATS - when through tunnels and do for you if you get too close. Drop an object on them and they explode, or use them to get through solid walls.



CRAZY GHOSTS - you'll often find masses of these things flustering around in their compounds. Once released, you can crush them with falling skulls or lure them towards the vine to explode and give diamonds for each crushed ghost.



CREEPING WEEB - expands all over the place. Detonates bats on contact and turns ghosts into diamonds. When it runs out of growing room the vine itself turns into diamonds, but be careful - let it grow too big and it'll turn into skulls instead!



OUR CAKE - very tasty and gives you an extra life.

### RELEASE BOX

Apr 87

111 104 00000

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# HYSTERIA

Go down in history with **Software Projects**

**ANTIQUITY** begins in the first game from Ocean, splashy-gang splashes the American madding with the latest gear, offering history to suit the level mode. You'll have to go back in time and stop the computer before the present day is disrupted.

Approach a conventional-looking side-on view scrolling game. The run along left or



right, collecting objects and stepping onto or off of the ground. These levels you can do to collect the pieces of a jigsaw and thereby build out an enormous monster. Do this various levels in and you're onto the next level, somewhere else in history.

You start off armed only with laser eyes, the weakness of the weapon types and usable only at very short range. As you run past the classical statu, which form the first level's backdrops, you'll come under fire from statues and galleys above you. Keep up, shoot the statues with your eyes and they'll turn into useful objects for you to collect after levels, at which more of a monster, or three power pieces you need to build out that big monster.

While laser eyes are OK for knocking out the statues, they aren't really enough against the galleys, which explode monsters. They'll deal with skeletons, the most common statue, but you'll need something rather more powerful against ventrals, knights, grims, and the like. Some weapons are invisible, but you'll need to scan them - which is where those lessons come in.

Along the bottom of the screen runs a row of five icons, each representing a weapon or piece of equipment. As you move above the icons points to the weapon you're currently armed to select every time you collect a lesson the game moves along the icons, allowing you something that fit more powerful.

By the gods here are laser eyes, the default weapon, laser cross, long range balls with good hitting power, quantum level, a small ball of energy that seeks and protects you, jet pack, which gives you sustained flight instead of just leaps, and the finally electric balls, a series of energy balls coming you like very quantum balls. You can use some of the weapons together but the most powerful ones run out after a while,

leaving you with laser eyes again.

Even with the extra equipment, noises pile in so thick and fast that you're bound to take some hits. Collisions with monsters at their projectile wear down your life energy - an interesting paradox at your character represents the pieces on screen. You have a shield to protect yourself when things really hot up, but this too has limited energy and you can't use it while you're moving. These get to break run out of the energy and it's game over.

The monster can pour in on you so thick and fast that surviving to take the monster at the level's end is more a matter of luck than skill. Though the levels do get tougher, you could probably see all three after a couple of hour play if you get lucky. Surely you might not be able to consistently complete the last level after weeks of practice.

Hydrex certainly an attractive game in the CD, and the monster may sound elegant. Its original staff as well, but the developers rather too tough to deal to suit weigh luck. That and the games limited view

## Spectrum version

Lively parallax scrolling here, and a monochrome option to avoid colour clashes. Plays like the CD version, with the addition of words popping out of the ground, these at the bottom if you can catch them!

## Getting Hysterical



The monster's varied, fast and fire for all your wealth, and you'll be through in the next view.

- three levels and then you're back on the first one with even harder monsters - make it an interesting challenge rather than an essential buy.

Andy Wright

## VISUAL EFFECTS

Smooth parallax and some subtle scrolling

AUDIO

Very limited but only average effects

IQ FACTOR

They like you rather respect

TUN FACTOR

Production really more the quantity



With only three levels, the Spectrum and CD versions

**ACE RATING 698**



# COMICS

Cartoon capers from **Acadade**.

**JUMP** into the pages of a computer comic and Detective Steve Bense, the hero of a series that's the 20 quad time slot romp. The year skill and judgment is tested the title of Bense, and guide him toward solving the cases of the missing Professor and the reproducing fire hydrant.

Comics could best be described as a graphic adventure in that the screen is composed of comic book style frames each with a small panel of animation, drawn or speech one after the other. Once the comic is



#### Shipping for pleasure.

The detective comic book style. The screen is made up of several animated frames appearing in sequence.



full then it is cleared diagonally from bottom right to top left - assisting the turning of a page - before starting again. At key points in the adventure the player has the opportunity to alter the plot by selecting either an action or a panel of dialogue when prompted. For example, near the beginning of the Professor caper Steve Bense stands outside the profit job in Venice while an arrow on screen flashes between the door and the window. By moving the joystick or keys until the arrow rests on either the door or window you can decide Bense's method of entry. The frames that follow both then on are linked to how well your choice was - much like the coin-playing paperbanks that are becoming more and more popular in which you decide upon an action and turn to the appropriate page to read the result.

Should you make a bad decision then Steve ends up in one of eight arcade games

other like *Phonix Goes To Hollywood* which he has to complete to continue. Sadly, these arcade sequences add little to the game.

Comics has a lot of humor and a very strong theme; it's very easy to get the impression that you're actually reading a comic. But as an interactive game it's very limited, your choices are few and far between and do not demand anything like enough thought to make it a real challenge.

Andy Smith

**VISUAL EFFECTS** [REDACTED]  
Each frame is very well drawn.

**AUDIO** [REDACTED]  
A series of different voices throughout the game.

**% FACTOR** [REDACTED]  
Not much chance to get your hands on the gun.

**FUN FACTOR** [REDACTED]  
Limited interaction.

**ACE RATING 562**

# WATER POLO

Splash around the pool with **Gremlin**.

**FORGET** about getting beat down in pursuit of fast the ball and then, when you have it, the opposing team goal. Now thanks to Gremlin, you can play water polo without even getting wet. Unfortunately, this somewhat Venice has problems of its own.

You can first presented with an options screen enabling you to choose between one or two players and, if you're playing solo against the computer, the skill level of the opposition. There is also an option to play in the championship where you control one of four teams fighting for the trophy.

In play the game displays a cross-section of the pool in which the action is taking place with the steadiness of each team represented by the above-water bodies of dark like figures. These light colored caps to show which team they belong to. When the ball moves up or down the play over the



#### Drowning in depth.

The computer getting in line in position to swim with the player's team taking advantage of being given up on the computer's way out.

screens accurately reacts to show the cross-section of pool when the game returns - a rather unusual figure - runs along the side to keep up.

Control of a whole team is obviously impossible with only one joystick so what you can do is by giving you control of the team number nearest the ball.

Or so the instructions claim. In fact, this team secures the ball control is the most annoying feature of the game and should be reserved for the team who was at one time close to the ball but has since been a control

of it to the defender control. It may seem reasonable one close to the ball the control will also automatically keep back and forth between them rendering them both practically useless. Couple all these features together with responsive movement and a system for throwing the ball that usually scores you, throwing it in quite the wrong direction and things are looking bad.

If you want to play water polo go to your local swimming pool and feel to your local swimming club.

Dean Parker

**VISUAL EFFECTS** [REDACTED]  
Looks like an adult.

**AUDIO** [REDACTED]  
The water sounds and a little crowd noise.

**% FACTOR** [REDACTED]  
Little response to the ball.

**FUN FACTOR** [REDACTED]  
The annoying feature for

**ACE RATING 375**





# BLAZER

Yet more hideous aliens from NEXUS

**MAZE!** That evil race of bloodthirsty aliens. Some developed the ultimate space fighter, Blazer. Now people have only one chance: you must fly over the Blazer construction site, and shoot Blazer before it is used to annihilate you once again.

Blazer is the latest scrolling shoot-'em-up from Nexus and is very similar to their last game, Maze Raptor. The tone though, instead of getting extra weapon systems to increase your firepower, you actually steal your alien ships you pass over. There are five on islands (each as you scroll) that way over the alien landscape with guns blazing while different formations of attacking craft swoop down from the top of the screen blasting everything they're got at you.

There are six types of ship that you can catch weaving from the horizon, together through the ship. Heavy craft, shield ship and Blazer. Blazer that, well, one with its own weaponry and a detainer.

Whatever ship you possess, with the possible exception of Blazer, surviving for any great length of time is a very tough task.



When approaching a ship to steal, its health bar will show how much you can take, but don't let it get up against the stars.

Some enemy craft attack, but that's not what offers you're simply too quick enough time to shoot before being blasted into a ball of flames. Surviving even the first level is a



great test of your dexterity and, for the most part, luck.

Surprisingly Blazer is good with nicely shaded backgrounds and well defined lines. Sound too is good, if a little run of the mill. But despite this there is still a recommendation above Blazer's status.

Dave Peckler



# ON THE TILES

ODIN/FIREBIRD present the first ever cat-em-up

**LIFE** is tough for a cat on the tile. It isn't even being pounced by alien tent City-bird. It's the blood-sucking flies and mouse hodgepodge who will drain you so very slow and bleed carefully for you'll need all of your sane lives to survive the night.

This is the best ever cat simulation. It is the streets, and a very tough game. It is the street of On The Tile a 100% control of all the features in your neighbourhood and to do this you must collect all the cat bones in the street you are pawing. Complete a street and it's on to the next to rise up the town.

Each street starts invariably quiet as your cat naps, wakes and jumps gracefully along walls, window sills, tree root tops and along the pavement in its home town. Once you have completed a street it isn't always obvious where to go to find the next, but if you run from it a better chance you'll see clearer foot rippings through an open gate and hole in the fence provides the answer.

City's life a lot of fun, some and hell, a whole of night prowling ventures go out to make things partly essential for fun. Blood and fogs drain energy, as does lighting with



City-birds along the streets, pounced by the City-birds, but the answer to extra energy and longevity in the pavement - that's a critical matter.

with cats - but you can gain that back by catching mice and potatoes. Instead appears on the hodgepodge and City-birds, whose



much a cat. For cat - for life even get a good death-defying vulnerability to despise for too, though the City-birds can also appear on the screen and kill you before you have time to react. The ongoing point aside On The Tiles is an enjoyable game with some very sticky controls.

Dave Peckler



# DEATHSTRIKE

Talented Scramble derivative?

**SCRAMBLE** of course, is that old chestnut in which you zoom through a series of horizontally scrolling environments blasting and blowing everything the CPU can throw at you. As you go your fuel decreases, but landing a stage will replenish your supply.

All the levels and enemies are here, including the firing knives, missiles, missiles and if you ever get to it the scary command base. Boon the end you get to do the whole thing all over again.

## RELEASE BOX

Atari ST (1988) 3000Kb  
In other versions: pending

Graphically the review is nowhere near arcade game standard. The colour used are drab and the scrolling is slightly jerky, making every ground piece/element look rather



## Zapping the sounders



blurred. Sound too leaves something to be desired - though the spot effects are reasonable. DeathStrike has one of the worst, most repetitive, and most annoying tunes yet heard on the ST. Fortunately, it can be switched off.

In terms of gameplay it's just about up to scratch, with all the familiar zapping and bombing of the original. But these days we expect more from the ST than a version of a very old game which can't even better that produced for the BBC two years ago.

Steve Parker

# X-15

## ALPHA MISSION

Activision help you combat terrorism.

**TERRORISTS** are taking America to ransom and you've been assigned to put a stop to their despicable plans. At the controls of the X-15 space-plane, you must fly through a total of six stages and destroy the orbiting space stations which the terrorists are using as a base.

## Swingin' on a star



Your view of the play area is through a centrally placed square window which your instruments display information about dis-

tance, speed, fuel remaining and other flight parameters. Each level of the game puts you up against two different enemies (all done using vector graphics). The first level has you fighting to survive attacks from helicopters and cruise missiles, and the second has you dodging different types of jets.

A third jet is visible to the left of the view window, and that shows how close you are to your destination. Once you've reached a certain point in the game a scrolling message across the top of the screen tells you to climb to the next level. Should you receive a

## RELEASE BOX

Com 128 (1989) 3000Kb  
In other versions: pending

kill score one of the enemy flies, your damage indicator rises, by a certain percentage (that varies according to what actually hit you) until at 99% you're killed.

Control of your plane involves moving a cross hair sight around the screen. Movement is limited to left, right, up and down. This makes your sight line firing modes, so timing of your enemies means you're also offering your course to be straight at them.

The graphics are well done in the vector style and well animated too. Sound effects include the constant roar of your engines and explosions.

X-15 is certainly a playable enough title to check out and is good fun while it lasts, but it's too easy to provide a long term challenge.

Andy Smith



# MOON STRIKE

Shoot the moon with **MIRROSOFT'S** mono masterpiece

**IF** you thought New Zealand was a land of sheep rather than stand-up guys, the vertical scroller from Mirrosoft's *Moon Strike* transcends just might change your mind. The story is far less essential than any trope has allowed us: It's about sending the digital trooper and kidnapping the Moon, now he's going to deliver the Earth. Unless, that is, you can blast through the gobs. Just believe and bomb the Tactyon Voice with weapons.

If you're looking for 1986 reason, you'd have to read the story for that, but *Moon Strike* can catch it on *MoonLead* - an illustrated story which unfolds as the game levels. Check that out, and why too - but then it's the game itself.

All that glitters, *Moon Strike* is nothing new. You fly up a strip of terrain half a screen wide, shooting obnoxious tactics and landing when gun-encounters. One-time it's a level choice in front of you, but not so much right in front of you as a ground target, pull back as the ship while pressing the dead then view of it in one side.



## Tough opposition

It's more about it if it's about this, but it



Working as one of our targets, get a light right in the center, it'll indicate you will find and complete, go.

almost everything on the ground, but at you, so flying in it might be a necessity. Fight your way through a whole level of the plus a very noisy lot of the end, and you're onto the next level.

So far as *MoonStrike*, you might think, but graphically the game is full of surprises. You can use the *Moon Lead*, change the font here really convenient and that the most common light bulb for all your work. The

writing window is all in mono-adjacency, but the detail and visual fun of the terrain can very striking. If the really because of it attracts you, at crucial moments, well there's all part of the fun.

But don't get the impression that *Moon Strike* is all graphics and graphics, there's plenty of being complex too, even if it's not so immediately obvious. The account is a view if you're watching over someone's shoulder, but once you're in the past and you'll find it plenty fun enough. *Moon Strike* isn't really about games, it's more about weaving through levels of enemy tactics, using the kind of gaps in the patterns to escape enemy death - and this can get very busy indeed.

Though the flying targets don't appear in any particular formation, the layout of the ground targets is constant. Learning the game helps your progress a good deal, but the earlier stages don't a double even when you know them well. The fun at the end of each level remains a noisy problem, and only split-second timing will get you past them, that.

## RELEASE NOX

Spectrum 486 £19.95 4/100  
Spectrum 128 £19.95 4/100

to other versions please

There's no particular element of the game that you couldn't find elsewhere - graphics and leveling sequences to the side - but *Moon Strike* does combine those familiar elements up components exceptionally well. Very addictive, witty and nicely judged too.

Andy Wilson

## VISUAL EFFECTS

By colour - both's excellent and with

AUDIO

Score of 40, present level of 100

IQ FACTOR

Works your brains, not your bank

FUN FACTOR

Laughing out, through fun!



Finally, the best!

ACE RATING 895



# PIRANHA

## YOGI BEAR

Hey Hey Hey!

Are you smarter than the average bear? You'll need to be to get out of this one. Boo-Boo's been bear-napped and must be rescued before hibernation time. Humber, moose, waltzes, bees, cavers, gnomes as well as good old Ranger Smith are determined to stop you!

Spectrum Commodore Amstrad  
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## TRAP DOOR

Here it back!  
Now you can actually explore the dark and nasty regions for yourself as you try to rescue your friend Boon, trapped in the murky depths. Along the way all sorts of creepy critters will try to speak you in exciting arcade action!

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## FLUNKY

The Royal Family as they have never been seen before! This is your chance to work at Buck House — as a menial manservant. Your job is to cater to the residents' every whim, but you'll need cunning, strong nerves and quick reactions if you are going to avoid a nasty end.

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Coming soon for  
the Atari ST.



# ATTACK!

Piranha

## ROY OF THE ROVERS

Manchester  
Down is under threat  
of closure from greedy  
property developers. On the  
eve of a special charity match  
organised to save the club, Roy's  
team mysteriously disappears.  
Unless he rescues them he may end  
up facing the opposition alone!

Spectrum Commodore Amstrad  
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## JUDGE DEATH

Megacity is  
being terrorised by the  
Dark Judges — Death  
Rayoff and his cronies Frost,  
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snares, only your psychic powers and  
blazing gun can save Megacity!

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Piranha

# The Ultimate Maze Challenge

There are no random events in **XOH**'s labyrinthine palace and there is no gimmicks or hand-eye coordination. You have all the time in the world to work out the precise nature of the hazards you encounter. Logical thinking, strategy and tactical problem solving are all part of the **XOH** experience. And **XOH** is not simply about finding solutions. If you can solve the entire puzzle (15 levels plus an encrypted message), you qualify to be a member of the **ORDER** of **XOH**, with a certificate and a badge to prove it.

*"...this is one of the most compulsive, cunning and attractive programs I've seen for some time! ... the game is superb - a very classy original twist on the basic maze theme"* *A+B Computing* September 1988 issue

## **XOH**'s Features

- 15 graded mind-bending mazes
- Each maze approximately 16 screens
- Super-smooth high-speed scrolling
- High resolution-quality graphics
- High speed or step-by-step replay
- Intriguing logical problems
- Interactive numeric puzzles



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*Logotron Character:*  
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# REVENGE II

Mastertonic's **MAD** range gives birth to mutant carnals.

**LAMA-LOVING** Legend Jeff Minter has turned the game's scariest alien into a gentle, lovable foe. Your task with games like *Attack of the Mutant Carnals*, *Sheep in Space*, and *Mama Mince*. Now, see when you thought it was safe to fight back into the strangeness of the levels - at budget price.

Best for: the wild. Despite its cute and peace-loving Bortings home away from home - the 90° tall, neutrosome-headed, insect-eating, death-dealing *Melja Carnals* of wild-eyed legend.

*Revenge II* follows the original quite closely in its game play but has a number of new features. There is, of course, the same alien waves to slay as you retreat in. Your car... of white light along a horizontally-scrolling landscape. Looking a whole lot of strange. *Mad* often delivers looking data. You must survive the onslaught and



### Yak Attack!

Your flying mutant carnal enemy death is laying you with its ready-to-use mega-bullets - but there's one big catch: to go before you can win. There's a space jet that in the program that enables you to choose your path through the different alien waves.

As you have traveled the waves kilometers to the end of the white dust, though the only cut is a time test. It's no small task when you have large groups of formation jumping. You attempting to become your carnal. It's a pup.

If you do make it to the end of a wave with any strength left, your carnal is granted

a number of credits (the more strength left the more credits you get). Credits are used to buy new weapons, armor or even to extra boost the rate of supply and demand options. However - each time you buy or sell its price increases, so be careful how often you make use of different storage.

When weapons you select *Mad* for you approach each wave is very important and often requires considerable thought, making an interesting angle to the space-up theme. It's not a case of battery, even if you pick *Mad*, it going to be very difficult to return.

Steve Parker

**VISUAL EFFECTS** [REDACTED]  
Detailed and varied backgrounds

**AUDIO** [REDACTED]  
Spacious use of music, including special effects

**IQ FACTOR** [REDACTED]  
Some space games featuring regular level design

**FUN FACTOR** [REDACTED]  
Very amusing in general when playing

**ACE RATING 750**

The overall score will help you to the keyboard

**RELEASE BOX**

CM/121 121ms 121ms

In other systems priced

# SUNBURST

HEWSON'S sunny shoot-em-up

**SOLAR** systems are big things you know, so when they start coming all over the galaxy then someone notices. When they start functioning the existence of OWS solar system, then someone gets out a stop to their old tools where you come in.

In your space ship (which has a clever) you'll see that each dimension and get it enough energy to deliver the large sun that is at each level. Gathering energy involves shooting the alien that come swimming out of the black holes scattered around the solar formations. Shooting the correct alien results in a small energy bubble being left behind that its quality and decreases in ten seconds. By over the bubble and a small gauge at the base of the screen that toward the positive sign. When enough energy has been collected the



### Getting hot and bothered.

Alien are a mixed bunch, some are to be avoided at all costs while others are positively helpful. Get enough energy that the correct alien type and it's time to shoot them.

Energy changes and you can fly into the sun to complete the level.

Other alien are not so helpful, some will help you around the level, whereas others will complicate matters by pulling your stored energy. A certain alien type will send you unmovable for a short space of time and as you meet by end bump into these instead of avoiding them.

Remember to keep to stay with - you

ship is continuously moving as you steer it around the screen, and this takes a little getting used to. The graphics are very nice, with the backgrounds varying in each level and the aliens well animated. A title tune plays at the start and the effects are good, it's a little quiet. Overall, *Sunburst* is a neat game that is fun to play once you've mastered the control technique.

Andy Smith

**VISUAL EFFECTS** [REDACTED]  
Detailed and varied backgrounds

**AUDIO** [REDACTED]  
Spacious use of music and some special FX

**IQ FACTOR** [REDACTED]  
No alien invasion

**FUN FACTOR** [REDACTED]  
OK, good game, but not the best

**ACE RATING 542**

The overall score will help you to the keyboard

**RELEASE BOX**

CM/121 121ms 121ms

In other systems priced



If you're on the look-out for conversions for YOUR machine, look no further. The ACE Updates Pages give you an up-to-the-minute report on which games are coming on-line for your micro, together with brief details of the quality of the conversion process and ratings for the game. Check it out here before you dig into your purse...

## SPECTRUM

### SOLOMON'S KEY

U.S. Gold \$8.99 cs.

An enjoyable arcade strategy game that was great fun on the Amstrad. The Spectrum version is just as playable (and every bit as addictive). Not quite as colorful as the Amstrad version but still an entertaining game.

● ACE RATING 755

### RENEGADE

Imagine \$7.95 cs.

Amstrad version reviewed Issue 1 - ACE Rating 847

The all-action conversion has identical gameplay to the Amstrad - and that means it's pretty hot stuff. Graphics are very good and the action is very well paced. Keyboard response is a bit on the slow side but poses no major problems. If you liked the look of the Amstrad version then you should be happy with the Spectrum conversion - as long as you can cope with the violence.

● ACE RATING 845

## TAI-PAN

Oricon \$7.95 cs.

It version reviewed Issue 1 - ACE Rating 877

You don't expect 32 graphics on the Spectrum but you can expect good game play - and that's just what you get with this version of Tai-Pan. The graphics (both art and tone) weren't here before but are looking good for a very enjoyable strategy game.

● ACE RATING 755

## C64/128

### RENEGADE

Imagine \$8.95 cs. \$14.95 dk.

Amstrad version reviewed Issue 1 - ACE Rating 847

Renegade on the C64 is not so exciting as its ported version on other machines. Only having four sprites on the screen at any one time means you lose the same fast-paced fighting against huge odds. The graphics themselves are good - and what is a good game on other machines becomes very average on the C64.





● ACE RATING 500

## SOLOMON'S KEY

US Gold \$29.99 ea, \$14.99 dk

Someone may want to say anything in the connection to do. The game plays slightly better though the graphics aren't quite up to the Amstrad standard. A good old sound adventure.

## ARMAGGEDDON MAN

Mortech \$12.95 ea, \$13.95 dk  
Spectrum version reviewed Issue 1 - ACE Rating 793

The C64 version of Mortech's strategy game is an improvement on other versions, largely because it plays like real-time play throughout the game. The graphics, too, have been enhanced.

● ACE RATING 810

## AMSTRAD

### ARMAGGEDDON MAN

Mortech \$12.95 ea, \$13.95 dk  
Spectrum version reviewed Issue 1 - ACE Rating 793

Identical in gameplay to the Spectrum version. A little more colorful on the Amstrad but not especially so. The second Amstrad version will enjoy the struggle to stop the world blowing up; the dabbler's strategy games would do better to rest quiet.

● ACE RATING 793

## XOR

Logotron \$2.95 ea, \$14.95 dk  
Spectrum version reviewed Issue 1 - ACE Rating 137

A real brainbender on the Spectrum and the Amstrad version is just the same. The game plays identically on the Amstrad - the puzzles are set to torrid.

● ACE RATING 927

## SURVIVOR

U.S. Gold \$29.99 ea, \$14.95 dk  
Spectrum version reviewed Issue 1 - ACE Rating 814

Not very pretty to look at, the graphics are excellent but the women look very nasty.



Attention is also poor. Gameplay is the same as on the Spectrum being set in a demanding when it comes to exact positioning for jumping etc. But Survivor doesn't get any better on the Amstrad.

● ACE RATING 570

## AMIGA

### KARATE KID 2

Microdeal \$24.95 dk

The second revision of an old ST game but the few things have been added to a greater extent, there are lots more backdrops and the on-dropping bonus screen, pops up a lot more often. Otherwise it's the same choppy, locky action against pretty backdrops.

● ACE RATING 720



## GOLDRUNNER

Microdeal \$24.95 dk

The ST shortens-up finally into the Amiga. Previous control has, for some unknown reason, been dropped so its mouse only. But other than that the two versions are almost identical, though speech and music have been slightly improved and a very demanding level with excellent graphics - where it sends you back to the start of the stage every time you die.

● ACE RATING 720

## ATARI ST

### BARBARIAN

Palace Software \$14.95 dk

A disappointing conversion of the cheap and cheerful control has, for some unknown reason, been dropped so its mouse only. But other than that the two versions are almost identical, though speech and music have been slightly improved and a very demanding level with excellent graphics - where it sends you back to the start of the stage every time you die.

● ACE RATING 640





# Werewolves

## OF LONDON

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C64/SPECTRUM/AMSTRAD

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30 top games from then and now

# BUDGET GOLD

The budget market's a jungle; wander in there and your pocket can get torn to pieces by games that don't deliver anything but a bill. But if you hunt in the right way you can pick up some real prizes, especially games that once were full-price Kings of the Jungle, but can now be bagged for bargain budget prices.

*Decathlon*, *Boulderdash*, *Dropzone*; at less than three quid can you afford not to sniff them out? To guide you through the thick undergrowth of budget ACE brings you the lowdown on 30 top games – half of them programs you'd once have paid a small fortune for.

## AMAUROTE

Multiplatform

Spectrum	£2.99/cd
CDi	£2.99/cd
Amstrad	£2.99/cd



As an officer in the Royal Army of Amaurote it's your job to rid the city of the recent magical invasion. Climb into your Rodimus and stamp around the 20 sections of the city, destroying the querns and any remaining monks in each section. The stunning graphics and smooth animation combine to make Amaurote a fantastic looking game that is also addictive and a joy to play.

## AZTEC CHALLENGE

Top fun

CDi	£1.99
-----	-------

The prospect of being the next human sacrifice to the Aztec sun gods is not very appealing, which explains why you're constantly on



the run in this 7-screen Commodore classic. Dodge spears, landing boulders and instantaneous falling objects as you try to escape a grisly death. Although it does lack a little detail the gameplay is still pretty compelling and there's also an excellent frekking soundtrack.

## BMX SIMULATOR

Codemasters

Spectrum	£1.99/cd
CDi	£1.99/cd
Amstrad	£1.99/cd

BMX Simulator puts you on the saddle in a race against either the computer or a friend. You both ride simultaneously and must complete a set number of laps within the time limit. All the bumps and turns affect your bike realistically and there are seven different tracks to



race over making this an addictive and enjoyable game that is great fun to play.

## BOULDERDASH

From Leisure Corporation

Spectrum	£2.99/cd
CDi	£2.99/cd
Amstrad	£2.99/cd

A game that has everything – instant addiction, long-term challenge, frantic excitement as the clock ticks down and extremely tricky puzzles. You have to collect gems buried in caverns, dig up

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easy loaders and worth to get at them. Loaders can stop-and-stow you serious damage, while the gears are often hidden by seemingly impenetrable walls. Complex, yet great fun, Boulderdash is a classic you can't afford to miss out on in its budget incarnation. ▼

## DECATHLON

Pinball

Spectrum	£1.99 vs
CM	£1.99 vs
Amstrad	£1.99 vs

Run, jump and throw your way to gold in the most version of the Track & Field test. An awful lot of juggling is involved and it's

Your task as the jet packing spaceman is to remove the poor humanoids from the moonbase attention of alien invaders and then leave at your Brotons. Fast and fun action.

## FEUD

Microscopic

CM	£1.99 vs
Amstrad	£1.99 vs
Spectrum	£1.99 vs

Two great warriors clash in a battle of wits. You play Leans while the computer assumes the shape of Leansins, your brother and mail in magic. Push around the land collecting herbs to brew spells then go off to find Leansins and blast him with everything you've got. Careful though - he's got much the same thing in mind. ▼



## FLYSPY

Microscopic

Amstrad	£1.99 vs
---------	----------

An evil genius has built a super computer and is using it to close down large sections of the national power grid. You have been struck. ▼

and placed inside a small helicopter so that you can infiltrate the computer's innards. This arcade adventure has brilliant graphics, plenty of puzzles and even a Commando-style sub game built in for good measure. Fly around the intricate computer complex until you find all you need to blow it all sky high with the 6 bombs.

## FORBIDDEN FOREST

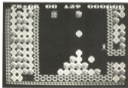
Top Ten

CM	£1.99 vs
----	----------

Atmospheric and exciting, Forbidden Forest takes you on a quest to destroy the evil Demogorgon in a dark and unrelenting jungle. Armed only with a bow and arrow you have to take ▼



on-giant spiders, enormous tumble bees, fire frogs and a host of other nasties until you get to the Demogorgon. Stay firm to right as your journey goes on, accompanied by a brilliant musical score. Gameplay and graphics may seem a little ancient these days - the game is about four years old - but it's still one of the most atmospheric pieces of software around.



## CLASSIC MUNCHER

Microscopic

Spectrum	£1.99 vs
Amstrad	£1.99 vs

Not much to say about this except that it's an excellent Pac-man clone. ▼



and not many games have matched that for excitement and addictiveness.

## CRAZY COMETS

Microscopic

CM	£1.99 vs
----	----------

That old arcade classic Wild Frenzy has the 64-bit style with Crazy Comets, originally released at full price to Mantic. The Universe is going mad, new planets are forming then spinning out of control through the cosmos. They must be destroyed - guess who's been given the task. It's all frantic action as you race around the screen blasting the huge planets and fiery comets off to the accompaniment of one of the best ever-fits Hubbard sound tracks.

gradually worth earning a basket if you're into some serious competition. Make sure you've got a tough system too, 'wagging' takes an awful lot out of them.

## DROPZONE

CM GoldAmstrad

CM	£2.99 vs
----	----------

The ultimate Defender clone accompanied by graphics as smooth and sweet as they're fast.



### GRAND PRIX SIMULATOR

Code: M1000

Spectrum £1.99 vs  
Amstrad £1.99 vs

This is a car racing game where the entire track is seen from overhead. You and a friend race against the computer's grey car avoiding oil



patches and grabbing the bonus balloons that appear on the track as you find round the bends at break-neck speed. They fast, very competitive and great value. 90% on interesting to see how the more sophisticated of the Star clan up Super System compares.

### HARVEY HEADBANGER

F1000

Amstrad £1.99 vs  
C64 £1.99 vs  
Spectrum £1.99 vs

Over the cute spherical Harvey around the playing area, bumping



hand-over-hand as he paints the background blue. Surround the opposing Harman with blue paint to defeat him, or juggle around an area of the colour (red) to make cocktails. Drink up, crash into Harman and surround him while he's still dizzy - before he does the same to you! You'll need to think like a grandmaster and think like a fish to beat the computer's five graded Harmanes, and there's a two-player option as well.

### I, BALL

F1000

Spectrum £1.99 vs  
C64 £1.99 vs

A centrally viewing shoot-em-up in which your mission is to rescue your pett who have been kidnapped by



the totally evil Tarry Galt. As a ball yourself, armed with a small foot firing gun, rescuing your kidnapped child prove tough but there are loads of extra weapons you can pick-up on the way to help such as small bombs or the awesome Flareless Pepper laser, which as every good ball knows is not to be sniffed with.

### KIKISTART

M1000

C64 £1.99 vs

You've seen the TV program - now play the game. In this maze-like simulation you must balance and jump your way over a reliable host of obstacles including barriers, telephones-bases, ramps, logs and bushes in a maze against the clock.



Kikistart has eight different levels and spot-screen-scoring action. A great test of skill, precision and timing for those who like to get on a bike and get that engine revving.



### LAZER FORCE

Code: M1000

C64 £1.99 vs

A brilliant scrolling arcade shoot-em-up. 1980s-lookalike laser-fueled, such-great arcade classics as Starblaster, Starblaster and Moon Crosser this game has enough feel to bring to keep any ardent games player happy. Lazer Force has 32



different levels each containing four sections including a shooting sequence, a missile shoot, a race against the clock through a twisting corridor and the main scoring stage with screen in which over the scenery attacks you.

### MISSION GENOCIDE

F1000

Amstrad £1.99 vs

Some of the smoothest vertical scrolling you'll ever see on the Amstrad. Mission Genocide has all the elements of the recent shoot-em-ups including extra weapons and shields collection and a host of different plans. With tenet levels



of colourful clipping and bombing action to work your way through this is a game that will keep your finger on the trigger for a long time to come.

### MAGIC KNIGHT TRILOGY

(Spellbound, Knight Time, Storm Blinger)

M1000

Amstrad £3.99 vs each  
Spectrum £3.99 vs each  
C64 £3.99 vs  
(Spellbound only)

This trilogy is a series of maze-driven arcade adventures, which, as well as containing all the cunning puzzles and jumping you'd expect, have a complex system of inter-actor-between-characters. In Spellbound you must rescue Gimbis the wizard from the fiendish Castle of Kloric in

Knight Time you must find a way back through time after being catapulted in to the 25th century, while in the final part, Storm Blinger, we discover that the Magic Knight has been split in two on his travels - one part is good, the other evil. This isn't all yourself, so the only solution is to merge the two. But how? Lots of action, plenty of thought and excellent graphics make all three winners.





## MOTOS

Masterboard

Spectrum	£2.99 vs.
CM	£2.99 vs.
Amstrad	£2.99 vs.

Aliens are invading our database and the only way of getting rid of them is to use your snail crawl to knock them off the edge. But be careful - they don't like being pushed around and if you make one false move it will be you who's snail crawling off in to deep space. Grab



energy points for extra bonus power and wings to let you jump any gaps on the board's surface and get beating those aliens.

## 180

Masterboard

CM	£2.99 vs.
Amstrad	£2.99 vs.
Spectrum	£2.99 vs.

The definitive computer darts game. If you must play darts on your micro then this is the one to get. 180 plays against an assortment of bots or against a friend in the championship game you begin in the quarter-finals and have to beat five computer-controlled players before facing Jimmy, the world champion who you'll need all your skills to defeat. If you get bored playing the computer or friend then you can try the race around the board against the clock option. Hit each number from 1 to 20 in sequence before your time reaches zero to win. Raise your girl and get your belly on the cots.



## REBELSTAR

Firebird

Spectrum	£1.99 vs.
CM	£1.99 vs.
Amstrad	£1.99 vs.

Originally released by Real that under the 180 Rebelstar Masters Firebird taught the game and introduced it several ways before releasing it as Rebelstar. It's almost always for one or two players that

promotes and wipes out your history at every opportunity. Break into Mountain Dots and attempt to destroy the basic computer which is at the head of the complex.

## REVENGE OF THE MUTANT CAMELS

Masterboard

CM	£1.99 vs.
----	-----------

It's them again, those huge hairy

mutated beasts on their crawling crusade to put an end to the evil Empire of Zoyar for ever. Beat the hordes of darts aliens through 55 stages of non-stop action in your camel walks and boosts his way along each 7cm stretch of Master-matress. The game still seems very wacky indeed, even after all these years. See also our review of Revenge 2 in the next issue.



is incredibly easy to play and extremely difficult to win. The computer opponent takes to

## RASTERSCAN

Masterboard

Spectrum	£1.99 vs.
CM	£1.99 vs.
Amstrad	£1.99 vs.

RasterScan is set on board a spaceship landing and you control a special troop with a computer memory. You must learn the ship and repair the broken fuel pipe

before re-starting the engines and steering the ship away from the site for which it's landing. Some wonderful digitised graphics and lots of logical puzzles make this an enjoyable game that is very tough to solve.



**RUN FOR GOLD**

Adventure

Amstrad £1.99 vs  
 C64 £1.99 vs  
 Spectrum £1.99 vs

Excellent non-wiggling racing game in which you can have a run at 400,000, or 1000 miles per sec. The graphics are unusually clear and a fair amount of skill is needed to do well - especially since the terrain are very high-class, sporting almost household names such as St. Elmo's. That as you make it from track to track to crack athletes to tough of the track and - possibly - world record holder.



**THINK I**  
 Fictional

Spectrum £1.99 vs  
 C64 £1.99 vs  
 Amstrad £1.99 vs

Amstrad originally released Think I at full price but it's now available from Fictional at a fraction of the cost. Think I is a horribly addictive game that is played on a 5 x 5 grid



in which you play against the computer or a friend and attempt to connect four counters, either horizontally, vertically or diagonally. A compelling puzzle that incorporates many additional features and skill levels.

**WARLORD**

Fictional

C64 £1.99 vs

Bravely vertically scrolling shoot 'em up in which you fly through the fastest hell descending enemy bases while landing off the assault of hordes of alien spacecraft. As the metallic-looking alien bases scowl below you blow huge holes in its surface with rapid firing lasers while under attack from all manner of

ships falling down from the top of the screen.

**WARLORD**

Intelligence Software

Spectrum £1.99 vs  
 C64 £1.99 vs  
 Amstrad £1.99 vs

A graphics and text adventure that first appeared at full price and is now a bargain as a budget game. You and a Roman soldier were



transported back in time and you must take against him in an attempt to return to your own time. Warlord boasts some wonderful graphics and plenty of atmosphere and all the puzzles can be worked out logically. An adventure game that is suitable for beginners and experts alike.

**WIZARD'S LAIR**

Adventure

C64 £1.99 vs  
 Spectrum £1.99 vs  
 Amstrad £1.99 vs

Massive - 250 rooms - puzzle adventure with much mayhem and

many objects to collect. It may be a bit too frantic for some, but if you like a big puzzle with lots of action this one has full price gamers well worth a ponder.



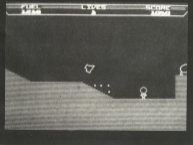
**THRUST**

Fictional

C64 £1.99 vs  
 Amstrad £1.99 vs  
 Spectrum £1.99 vs

Send your small spaceship into the cavernous depths of the empire's storage plants to steal their Klymox seeds. You must exercise precise control to avoid the effects of winds and gravity if you're to reach the goal, but when you

have it in your tow (a thing) becomes hell. The goal is however that you slip and die before more will have it emerging out of control. Touch the walls and you're dead. 400 of the 2500 obstacles and you've got the hell of a game.



# SEGA

## THE ULTIMATE HOME VIDEO ARCADE MACHINE



This is SEGA - the powerful new video games system designed specially for the home and the whole family. It's compact and easy to assemble, and the high technology gives you sharp video images, vibrant colour and realistic sound!

games console (to run a card or cartridge), a FREE copy of the hit arcade game "Hang On", 2 control pads, a TV aerial fixture to let you watch TV even when the console's still connected as well as a fitted 3-pin plug and a special mystery game built-in and ready for you to find!

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HOW MUCH  
SEGA GIVES YOU**

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Take aim and fire at your targets

with ease - and stunning realism!

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# SEGA

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Space Harrier™



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# MOEBIUS

**A** adventure through a complex and colourful Oriental world of magic, mysticism and intrigue, Moebius... follows the story of the famed Kingdom of Khandan... has a broken you, Ho-Guoye, to reclaim the stolen Orb of Celestial Harmony from the mystic masters.

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# MANIAC MANSION

Multi-character action graphics from Activision.

**LAST** month we checked out a game from Sierra On-Line that tried to give us that "see-it-or-you-die" approach which adventures can succumb to by trying out for.

Games like *Merly* on the *Magik* have been extremely popular, and even more popular the idea of having both animated action and text-entry has become program and player alike. *Maniac Mansion* offers you a huge graphics screen, three animated characters (chosen by you from a cast of seven), and benefits to a selection of these different characters that are selected by points.

Young *Timmy* has been plucked from the local college fraternity by the hideous Dr. Fred and is being held prisoner in *Maniac Mansion*, a well-known set of interior locations with a surprising number of objects to find and use. There are also other characters in the game who will interact with you, ranging from *Walter* (the cat) to a seemingly evil *Leah* (the dog) and *Grandma* (the dog). These characters throughout the game is basically American teen-fantasy, but somehow it helps give the game an atmosphere slightly reminiscent of those numerous cult movies that always seem to involve campus life and psychopaths. The movie link is borne out during the game when you find items like the *Chainsaw*, *Slingshot*, in a house in the kitchen and associated by *Stinky* (the pig).

At the start of the game you select which

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team-members you wish to play with. You have to have *Dave* (dandy's *Dojyn*) and that choice has others extending to their individual skills, which range from photographic to physics. All the traditional reconfigurable characters are there, from the sporty scientist type to the blond haired beach-boy (some choice).

You then find yourself inside *Maniac Mansion* with your three characters. The sprites are very large and text-driven and speak to each other and to you during the game, with a rather odd stuttering of the lips. The movement doesn't seem to have any relationship to what they're saying but a nevertheless quite a nice touch.

You move them about by using the joystick to shift a cursor across the screen and clicking the buttons, whereas the default command *WALK TO* will be completed by, for example, the word *DOOR* if the cursor is positioned on that particular object.

You can control only one character at a time - this is the best bit of the program, because it enables you to plan strategy and explore different locations simultaneously. You change over by selecting items on the menu, and then clicking on one of the names displayed. You'll find cooperation between the characters essential in some set-up (imposed) or otherwise detected without hope of rescue unless another one can come up with a solution.

The scope of commands is very limited, but you expect that in this sort of game, and the limitation is to some extent made up for by the intelligence of the program and the

actions that the independent characters such as *Walter* (the cat) get up to. Best of all, the on-screen animation is well and smooth as you don't have to wait around for open for the sprites to get their act together. In fact, for this sort of game, the program plays very smoothly and this certainly adds to the enjoyment.

As usual, traditional adventures want get much out of this sort of item, but the *Maniac Mansion* does a lot of difference and although there isn't much fun there is



quite enough to see and do to keep you engaged. *Activision* are bringing out more stuff from *Sierra* - if it's on point on the team it for one on looking forward to it.

## SYSTEM

Multi-character and smooth game play

## ENCOUNTERS

Life simulation for one of the best-looking others

## CHALLENGE

Points fairly easy, but strategy needed

## LANDSCAPE

Amazingly a water - and attractive bit

## VERDICT 820

Excellent title for your machine, great on the screen

# KARYSSIA

GAC three-porter from Incentive.

## INCENTIVE

Are you one of the few on the next page? Some always lived up to that word when it comes to supporting GAC users. There has been a long string of releases from the company featuring games written by users and one or two of them have been quite attractive.

However for the most part these games have been really quite simple affairs from

the programming point of view - the GAC is rather limiting, to be sure, but on *For Windows* will tell you there is still quite a lot you can do with it.

*Karyssia* is a three-part game with simple control routines that depend on your own and experience levels, very satisfactory graphics routines, and an attractive character set. The graphics here that *Maniac Mansion* looks so far as layout is concerned but are otherwise rather devoid of detail - a pity because the rest of the game is nicely put together.

Your task is to travel to the Royal Court, enter it, and kill *Karyssia* who is manipulating the economy of *Benicia*, and generally causing headache and encouraging hazardous conditions.

This is certainly one of the better GAC games released by *Incentive*. The puzzles are quite tough in places, but are to a certain extent spoilt by the frequent "You can't do that" messages that even open the simple

word *LOOK* (you have to use *RESEARCH*, but not occasionally the program comes up with a neat little bit of interaction that compensates for these weaknesses. My only real complaint is about the frequent available devices, at \$29.95 each.

## SYSTEM

Good use of GAC, despite the graphics limitations

## ENCOUNTERS

Simple character interaction, but nothing else

## CHALLENGE

Easy to learn, needs practice - there's a trick

## LANDSCAPE

Nothing to write home about

## VERDICT 695

Not bad for GAC, but it's not a classic

# Pat's Patch

## Combat routines using GAC

Setting up a fight using GAC is simple. All you need is to set aside a group of numbers to store the various fighting attributes of the player and his opponent, then manipulate these during combat to generate a result. For this example I have set up three different types of attacks for each combatant.

**1) SKILL**... This is set at the start of the game and does not change (although you could set the retirement of a statistic still allowed up to the player's experience).

**2) STAMINA**... This is also set initially, but is reduced during unattended combat (again, you could vary it with eating, potions, etc).

**3) LUCK**... A vital ingredient of any fight, the value falls every round of combat, being evenly generated each time.

Each attribute is set up for both the player and opponent, then stored in variables. When a fight sequence is entered, back to the round is generated, then the three attributes are totaled for each combatant. The totals are then compared, the combatant with the lower total has his stamina reduced, and a message is printed to say who has been hit. If both the totals are the same, neither combatant's stamina is reduced, and again a message is printed to say what has happened.

The player then gives the option of fighting or retreating. If he chooses to fight, the sequence is repeated with the new stamina levels and freshly generated luck values. It either the player or the opponent reaches zero stamina they are classified as dead.

In the code (see box), counters are illustrated as follows:

- |                     |                       |
|---------------------|-----------------------|
| 1. Player's skill   | 2. Opponent's skill   |
| 3. Player's stamina | 4. Opponent's stamina |
| 5. Player's luck    | 7. Opponent's luck    |
| 4. Player's total   | 8. Opponent's total   |

### Combat code in GAC

#### INITIALISE

```
RAND 0 DMT 1 RAND 0 DMT 1 RAND 10 DMT 2 RAND 10 DMT 4 END
```

#### START SEQUENCE

```
IF 1 1000 opponent 10000 10 0000 'fight or run?' 000
IF 1 1000 run 1 go to another location ... etc
IF 1 1000 fight 1 DMT 10 END
```

#### GENERATE LUCK

```
IF 1 DMT 10: RAND 0 DMT 1 RAND 0 DMT 7 END
```

#### TOTAL ATTRIBUTES

```
IF 1 DMT 10: CTR 1 + CTR 0 - CTR 2 DMT 4 CTR 0 + CTR 4 + CTR 7 DMT 8 END
```

#### COMPARE TOTALS

```
1) IF 1 CTR 4 + CTR 0 AND DMT 10 | DMT 8 0000 'you struck' END
2) IF 1 CTR 4 + CTR 0 AND DMT 10 | DMT 10000 'he struck' END
3) IF 1 CTR 4 + CTR 0 AND DMT 10 | 0000 'you dodged and he dodged -nohit!' END
4) IF 1 CTR 4 + 0 AND DMT 10 | 0000 'you're dead' END END
5) IF 1 CTR 0 + 0 AND DMT 10 | 0000 'he's dead' RESE 10 0000 END
```

### Double again from Incentive...

GAC software house Incentive have maintained a policy of supporting games produced using the system. Recently the company have been releasing two games of a single name under the title Double Gate at £1.95 and the latest number is Haunted House, written by Jeff Ryan and Jason Talbot respectively.

Here is set in a wretched apartment block, therefore a broken

slightly original scenario, but despite this it manages to generate enough interest to keep the player at the keyboard and has one or two very attractive jobs. One thing that the Pig found particularly effective was the use of shading to give a futuristic metallic gloss to some of the objects. Haunted House is a bit more run-of-the-mill and the graphics aren't as good either. Furthermore, both games still have some minor rough edges - spelling mistakes, poorly formatted text and so on - which is sad to see in a commercial release. Still, it's good to see Incentive supporting an STV programme, stand by the name of the Automate user using GAC products almost exclusively in a future issue.



## and Pat's Post...

Dear Pat,

I would like to inform you of a bug which I have found in Incentive's GAC for the Spectrum. It's not the old 'John Sinclair' bug of which I am sure you have heard, it's something far worse and could destroy your whole adventure as a result here. The bug can take many forms but here is the simplest. Put at or at least up GAC and then the GAC/SAVE file, enter your number one or a number in anything you like, enter a high priority condition something like **IF 1 AT 1** or **END 1 END**, go back to the main menu and press ENTER to start the game. You should now find that the program has indeed died in a loop and it is impossible to get back to the main menu.

I report both these bugs I have managed to get an end with GAC. At the start I just ignored them as, in writing simple adventures, but I did manage to write a good one called Alan Complete. I sent it to Network Silver and received a reply in a couple of

months. They said the game was slowly processed but there were few tough problems and the scenario wasn't that original. I then sent it to Bytes-and at the moment it's waiting for a reply. I've started up a few adventures called Decadly I'd set up in three different places. It's going to have three sub-books, each requiring a certain password. My thinking of making it in GAC but I haven't a clue what their address is and I would be very grateful if you could point me.

Yours sincerely,  
Darryl Davis, Perfection

As far as the famous 'John Sinclair' bug is concerned, I've totally not been involved by it so far, but yes, I have heard of it. Doesn't crash the machine and print up the name on screen or something? It is interesting to hear from other readers about this and other 'features' of adventure writing utilities.

As for on your own 'bug' is concerned, the net surprised the computer in hanging up! This is effectively killing off the player as soon as he enters location 1 and then trying back to the beginning of the game. I doubt if you'll ever get the files sent! Your problem is with the word END, which is processed almost immediately, kills the player, and sends you back to square one. Perhaps that and your problem is solved. GAC's address is Unit 10, Kings Park (Carpenter Road, London E16).

Dear Pat,

I am writing in Christian game and want to do an unusual never routine.

I want to know a message such as 'Please any key for a reply supplied. This command make the computer read - i.e. completely wipe the memory. This would have a reward and put it stop to any text language (good etc).

How do I do it?

John Robinson, Wrexham

Interesting problem, John, and I'll check it out for next month. There aren't a few commercial games around that pull this sort of trick - the greatest ones usually displayed the best-up screen, making you think the computer had read, then waited for a key-press to return the player to the game. Of course some did read the computer - and not always when timely, either!



# Letter from the SHADE...

Sappho the Witch keeps readers informed on the latest developments in SHADES, a multi-user game now under Microsoft that allows you to log on with your modem and frolic around an imaginary land in the company of other real-life adventurers. Naturally, everyone plays under an assumed name - considering the sort of thing you can do to your fellow players, this anonymity isn't just convenient - it's essential!

Once again fighting into the SHADES battlefield. Killing has always been a part of MUDs, but in SHADES fighting has taken on a new angle with the growth of a sub-level of play: the high-level psychopats.

These fighters, dissembler-level and above, are a curiosity. It's relatively easy to be a killer because the points required to get to that level can be obtained within a single game. Having 50K plus, however, takes several weeks, skill, and determination. Thus they have much to lose if they die.

High-level killers are not an entirely new concept. Back in the era of standard network, Caribbe was the first killer to achieve notoriety and respect with the title Necromancer. In those days, if you resisted fight there was only one thing to do with Caribbe: avoid - 1989.

More and more killers now climb to a higher level. As their level grows, skill ability improves, along with small increases in stamina and base-level strength. All took

quite a difference in class-in-ten fights.

Recently high level class' stress caught the imagination of every Shade. The dualists try often to glory and many points if they win with highly publicized events. The stakes are very high - and only one can walk out alive.

Three high-level duels have been fought recently. These were all between a particularly well-tested solo player and Winona the Languidist Miss. Winona, a veteran duelist, and the first letter to follow Caribbe to Necromancer status, will duel any player of similar level.

Pages the Watcher was the first to challenge Winona to a duel to the death. At a show where a pretty 150 points was awarded to either instantly, the reality of the challenge was frequently questioned. Yet he forgot the potential glory of raising Winona to gold instantly was too much. Despite his high level advantage, Pages lost, dropped of rank, he left the game posts-less - a state never.

Pages and Lancelotti soon followed suit. He one has challenged ten since.

Is the guy psychotic? Can such high-level killers die? The answer - yes. Just a few days ago at the time of writing, Winona's Watcher was splattered all over the City by Delou the Southpaw. Was Winona low on stamina? No. Was he overconfident? Not he was so busy raising over a SHADES body-level that he didn't notice a longword being longappreciated to level!

Below I go, the narrator of Shade the Wizard being tormented by Winona's dissembler. Caribbe was, in fact, a victim of the Watcher. But if these Wizards WILL insist on having such steady SHOOTING emotions, then they will have to expect the odd unexpected person like-a flame.

Did the person die enough for you too, darling?

## The Pilgrim's Prayer's Guide to Hitchhiken...

WEGITO is a fairly lengthy experience, and Pilgrim believes that you'll find that he's always short of space. We've decided to run the Pilgrim's Guide to the game over three issues. In this issue, you make it to the Heart of Gold, but month you'll deal with the various problems of life and alternative universes, including up in the Christmas issue with the infamous screening door problem and the end of the game.

Hitchhiken was Douglas Adam's first adventure with Infocom, and it shows. First, the game is very linear at the beginning, which means that in several instances all you have to do is **WAIT** repeatedly - so type **I** instead of **WAIT** - to save time here and throughout the game.

Another slightly annoying feature (though some of you might love it) is that you have to solve a lot of problems in advance, at a cost. Typical examples of this are the **Yapping Dog**, who must be fed a choice sandwich bought in the pub; and the **Wagon Pass** which provides the password to get the Atomic Factor Poster. In the latter case, however, at least you get told what you need by pressing the switch near the glass case in the Vlog's hall.

Other puzzles are more straightforward - you can just **use** **hammer** if it's causing a problem (it will) without bothering to look before it's feet-off. When Ford turns up, just **I** will be offering you the food - but DON'T take a **Keep** until you get up (which you do automatically) then **Follow Ford** until you reach the pub, where you should lose your drinking to a reasonable amount. Yes, because by the way, have brought absolutely everything with you from your home, including the juke box.

Once you're in the Vlog's hall, and have received consciousness, you'll need to get the **Ballast** from the dispenser as quickly as possible. Remove your gun and hang it on the hook you should have won it from the start, wait in Ford's hall, and then get the food and the catched. The food goes over the door and the animal against the panel. The juke box you **did** remember that, didn't you? Get on top of the animal.

If you don't enjoy **peeing** you won't have the pleasure of hearing the second Vlog poem, which contains the password needed to get the Atomic Factor Poster. Once you've got the password, you may still have difficulty - you need to **TYPE** "password" - to open the case. Then make sure you get everything before you get thrown into the abyss.

It's really at this point that the adventure begins. Let's face it, up till now you haven't exactly had to do much exploring, have you? Next month we'll make our way through various universes, examine the use of the wand and the importance of the real question mark.



## A word of introduction...

Believe it or not, there are the curious, the mad, the SHADESists, and the Shadesists - we can check up on the main page from a world where anything can - and does - happen, and where the players are not computer controlled entities, but real people.

Let the message speak. It's Sappho the Witch, an old character who has been "Shading" since the game first appeared on Microsoft just over a year ago. Since then I've played at sorts of games, but SHADES remains my favorite. Like other Multi-User Games (MUDs), it is a place where several adventures can play in the same game at once. SHADES, for example, has sixteen games (shown at indicated) of eight players, so there's plenty of room for everyone.

Most MUDs would consider reaching the rank of Wizard or Attaining immortality. To get to the rank of Wizard in Winona-Shades you need to gather 200000 points. This is no mean feat!

SHADES is a fantasy place where reality, which can be made to be more, wielding swords, fighting and slaying. Or perhaps they feel the need to act as Wizards, protecting the women, or making the Shade of their world disappear. Women can play as attractive damsels, always seeking new lovers, here who will come along and save them from the horrors of a land of violence and danger. Or there are polite and party women who always feature emotions left breast much fighting for as though an inflexible land, having at least a smidgen.

SHADES is also a place where men, women, boys, girls, the young and the old, can even change their sex - and alter it!

Mathematic, if you've got any sense for the column, just leave a note for me via BIX 200001 (MS) or SF Code To Mexico.





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# TRICKS 'N' TACTICS

## EXPLORE XOR

The Big Boffin himself, Andy Wilson, gives a little helpful advice to players of XOR, the maniacal puzzler from Logotron, playing now on AMSTRAD, SPECTRUM and C64. XOR rated maximum IQ Factor in our first issue; you'll need all the help you can get.

### Chicken Supreme

Mainly straightforward stuff, Chicken has left and fish fall down, all daily blue bits. One great worth noting carefully is what happens when you take a stack which has both a chicken and a fish pushing against it.

On the Chicken Supreme screen you'll find it's quite safe to take the top stack and then move down. The chicken runs across in front of the fish and blocks its path, thus saving you from a nasty 'Whooop'. Why does

the chicken beat the fish to it? Are chickens simply faster?

Well, no they aren't. In the Dolly Mouse screen here, it's the other way round: the fish beats the chicken to it, saving your neck once again. (How come? This answer seems to be that when you have to take a choice on the object following another, the rat always goes off.



### Explosive Mixture

The early stages of Explosive Mixture seem a bit odd in simple board behaviour. Here are the basics, plus a line of the later points.

A Y-Bomb destroys anything above or below it, plus whatever you used to detonate it if that case is from the side. Y-bombs behave like chickens: they slide to the left whenever possible, and can be pushed up a dash. They can slide or be pushed through knockout (direction, slowings) and will deto-

### Dolly's Revenge

For getting your stacks out of their starting points will take you time enough here, but there's nothing compared to the problems that follow. The scenarios set piece solved here - 17 stacks, one mouse and no objects for

use - is a completely nasty.

Getting that mouse in the middle is a pretty easy, but that's not enough, you're also got to push at least eight of the dolls through the narrow lower door of the board and into the

screen below. You're bound to push one doll into a corner and leave another screen immobile just getting the mouse, so all but one of the scenarios will have to go. Can't be done!



#### Getting the mouse

- 1 Push into wall up
- 2 Push into wall up
- 3 Up
- 4 Left
- 5 Get mouse, and then push down



#### Getting your stack

- 1 Push into stack left and then down
- 2 Down, left and down again
- 3 Left, down, left and down
- 4 Right, down and then up, for 8



#### Pushing coaches

- 10 Left and down
- 11 Right and down
- 12 Left and down
- 13 Up, right and down

note any other bombs they slide into.

Bombs are to fish or V-bombs are to chickens, they fall down wherever possible, and can be pushed left or right. They destroy whatever is they impede left and right, plus the object you detonated it with.

You can only let bombs off using things that move of their own accord: fish, chickens, cow bombs, in other words. If you use cow bombs to detonate switches, only the bomb that gets hit - the lower or left-hand one - actually explodes. The other one gets destroyed, but isn't detonated.

## Enlightenment

The lighting bombs can actually switches, just set up and the room backgrounds go on black, collect another and the lights come



on again. Switches don't count as part of the main level, and don't show up on the map.

Often you'll find switches blocking your path so that you have to pack them up. You can find them sometimes in the total zones of boards, with much the same end result: leaving a switch up has the same effect as collecting it. One useful tactic when you meet the kind of set-up is to find a switch with your other shield. You can then collect, sweep shields and collect again, leaving the lights on afterwards.

## The Doll's House

Dolls don't move of their own accord, but you can push them around using your shields. Once a doll starts moving, it keeps going until it hits an obstacle. Dolls can detonate bombs or pass through barricades, and won't move any objects that they hit. You can safely push a doll so that it hits your other shield, and indeed many of the Doll's House problems rely on shuffling dolls back and forth between your shields.

## The Challenge

This one starts off tough and doesn't let up at all. Many are of the first problems on the level, and although it's made up of simple elements - chickens, fish, bombs and fireworks - it really is tricky. You

must get all the bombs, you can't get your other shield in to help, and you'll stop yourself if you push any chickens or fish off the left edge. The solution here comes courtesy of Assistant Editor Bob Wade.



### Freeing the fish

- 1 Push through fireworks and into gaps.
- 2 Push fish into up to fish into fire.
- 3 Sweep in the fireworks, to second fish stage.



### The bombs

- 1 Timing fireworks.
  - 2 Use bottom two bombs.
- Reset the fireworks.



### The crucial part

- 1 Bomb off fireworks down up to fish.
- 2 Bomb off fireworks, leaving the fish hit and the rest a clear.

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# DEATHWISH 3

Spectrum version



Type in the listing (but NOT what's in the brackets, which is for information only) and **RUN** it. Then start the game type from the beginning and you should be blessed with infinite ammunition and/or able to withstand vast amounts of injury.

10 **REM DEATHWISH 3 POKES**  
 30 **REM BY C.WILD & S. HUNTER**  
 30 **REM ACE NOV 87**  
 40 **CLEAR 32767**  
 60 **LOAD "CO00"**  
 80 **LET 4000-50117**  
 70 **READ IN**  
 90 **IF 14-999 THEN GOTO 110**  
 90 **POKE ADD+HLET ADD=ADD+1**  
 100 **GOTO 70**

110 **RANDOMIZE USR 33768**  
 120 **DATA 200,80,5,62,183**  
 130 **DATA 50,20,10,50,180,183** (for infinite ammo)  
 140 **DATA 50,27,100** (for infinite injury)  
 150 **DATA 201,87,13,80,999**

If you have a Multiface 1 or similar device then these pokes will produce the same effects.

**POKE 36676,183** **POKE 36683,183** (for infinite ammo)  
**POKE 42081,183** (for infinite injury)

**GARRY WILD**, Shaw, Lancashire

## PAPER-BOY

We promised some cheats for Paperboy in last issue so here goes. For unlimited lives on the GSA type in and **RUN** the listing then load as normal.

10 **FOR A=0 TO 20:READ B:POKE 20100-A,B:NEXT A**  
 20 **DATA 166,1,141,48,8,186,149,76,150,82**  
 30 **DATA 4,158,208,247,76,13,8,188,98,147**  
 40 **DATA 166,41,741,107,80,78,82,8,0**

**EDD and ROBERT**, London

If you want to be invincible on the Spectrum version type and run this then start the tape.

10 **CLEAR 65535**  
 20 **LOAD "CO00"**  
 30 **FOR A=32000 TO 32024:READ B:POKE A,B:NEXT A**  
 40 **DATA**  
 50 **DATA 200,24,86,204,209,33,19,128**  
 60 **DATA 206,110,8,207,178,198,202,200**  
 80 **DATA 50,181,187,186,86,5**  
 70 **RANDOMIZE USR 32000**

**T.J. MERRILL**, Hollywood

For all you Atlatlax users out there here's a cheat program for W, for papers and invincibility. Just type in and switch/tape loading the game.

10 **OPENOUT"0"**  
 20 **MEMORY 82PT**  
 30 **LOAD "W"\*,8000**  
 40 **POKE 6376,ACB-CALL 6380**  
 60 **POKE 6374,ACB-POKE 6367,0**  
 70 **CALL 88F80**

**TOMMY HOYLE**, St. Louis

## LEADERBOARD

Course 1

**POKE 1-16:PUT 3-16: LFT 3-16:PT**  
**4-16:PUT 5-16: LFT 6-16:PT 7-16:PT**  
**8-16:PUT 9-16: LFT 10-16:PUT**  
**11-16:PT 12-16:PUT 13-16:PUT**  
**14-16:PUT 15-16:PUT 16:PUT**  
**17-16:PUT 18-16:PUT**

Course 2

**POKE 1-16:PUT 2-16:PT 3-16:PUT**  
**4-16:PUT 5-16:PUT 6-16:PT 7-16:PUT**  
**8-16:PUT 9-16:PUT 10-16:PUT 11-16:PT**  
**12-16:PUT 13-16:PUT 14-16:PUT**  
**15-16:PUT 16-16:PUT 17-16:PUT**  
**18-16:PUT**

Course 3

**POKE 1-16:PUT 2-16:PUT 3-16:PUT**  
**4-16:PUT 5-16:PUT 6-16:PUT 7-16:PUT**  
**8-16:PUT 9-16:PUT 10-16:PUT 11-16:PUT**  
**12-16:PUT 13-16:PUT 14-16:PUT**  
**15-16:PUT 16-16:PUT 17-16:PUT**

17-16:PUT 18-16:PUT

Course 4

**POKE 1-16:PUT 2-16:PUT 3-16:PUT**  
**4-16:PUT 5-16:PUT 6-16:PUT 7-16:PUT**  
**8-16:PUT 9-16:PT 10-16:PUT**  
**11-16:PUT 12-16:PUT 13-16:PUT**  
**14-16:PUT 15-16:PUT 16-16:PT**  
**17-16:PUT 18-16:PUT**

There's a super listing.

**DAVID BAKER**, Edinburgh

## HADES NEBULA

So you want infinite lives on ST Hades Module 7. Then get to the high-score table, input your name as "MONITOR" and there you have it.

**RICHARD BARLETTOWNE**, Ginebra

**DRILLER**  
 IN  
 THE NEW  
 DIMENSION

# MOTOS

Spectrum version

10 REM MOTOS.POKE  
20 REM BY C WILD & S HUNTER  
30 REM AGE, 100V 07  
40 REM O PAPER 9  
50 CLEAR 34075  
60 LOAD "SCREENS"  
70 PRINT AT 0,0  
80 LOAD "CODES"  
90 POKe 40241,0  
100 RANDOMISE USR 00766

You should now be greeted with infinite lives. Multiple 1 screens should be POORING 42241,0.

CHRIS WILD, Skew, Lancashire

# EXOLON

Spectrum version

10 REM EXOLON.POKE  
20 REM BY C WILD & S HUNTER  
30 REM AGE, 100V 07  
40 CLEAR 32899  
50 LOAD "CODES"  
60 LET ADD=40246  
70 READ N  
80 IF N=999 THEN GOTO 110  
90 POKe ADD,N:LET ADD=ADD+1  
100 GOTO 70  
110 RANDOMISE USR 00286  
120 DATA 82,1,25.00,10,250  
130 DATA 205.0,200.00,15,50  
140 DATA 88,284,198.00,254,175  
150 DATA 50,110,120 (satellite antenna)  
160 DATA 50,80,140 (satellite generator)  
170 DATA 50,20,157 (satellite fuel)  
180 DATA 50,20  
190 DATA 50,175,150 (AIRBORNE)  
200 DATA 180,50,100,87,71,90,999

Multiple 1s should be POKE 20840,0 (50V)  
NTE AMRO: POKe 27080,0 (50V)NTE  
GRANDS: POKe 40241,0 (50V)NTE  
LARGE: POKe 40115,07 (50V)NTE(17)

CHRIS WILD, Skew, Lancashire

# AMIGA KARATE

To defeat each computer opponent, simply move your character to the right hand side of the screen. Turn so your character now faces the left and go into a crouch. If you position your character so that only his leg is visible when he does a leg sweep, your opponents will just stand still and take the blows. It won't take long to defeat them the way. Don't worry about the start but you'll have time to smash those "hard" guys on the higher levels.

ALEXANDER EDWARDS, London

# IN THE ARCADES ROLLING THUNDER

1. Only go through doors which have a symbol of a bullet next to them.
2. Go through the very first bullet door to replenish your handgun ammunition.
3. A machine gun can be found through one of the bullet doors so you should try each one.
4. Fire frugally with the machine-gun as you'll waste your ammo.
5. If you should run out of ammo then sit back with knives.
6. Keep jumping on and off the balcony to avoid being shot.
7. Purple hooded badies only need one shot to kill them whereas blue and gold hooded badies need two.
8. When you arrive at the steps that lead down, you should fall down the first step and shoot once at the man opposite you. Jump off the steps and you will float down to the bottom section of the game.
9. Get past the beam doors by shooting as soon as they open, then crouch and shoot to kill the blue hooded man throwing knives at you.
10. In the first section there is a man whose hiding in the third or fourth stack of tyres. Jump toward in between stacks until you are next to him then when he pops up, pop him first.
11. Keep moving along the tyres until you are called by the man, crouch and fire four times to dispatch him.
12. Crouch and shoot to kill the badie that then lies at your feet behind the sandbags, then immediately jump or walk backwards to avoid the slag that's throwing incendiary bombs at you.
13. The final badie is a dobbie. Hit a gold character so he'll take two shots. Simply shoot him once and then he'll fly in the air above his head. The fool will jump and try to catch the bullet, getting himself killed in the process. All that remains is to walk through the exit at the end of the scrolling screen and you'll have completed the first level.

Peter Walsh, New Boston

# HANG-ON

Never use the brake to slow down, simply release the throttle and you'll slow down just as effectively without stalling.

Richard Hawkins, Woking

# SLAP FIGHT

As soon as the game starts, move your ship to the top left corner of the screen and allow yourself to be shot. When you're shot you will be gifted with a full set of power wings and guided missiles which should make your task a shade easier.

Scott Peck, Hemmings and Adrian GoMarrin, Boston

# PAPERBOY

Select 'Easy way' and try to survive the first two days. On the Wednesday when you come to the training course, head along the middle lane at full gas. As soon as the finish line comes into view you should notice a bush in your right. Quickly change course and head for the bush (still at full speed) and continue toward the fence that is to the right of the finish line. Doing this takes you straight onto another training course where you should take the middle course again. Once you reach the end of the course you will find you can cycle straight through the spectator stand and onto your final training course. Follow the middle lane again and this time come to a halt by the spectator stand. You now have a score of over a MILLION plus unlimited men for the rest of the game.

Jeremy Watt, Bude

## HOT TIPS...HOT PRIZES!!

Every month we give away £100-worth of software to readers who send in the best playing tips, pokies, maps, and hi-score tactics...

**Tip of the month** - gets you six top-rated games for your machine specially selected by the ACE team completely free.

Just in case you're in any doubt about what that could mean, this month **Chris Wild** walks away with three copies of: **SuperSprite, Plexus, Moon Strike, How far for a complete Record, Renegade, Tai Pan**

That's worth a red-hot \$44.75 for Mr Wild... Aren't his doing of jobs a bit better than sure it's YOUR next issue!

Five runners-up each receive a top-rated game for their machine specially selected by the ACE team.

**Alexander Edmonds** who will soon be doodling over his free copy of **Karate Kid II**

**T.L. Messah** who'll be racing off with a copy of **SuperSprite** (as soon as it's released).

**David Mark** who will soon be tearing his hair out over **GGP**.

**Eric** and **Robert** who get **Chuck Yeager's Advanced Flight Trainer**.

**Richard Mablethorpe** who wins **Skullduggery**.

...next month it could be YOU!

So get down to it! Send your tips to:

**Tricks'n'Tactics, Advanced Computer Entertainment, 4 Queen Street, BATH, BA1 1EJ**

Don't forget to include your name and address (clearly written on block capitals) and the name of your computer - so we can pick the right prize!

...and don't forget **ARCADE TIPS** for those coin-hungry high-street mechanoids. With every Arcade Tip you send in, include the title of the game of your choice and specify your computer - if you're chosen as **Tip of the month** you're chosen game will wing it's way to you absolutely free. This month, **Peter Walsh** is the lucky winner, next month...?



# ACE

## Collect it!

Missed the first issue of ACE? Don't despair. A copy can be despatched to your letterbox for just £1.50 (postage free). Look at these highlights.

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⇒ Large, colour reviews of **XOF, Bubble Bubble, Quicks, Impact, Barbarian, Mask** and more.

⇒ Which Console? A detailed comparison of the Nintendo, Sega and Atari machines and the software available for them.

⇒ Music: Intro to MIDI and a review of Casio's MIDI Guitar.

⇒ Great playing tips on **Guild of Thieves, Barbarian, Sentinel, Boulder, Defender of the Crown** and more.

⇒ Spoof letters page!



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### Ocean

Use the combined powers of the bouncing Wizard and Caball to collect magic water drops. Original and addictive.

Year	MS	40 yrs	50 yrs
Spectrum case	7.99	9.99	A11900
IBM 64 case	9.99	9.99	A11900
IBM 64 disk	12.99	10.99	A11900
Amstrad case	9.99	7.99	A11900
Amstrad disk	14.99	11.99	A11900



## S.D.I.

### Microsoft

Strategic Defense Initiative: action plus strategy.

Year	MS	40 yrs	50 yrs
Ami 51 disk	29.99	24.99	A11901
Amiga disk	29.99	24.99	A11901

## TOP GUN

### Ocean

You've seen the movie, now plan your own dogfights. One and two-player action.

Year	MS	40 yrs	50 yrs
Spectrum case	7.99	9.99	A11902
Amstrad case	9.99	9.99	A11902
Amstrad disk	14.99	11.99	A11902
IBM 64 case	7.99	9.99	A11902
Ami 51 disk	19.99	16.99	A11902



## XOR

### Legation

Ingenious maze game, packed with mind-bending puzzles. Original and very challenging. Size: Rated 3.07.

Year	MS	40 yrs	50 yrs
Spectrum case	7.99	9.99	A11903
IBM 64 case	9.99	7.99	A11903
IBM 64 disk	12.99	10.99	A11903
Amstrad case	9.99	7.99	A11903
Amstrad disk	14.99	11.99	A11903

## WORLD GAMES

### MS Gold/Type

Eight great sports: cliff diving, log rolling, bull fighting, weight lifting, slalom sailing, tennis, wrestling, ball net (jumping and catch tosses).

Year	MS	40 yrs	50 yrs
Spectrum case	9.99	9.99	A11904
IBM 64 case	9.99	7.99	A11904
IBM 64 disk	14.99	11.99	A11904
Amstrad case	9.99	7.99	A11904
Amstrad disk	14.99	11.99	A11904
Ami 51 disk	24.99	19.99	A11904
Amiga disk	24.99	19.99	A11904
IBM compatible	24.99	19.99	A11904

## DEATH WISH 3

### Gremlin

Clear up the streets in spectacularly violent style with your bazooka, machine-gun, pistols, etc.

Year	MS	40 yrs	50 yrs
Spectrum case	7.99	9.99	A11905
IBM 64 case	9.99	7.99	A11905
IBM 64 disk	14.99	11.99	A11905
Amstrad case	9.99	7.99	A11905
Amstrad disk	14.99	11.99	A11905



## EPYX EPICS

### MS Gold/Type

Collection of four stunning classics: Summer Games, Impossible Mission, Breakthrough, Pitfall II.

Year	MS	40 yrs	50 yrs
IBM 64 case	9.99	7.99	A11906
IBM 64 disk	14.99	11.99	A11906

## TAIPAN

### Ocean

Advanced strategy game based on the James Clavell novel.

Year	MS	40 yrs	50 yrs
Spectrum case	7.99	9.99	A11907
Ami 51 disk	19.99	16.99	A11907



## BALANCE OF POWER

### Microsoft

A demanding game of strategy.

Year	MS	40 yrs	50 yrs
Ami 51 disk	29.99	24.99	A11908
Amiga disk	29.99	24.99	A11908

## STRIKE FORCE HARRIER

### Microsoft

All action flight simulator and shoot-'em-up.

Year	MS	40 yrs	50 yrs
Spectrum case	9.99	7.99	A11909
IBM 64 case	9.99	7.99	A11909
IBM 64 disk	14.99	11.99	A11909
Amstrad case	9.99	7.99	A11909
Amstrad disk	14.99	11.99	A11909
Ami 51 disk	24.99	19.99	A11909



## LEADERBOARD

### MS Gold/Access

Top scoring simulation bar wars.

Year	MS	40 yrs	50 yrs
Spectrum case	9.99	9.99	A11910
IBM 64 case	9.99	7.99	A11910
IBM 64 disk	14.99	11.99	A11910
Amstrad case	9.99	7.99	A11910
Amstrad disk	14.99	11.99	A11910
Ami 51 disk	24.99	19.99	A11910
Amiga disk	24.99	19.99	A11910

## MASK

### Gremlin

Addictive gameplay based on the TV cartoon.

Year	MS	40 yrs	50 yrs
Spectrum case	7.99	9.99	A11911
IBM 64 case	9.99	7.99	A11911
IBM 64 disk	14.99	10.99	A11911
Amstrad case	9.99	7.99	A11911
Amstrad disk	14.99	10.99	A11911



## GAUNTLET

### MS Gold/Type

The arcade smash hit featuring maze learning with speedy enemies.

Year	MS	40 yrs	50 yrs
Spectrum case	9.99	9.99	A11912
IBM 64 case	9.99	7.99	A11912
IBM 64 disk	14.99	11.99	A11912
Amstrad case	9.99	7.99	A11912
Amstrad disk	14.99	11.99	A11912
Ami 51 disk	24.99	19.99	A11912

## GAME OVER

### Imagine

Exciting shoot-'em-up featuring huge, evil guardians at the end of each level.

Year	MS	40 yrs	50 yrs
Spectrum case	7.99	9.99	A11913
IBM 64 case	9.99	9.99	A11913
IBM 64 disk	12.99	10.99	A11913
Amstrad case	9.99	7.99	A11913
Amstrad disk	14.99	11.99	A11913



## SOLOMON'S KEY

### MS Gold

Exciting shoot-'em-up game packed with puzzles and invention.

Year	MS	40 yrs	50 yrs
Spectrum case	9.99	9.99	A11914
IBM 64 case	9.99	7.99	A11914
IBM 64 disk	14.99	11.99	A11914
Amstrad case	9.99	7.99	A11914
Amstrad disk	14.99	11.99	A11914

## HEAD OVER HEELS

## Games

Exploit the different abilities of two characters in a brain-bending exploration of a stunningly depicted 3D world.

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## DEFENDER OF THE CROWN

## Microsoft Windows

Strategy and combat backed by graphics you would not believe!

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## ARKANOID

## Games

Really enjoyable breakout clone with 50 levels.

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## STAR GAMES 2

## Games

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# THE BLITTER END...

## Cull

Wine "Wiz" Bill Stealy of Microprose cuts the cake to celebrate Microprose's first birthday in the UK. You'll notice, however, that the large bottle of champagne has not been opened, despite the plethora of full glasses on the table. So, we suspect Major Stealy of keeping a few bottles on

company expenditure, which no doubt explains why the anxious chap on the right is quietly trying to get a taste of the wine on his fingertip before the cake is whisked away and the hard work brought out.



## Left Out

An apology is due to Brian Latham, author of the Graphics Gems feature in our first issue. His name didn't quite make it on to the page despite his immense prose. Sorry about that, Brian's real life artist who's been fascinated by computer graphics for some time - he'll be writing for us regularly in forthcoming issues.

An apology is also due to Autogenic; their resident game player got the treatment in ACE 1 but the ACE Rating seemed a little odd. Again, something was left out - the number 5. The ACE Rating for the game should have been a resounding 80%.

## Bubble Bobble Bonus...

You may really very lucky indeed if you own a Spectrum, that is. The two levels of Bubble Bobble on this month's cover cassette were stolen the full game! Confusion about which master was extra and to whom meant that the duplicators came within a hair's breadth of running-off thousands of full games, which would then have been generously given away by customers to forces of grateful punters. But our resident bottle, Andy Wilson, saved the day

## Next month...

ACE is getting finer and finer. Our next cover feature - in late November 89 - will flow:

- An in-depth and very unusual report on the PCW share strategies, including starting details of the software and peripherals that really matter
- Update Anguish - how to take the pain out of moving up from 8-bit to 16-bit computer entertainment
- Games of Note - Did we really play them? We look at the games that take to make our knees tremble, have they still got what a game?
- Gaming Games - Buyer's Guide to the land of megabytes
- Graphics - most in-depth review of things from Opponent and Deluxe Paint 2
- Adventures - The Mission, Level 1's Gnome Ranger and - maybe, just maybe - Infocom's game-winning venture in to take a 32-bit memory - Plundered Hearts
- Trials of Tardis - how to play and win with Quicks, Mr L.E.D., Boudicca and Multiguage
- Reviews - even bigger and better section covering all those fine games competing for your substantial coinbags

Bubbling and bobbling away on the 'demo' tape one might be inclined to be damn well to be stopping at Level 3 - or 4 - or 7... Plans phone-calls test winning events! Spectacularly red faces being on show. But it was a damn close run thing, Algy

## More balls

Next issue we hope to carry a match report on the exciting event, at which 'Champion' Ron Johnson will be in attendance. ACE reporters will be covering every inch of the park, giving 110% and displaying their wily skills, etc., etc. but can a match between the press and a software house really be a 'friendly'? Certainly the crowd aren't going to be too happy - it looks as if 15,000 people have been given 50-pence-well-number!

We look forward to further events of this nature. There is of course absolutely no use both in the corner that Alan Sugar

and Jack Tanner have negotiated £1 million in prize money to appear in a most exciting feat, or that Sir Clive Sinclair offered to take on the winner for nothing.



Activision	13,12,94,95
Argus	56
AmigaSoft	6,77
Autogenic	IBC
Budget	79
CPS	44
Firebird	31,57,76

Greenline	IPC,3,80
Incentive	79,101
KJC	44
Logotron	71
Martech	48
Mastertonic	85
Microprose	11,37,51,86,93

Miranast	10
Ocean/Imagine	34,32,43,49,58
Piranha	70,71
Shekhara	76
Systems Architects	28
US Gold	0BC,25-33,64,98
York	44





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**ASL**

# THE PHENOMENON CONTINUES

# GAUNTLET II

The total gaming expert in the No. 1 rated UK, *Addictive Gamer* and *gambler* with an unrivalled feature: it's a totally new genre. Over 100 minutes of pulsating action you take on the powerful gauntlet security forces if they're not ready to play. Discover the features in this "Gauntlet II" manual how to face with the Gauntlet II and how to get the Death Curse of the "Gauntlet II".

with power, flexibility and strategy will make your progress of the game difficult. But there are many of features in the game which will enhance your progress. In your next session, walk through walls or climb over the gauntlet. You can also move around the game field to give advantage. However it is not only a single strategy in the entire game, but it is a challenge to the entire game.



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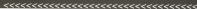
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# THE PHENOMENON CONTINUES

# GAUNTLET II

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with another, ten-minute and every challenge your progress of the more difficult. But there are special secrets to be discovered with software that presents a major challenge, with enough skills to make you feel great. Features your own sense of the game with in your advantage. Gauntlet II is not just a better game, it's an entirely new world. It's a 100% new experience in a new packed collection.

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If you encounter any loading difficulty, please first check that you have followed the loading instructions on page 7 correctly, and that your system is able to load other games satisfactorily.



